

# *Redcoats & Rebels*

*Élan wargame rules for the American War of Independence ©*



By

**Phillip A. Jones, Mark Hume,  
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2004

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## Redcoats and Rebels: Élan wargame rules for the American War of Independence

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Canberra, Australia 2004

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# CONTENTS

## SECTION 1 Basic Concepts

1.1	Scales	2
1.2	Basing Stands	3
1.3	Sequence of Play	3
1.4	Turn Phases Description	4

## SECTION 2 Formations

2.1	General Notes	4
2.2	Flanks and Rears of Units	5
2.3	Open Column	5
2.4	Closed Column	5
2.5	Line	6
2.6	Reinforced Line	6
2.7	Skirmish Screen	6
2.8	Troops Lying Down	7
2.9	Dismounted Cavalry	7
2.10	Artillery	7
2.11	Staff	8
2.12	Special / Combined Formations	8
2.13	Legal Formation Changes	8

## SECTION 3 Points & Troop Classes

3.1	Troop Point Values	8
3.2	Class Ratings & Troop Quality	9
3.3	Cost of Stands	9
3.4	Class 5	10
3.5	Class 4	10
3.6	Class 3	10
3.7	Class 2	10
3.8	Class 1	11

## SECTION 4 Troop Types & their Capabilities

4.1	British Army	11
4.2	German Army	12
4.3	Spanish Army	13
4.4	French Army	13
4.5	American Army	14
4.6	Line Infantry	15
4.7	Light Infantry	15
4.8	Irregular Infantry	15
4.9	Cavalry	16
4.10	Light Cavalry	16
4.11	Irregular Cavalry	16
4.12	Artillery General Notes	17
4.13	Artillery Calibres	18
4.14	Foot Artillery	18
4.15	Battalion Guns	18
4.16	Moving Artillery Batteries	19
4.17	Evading and Routing Artillery	19
4.18	Artillery Firing General notes	19
4.19	Dead Ground for High Hills	19
4.20	Artillery Overhead Fire	20
4.21	Spiking or Capturing Gun Stands	20
4.22	Bombardment Procedure	20
4.23	Tactical Artillery Fire Procedure	21
4.24	Howitzer Shell Fire Procedure	21

## SECTION 5 Engineers & Sappers

5.1	General Notes	22
5.2	Creating Explosive Devices	22
5.3	Mines and Countermines	23
5.4	Field Works	23

## SECTION 6 Skirmishers

6.1	Deploying Skirmish Screens	24
6.2	Skirmish Screens and Firing	24
6.3	Skirmishers Charging & Evading	24
6.4	Skirmishers in Close Assault	25
6.5	Independent Light Units	25
6.6	Dismounted Cavalry & infantry	26

## SECTION 7 Terrain

7.1	General Notes	26
7.2	Hills and Rises	26
7.3	Roads	27
7.4	Rivers and Streams	27
7.5	Bridges and Fords	27
7.6	Pontoon Bridges	27
7.7	Marsh, Swamp, Snow	28
7.8	Difficult Ground	28
7.9	Urban Areas	28
7.10	Fires in Urban Area and Woods	29
7.11	Damaging Cover, with Artillery	29
7.12	Woods	30
7.13	Preparing Defences and Obstacles	30

## SECTION 8 Staff, Command & Control

8.1	General Notes	31
8.2	Determining Staff Quality	31
8.3	Staff Ratings Table	31
8.4	Definitions & General ratings	31
8.5	British General Ratings	32
8.6	American General Ratings	33
8.7	French General Ratings	34
8.8	Spanish General Ratings	34
8.9	German General Ratings	34
8.10	Staff and Command	35
8.11	Brigade Morale	36
8.12	Staff Being Attached to Units	36
8.13	Staff & Engineers Being Charged	36
8.14	Artillery Generals	36
8.15	Replacing Generals	36
8.16	Units out of Command	37

## SECTION 9 Scouting & Deployment

9.1	Scouting General Notes	37
9.2	Scouting Points Values	37
9.3	Deployment	38
9.4	Out-scouting Table	38
9.5	Hidden Deployment	38
9.6	Deployment Procedure	39

<b>SECTION 10 Visibility</b>		
10.1	Visibility and Surprise	39
10.2	Visibility Ranges	40
<b>SECTION 11 Initiative</b>		
11.1	Initiative General Notes	40
<b>SECTION 12 Grand Tactical Movement</b>		
12.1	Grand Tactical Movement	41
12.2	Grand Tactical Procedure	41
12.3	Off-Board Units	41
<b>SECTION 13 Morale Tests</b>		
13.1	Morale Tests General Notes	42
13.2	Shaken and Unsteady Units	42
13.3	Being Charged Test	43
13.4	To Charge Test	43
13.5	Shooting Casualties Test	43
13.6	Closing with Enemy Test	43
<b>SECTION 14 Tactical Fire</b>		
14.1	Tactical Fire General Notes	44
14.2	Target Class Definitions Notes	44
14.3	Firing Arc	44
14.4	Firing Priority	44
14.5	Target Class Definitions	44
14.6	Tactical Shooting Procedure	44
14.7	Shooting at Targets visible in Previous Turn	45
14.8	Steady and Unsteady Fire	45
14.9	Firing and Visibility	45
14.10	Firing into a Close Assault & Friendly Fire	46
14.11	Defensive Fire in the Tactical Movement Phase	46
14.12	Endangering Friendly Stands & Enfilade Fire	46
14.13	Firing on Artillery, Staff & Engineers	46
<b>SECTION 15 Tactical Movement</b>		
15.1	Movement General Notes	47
15.2	Command Stands & Facing	47
15.3	Wheeling	47
15.4	Passing through Units & Terrain	47
15.5	Passage of Lines Manoeuvre	47
15.6	Passage of Lines Procedure	48
15.7	Charges-General Notes	48
15.8	Restrictions on Charging Units	48
15.9	Sub-Unit Charges	49
15.10	Declared Charges	49
15.11	Declared Charge Sequence	49
15.12	Declared Charge First Impulse	50
15.13	Declared Charge Second Impulse	50
15.14	Opportunity Charges	50
15.15	Opportunity Charge Sequence	50
15.16	Feint charges	50
15.17	Counter-Charges	51
15.18	Pursuit	51
15.19	Infantry Pursuers & Compulsory Advances	51
15.20	Cavalry Pursuers	52
15.21	Rallying Pursuers	52
15.22	Routing Units	52
15.23	Routers Bursting through Units	52
15.24	Routing Units leaving the Board	52
15.25	Attacking Routing Units	52
15.26	Rallying from Rout	53
15.27	Rallying in other Circumstances	53
15.28	Evades	53
<b>SECTION 16 Close Assault</b>		
16.1	Close Assault General Notes	54
16.2	Close Assault Procedure	54
16.3	Command Tactical Factors	55
16.4	Reinforcing Close Assault	55
16.5	Automatic Victories & Supporting Units	55
16.6	Compulsory Movement	55
16.7	Break-Through Attacks	56
16.8	Push-Back Melee Results	56
16.9	Fighting in Urban Areas	56
16.10	Fighting in Wooded Areas	57
16.11	Capturing Staff	57
<b>SECTION 17 Surrenders &amp; Concluding the Game</b>		
17.1	Surrendering and Destroyed units	58
17.2	Massacres	58
17.3	Capturing Colours & Objectives	58
17.4	Concluding the Game	58
17.5	Determining the Winner	58
<b>SECTION 18 Unit Ratings</b>		59
<b>SECTION 19 Optional Rules ideas</b>		61
<b>SECTION 20 Campaign Rules</b>		62
<b>SECTION 21 Battle Timeline</b>		75
<b>SECTION 22 Battle Scenarios</b>		76
<b>PART II - PLAY CHARTS</b>		
Sequence of Play- Morale Test		
Charts for Small Arms- Artillery & Damage Table		
Movement and Scouting- Close Assault		
Counter Chart		

## INTRODUCTION TO REDCOATS & REBELS

These wargame rules are the synthesis of the *Élan Deluxe* Napoleonic wargame rules written by myself and a supplement developed by Mark Hume to adapt that game to the particulars of the American War of Independence.

These rules also include orders of battle written by Mr Chris Johnson who has kindly agreed to allow his work to be adapted for this game along with campaign rules, *Etat-Major*, co-authored by myself and Greg MacPherson which have been tailored for this edition.

For current players of *Élan Deluxe*, they will find all the core mechanisms are mostly the same, although due to the small size of many of the units in the AWI- the default ratio for figures is now 1:25 (one figure= 25 men) and some of the results in areas of close assault or in the various units available are by necessity different from the parent game to better reflect the unique features of the conflict. In several instances, such as the fire charts, further simplification has been made and greater provision for the role irregular and auxiliary troops played in this conflict.

In addition, in the game are notes on the various types of units and nations involved, along with army lists, general ratings and battle scenarios based on actual actions, providing players with useful material to develop their armies and starting points for some actions.

The game is designed for any basing system or figure ratio and players can use 10mm, 15mm or 25mm figures.

There are also several Optional Rules both in the text and in a later section which presents some ideas that players may like to explore. The game could also be used for the earlier French Indian war with little or no modification, though players would have to determine new unit ratings where they think appropriate.

The charts in Part II are an indispensable part of the game and players must ensure they read them thoroughly to ensure they understand the details of the mechanics and unit capabilities and their responses.

The game may seem at face value complex but most of the time players will not require all the rules and the clauses are there for particular tactical situations that may arise. I recommend new players learn the mechanics with a few units first before attempting larger battles, but once learnt the game provides for a flowing game.

I'd especially like to thank Mark Severin of [www.deepfriedhappymice.com](http://www.deepfriedhappymice.com) for making possible the distribution of this game via his website. Finally, most of the particular AWI rules or notes have been written by Mr Mark Hume and without his expert contribution this game would not have been possible. I hope you enjoy the game.

**Phillip A. Jones**

Canberra, Australia 2004

## SECTION 1: BASIC CONCEPTS

### 1.1 Scales

1. In *Redcoats and Rebels*, groups of figures, called Stands, are used to form units. These Stands may have any number of figures on them. Consequently, players using figures from any other rule system can also use *Redcoats and Rebels* rules. The width and depth of the Stands is irrelevant under this system. A default basing system is provided to guide players along with a recommended number of figures per Stand, but players may ignore these if they wish, particularly if they have figures already based.
2. The ground scale equates one millimetre to about a metre for 25mm scale figures, 1mm to one pace for 15mm or smaller scales. The measurements in the rules have been written with both 20/25mm scale and 10/15mm figures in mind, though other scales can be used.
3. Players with 15mm figures should use the measurements on the *right* throughout the text and charts. Players using 6mm or 10mm figures are advised to use the 15mm scales. In several instances, Stand width is used to determine distance to allow for differing basing system. The time scale is one turn equals 30 to 45 minutes.
4. A figure of Infantry or Cavalry represents 25 men although players can use other ratios with no need to amend the rules such 1:20 or up to 1:50. An Artillery, Engineer or Staff figure represents five men. Players purchase Stands using points to create an order of battle to an agreed limit (eg 800 points), any number of figures can make up the Stands though a default number per troop type is provided below.
5. If players wish to use a 1:10 ratio for infantry and cavalry, then each Stand will represent will represent 10 men.
6. A single Artillery gun model represents two actual guns. A single limber with horse teams represents the combined limbers for a single Artillery battery. For example, three gun models and one limber model plus crew figures would represent a historical battery of six guns.
7. The model figures are mounted on Stands, which are then organised into units that represent Battalions of Infantry, Regiments of Cavalry and batteries of artillery.
8. In the case of artillery, engineers and Staff figures, then their actions in the game are resolved in terms of figures rather than whole Stands at times.
9. Stand and figure strength and casualties represent more than just actual men in a unit. The combination of figures and Class represent a unit's combat value and effectiveness. As figures are removed they reflect the deterioration of a unit's combat value through fatigue, casualties and loss of morale.
10. These battalions and Regiments are then organised into Brigades and Brigades into Divisions. The term 'unit(s)' will be used if rules apply to both Battalions and Regiments. Artillery will be referred to as artillery, guns or batteries.
11. Players should read thoroughly the attached Play Charts as well as the text to understand all the aspects of the rules and the capabilities of the units. Usually, after a few games, players will only need to use the Charts, referring to the text only on occasion.

## 1.2 Basing Stands

12. It is not necessary to re-base your figures in order to play the game if you use another basing system. It is essential, however, that players use the same basing system. Stands represent companies and squadrons in a unit generally, but they also serve as a method of dividing the unit up for combat purposes. For rules described later such as shooting, the actual figures are irrelevant as the Stands are used to calculate the eligible troops that can fight.
13. One Stand in each unit must be the Command stand with the exception of artillery units. The Command Stand has Officer, Standard, and Musician figures or other distinctive figures on it. This Stand determines which direction the unit is facing and all moves relate to it. It also acts as the rallying point and support for Skirmishers.
14. Staff figures should have Aide de Camp (ADC) figures on separate Stands. The player may wish to use trumpeters, officer figures, escorts or standard bearers as Aides. Staff escorts are also based separately, and are represented by cavalry figures, usually light cavalry figures.
15. Artillery Stands have a single gun and three gun crew figures (based separately) on them. Each battery also has a limber team on a separate stand. Artillery Crew should have one and two figures based for change as casualties. Three figures of Artillery crew is a Stand with or without a gun. A complete Limbered Artillery Battery is one Stand; refer to the *Artillery* section below.
16. Engineer Stands have a single Cavalry or foot figure; Sapper Stands two figures on them. Figures with spade and picks would be appropriate for Sappers.
17. In order to offer at least one basing system the following is provided as the default system for the game. All measurements are in millimetres; the 10mm or 15mm scale is on the right. Players can have slightly deeper or wider bases if the figures require it to fit onto the Stands.

Stand	# of figures	Width	Depth
Single Mounted General Figure	1	40/30	40/30
Single Mounted Figure	1	20/15	40/30
Single Mounted Aide or Engineer Figure	1	20/15	40/30
Regular Cavalry Stand	3	60/40	40/30
Irregular Mounted or Camel Mounted Troops	2	60/40	40/30
Regular Infantry Stand	4	60/40	20/15
Irregular Foot Stand	3	60/40	20/15
Regular Light Infantry / Skirmishers (half-Stand)	2	30/20	20/15
Single Artillery Piece	n/a	40/30	60/40
Artillery Crew Stand (can be split up)	3	45/30	20/15
Artillery Limber with two pairs of horses and two drivers		40/30	120/100
Wagon or Similar	n/a	40/30	120/100
Single Foot Figure	1	15/10	20/15

## 1.3 Sequence of Play General Notes

18. One of the distinctive features of *Redcoats and Rebels* is the sequence of play, which gives players a flowing and quick game, full of subtlety. The Turn cycle (roughly about 30-45 minutes in real time) is divided into Phases.
19. The *Sequence of Play Chart* provides a detailed step-by-step sequence for players to follow. It is very important that the order is followed precisely.
20. Both players complete a Phase, before moving onto the next Phase. The shooting and Close Assault Phases are completed simultaneously, while the others are completed in alternate or interactive fashion.

21. To complete a Phase, the player with *Initiative* performs his actions in the order specified on the *Sequence Chart*, and then it passes over to the other side. The *non-Initiative* player responds to any actions of the *Initiative* player, and then does his own moves or attacks until his Phase is completed.
22. Finally, the *Initiative* player responds to any of the actions the other player, such as Charges or shooting, and that completes that particular Phase. The players then start the next Phase. Some Phases like shooting or Close Assault and moves like routing or pursuing are performed simultaneous with the Initiative player acting first for convenience.

#### 1.4 Turn Phases Description

##### **Initiative**

You start by determining which side acts first each Turn based on the quality of your Staff, the number of intact Brigades and Divisions you have and some luck. This can swing back and forth during a game. Players who win Initiative can pass it over to the other side if they wish. Generals who are wounded or killed can be replaced or promoted and Aides reallocated to other Staff.

##### **Grand Tactical Movement (GTM)- Alternate**

This allows players to conduct sweeping advances with their troops, and bring on reserves, as well as attempting to turn the enemy position with a flank march. This allows forces to come to grips quickly.

##### **Morale (MP) -Alternate**

This is the first Tactical Phase in which you launch charges and respond to enemy attacks. Leadership and the command of your troops is very important in the game.

##### **Firing (FP)- Simultaneous -initiative player firing first**

Your artillery can soften up the enemy using Bombardment before your troops close in, this simple mechanism recreates the effects of mass artillery firing over a long period of time at a sector of the battlefield. You can also fire musketry and artillery tactically. All firing is deemed simultaneous. Units respond to the casualties they suffer and you can draw enemy fire to make them vulnerable to Opportunity Charges in the next Phase.

##### **Tactical Movement (TMP) -Alternate**

Units move, change formation and can launch Opportunity Charges. Troops who didn't fire earlier can defend themselves from their attackers. Obstacles and pontoon bridges can be created in this phase, or removed. Fires also spread in the direction the wind is blowing.

##### **Close Assault (CAP-) Simultaneous**

Units that close with the enemy fight it out. Combats are won by a combination of the tactical situation, leadership and the quality of your troops (with some luck!). The scale of the victory determines unit casualties, retreats and advances. Units surrender in this phase, and units reduced to ineffective levels are also removed.

## SECTION 2: FORMATION

### 2.1 General Notes

23. The distance a unit can move in different circumstances and formations is specified in the *Movement Chart*.
24. Units can only change formation once in a Turn. This is either in the *Tactical Movement Phase* or *Morale Phase* (as part of a *Declared Charge*).
25. All formation changes are made on the Command stand. The facing of the Command stand is the direction the unit moves or forms up on.



26. Troops are either formed or unformed. Staff and units in Urban areas, Heavy Woods, Skirmish Screens, or who are routing are unformed bodies. Unformed troops may pass through gaps which are equal to or greater than the width of their Stand, and do not hinder *Grand Tactical Movement* of the enemy.
27. Units can change formation in pursuit but movement deductions are made, see the *Movement Chart*.
28. Turning about 180° is a formation change as is expanding or contracting frontage, please refer to the legal formation changes point below.
29. A unit may change formation in a Light wood or Urban Area but not in a Heavy Wood, other than to deploy skirmishers.
30. Only figures or Stands in the front or flanks or rear of formations can shoot.

## 2.2 Flanks and Rears of Units

31. A unit's flank is the left or right side of its formation. To attack or fire on the flank of a unit the Stands firing or charging must be behind a 45° angle that is measured from the front corner of the target formation.
32. Squares, and units in Urban area or Fortifications, do not have flanks or rear. Deployed Artillery units have flanks for morale and firing purposes, but not in *Close Assault*.
33. A unit's rear is the area that is behind a 45° angle that is measured from the rear corners of the formation. To attack or fire on the rear of a unit the Stands must be behind this 45° angle.

## 2.3 Open Column *Dense Target Infantry and Cavalry*

34. A unit in column formation has a depth of two or more Stands. A column is a minimum of a half Stand (two figures) to one Stand wide. An open column is represented by all Stands touching with no gap between them, one behind the other.
35. Although historically there were several types of column no distinction is made in the rules. This formation represents a unit with a company frontage distance between each company enabling the unit to face to a flank by wheeling each company individually and quickly. The column can move slightly faster than a closed column and enables an open square to be formed.
36. A unit in column is a formed body.

## 2.4 Closed Column *infantry only* **\*\*OPTIONAL RULE\*\***

37. A unit in closed column formation has a depth of two or more Stands. A column is a minimum of a half Stand to one Stand wide. A closed column is represented by all Stands touching with no gap between them, one behind the other with a "Closed Formation" Counter placed next to it.
38. Although historically there were several types of column with varying gaps between companies no distinction is made in the rules. This column represents all gaps between companies in the unit having been completely closed up. This formation provides some defence against cavalry, especially for lesser quality troops.
39. This is a special target class for Artillery- *refer to Artillery Chart*

**2.5 Line Line Target –Infantry and Cavalry and Artillery**

- 40. Single rank of touching stands. Lines can be bent to form angles, especially to bring fire to bear on particular units or to refuse a flank.
- 41. A unit in line is a formed body. A single formed stand is a line, unless part of skirmish screen.
- 42. Friendly troops can pass through a Line without disordering either unit, a deduction of 25% of a units movement allowance is taken from both units.
- 43. Class 4, 5 infantry and cavalry can turn about to fight or shoot at enemy charging them if they pass the *Being Charged Test*. This is represented by one Stand in two being reversed in facing, it is possible thus for a unit to fight enemy in both directions. A unit in this mode is not considered as being attacked from the rear.

**2.6 Reinforced Line- Dense Target- Regular Infantry and Cavalry**

- 44. This formation represents lines four ranks deep. It is available to regular infantry and any nationality Cavalry units. It provides benefits against cavalry and other troops in *Close Assault*.
- 45. A unit in reinforced line is a formed body. It is represented by two rows of Stands, with at least two Stands in front and one Stand behind. There must be at least half as many Stands in the rear rank as there is in the front.
- 46. All the Stands are touching and it can be bent to form angles, especially to bring fire to bear on particular units.
- 47. Class 4 or 5 infantry and cavalry in this formation can turn about the rear Stands to fight or shoot at enemy charging them if they pass the *Being Charged Test*.

**2.7 Skirmish Screen Dispersed Target**

- 48. Single ranks of half-Stands with a gap one Stand wide between them. It must have a minimum of the Command Stand to its rear for support. The Command Stand counts as a separate target for Artillery with either tactical or bombardment fire.
- 49. If charged, skirmishers always *Evade*, rejoining the Command Stand and forming line or column formation. The Command Stand is a formed body and is always a full Stand.
- 50. Skirmish Screens prevent all Small Arms from firing directly onto any Stands behind them. Skirmishers cannot contact enemy units with the exception of Artillery Stands, Skirmishers, or Routers (if skirmishing Cavalry).
- 51. Friendly units can pass through a screen without any penalty (including charging through them).
- 52. Deploying or reforming a Skirmish Screen is a formation change when 50% or more of the Stands are being deployed or reformed. Please refer to the Skirmisher section below.

**2.8 Troops Lying Down** *Line target -Infantry and Artillery crew only* **\*\*OPTIONAL RULE\*\***

53. On occasion, infantry troops were ordered to lie down or crouch to reduce the effect of artillery fire, especially if they were in a defensive posture. A player can deploy any foot in this mode.
54. It is represented by the any formation noted above, with a "Lying Down" Counter placed next to it.
55. Troops retain their steadiness, but it costs movement to get up or down, and if troops are caught in this mode by an enemy charge or break-through attack, they suffer penalties in morale tests. If contacted by formed enemy troops suffer an Automatic Major Defeat in *Close Assault*.
56. Units in this mode cannot charge, change formation, counter-charge or fire.

**2.9 Dismounted Cavalry fighting as Skirmishers**

57. Any Class 3 and above Cavalry can dismount and fight as Skirmishers. A three figure Stand that dismounts, is represented by a two figure foot half-Stand (as per Light Infantry). The Mounted Figures are left on the Board to represent where the horses are being held. The Command Stand for the unit remains mounted, unless in Urban Areas or a wood.
58. If an enemy Stand contacts the horses, they are removed from play. The stranded dismounted troops cannot be remounted in the course of a game. Dismounted Cavalry behave as other Skirmishers for all purposes, but are not considered Light infantry.
59. If dismounted cavalry are charged (and have passed the *Being Charged Test*), they can Evade on their mounts (as long as the horses have not been contacted by an enemy Stand), if they have the Movement allowance to remount and have not been contacted by the charge.

**2.10 Artillery**

60. Artillery Crew Stands not touching a Gun or Limber Stand on their own are unformed troops and a *dispersed* target, otherwise Artillery has three types of formation:

**Limbered** *Dense Target*

Represented by a single Stand of a horse team, limber and a single gun denoting the whole battery is ready to move ("limbered up"). Units cannot pass through this formation. A limbered battery counts as one Stand only.

**Deployed** *Line Target*

Gun Stands are deployed in line and the limber is placed touching the rear of the gun stand. Infantry and cavalry units can move from *front* to *rear* or vice versa through the battery, but not any other direction. Manhandling can move deployed guns.

**Compressed Frontage** *Dense Target*

As for Deployed, but Stands are placed behind each other to represent guns being deployed wheel to wheel. A four-stand battery would thus have two Stands of guns in front, two behind, with the limber to the rear. Units cannot pass through this formation in any direction. Guns cannot be deployed more than two Stands deep.

**2.11 Staff** *Dispersed Target*

61. Staff are represented depending on their rank, refer to the *Cost of Stands table* below. Staff has no flanks or rear, nor do their Escorts. Staff who move more than 50% of their movement allowance are fast targets.

## 2.12 Special or Combined Formations

62. Players can combine units in larger formations for specific purposes, eg a Brigade Column. Units must use a *TMP* to form up and are treated as one unit until they separate. The player must inform his opponent he is doing this.
63. The Class of the new formation is the majority of the Stands involved, for example, a Class 3 unit of five figures joins a Class 2 unit of six Stands. The column is treated as a Class 2 unit.
64. Players may create ad hoc units during a game by combining units from the same Brigade. They take a *TMP* to form up (amalgamate), and require a Command Stand. The ad hoc unit has the Class rating of the majority of the figures involved. It behaves and acts as a normal unit and must remain under the command of its parent Brigade. This may only be done by weakened units at **50%** or less than their starting strength.
65. To form up, the two units must move together and are stationary for a *TMP* to reorganise.
66. Units may only amalgamate once in a game. Ad hoc units with multiple Command Stands should nominate one as the active Command Stand while the other is treated as a normal infantry stand. Amalgamated units may not separate once formed.

*Example: Two weak battalions are moved together to form a combined square. One battalion is a Class 4 unit of two Stands, and the other is a six Stand, Class 3 unit. Both units move normally into contact with each other, and form square (deducting the relevant distance for forming square from their respective formations). The new square is rated Class 3 and the player uses the Command Stand for the unit with the majority of the Stands (the Class 3 unit).*

## 2.13 Legal Formation Changes

- A Unit may perform only *one* formation change in a *Tactical Movement Phase*, no formation changes can occur in *Grand Tactical Movement Phase*.

### **The only legal formation changes units can make in a single *TMP* are:**

- Line to Open Column or vice versa;
- Open Column to a Line facing 90° from its original facing;
- Open Column to Closed Column or vice versa;
- Open Column to Reinforced Line;
- Reinforced Line to Closed Column;
- Line to Reinforced Line;
- Turning about 180°;
- Open Column to Lying down mode;
- Laying down or getting up;
- Amalgamating with another unit or separating;
- Deploying or recalling more than 50% of the unit Stands as a Skirmish screen.

## SECTION 3: POINTS AND TROOP CLASSES

### 3.1 Troop Point Values and Purchasing Stands

67. Stands are 'purchased' by spending points to form a force up to an agreed total for the size of game. A standard game in *Redcoats and Rebels* is 800 points. Specific Objectives can also be given points by the players before play begins.
68. Other good sizes for actions are 400 points for learner games or small scale action, 1000 points for a larger Divisional Size action, up to 2500 points for Corps action and multi-player games.

69. The General commanding figure, representing the Player, is free to purchase, and depending on the scale of the game is either a Corps Commander or Divisional General. Other Generals of Division and Brigade must be purchased as required by the number of the Brigades.
70. If the Player figure is killed or captured during a game then the points value is the equivalent of either a Corps or Division General depending on whom the player was representing on the table.

### 3.2 The Class Ratings and Troop Quality

71. Troops in *Redcoats and Rebels* are rated as one of six classes, reflecting their combat value, relative quality capability compared to other units within their army, and the general proportion of those troops in the army. Generally Class 3 troops being veterans are more robust, they were more common than elite or highly trained Class 4 troops, hence the latter is one point more.
72. It is not possible to have different class ratings in the same Battalion, Regiment or Battery.

### 3.3 Cost of Stands and their modifiers

Players purchase individual Stands which in turn make up the units which are used to resolve the combats. The number of figures per Stand can be either the default system outlined above, or any other basing system a player wishes.

<b>Staff</b>	
Command Stand representing Player	<b>free</b>
<i>includes Cavalry aides and one Class 4 cavalry escort Stand</i>	
Additional General of Division Stand	<b>50</b>
<i>for every four brigades not commanded by Player or two Cavalry brigades, includes two ADCs and Class 4 cavalry escort Stand</i>	
General of Brigade Stand Includes one ADC figure	<b>30</b>
Engineer Stands	<b>30</b>
<i>includes one officer Stand, two Sapper Stands and one pontoon bridge and wagon</i>	
<b>Artillery</b> for each gun stand (includes one limber Stand for part of all of a battery- crew are purchased separately)	
Very Light or Light	<b>10</b>
Light Medium	<b>20</b>
Medium	<b>30</b>
Heavy	<b>40</b>
Siege (includes Mortars)	<b>50</b>
<b>Miscellaneous</b>	
Single Light Boat or pontoon or bateaux	<b>10</b>
Heavy Barge or similar	<b>20</b>
Light Earth works	<b>10 per two Stand width</b>
Heavy Earth works or Field Defences	<b>20 per two Stand width</b>
<b>Basic Point Value per Stand</b>	
Class 1	<b>4</b>
Class 2	<b>8</b>
Class 3	<b>12</b>
Class 4	<b>16</b>
Class 5	<b>20</b>
<b>Point Modifiers per Stand add to Class value</b>	
Upgrade to Rifled Muskets	<b>+4</b>
If Foot Artillery Crew	<b>+6</b>
If Mounted	<b>+20</b>

### **3.4 Class 5 -Crack Veterans**

73. Troops in this class combine combat experience with a high degree of training and *esprit de Corps*. They are crack veteran troops: well led, confident, capable and highly disciplined. This Class is the best that troops can be rated. Regular examples include British Foot Guards and composite battalions of Grenadiers or Light Infantry. Troops in this category should not exceed 10% of an armies point value.
74. Class 5 Infantry can deploy up to half the unit as Skirmishers or feed them forward to replace losses to the skirmish screen. Class 5 Infantry can also perform the *Passage of Lines Manoeuvre*. Please refer to the *Morale Charts* for other attributes of this Class.
75. Non-Shaken Class 5 Infantry fire on the *Steady Volley table* on the *Small Arms Chart* when firing a volley.

### **3.5 Class 4 -Elite or highly drilled troops**

76. Troops in this class are highly trained and motivated, and can be considered Elite troops (or think they are). They are disciplined, but sometimes have little or no combat experience and are sometimes led by inexperienced officers
77. Regular units in this class would include experienced Continental and British infantry regiments, German Grenadiers and Jaegers as well as composite French Grenadier and Chasseur battalions. Non-British Class 4 troops should not exceed 10% of an armies point value before 1778. All British Class 4 troops and post 1778 troops of other belligerents should not exceed 25% of an armies point value
78. Irregular examples could be soldiers who are motivated by either religious fervour or a charismatic leader. Class 4 infantry can also perform the *Passage of Lines Manoeuvre*. Please refer to the *Morale Charts* for other attributes of this Class.
79. The majority of British infantry, for instance, is rated as Class 4 and based on their high quality musket drill, and equipment. Non-Shaken Class 4 infantry fire on the *Steady Volley table* on the *Small Arms Chart* when firing a volley.

### **3.6 Class 3 -Veterans**

80. These are troops who are combat veterans led by professional officers and experienced NCOs. They are superior to Class 4 troops in most circumstances due to their battle experience. Units in this class may include post 1778 Continentals, British line infantry battalions as well as most French and German regiments. Irregular units in this class could include better quality frontiersmen in units such as Morgan's or Ferguson's Rifles, as well as most cavalry.
81. Class 3 Troops are able to deploy up to half the unit as Skirmishers or feed them forward to replace losses to the skirmish screen if a historical precedent exists for that unit.
82. All Class 3 and above can attempt to *Counter-Charge* against the enemy foot charging themselves. They can also perform the *Passage of Lines Manoeuvre*. Please refer to the *Morale Charts* for other attributes of this Class.

### **3.7 Class 2 -Trained**

83. These units are trained to a basic efficiency and adequately led. They form the bulk of regular troops in most armies, including a proportion of conscripted troops basically trained and led by a cadre of experienced officers and NCOs. The class includes experienced Patriot militia, pre-1778 Continentals, garrison infantry and Provincial Loyalist militia with regular officers. Irregular units would include the majority of frontiersmen, rangers, mounted infantry and native Americans. Irregulars in this class are not equipped with bayonets.

84. Class 2 troops are considered *Steady* unless circumstances or reactions dictate otherwise. Please refer to the *Morale Charts* for other attributes of this Class.
- 3.8 Class 1- Green or Militia**
85. These troops are units mainly made up of those conscripted or pressed into service, and are often poorly motivated and ill equipped. They are unsteady in battle, given to uncontrolled behaviour and are trained poorly, if at all. Irregular Class 1 troops would be raw Patriot militia and most Tory militia. No Class 1 troops can be equipped with bayonets. It also includes poorly motivated native American war bands.
86. Class 1 troops who *Rout* become permanently *Shaken*. They also cannot *Feint charge*. They cannot skirmish, and change formation slowly, please refer to the *Movement Chart*. They are always considered *Unsteady*. Class 1 troops must fire on the *Unsteady* table at all times. Please refer to the *Morale Charts* for other attributes of this Class.

## SECTION 4: TROOP TYPES AND THEIR CAPABILITIES

### 4.1 British Army

87. The British regular army in North America was a highly skilled and professional force. However, many of the lessons learnt during the French and Indian War had been forgotten. When fighting a European style linear battle the British were superior to their America opponents even after the reforms of von Stueben.

- **Foot Guards**

A composite force made up from companies of the 1<sup>st</sup> Guards, Coldstream Guards and 3<sup>rd</sup> Guards was sent for service in North America arriving in July 1776 and was part of the force surrendered at Yorktown. The force was formed into a brigade of two battalions each comprising of five companies as well as composite battalions of both grenadiers and light infantry. The composite light infantry battalion may deploy either as skirmishers with supports or line infantry.

- **Line Regiments**

The majority of line regiments sent to North America were single battalion regiments. However, some regiments, such as the 71<sup>st</sup>, fielded up to three battalions. Each battalion contained one light company, one grenadier company and eight battalion companies. Common practice was to detach light and grenadier companies from their parent battalions to form elite composite battalions. Composite light infantry battalions may deploy as normal line infantry or as skirmishers with supports.

- **Cavalry**

The regular cavalry component of the British army in North America consisted of the 16<sup>th</sup> and 17<sup>th</sup> Light Dragoons. Both of these regiments were employed as regiments or in squadron or troop sized sub-units. They were trained as battle cavalry, however their main role was scouting and skirmishing. The 16<sup>th</sup> Light Dragoons are only available between September 1776 and January 1779, after which its regimental staff returned home with the remainder being added to the 17<sup>th</sup>.

- **Artillery**

The British army enjoyed superiority over the Americans in the quality and quantity of both men and equipment. The main field piece was the 6 pdr although guns ranging size from 3 pdr to 24 pdr were also used as well as howitzers. Artillery was deployed either in batteries of six guns or in sections of two guns. The British army in North America did not field battalion guns.

- **Loyalists**

The large numbers of Loyalist troops involved in the war counters any argument about the Americans being united in their cause. It has been suggested that the War of Independence could be classed as the first American Civil War.

- **Provincial Infantry**

Organised along the same lines as British regular units they were reasonably well equipped and often uniformed. On paper the strength of a units should have been about 600 men however, this figure was reached only rarely. Apart from units such as Delancey's Brigade provincial troops rarely saw action.

- **Loyalist Militia**

Usually ad hoc units ranging in size from companies to small regiments. They were formed to either fight in their own state or locality and for limited periods of time.

- **Rangers and Legions**

Typically irregular and armed with rifles, rangers were a common feature of campaigns in the South. Legions often contained both infantry and light cavalry components and were generally used for scouting, skirmishing or raiding. To increase speed of movement foot elements may be doubled by their mounted counterparts but must fight dismounted.

- **Native Americans**

More common in northern campaigns Native Americans were more likely to side with the British. However, as Burgoyne discovered, they became uncontrollable unless commanded by European officers. Units of Native Americans should be deployed in skirmishing roles.

- **Artillery**

Both provincial and militia artillery were generally equipped with either very light or light guns. Their deployment was usually in either 1 or 2 gun sections rather than in batteries.

#### 4.2 German Allies

88. The term Germans is employed to describe all units of German origin that were deployed in North America. Units were sent from Hesse-Cassel, Hesse-Hanau, Brunswick, Walbeck, Ansbach-Beyreuth and Anhalt-Zerbst.

- **Infantry**

German regiments were typically deployed as single battalion regiments each with a grenadier company and four battalion companies. In line with British practice, grenadier companies were formed into elite grenadier battalions. Jaegers are well trained irregular light infantry and can be equipped with either rifle or musket, while light infantry regiment fielded by the Brunswickers were equipped with rifles. Garrison troops were provided for occupying urban areas and should be considered to be inferior to other troops.

- **Cavalry**

The only regular cavalry of German origin was the Dragoon Regiment Prinz Ludwick. This regiment arrived in America without horses and served dismounted. Their claim to fame is the charge at Bennington where they drew their swords and charged - on foot. A company of mounted jaegers arrived in 1778 but numbered no more than 100 men. This unit is classes as Mounted Infantry, but its equipment consisted of both sabres and rifles.

- **Artillery**

Most German artillery was either light or light medium ranging in size from 3 pdr to 6 pdr. They were mainly deployed in two gun sections rather than in battery. Like their British counterparts they did not deploy battalion guns apart from the Walbeck contingent.



### 4.3 Spanish Army

89. Allied to the French rather than the Americans, approximately 17,000 Spanish soldiers and sailors served in the Americas and West Indies during the War of Independence. Their involvement included campaigns along the Mississippi Valley and against cities such as Mobile and Pensacola.

- **Infantry**

Spanish infantry was divided into colonial and regular army units. Colonial units such as the *Regimiento de Infanteria de Luisiana* were formed to be the core military presence in their home region and were supplemented by regular army regiments from Spain. Regular troops were well trained and experienced from recent conflicts against the Portuguese and in Algeria.

- **Cavalry**

The cavalry component of Spain's contribution is limited to a troop of Carabiniers, these were generally used for scouting purposes rather than as battle cavalry.

- **Artillery**

In early operations along the Mississippi a variety of pieces ranging from light 4 pdrs, possibly battalion guns, to 78 pdr siege guns were used. Later and larger operations involved the use of 4 gun companies of the Royal Corp of Artillery.

### 4.4 French

90. The French army of the War of Independence period was far different to what the British faced during the Seven Years War. High levels of training and competent leadership were enhanced by changes to uniform, equipment and the implementation of new tactical doctrine. French involvement not only included Yorktown and Gloucester Point but also Newport, Savannah, Florida, New York, Virginia and the West Indies.

- **Infantry**

The majority of French regiments consisted of two battalions each with a paper strength of 1000 men. However, the this paper figure was rarely reached and the average line battalion was about 500. Each regiment consisted of eight fusilier companies, one grenadier company and one chasseur company. Grenadier, chasseur and fusilier companies were often detached to form either composite battalions or provide marines for the navy.

- **Cavalry**

The French cavalry contribution comprised a single company of both the Conde and Belcunce dragoon regiment at Savannah and possibly Yorktown. Each dragoon company was approximately fifty strong and can be either mounted or dismounted.

- **Legions**

The French army fielded the 1<sup>st</sup> and 2<sup>nd</sup> Legions of *Volontaire etrangers de la Marine* with only the 2<sup>nd</sup> Legion being titled as *Lausans Legion*. Each Legion had a total strength of 600 men divided equally between the infantry and hussar companies. Only the hussars of the 1<sup>st</sup> Legion may be fielded while the hussars of the 2<sup>nd</sup> legion may have half of their strength equipped with lances. The 2<sup>nd</sup> Legion may also have a battery of light guns.

- **Artillery**

The French army was well supplied with artillery and from 1779 was equipped with the new Gribeauval designs that were later to become the core of Napoleons artillery. They were deployed in batteries and gun sizes ranged from 4pdrs to 32pdr siege and naval guns. According to the Ordonnance of 1776 the French no longer used battalion guns.

#### 4.5 American Army

91. Initially based on a core of New England and Massachusetts regiments, the American Army went through a series of structural changes throughout the war. In each case the intention was to create a regiment that was more flexible, more appropriate to local conditions and cheaper to maintain than its European opponents.
92. By the end of the war the constant reforms and associated training meant that the Continental Army was capable of matching their opponents in battle. The performances of Continental units during battles at Guilford Courthouse, Camden and Eutaw Springs are evidence of the success of the changes. American units generally fell into one of three categories; Continental, State Troops or Patriot Militias. In each case the quality of the units varied considerably.

#### Continental

93. Regular army troops under the direct control of the Continental Congress. Continental troops could be deployed anywhere Congress saw fit and as such may be found as the core of armies in all theatres.
  - **Infantry**

The organisation was basically an eight company, single battalion regiment. The paper strength for each regiment was rarely reached and at some stages of the war some regiments were small enough to be mistaken for companies. Regiments were brigaded together usually on a state basis with two to four regiments comprising a brigade. Like armies from other belligerent nations regimental light companies were usually formed into composite battalions.
  - **Cavalry**

Four regiments of Continental cavalry were formed and each had a strength of approximately 150 men divided between six troops. Attempts were made by Casimir Pulaski to train them as battle cavalry Washington always viewed their role as one of scouting and skirmishing.
  - **Legions/Partisans**

These irregular units comprised both mounted and infantry components, however the strength and training levels varied considerably. Units could be armed with muskets, rifles or a mixture of both. Their main area of deployment was in the southern theatres of the war being used in scouting and skirmishing roles.
  - **Artillery**

The basic artillery unit was a company of 4 guns. The quality and size of the guns varied but most were either light 3 pdrs or light medium 6 pdrs. Artillery companies should be allocated on a divisional basis and may be split into 2 gun sections.

#### State Troops

94. Raised and paid for by their home state these units were often loaned to Congress.
  - **Infantry**

Early in the war organisation of infantry units varied greatly, but as the war continued state units generally adopted the Continental model.
  - **Cavalry**

Small cavalry and mounted infantry units were raised but they were not often used and many of these units only had a short life span.
  - **Artillery**

The size and quality of pieces often varied within the same battery. Most guns were either 3 or 6 pdrs although other sizes were also used.

#### Patriot Militia

95. Units of militia were usually untrained and poorly equipped. Militia units range in size from independent companies to small regiments. They were generally raised for local defence but were both unpredictable and unreliable. Unless armed with rifles militia are poor quality regulars, if rifle armed they are irregular.

## **Native Americans**

96. Although Native Americans generally sided with the British there were some tribes that fought with the patriots but only in the northern campaigns. Native Americans should be equipped with a variety of weapons and deployed as scouts or skirmishers.

## **TROOP TYPE GENERAL NOTES**

### **4.6 Line Infantry**

97. Line Troops fight in Close Order Linear formations. They rely on controlled volley fire and the bayonet charge. Maintaining order in their ranks is important for their steadiness.
98. They often have a designated Light Company to provide organic skirmishing capability. Some nationalities, have the third rank dedicated for skirmish duties, such as German states, and can deploy up to two Stands as skirmishers from a battalion. Once these Stands are "killed" they cannot be replaced. A Stand for Line Infantry is four figures.

### **4.7 Light Infantry**

99. Light Infantry are troops where the whole unit has been trained to fight in open order, primarily as Skirmishers. They are adept at fighting and moving in Woods and Urban areas and using their initiative, depending on their tactical doctrine. They can also fight in close order as Line Infantry, but can often move faster than other troops.
100. Skirmishers are based and deployed on Half-Stands.
101. Light Infantry are able to *Evade* if charged and not contacted by the charge.

### **4.8 Irregular Infantry**

102. Both sides used irregular troops and some examples include backwoods riflemen and some militia troops. Typically, they are individualistic fighters, not versed in close order formations, and may be armed with a variety of weapons. They move either in open order, or a single element wide column. Irregular troops may also deploy entirely as Skirmishers. Some of these troops can be mounted infantry.
103. These also include Native American warriors. They are typically individualistic fighters, not versed in close order formations, and armed with a variety of weapons. In Close Assault they have a ferocity factor however, they will not close frontally with formed units.
104. Native Americans move faster due to the lightness of their equipment and local knowledge (*refer to the Movement Chart*). Their fire was not as effective due to the mix of weapons. They are based the same as irregular infantry and deploy entirely as skirmishers.
105. They cannot form Square or Closed Column, and move in Line, Skirmish Order, or single Stand wide Column.
106. One Stand of Irregular troops consists of three figures.
107. Units of Irregular troops can also deploy entirely as Skirmishers. All Irregular troops must move an additional pursuit move after their Compulsory Movement. Irregular Infantry are able to *Evade* if charged.
108. All Irregular troops must move an additional pursuit move after their Compulsory Movement. All Irregular Infantry are able to *Evade* if charged and not contacted by the charge.

#### 4.9 Cavalry

109. These were used for scouting, and harassing duties, and also on the on the battlefield as 'shock troops'.
110. A Light, Irregular or Dragoon unit can deploy entirely as Skirmishers, with a formed Command Stand as support. This same cavalry type can fight dismounted, please refer to the *Skirmishing section*.
111. Cavalry give scouting advantages at the start of the game so the owning player gets a deployment advantage. Certain cavalry figures are used for *Scouting Points*.

#### 4.10 Light Cavalry

112. These are troops such as Hussars and Light Dragoons used principally for scouting, harassing skirmishing and pursuit duties, were rarely used as European style battle cavalry. They were trained to move fast and were lightly equipped, usually with sabre and firearms. Cavalry is considered to be Skirmishers for all *Morale, shooting and Close Assault*. Regardless of Class, Cavalry cannot exceed 20% of the total points value of an army.
113. These were used principally for scouting, and harassing duties, but were also used on the battlefield. They were trained to move faster than Heavy Cavalry and were more lightly equipped - usually with a curved sabre and firearms. They are trained in Skirmishing tactics and they could also fight dismounted if required.
114. A Light Cavalry unit can deploy entirely as Skirmishers, with a Command Stand as support. They can also fight dismounted as skirmishers.
115. Light Cavalry provide advantages for *Scouting* at the start of the game to gain a deployment advantage.
116. They can ford a River on a roll of a **4,5,6** per *TMP*. Light cavalry can charge out of a light wood. Light Cavalry are able to *Evade* if charged in the formation they are in. These figures count for *Scouting Points*.
117. There are three figures to a Stand.

#### 4.11 Irregular Cavalry (*including Mounted Infantry*)

118. Both sides made use of mounted infantry units. The horses were used as transport to the battle, while the troops fought on foot. Mounted infantry can be equipped with either rifles or muskets but not swords, unless Hessian mounted jaegers. As with Cavalry they are considered to be skirmishers for all *Morale, Firepower and Close Assault*. Mounted infantry are always irregular and cannot exceed 10% of the total points value of an army.
119. This includes troops like mounted militia, and similar irregular formations raised to scout and to raid. Like their foot counterparts, these are individualistic fighters, not versed in regular Cavalry tactics except to *Charge* or *Evade*.
120. They move quickly because they are lightly equipped and have no formations to maintain. They have no deductions for formation or direction changes, and can move in any direction *without* deductions for wheeling.
121. The formations do have flanks and rears however and these troops can deploy entirely as a Skirmish screen.
122. They can ford a River on a roll of a **4,5,6** per *TMP*. This cavalry can charge in and out of a light wood. They can also charge through a light wood.

- 123. Irregular Cavalry *cannot* charge *frontally* formed troops, but can attack the flanks or rear of these troops. Also, they cannot attack Infantry in an open or closed Square.
- 124. Generally they avoided combat with regular Cavalry on the battlefield, seeking instead to harass the more vulnerable foot targets. They are rated usually Class 1 or 2. Irregular Cavalry are able to *Evade* if charged. These troops can deploy like entirely as Skirmishers. All Irregular troops must move an additional pursuit move after their *Compulsory Movement*.
- 125. There are two figures to a Stand.

#### 4.12 Artillery General Notes

- 126. Artillery includes Foot and Siege Artillery. Artillery was used to soften up an enemy position with bombardment or used for direct fire.
- 127. Each player must have a minimum of two gun stands in their Order of Battle. Artillery units are called Batteries and its individual Stands may be deployed and used as separate "sections" during a game.
- 128. An Artillery Stand is made up of three crew figures (a Stand), with or without a gun model. Artillery does not have Command Stands like other units.
- 129. The crew figures can move separately from one gun Stand to another, and move any other gun Stand (including captured enemy pieces). A gun Stand can also be moved by two infantry figure or one Stand if required.
- 130. Entrenched Siege Artillery once positioned cannot be moved during a game.
- 131. Any time a Battery suffers a hit from either *Close Assault* or from shooting, the player rolls **1d6** for each hit on *Damage Table* to determine the damage inflicted.
- 132. A battery may split into sections of one or more Stands before or during the game, with each section being treated as a separate unit. They may reform during the *TMP*. However, all gun sections or batteries can only be commanded by their parent division and must be allocated to a Brigade commander.
- 133. If a battery is out of Command of its commanding General it will stay in its position until command is restored, but it reacts to being charged and may fire normally. A battery which is out of command cannot limber and move but can change its facing.
- 134. The limber teams must always stay with the gun stands unless routing or evading in which case they can move independently. Artillery may have civilian drivers attached, they are not reliable and will generally run at the first sign of danger. Drivers stay with the horse teams and are not capable of manning the guns. Civilian drivers are represented by one civilian figure for each pair of horses and are placed with the horses not with the guns.
- 135. A battery contacted by a formed non-shaken enemy unit suffers an *Automatic Major Defeat* in the *CAP*, unless in or behind cover or in contact with a steady friendly unit.
- 136. Because Artillery has a different figure ratio to infantry and cavalry, any hits from shooting and *Close Assault* are rolled for on the *Damage Table* to determine the effect of the hits.

#### 4.13 Artillery Calibres

Guns, Howitzers, Licornes and Mortars are classed depending on their calibre or the weight of shot they fired:

<b>Very Light</b>	One and two pounder guns
<b>Light</b>	three and four pounder guns and Mortars up to 5½"
<b>Light Medium</b>	six pounder guns, 5½", 6" Howitzers and Mortars
<b>Medium</b>	eight, nine and ten pounder guns
<b>Heavy</b>	12lb guns, 8" Howitzers or Mortars
<b>Siege</b>	anything bigger!

#### 4.14 Foot Artillery

137. All crew accompanied their guns on foot. The gun pieces themselves required horse teams, but in action guns were often manhandled forward. Foot Artillery is usually rated Class 3 and they are able to *Evade* to cover or shelter behind a friendly unit if charged (but not contacted), but must leave their guns behind.
138. It requires a minimum of any foot Stand manhandle a gun.
139. A gun Stand requires one Crew Stand to fire. A Stand is three gunner models. A Battery also requires a Stand with a horse team and limber to represent the horse teams for the Battery. This Stand is placed at the rear of the Battery behind the crew when deployed.
140. Any time a Battery suffers a hit from either shooting or *Close Assault* it rolls for each hit on the *Damage Table*, which is on the *Artillery Chart* to determine the damage inflicted.

#### 4.15 Battalion Guns

141. These are guns attached to battalions, normally served by either specially trained Infantry or seconded Artillery crew and are considered an organic part of the unit. They cannot be separated from their battalion at any time, unless forming a battery or if the unit routs, and it reacts and moves with the unit.
150. There is only one battalion gun model per battalion. They are either Very Light or Light Calibre Cannon.
151. The gun Stand is placed either on a flank of the unit or the centre of a line next to the Command Stand, or as a flank of a Square or Column.
152. Battalion Guns can be combined with other Battalion guns from units of the same Brigade to form an improvised Battery. The parent units Brigade General command the Battery.
153. There are special movement rates for units with Battalion guns (*see Movement Chart*). If the unit *Routs*, the gun is abandoned. The Stand is considered part of the unit for all purposes including *Close Assault*.
154. The Stand is treated as a separate target when the unit is being shot at, and rolled for separately. If a hit is made on the Battalion Gun, the effect is determined on the *Damage Table*.
155. A Stand is two gunner figures and a Gun model. No horse limbers are required for a Battalion Gun.

#### 4.16 Moving Deployed Artillery Batteries

156. Artillery can fire and move by manhandling in the same Turn.
157. A deployed Artillery Battery that is manhandled may wheel as normal (i.e. pay for movement). Batteries in *compressed frontage* cannot turn about.
158. Artillery in normal deployment, that passes its Being Charge Test, can wheel its Stands to face a charge, if it hasn't been contacted by the enemy 1<sup>st</sup> impulse or Opportunity Charge, up to a 45° angle from its original facing.

#### 4.17 Evading and Routing Artillery

159. Horse Artillery Batteries have all their crew either on horses and/or on limbers, and moved between deployments at the gallop. They *Evade* with their guns when charged, if not contacted by the enemy, whether limbered or deployed (not if in compressed frontage).
160. Artillery that rout and are limbered and rout with the guns. If unlimbered, the crew move separately leave the guns behind.
161. A Foot battery crew that is evading leaves its gun Stands behind and can take shelter behind friendly troops (or in an open square), or in cover.
162. If the battery is limbered, the battery cannot shelter in a square, or enter cover that the gun teams cannot enter (eg an Urban area or heavy wood). If limbered, the battery cannot separate the limber teams and crew. If unlimbered the crews and limber teams move separately.
163. The *Evade* move is one half a normal move with no deduction for limbering (for Horse Artillery) and must be as directly away from the Chargers as is possible.

#### 4.18 Artillery Firing General Notes

164. Artillery can fire in two modes, *Bombardment* or *Tactical* in a Turn. Stands that fire *Bombardment* cannot fire *Tactically*, unless they are charged, in which case, half the stands can fire (i.e. if four Stands fired *Bombardment*, then two can fire in self-defence, if three fired, then two can fire *tactically*-rounding up).
165. Artillery Stands fires directly ahead, or up to 22.5 degrees to the side of the front corner of the Stand. A battery's stands can be facing in different directions or angles to maximise effect as the player desires.
166. For each Gun Stand with a minimum of two crew figures, **1d6** is rolled on the *Artillery Chart* to determine the effect of its fire.
167. Roll **1d6** for each eligible Stand firing. For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table.
168. All units that are hit are required to take a morale test.
169. For game purposes, units are assumed to have sufficient ammunition for the battle, though in campaigns of very large games, players may like to place a limit on the number of Phases a battery can fire. See *Optional rule section*.

#### 4.19 Dead Ground for High Hills

170. Artillery on a High Hill cannot shoot at a target that is **100mm/75mm** or closer to the forward edge of the battery. Cannon on flat ground (i.e. not on a hill or rise) cannot shoot at targets with on a High hill, if at Medium or closer range because the elevation capability of cannon of this era was limited.

#### 4.20 Artillery Overhead Fire

171. Artillery on a hill or rise can fire at targets over the heads of any troops who are on a lower elevation than the battery. The troops must be at least **one Stands width away** from the front of the firing Artillery Stands. Artillery cannot fire at a target where friendly Stands are in between the firing unit and the target and are also within one Stand's width distance of the target.

#### 4.21 Spiking or Capturing Gun Stands

172. To deny a gun to the enemy, its crew in one *TMP* can spike it, with no other activity, and it cannot fire for the remainder of the game. The player declares the gun has been spiked at the end of the Phase. Captured guns may also be spiked, denying their use again to the enemy. It takes one *TMP* for any single Stand to spike a gun with no other activity. Mark the spike guns, for example, with a coloured pin or some other marker.
173. Any artillery crew can fire captured Gun Stands which haven't been spiked. A player can also move gun crew or infantry to the Gun Stand, or detach limber teams from his artillery to bring the gun piece to another location.

#### 4.22 Bombardment Procedure

174. Batteries can use this option. Bombardment represents artillery fire over a longer period and is not directed at specific targets. Bombardment firing is simultaneous. A Battery cannot fire both in *Bombardment* mode and tactically, unless it is charged, in the case of the latter, only half the Stands may shoot at its attackers with *Defensive Fire*, and only if the attackers are the Tactical Fire zone of the Gun Stands.
175. The firing player *estimates* the distance to his *Target Point* (without measuring), advises his opponent, and they then measure that distance from the centre of the firing battery to the target point. The estimated range cannot exceed the normal ranges of the guns firing. It is possible, therefore, that a bombardment may fall short of its anticipated target.
176. All the Stands of the battery must have a clear line of sight to the target point, *and unless the battery is able to fire over their heads*, if there are troops between the battery and the Bombardment zone then the closest troops become the Target Point. Refer to *Overhead Fire Section below*. *Visibility* and *Endangering* rules apply to Bombardment. Line of Sight (LOS) is a direct and unobstructed line from the firing Stand to one other Stand of a visible enemy unit.
177. If a Wooded, Fortification or Urban area is in a Bombardment Zone, then **1d6** is rolled to see if a fire is started. A roll of a **5** or **6** on the dice will set these areas on fire. Urban areas, Bridges, fortifications, obstacle and walls sections in the *Bombardment Zone* are rolled for to determine damage hits (i.e. if rolling **5d6**, then a 6 will damage the area).

#### Bombardment Procedure

- The player specifies the target point and the Stands firing.
- The width of the *Bombardment Zone* is *double* the width of the Stands firing and is **150mm** deep. The zone is a box shape, with its front and rear sides parallel to the front of the firing Battery.
- The Target Point is in the centre of the side closest to the artillery and the width of the battery is measured either side of that point.
- The *Bombardment Zone* does not extend over the crest of a hill, rise or beyond the *far* edge of an Urban Area or wood.
- For every two Stands in a Battery, **1d6** (rounding up, so three gun stands can roll **2d6**) is rolled to determine the hits on each unit (skirmish screens of each unit being a separate target to their parent or Command Stands) independent companies, Engineers and Staff groups within the *Bombardment Zone*.
- If an Artillery General (see *Staff and Command*) is attached to battery, he adds **1d6** also to each unit in the *BZ*.
- For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table.
- All units at are hit are required to take a morale test.



#### 4.23 Tactical Artillery Fire Procedure

178. *Tactical Artillery* fire is determined in a manner similar to *Bombardment*, but the casualties inflicted on units is determined by rolling on the *Artillery Chart 1d6* for each Stand firing. The range is cross-referenced against the target type and range to determine the score required on the dice for a hit or hits.
179. If a Wooded, Fortification or Urban area is in the *TFZ*, then one **1d6** is rolled to see if a fire is started. A roll of a **6** on the dice will set these areas on fire.
180. Urban areas, Bridges, fortifications, obstacle and walls sections in the *TFZ* are rolled for to determine if they are hit. They are rolled for on the relevant target class.

#### Artillery Tactical Fire Procedure

- The player specifies the target unit or units and the Stands firing at each, then determines the Tactical Fire Zone.
- The *Tactical Fire Zone(TFZ)* extends from the Artillery Stands firing to the target and also continues the distance the *Bounce-through Zone* (refer to the *Artillery Chart*) behind the target. This zone depth **can** exceed the maximum range of the gun.
- The *TFZ* is as wide as the Stands firing and the outside line may be up to **22.5°** to the left or right of the firing Stand. This forms a parallelogram running from the front corners of the firing Stands to the target that is as wide as the frontage of the firers.
- Skirmish screens of each unit are considered a separate target, as are independent companies, Engineers and Staff groups within the *TFZ*.
- The *TFZ* does not extend over the crest of a hill, rise or beyond the *far* edge of an Urban Area or wood.
- The *TFZ* of Artillery firing from a *High hill* to a lower elevation cannot exceed **50mm/30mm** in depth.
- If the Artillery Royal Horse Artillery they can add their extra **1d6** to a unit in the *TFZ* the player nominates.
- If an Artillery General (see *Staff and Command*) is attached to battery, add **1d6** to each target in the *TFZ*.
- **1d6** is rolled for each unit in the *TFZ* of the Stand firing. If a unit straddles two or more Stands zone, then several dice would be rolled to determine any hits on the Artillery Chart.
- For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table. All units at are hit are required to take a morale test.

#### 4.24 Howitzer Shell Fire

181. This procedure can be used when players wish to fire howitzers or mortars (either as a howitzer or mortar battery or as separate Stands) *separately* from a battery gun Stands or when firing Howitzer batteries.
182. Artillery can fire Shrapnel and Common Shell at eligible, visible troops (including Mounted troops who can be seen beyond foot troops) or Urban Areas targets over the heads of enemy foot.
183. The method is similar to the *Bombardment* procedure above, except that there is a minimum range that these shells can be used. Refer to the *Artillery chart* for specific ranges. In addition, the lobbing and fusing of shells was an imprecise science and there was some variance of where the shells would land or explode.
184. The casualties inflicted on units are determined by rolling on the *Artillery Chart 1d6* for each stand firing. The range is cross-referenced against the target type and range to determine the score required on the dice for a hit or hits.

185. If a Wooded, Fortification or Urban area is in the *SFZ*, then one **1d6** is rolled to see if a fire is started. A roll of a **5** or **6** on the dice will set these areas on fire if more than one howitzer stand is firing. If a single howitzer Stand, then roll **1d6**, a **6** starts a fire. Note, Shrapnel cannot start a fire.
186. Urban areas, Bridges, fortifications, obstacle and walls sections in the *SFZ* are rolled for to determine if they are hit. They are rolled for on the relevant cover table.

#### Howitzer Fire Procedure

- The player specifies the aim point for the guns or howitzer(s) Stands. The range is estimated and not measured, as per Bombardment rules.
- The Target Point is in the centre of the Stand closest to the firing artillery and **half** the width of the battery is measured either side of that point.
- The width of the *Shell Fire Zone (SFZ)* is as wide as the Stands firing and is **100mm/50mm** deep. The zone is a box shape, with its front and rear sides parallel to the front of the firing Battery.
- The *SFZ* **does** extend over the crest of a hill, rise or beyond the *far* edge of an Urban Area or wood.
- Skirmish screens of each unit are considered a separate target, as are independent companies, Engineers and Staff groups.
- Roll **1d6** (plus any other dice as specified above) for each unit in the *SFZ*.
- For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table.
- All units at are hit are required to take a morale test.
- Multiple batteries may not have the same aim point in the same Turn, and must be at least Three Stands apart.

## SECTION 5: ENGINEERS AND SAPPERS

### 5.1 General Notes

187. Engineers were specially trained technical officers and units. On the battlefield, they were employed occasionally in a combat role, most obviously during sieges. Normally these Officers were only fielded in a Corps sized action or larger. They could be used for special situations such as assisting a fortification or on an obstacle.
188. They often advised infantry units on tasks rather than doing those tasks as distinct engineer units. Engineers are used in *Redcoats and Rebels* to gain Tactical Factors when assaulting an Urban area, or to demolish a bridge or obstacle and other exciting missions!
189. If a player wants fortifications, mines or heavy earthworks, he must purchase an Engineer. An Engineer stand is represented by a foot or mounted figure and is accompanied by another stand of Sappers. Engineers and Sappers may Evade if charged (if not contacted) finding cover or shelter in either terrain or friendly units nearby.
190. If a unit to which the Engineer is attached is engaged in the *CAP*, the Engineer may become a casualty. The opponent rolls a separate **1d6** and on a roll of **6** the Engineer is hit and a roll on the *Damage Table* is required.

### 5.2 Creating Explosive Devices

191. Engineers can also prepare and ignite explosive devices to blow up an obstacle or bridge. They require four *TMPs* with no other activity to prepare the Device. It can be moved at **100mm/75mm** in any *TMP* to the target. It is ignited on a **1d6** roll of a **4,5,6** in the *FP*.

192. Only two attempts *total* to ignite the device can be made by an Engineer, Sapper or Artillery Stand.
193. A fuse is laid up to **200mm/175mm** from the device to the Engineer or Sapper or Artillery figure, and can be detonated in the same turn it is laid, providing enemy units do not cross the fuse.
194. If enemy units cross the fuse it is disarmed and must be rearmed by an engineer or Sapper who spends one further TMP with no other activity to prepare the device. Some cotton would be useful in representing the fuse.
195. Any Stands within **two Stands width** of the object when it explodes are casualties and are removed (*regardless of any cover they are in*). Any cover in the blast radius is damaged by the equivalent of four hits of non-siege artillery.

*Example: An engineer spends four turns preparing a device to blow up a bridge. An infantry unit, with a Sapper stand in support, spends two subsequent turns moving the device to the bridge. On the fifth turn, the Sappers halt and prepare the fuse. On the sixth turn, the infantry lodges the device at the bridge and the Sappers could explode it, but their own infantry will become casualties. On Turn 8, the device fails to explode and in the enemy's phase, the enemy charges the infantry and the Sapper, crossing the fuse and forcing them to withdraw. Subsequently, the initial player counterattacks, retakes the device, spends a turn rearming it and then has one more attempt to blow the bridge with that device.*

### 5.3 Mines and Countermines

196. Engineers and Sappers can dig mines (tunnels) and countermines. Mines are used to attack fortifications and use an explosive device to undermine fortification walls and earthworks. Countermines are used to collapse enemy mines.
197. To construct a mine players must draw a map of the fortifications and plan the layout mine in relation to it. Mines advance **two Stands width** per TMP.
198. Once a mine has approached within **150mm/125mm** of the fortification the attacking player must roll **1d6**. On a result of **1** or **2** the defending player must be informed of the general direction of the mine. The defending player may then dig a countermine using the same method.
199. Any Stands within **two Stands width** of the exploding mine are casualties and removed. A circle **100mm/75mm** in diameter is made in the fortifications representing rubble and debris and is difficult ground.

### 5.5 Field Works

200. Field works are classed as light or heavy. Light works include timber fortifications, abatis or trees felled to provide protection. They may be positioned on any terrain type except water features or swamps. Heavy works include all fortifications of earth construction, they may be positioned on any terrain type except for water features, swamps and marshes.
201. The construction of field works requires the presence of an engineer officer and no more than 100 points of field works may be purchased for every 1000 point army list. Americans, however, may purchase 100 points of field works for every 750 point army list. Field works must be placed on the table at the start of a game unless the concealed deployment option is used.
202. Troops within light field works are considered to be a target in light cover while troops within heavy field works are considered to be in Heavy cover.
203. Field works do not include the extensive formal fortifications that protected *Yorktown* or *Savannah*; these would be classed as siege works.

## SECTION 6: SKIRMISHERS

### 6.1 Deploying Skirmish Screens

204. Skirmishers are stands deployed in open order for scouting and sniping. They can on occasion fight in *Close Assault* against other Skirmishers or Artillery crews, though that is not their primary purpose.
205. Regular Infantry skirmishers are represented by half Stands, irregular troops by full Stands. Cavalry skirmishers are represented by a full Stand.
206. What is visible to the Skirmish Screen is also visible to the Command Stand. A Skirmish Screen does not block Visibility.
207. Units in skirmish formation must have a minimum of **one Stand** gap between each Stand otherwise they are classed as a **Line** target for firing purposes.
208. The Skirmish Screen can deploy in any direction from the Command stand. The Command Stand is a Line target and a formed body.
209. Foot Skirmishing Stands are deployed up to **200mm/175mm** from the Command stand in any direction. Cavalry Skirmishers can deploy up to **300mm/250mm** from the Command stand.
210. A unit can move, then deploy stands as Skirmishers up to the deployment limit at no cost. Thus, an Infantry unit could move **200mm/175mm**, and then deploy Skirmishers up to another **200mm/175mm** forward.

### 6.2 Skirmish Screens and Firing

211. Skirmish Stands can fire and see in a **360°** direction and can specifically target enemy Staff or Engineers when shooting. To fire, **1d6** is rolled per Stand on the *Small Arms Chart*.
212. Friendly units cannot fire through their Skirmish Screens and a Screen prevents all musketry hitting any units behind it (see next rules for exception). A Skirmish Stand screens width is equal to its *three times* its width in a straight line to each side. For example, one Stand wide stand screens a total frontage of three Stands.
213. When confronted with an enemy skirmisher screen in the direction the skirmishers wish to fire, it is considered that the screens are engaged with each other and cannot target other units. This skirmisher combat is not rolled for on the firing table.
214. In order to be able to fire on targets beyond the screen, Stands must be placed in a position where it can fire directly onto the target and not through the enemy screen.
215. The exception to rule above is when one side has deployed at least twice as many Stands as the enemy (a 2-1 ratio). In this instance, one half of the Stands are considered engaged with the enemy screen and the other Stands can fire on any targets beyond.
216. When being shot by massed volleys or artillery and there are more hits on the Screen than there are Stands, the excess hits may be taken on any units Stands directly behind the screen, that are in range and eligible to be hit. Thus, if a Skirmisher Stand receives four hits from musketry, then two hits count against the Skirmishers and the other two hits are on the nominated target behind.
217. Skirmisher fire only counts as hits for Morale purposes, and figures are NOT removed from the target. The unit still has to test its morale. The exception to this is when the skirmishers are targeting staff, artillery crew or Engineers - in these instances only are figures removed (as per the damage table on the reference charts).

### 6.3 Skirmishers Charging, Being Charged and Evading

218. Skirmishers cannot Charge, nor move into contact with, *formed* Infantry or Cavalry. Infantry Skirmishers can only Charge enemy Infantry Skirmishers, Artillery or Staff Stands. Cavalry Skirmishers can also *Close Assault* infantry routers in addition to other Skirmishers and Artillery.
219. A unit can declare a charge with its deployed Skirmish Stands at eligible targets. A player may select one or multiple Stands to charge. A player may also select one or multiple Stands of skirmishers as the target of a charge.
220. The Skirmish Screen acts as a whole, so if one stand has to *Evade*, then all the Stands do so, unless contacted by the enemy charge. The Command Stand does not count as a Steady Formed friend for the Being Charged Test.
221. If the Skirmish Screen is charged by infantry skirmishers, or are in Heavy Woods, Fortifications or an Urban Area, and it passes its *Being Charged Test*, it may either fire and fight in *Close Assault*, or *Evade* back to the Command stand.
222. If the Skirmishers charge, then the Parent Unit cannot declare another charge in that Turn (including *Opportunity Charge*). The parent unit can, however, counter-charge if it is the target of an enemy charge, if eligible. This manoeuvre cannot be done as an *Opportunity Charge*. The parent unit can counter-charge enemy charging its own skirmish screen or that provided by another friendly unit or independent company.
223. Formed units can declare a charge through a friendly Skirmish Screen onto a unit beyond. If the screen's Command Stand is doing the Charge, the Skirmish Screen forms up on the Command stand in the 1<sup>st</sup> impulse in a Column or Line. The Command Stand advances to the Screen, collects the skirmishers, and then advances as a unit.
224. If the Skirmish Screen is charged by formed or cavalry troops, it must to *Evade* back to the Command stand if it passes its *Being Charged Morale Test*. Any Skirmish Screen stands contacted by the Charge are caught in *Close Assault*.
225. If the skirmishers fail their morale test, they rout back onto their supports and must rally normally (see *Rally* section below). If, however, only one or two Stands rout back onto their supports they can be assumed to rally automatically on rejoining and the whole unit does not need to spend the entire *TMP* rallying.
226. Any Skirmish Screen stands contacted by the Charge are caught in *Close Assault*. If the Command Stand is wiped out either by fire or in *Close Assault*, the Stand must be replaced from the Screen at the start of the next Turn.
227. Skirmish Stands who *Rout* or *Evade* cannot shoot later that Turn, only the Command Stands or Stands that didn't perform the *Evade* or *Rout* Moves can do so.

*Example: an eight-Stand unit in line has three Stands skirmishing to its front. The formed body of the unit is charged and the skirmishers evade back to this main body and form line. The unit being charged has five Stands eligible to use Defensive Fire.*

### 6.4 Skirmishers in Close Assault

228. If fighting Skirmishers who are in Urban Areas, Heavy Woods or Fortifications, a player would not receive the usual *Tactical Factors* for fighting skirmishers, it being assumed that the terrain mitigates some of the disadvantages of being in open order. In the open the skirmishers suffer some disadvantages and are very vulnerable, refer to the *Close Assault Tactical factor chart*.
229. Any casualties subsequently received in *Close Assault* are taken *only* from those Stands contacted, but the remainder of the unit reacts to the Combat Results applied.

230. Any Skirmishers contacted by Cavalry in the open (i.e. not in Woods or an Urban Area) suffer an *Automatic Major Defeat* at the hands (and hoofs) of the Cavalry riding them down.

### 6.5 Independent Light units

231. These formations do not have to be under the direct command of a General, and are not affected if they are beyond the Command Radius (**400mm/350mm**) of a General Stand. They can claim *any* friendly Infantry General in range for *Morale* or *Close Assault* purposes.

232. If charged they can *Evade* or *Rout* toward any nearby friendly unit for support. It is recommended that players cite clear historical precedent if they intend to use such a unit.

### 6.6 Dismounted Cavalry

233. All mounted troops can fight dismounted or in Skirmish order. For every three Stands that dismount one Stand is placed **Two Stands width** to the rear of the Command Stand as horse holders.

234. If the enemy contacts the dismounted Cavalry horses Stands, the latter are removed from play and the Cavalry continue to fight as shaken, unsteady infantry. If dismounted Cavalry are charged (and pass the *Being Charged Test*), they can *Evade* by remounting if they are contacted by the charge. Dismounted cavalry Stands shoot on the *Mounted fire table* on the *Small Arms Chart*.

235. Dismounted cavalry are not classed as Light infantry.

## SECTION 7: TERRAIN

### 7.1 General Notes

236. When setting up for a game, players mutually agree on placing terrain, its type and any special characteristics. All terrain must be defined to each Player before they deploy, unless they agree to dice for woods or other features as the game progresses and units come into contact with them.

### 7.2 Hills and Rises

237. Elevations are defined in two ways, by height and by ease of movement over them. Thus you can have one of the following combinations:

- High Hill & Difficult Terrain
- High Hill & Easy Terrain
- Low Rise & Difficult Terrain
- Low Rise & Easy Terrain

238. The height affects visibility, the other classification affects movement by different classes of Stands. Hills and rises have crest lines, behind which Stands can shelter unseen. Players should agree on crest lines and types of hill before starting. It is suggested that players make note of these prior to the start of play.

239. When units are within **one Stands width** of a crest line the player must tell his opponent if they are behind (not visible to enemy) or on/over the crest (visible). Approaching units within **one Stands width** of the crest can see units behind the crest. Skirmishers are useful for scouting crests to determine if the enemy is behind them for they see for their parent unit.

240. Roads traversing a Hill of Difficult terrain are classed as easy going for units *on the road*. Woods and Urban areas can be placed on Rises or Hills.

241. Hills and Rises enable Artillery to fire over the head of troops. Please refer to *Overhead Fire* in the Artillery section. They also add benefits to troops on higher ground than the enemy they are fighting.

242. Earthworks or fortifications, such as redoubts, are also classed in terms of height and difficulty of terrain on the defences for attacks to traverse, they are usually Heavy cover and cause Unsteadiness to Stands touching them.

### 7.3 Roads or tracks

243. Roads are represented by appropriate terrain up one to two stands width. Units in Column receive a bonus to their movement if they travel the whole length of their move for that *TMP* on the road. Roads are considered open terrain even within an Urban area.
244. Cavalry units therefore could pass through an Urban area or Heavy Wood if on a defined road, but not otherwise. Minor Tracks or paths are not considered Roads in *Redcoats and Rebels* and give no movement benefit. Columns must conform to the width of the road. For example, a unit on a road one stand wide must be in a single stand Column to gain the road movement bonus.

### 7.4 Rivers and Streams

245. A waterway greater than one stand wide is defined as a river and cannot be crossed except at a ford or a bridge. A waterway of one stand width is classed as a stream and may be forded at any point. Players must decide which direction a river is flowing if boats are used.
246. Units whose initial rout or compulsory move has taken them into a river drown or are captured if not at a ford. Refer to the campaign rules section below.

### 7.5 Bridges and Fords

247. Bridges are made either of stone or wood, thus making them Heavy or Light cover respectively. Bridges can be damaged by artillery fire or destroyed by Engineers.
248. A Ford is where a road crosses a River or stream, or it can be an unmarked ford. Units can discover a new Ford in a River by rolling a 6 when they come into contact with the riverbank.
249. Units can test for Fords in a river every **400mm/350mm**. *Irregular skirmishing and Light Cavalry* can ford a river on a **4,5,6**, but other troops cannot ford with them unless they roll a 6.
250. A Ford will be **One Stand wide** at the bank, is passable to all units and reduces movement (See *Movement Chart*). Units must be in Column, Skirmish order or Limbered to cross a ford. Players can specify the locations of known fords when setting up

### 7.6 Pontoon Bridges

251. Pontoon Bridges were specialised equipment, typically kept as part of the Army's supply train under the command of Engineer Officers. In *Redcoats and Rebels* they have the width of one stand and can span up to **100mm/75mm** of a watercourse or swamp.
252. They take **six** (unhindered and non-consecutive) *TMPs* to build/deploy and require an Engineer, two Sappers and one other foot Stand to build.

*Example: a team builds a pontoon for four Turns and then reacts to enemy artillery fire. It 'loses a turn' because it is reacting but only needs two more unhindered turns to complete the pontoon.*

### 7.7 Marsh, Swamp and Snow

253. This terrain reduces the movement of units and they are *Unsteady* until they Rally on the far side to restore order.
254. A River or stream must flow in, or out of, a Swamp/Marsh area. These areas are impassable to Cavalry and Artillery units. Cavalry units can dismount to cross them. Marshes are areas of open, grass covered wetlands. Card, felt, or other terrain piece can be used to define the Marsh area. Marshes differ from Swamps in that there are no effects to a units visibility. A river or stream must flow into and/or out of a Marsh or form one edge of a Marsh.
255. Only Foot may cross Marshes, not Mounted or Guns. Mounted troops may dismount to cross if the player desires. Marshes reduce the movement for irregular units to 75% of their allowance. The movement of regular units through Marshes is reduced to 50% of their normal allowance. Regular troops may only traverse Marshes in column and must **Rally** on the far side to restore order, they are **Unsteady** until they do so.
256. Swamps are wooded wetland represented by card, felt or other terrain piece to define the area of the Swamp. A river or stream must flow into and/or out of a Swamp or form one edge of a Swamp. Only Foot may cross, not Mounted or Guns. Mounted troops may dismount to cross if the player desires. This terrain reduces the movement for irregular units to 50% of their allowance. The movement of regular units through Swamps is reduced to 25% of their normal allowance.
257. Regular troops may only traverse Swamps etc. in Column and must **Rally** on the far side to restore order, they are *Unsteady* until they do so.
258. During seasons of flood, Spring in the north and west, Autumn in the south, both marshes and swamps become impassable to all troop types. In the extreme north both marshes and swamps freeze over during the winter and negate movement penalties.
259. Troops in snow are reduced to 50% movement, please refer to the *Etat-Major* Campaign rules later in these rules. An example of effect might be a winter battle where a normally unfordable river is passable due to freezing, troops would roll as per the fording rules to determine if the river will support their troop type.

### 7.8 Difficult Ground

260. Difficult ground includes rivers, coastal march, entrenchment breeches, steep hills, rocky areas, thick bushes, rubble, swamp, rubble, vineyards and ploughed fields. It can occasionally provide light or heavy cover and reduces movement. Players must determine the nature and the area covered by this type ground before the start of play.
261. Such ground is passable only to infantry (except at fords) and manhandled artillery and slows movement to **half** speed. Unit Rally on the far side to restore order, and are *Unsteady* until they do so.

### 7.9 Urban Areas

262. Urban and Fortifications and other field works areas are classed as either Light or Heavy areas to reflect the structures within. A town with a majority of stone buildings would be a Heavy Urban area.
263. The area is represented by one or more coloured cards or cloth or other terrain to denote the 'heavy urban' area on the Board. A single building model is recommended for visual effect and is placed on the coloured/textured area.
264. Each section of the Area counts as separate part for damage and fire purposes- so that the culminative hits are considered separately for each part.



265. Walls, doors and windows on the models have no value in the game unless the players decide otherwise. It is possible to have sections of Heavy and Light areas together, but they must be easily distinguished from each other (e.g. different coloured card or cloth).
266. Players can create areas with lanes or squares or other features if they wish and treat the non-building areas between marked urban areas as open terrain and roads.
267. An Urban area can be a single large building, but still requires a marked boundary base.
268. If a building is burnt down or destroyed, it is removed from play, but the area it occupied is still deemed an Urban area of reduced value, for instance Heavy cover becoming Light cover or rubble (difficult ground providing no cover).
269. If a unit is partially on an Urban area, it is Unsteady until all its Stands have moved off the area, except in the case of detached Skirmishers whose Stands move at their own speed and do not disorder the main unit.
270. Stands in Urban Areas move at **50%** of their movement rate. Units have no formations when in an Urban area, being assumed to take up positions in and around buildings. Players can place as many Stands as will fit in the Urban area as they desire. Units are considered to occupy buildings, laneways and have no flanks, rear or any specific formation.
271. Urban areas count as a High elevation and block visibility, except for units on the crest of a High Hill who can see **200mm/175mm** beyond the far edge of the Urban area or Wood.

#### **7.10 Fires in Urban Area and Woods**

272. Urban areas and woods may be set of fire by artillery. Refer to the *Artillery Chart* and *Damage Table*. The fire starting at the point closest to the unit that started the fire. The flames moving in the same direction as the wind. The initiative player rolls **2d6** to determine which way the wind is blowing for the entire game.
273. Fire can also be started and put out by any four figures within the area, with no other activity, in the *FP* on a **1d6** roll of **4,5,6** once per turn. Engineers attached to units confer a **+1** on the die roll. If a fire has not been put out after two Turns it takes hold and cannot be put out.
274. Fires spread in the direction that the wind is blowing, at a rate of **100mm/75mm** in any *TMP* in an outwards direction, radiating from the point the fire started to the limit of the area. Each section in an Urban Area is treated separately for fires and damage, and the fires do not spread from one section to another.
275. Stands in the area covered by fire at the end of a *TMP* are destroyed. Use cotton wool to denote the spreading fire. The Fires that are started are deemed to be burning for the duration of the game (not more than one day's fighting) unless extinguished.

#### **7.11 Damaging cover, walls and bridges with Artillery**

276. Artillery cannot fire specifically on an Urban area or woods unless enemy troops are visible to the battery or have revealed themselves by firing on other troops.
277. If a cover area falls within a *Bombardment* or *TFZ*, however, then the area can be hit indirectly and suffers damage hits (i.e. cover reduced for Urban areas and Woods and Urban areas test for fires starting from howitzer fire) and any units within roll for being hit.

278. Artillery can target directly fortifications and other earthworks whether enemy troops are visible or not.
279. Heavy Cover is reduced to Light Cover after **eight** hits from siege artillery pieces and **16** hits from other artillery. Light Cover is reduced to no cover after **four** hits from siege artillery and **eight** hits from other artillery. Refer to the *Damage Table*.
280. Areas like hamlets or village have one Urban area section, larger towns have several sections, each section being treated separately for fires and damage hits. Refer to the *Damage Table*.
281. Players can also specifically target walls and Bridges with artillery to make a breach or destroy a bridge. They must declare they are doing so before shooting at the object and any hits are recorded. Once the requisite number of hits is achieved the section of wall, *two Stands wide* is removed, or the bridge is declared impassable to all troops.
282. At close or point blank ranges, direct fire by cannons will damage cover (refer to *Artillery Chart*) automatically (ie it can't miss at that range), the score to hit refers to any troops behind that cover.
283. Engineers with Sappers may repair the bridge by using their pontoon bridge equipment. If so used, the equipment cannot be used to create another pontoon bridge. The length of time required to fix a bridge or pontoon is the same time as establishing a pontoon bridge.

#### 7.12 Woods

284. Woods are classified as either Light or Heavy, depending on the density of trees and undergrowth. If the type of Wood is not defined at the start of the game, players discover whether it is Light or Heavy when a unit is within **one Stands width** of its edge. A **1d6** is rolled with a **1, 2, 3, 4** indicating a Heavy wood and a **5 or 6** for a Light wood. All units can pass through the former, but only foot can pass through the heavy woods.
285. Cavalry or Artillery can only pass through a heavy wood on a road. Wood boundaries should be clearly marked. Woods may be placed on rises and hills, or other features.
286. Light and Irregular cavalry can charge out of light woods into the open, but only the latter may charge *through* a Light wood.
287. Units moving over, or through them, are subject to additional movement modifiers. Please refer to the *Movement chart*. Orchards would be classed as Heavy Woods. Unlike in Urban areas, units move, fight and deploy in a similar manner to being in the open. Units in woods are unsteady while their Stands are on the area (except for detached Skirmishers). They must rally on exiting to restore steadiness.
288. Woods (except orchards) count as a High elevation and block visibility to all but units on the crest of a high hill.

#### 7.13 Preparing Defences and Obstacles

289. Units may construct barriers/obstacles (i.e. in the supposed lanes between buildings) for enhanced defence and extra *Tactical Factors* in *Close Assault*:

- For Light Cover it takes two *TMPs* for two Stands to enhance its defensive frontage, providing they undertake no other activity including shooting;
- For Heavy Cover it takes three *TMPs* for two Stands to enhance their defensive frontage, providing they undertake with no other activity including shooting;
- Removing or pulling down obstacles takes the same time it took to build with no other activity; An Engineer attached to the unit reduces the time taken by one *TMP*.
- Obstacles and Barriers remain on the table until they are damaged or removed during play.

## SECTION 8: STAFF, COMMAND and CONTROL

### 8.1 General Notes

290. Command and Control of units is critical in *Redcoats and Rebels*. Staff and the use of them will make a significant difference to the chances of victory. Generals and their staff are rated by quality (see table below).

### 8.2 Determining Staff Quality

291. To determine quality of Staff roll **1d6** for each General of Brigade and any General of Division. The General figure representing the player is not diced for and is considered *Capable*.

292. Players fighting an historical scenario should match the individual Generals according to the definitions outlined below. An outline and ratings of many Generals of the war is provided below.

### 8.3 Staff Ratings Table

Roll **1d6** for each General Figure to determine the Quality (except Stands representing Players who are always *Capable*).

NATIONALITY	INEPT	CAPABLE	EXCEPTIONAL
France	1	2345	6
English, Hessian	12	345	6
American	123	45	6
Other nationalities	12	23456	XX

### 8.4 Staff Definitions and General ratings

293. Generals and their Staff are rated to represent many Command and Control factors including training, experience, personality, national temperament and tactical doctrine. The following are some of the characteristics that apply to the three broad ratings used in *Redcoats and Rebels* and provide the basis for determining *Initiative* from Turn to Turn throughout the game.

The *Initiative Point Value* for each General figure and rating basis is as follows:

**Inept: 1 point** -Typically this General and his staff have inferior tactical skills, could be political (or royal) appointees, they do not motivate their troops (or alienate them), are lazy or are otherwise incompetent.

**Capable: 2 points** -Capable Commanders and their staff generally are competent tacticians, assertive and popular leaders, These generally have either or both professional training and combat experience.

**Exceptional: 3 points**- These unusual individuals could have great charisma, are idolised by their troops, have a long (or popularised) history of success on the battlefield, are flexible and imaginative tacticians and have highly capable supporting staff.

294. When reviewing the performances of historical commanders with a view to allocating a game rating there is always going to be controversy, I can not see these ratings being any different. The criteria that the following commanders have been judged on relate purely to their performance on the battlefield. If a particular commander is an exceptional strategist that is no reason to assume that he is also going to be an exceptional field commander as well.

295. Many of the British commanders are rated as *Capable* whereas many Americans are *Inept*. This reflects the facts that in the field British commanders generally out performed their American counterparts, particularly in set piece European style battles. In smaller skirmish actions the situation was often reversed and is reflected in the ratings where the likes of Morgan are rated *Exceptional*.

296. This listing is meant as a guide and not a comprehensive work on the values of commanders during the War. The list includes most of the major commanders from each combatant nation as well as some that are less well known.

## 8.5 British Staff Ratings

### **Burgoyne**, Lieutenant-General John, *Capable/Inept\**

Burgoyne is considered to be an innovative and competent commander, however he was also overconfident. In co-operation with Carleton he helped clear American forces out of Canada but he is best known for his surrender at Saratoga. Often regarded as the 'turning point' of the war the blame failure cannot be placed purely on Burgoyne's shoulders.

Those above him, particularly in London, must take responsibility for failing to issue proper instructions for the coordination of the campaign. During the final battles of the campaign he led the army well, but was let down by subordinates, notably Simon Fraser, while his troops were low on supplies and virtually surrounded. \* On a role of 6 Burgoyne is *Inept* otherwise he is *Capable*.

### **Carleton**, General Sir Guy, *Capable*

Commanded the British force in Canada and had little opportunity to command in the field. Successfully defended Quebec in 1775 and was victorious against Arnold at Valcour Island. Tenacious and courageous but cautious, was well respected by his officers and men. Replaced Clinton as Commander in Chief of the army in America.

### **Clinton**, Lieutenant-General Sir Henry, *Inept/Capable\**

He replaced Howe as the Commander in Chief then secured New York and Rhode Island for the British. He commanded the British at Monmouth Courthouse and had some success in the South capturing Charleston. Clinton's confused orders and poor systems of communication led to Cornwallis's retreat and subsequent surrender at Yorktown, after which, Clinton resigned after and returned to England. \* On a role of 5 or 6 Clinton is *Capable* otherwise he is *Inept*.

### **Cornwallis**, Major-General Charles, Lord, *Capable*

Cornwallis is arguably the best British general of the war. He took part in the victories at Brandywine and Charleston. Left to mop up the resistance in the south he was victorious at Camden and Guilford Courthouse. Confused orders from Clinton forced him to retire to Yorktown where, after a siege, he surrendered to Washington. His reputation did not suffer and was appointed to commands in India and Ireland An able and bold field commander he failed to understand the nature of irregular warfare.

### **Gage**, Lieutenant-General Thomas, *Inept*

He first recommended the use of military force to intimidate or crush rebellious colonists. When ordered to use force, he did so ineffectively and was recalled after heavy losses at Concord and Bunker Hill.

### **Howe**, Lieutenant-General Sir William, *Capable*

Although his performance as a commander at Bunker Hill left much to be desired Howe was still appointed as Commander in Chief after that battle. He defeated Washington at Long Island, Brandywine and Germantown, but was unable to make these victories decisive. At Long Island Howe did not wish to repeat the mistakes of Bunker Hill, while at Brandywine and Germantown the lack of an effective cavalry arm let the army down. Howe should be regarded as a skilful battlefield commander, despite lacking in strategic abilities.

### **Tarleton**, Colonel Banastre, *Capable*

A dashing but ruthless or even brutal Tarleton commanded Cornwallis's light troops in the southern campaigns and stayed with him till the surrender at Yorktown. His ruthlessness intimidated many who came against him but is also presented as a reason behind his defeat at Cowpens, which ruined Cornwallis's North Carolina campaign. At Yorktown Tarleton commanded the Gloucester Point garrison which brought him into contact with Lausan's Legion. Tarleton is best known as the commander of the British Legion.

**Rawdon**, Major-General, Lord Francis, *Capable/Exceptional\**

Co-operated with Cornwallis to defeat Gates at Camden. He then took command of troops in South Carolina and Georgia when Cornwallis headed for Virginia. Constantly needing to protect his lines of supply he was still able to defeat Greene at Hobkirk's Hill and relieve the provincial garrison at Ninety-Six before being forced to retire towards Charleston. \* on a roll of 5 or 6 Rawdon is *Exceptional* otherwise he is *Capable*.

#### **8.6 American General Ratings**

**Arnold**, Major-General Benedict, *Exceptional*

Led the attack on Quebec in the invasion of Canada in 1775 but was chased out of Canada by Burgoyne and Carleton. In 1777 he had a major role in the Saratoga campaign, leading American assaults at Bemis Heights despite Gage's orders to the contrary. Bemis Heights was the final action during the Saratoga campaign and led to the surrender of Burgoyne's army. Arnold is better known for his defection to the British, which achieved nothing.

**Gates**, Major-General Horatio, *Inept*

Gates commanded during the retreat from Canada in 1775 and was the 'victor' of Saratoga, his efforts in the South during 1780 were a disaster that culminated in defeat at Camden and ended his career.

**Greene**, Lieutenant-General Nathaniel, *Capable*

A talented commander, Greene was the only one of Washington's generals to serve throughout the entire war. However, Greene was not granted an independent command until 1780 when he sent to replace Gates in the South after the Camden debacle. In the southern theatre, Greene's efforts, without a major victory in the field, possibly played a greater role in forcing the surrender at Yorktown than the actual siege.

**Lafayette**, Major-General Marie, Marquis de, *Capable*

Despite his French origins Lafayette held his commission as a general in the Continental army not the army of France. His main military success was in leading American light units against Cornwallis in the prelude to Yorktown at Green Springs and leading the American assault against the Yorktown redoubts. He also served with Washington at Brandywine without holding a formal command.

**Lee**, Major-General Charles, *Capable*

A former British officer Lee advocated the use of skirmish and guerrilla tactics rather than facing the British in open European style battle, Washington spurned his ideas. Although he ably led the left wing at Boston he was court-martialled for his alleged inept performance at Monmouth. His theories may be vindicated when it is considered that American successes, particularly in the South, were the result of the application of those rejected ideas.

**Lincoln**, Major-General Benjamin, *Inept*

Lincoln has been made the scapegoat for what is considered to be the Patriots greatest disaster of the war, the surrender of Charleston. This was followed by the failed Franco-American siege of Savannah. From then on he held no further command.

**Morgan**, Brig-General Daniel, *Exceptional*

During the Saratoga campaign, Morgan's command effectively harassed and demoralised the British and Germans under Burgoyne. With Benedict Arnold, Morgan's contribution to that campaign had greater influence than the decisions of his superior, Horatio Gates. His most famous victory was against Tarleton at Cowpens in 1781 which destroyed the hopes of the British for a successful campaign in North Carolina. Unfortunately illness forced Morgan into early retirement.

**Stueben**, Major-Baron Friedrich von, *Inept*

The author of the drill manual for the Continental army, the 'Blue Book', his abilities as an organiser and trainer are the subjects of much discussion. Stueben was not successful when given independent command, but still commanded one of Washington's divisions at Yorktown.

**Sullivan**, Major-General John, *Inept*

He was captured at Long Island but was later exchanged and commanded the right at Trenton. Sullivan's main success was the campaign against the British and their Mohawk allies, which culminated in a victory at Newtown. However, he failed at both Brandywine, where he became the scapegoat and Germantown. Sullivan had a fiery and quarrelsome temperament which was combined with only modest military talent

**Washington**, General George, *Inept*

Washington was elected by the Continental Congress to the position of Commander in Chief after Bunker Hill. He was known more for his grasp of strategy, perseverance and ability to learn from his mistakes, rather than his abilities as a battlefield commander. In open battle using European style tactics he was a failure, his only major victories occurred at Trenton, where his opponents were drunk, and Princeton with a 4 to 1 superiority in numbers. Initially he desired an assault against the strongly entrenched British garrison at New York before being persuaded by Rochambeau to go after Cornwallis. Had his field abilities matched his strategic abilities Washington would certainly have been exceptional.

### 8.7 French Staff Ratings

**D'Estaing**, Admiral Comte, *Inept*

Commanded the French force that took part in the unsuccessful Rhode Island campaign where he did not wish to risk his ships in unfamiliar waters, without a pilot and in the face of possible storms. He was also unsuccessful in command at the siege of Savannah, where he was forced by bad weather into an early assault. D'Estaing although personally brave an unlucky commander.

**Saint-Simon**, Brig.-General Marquis de *Capable*

Commanded the French force that sailed with Admiral de Grasse from the West Indies to aid Rochambeau at Yorktown. Led the French assault against the Yorktown redoubts.

**Rochambeau**, Lieutenant-General Comte de, *Capable*

Commanded the French expeditionary force that combined with Washington to force the surrender of Cornwallis at Yorktown. Steered Washington away from the idea of an assault against New York which may have destroyed the allied armies. Rochambeau placed himself under Washington's command, where his patience, level headedness and solid competence ensured peaceful cooperation between the allied armies.

### 8.8 Spanish General Ratings

**Galvez**, Governor Bernardo de, *Exceptional*

Young energetic and bold, Galvez served as Governor of Louisiana and commander of Spanish forces in that region. Galvez planned and commanded a series of often ignored operations against the British in the Mississippi Valley, captured Mobile which prevented a British advance against New Orleans and superbly captured the capital of West Florida, Pensacola. His efforts secured the province of Louisiana, Mississippi and Florida coast for Spain.

### 8.9 German General Ratings

**Heister**, Baron Philip von, *Capable*

Commanded the Hessians at the battle of Long Island. His orders to continually push troops against the American centre forced their retirement to Brooklyn Heights. Heister was senior to all British generals apart from Howe and at on stage was considered as Howe's replacement.

**Knyphausen**, Baron Wilhelm von, *Capable*

Arguably the most capable of the German generals to see service in America. Commanded German troops at Brandywine and Germantown then entrusted with the defence of New York when Clinton went to fight in the south.

**Rall**, Colonel Johann, *Inept*

Commanded the Hessian forces at Trenton where, even with prior warning, Washington caught them surprised and drunk. His lack of action resulted in the surrender of three regiments of Hessians, and his own death.

**Riedesel**, Baron Friedrich von, *Capable*

Commanded German troops under Burgoyne in the Saratoga campaign winning a victory at Hubbardton and saving the British centre at Freemans Farm. He spent three years in captivity before being paroled. Went on to serve in New York and Canada.

**8.10 Staff and Command**

297. The General representing the Player (the nominal Commander-in-Chief of the player's own forces) is *free*. He can command up to four Brigades. An additional Divisional General would be required for larger forces.
298. A General figure and two Aides de Camp plus two escorts (one Stand) represent a General of Division.
299. Divisional Artillery and other units (such as special light battalions or Engineer units) are always under the command of the Divisional General and normal command rules apply to these units.
300. All units must be fielded under the command of a General, including Artillery. The Command Radius of a General is **400mm/350mm**.
301. A General of Brigade can command up to six Infantry battalions or five Cavalry Regiments. Mixed arm brigades are allowed if historical precedents exist (eg an Advance Guard formation). A single figure plus one Aides de Camp represent a General of Brigade.
302. A Commanding general of an army may override (nullify his command rating) a Brigade Commander within his force at any time as long as the Brigade Commander is within the Divisional Commander's command radius (**400mm/350mm**).

*Example: The Divisional Commanders Capable rating can be used by a unit attempting to charge rather than the Brigade Commanders Inept rating if the Divisional Commander is within **400mm/350mm** of the Brigade Commander.*

303. A unit must be visible to its General or a member of his Staff and within the Command radius of the General figure to be in command.
304. A player can position an ADC to see the units of his command which are out of view from the commanding General. These units are then "visible" to their commander. Orders are assumed to be relayed through Aides or Couriers (the latter not represented).
305. Aides de Camp can be used in the game to boost morale and help ensure orders are followed and received by units in their Brigade. This is done by attaching Aides to the Unit. See next section below.
306. Aides that are killed cannot be replaced, but can be re-distributed throughout the Division by the player during a game by normal movement.

*Example: A regiment in a light wood is not visible to its Brigade Commander and therefore not 'under command'. The Brigade Commander places an ADC in view of himself and the unit within **200mm/175mm** of the unit. The unit is now under command because it is both within **400mm/350mm** radius of the General and can see his ADC.*

307. A single unit cannot be transferred from one General to another during the course of a game. But a Brigade may be transferred from one Division to another Division during a game.
308. A General of a particular arm (i.e. Artillery, Infantry or Cavalry) cannot command or exert influence on units of another arm.

*Example: An infantry Brigade Commander cannot influence a Cavalry Brigade. However, a Divisional General can command and influence different arms in his command.*

#### **8.11 Brigade Morale**

309. A Brigade that loses 75% or more of its original stands cannot advance towards the enemy, except to allow for a unit to Counter-Charge if that particular unit is charged. In addition, it cannot count its Brigade General for the Initiative roll or *Base Initiative Score*. See the optional rule section below for further ideas on this matter.

#### **8.12 Staff Being Attached to Units**

310. To gain benefit in some morale tests, Staff may be attached to a unit (the Staff Stand must touch the units Command Stand).
311. A General or Aide is attached to a unit if he is in stand-to-stand contact with any part of it. While this adds morale benefit that specific unit, a General loses the ability to exert command over the rest of his units or subordinates, if his figure is attached. Attaching an Aide to a unit, does not affect a Generals capacity to exercise command over his subordinates or units.
312. Staff respond to morale tests as the unit they are attached to does. So if the unit routs, so does the Staff. The same applies to Engineers. They rally with the unit (or not as the case may be!)
313. Staff can be killed or injured. If attached to a unit that is fired on, or in *Close Assault*, roll a **1d6** once for each Staff figure to determine if they are injured or killed. Determine the result using the *Damage table*.
314. Attaching an Engineer to a unit provides extra tactical factors in *Close Assault* while in Urban Areas or Fortifications. While attached, an Engineer cannot perform any other task (such as creating an Explosive Device or setting up a Pontoon Bridge).

#### **8.13 Staff and Engineers Being Charged**

315. Staff and Engineers that are charged must evade unless they are contacted by the 1<sup>st</sup> impulse or by an Opportunity charge. There is no effect on Staff's capacity to command if they evade. Refer to the *Close Assault* section for the outcomes of being contacted by enemy Stands.

#### **8.14 Artillery Generals**

316. In Corps or larger sized games only, Artillery Generals may be purchased (at Brigade Staff cost). These may only command and influence Artillery Stands. They add a **1d6** shooting die to any Battery to which they are attached when they fire, if the General is Capable or Exceptional. No bonus is given if they Inept! Artillery Generals are included when determining *Initiative* and the *BIS*. Only one Artillery General per Corps can be purchased.

#### **8.15 Replacing Generals who are Killed or Wounded**

317. A General who is wounded loses Command for a specific number of Turns, counted from the Phase of his wounding. *Please refer to the Damage Table*. A player may opt to replace a wounded General using the method below. ADCs cannot be replaced during a game, nor can their escort Stands.



318. If a General is killed, wounded or captured, his units are not in command until another officer takes over. Refer to the *Damage Table* for details of how casualties on Staff affect their command capability.
319. The *Damage Table* specifies the number of complete Phases (from the Phase when the loss of Command occurred), which must pass before a new General appears in the next *Initiative Phase*.

*Example: a General was shot in a FP with a wound effect for two Turns, two FPs would pass before the new General then appears in Command Range of at least one Unit of his new command.*

320. The player determines the quality of the new General by rolling **1d6**, with a roll of **1,2,3** being **Inept** and **4,5,6** being **Capable**.
321. Once the new General assumes command the Base Initiative score is recalculated and the full number of initiative die rolled.
322. If the Player General figure is killed or captured, he is replaced by one of the Brigade commanders from his Division. The player selects which Brigade General will take his place in the following Initiative Turn. This General drops a level of ability, so an *Exceptional* Brigade General becomes a *Capable* Divisional General (or a *Capable* General is promoted and becomes *Inept!*).
323. The General of Brigade being promoted in the field is in turn replaced using the normal method outlined above in the same *Initiative Phase*.

#### **8.16 Brigades and Units without Command**

324. If a Unit is out of command either through being out of sight or command radius or due to the death or wounding of its commanding General it will react depending on how his staff were rated:
- Units of an *Exceptional* or *Capable* General of Brigade will continue to behave the way they were when the General of Brigade was killed, eg: if stationary, they will stay halted, if advancing, they will continue to do so.
  - Units with an *Inept* General of Brigade will halt. They can perform normal responses, but cannot declare Charges but can Counter-Charge if charged (if capable of doing so). If retreating, they must test whether they will rout.
325. Units within a Brigade can move out of the command radius of their Brigade Commander although it is recommended players avoid this.

## **SECTION 9: SCOUTING AND DEPLOYMENT**

### **9.1 Scouting General Notes**

326. Scouting determines which Player has the best information regarding the terrain and enemy deployment through superior use of cavalry, local knowledge and staff work. The only times Scouting is not conducted is when both players agree to forego it, or if a purely defensive scenario is played, in which case the defending player sets up first.
327. Scouting Points are calculated and compared (do not count Escort Stands for Scouting Points) and Deployment starts.

### **9.2 Scouting Points Values**

Each Class 1 or 2 Cavalry Stand:	<b>4pt</b>
Each Class 3 or 5 Cavalry Stand:	<b>12pt</b>
Each Class 4 Cavalry Stand:	<b>8pt</b>
Each Capable Cavalry General:	<b>2pt</b>
Each Exceptional Cavalry General:	<b>3pt</b>
If an Irregular Skirmishing Cavalry Stand	<b>+4pt per Stand</b>
Each Native American Stand:	<b>+3pt per Stand</b>
Each Inept Cavalry Brigade General:	<b>-2pt</b>

### 9.3 Deployment

328. Deployment starts after the Scouting advantage is determined after the terrain and earthworks are placed on the table. Units are placed on the table up to **300mm/250mm** from the rear edge from end to end as the player desires, or can remain off board as reserves or flank marches. The deployment system is based on the effectiveness of each side's Scouting.
329. Once a player has declared his deployment finished for a Brigade he may not move them until the first *Movement Phase* (either *Grand* or *Tactical*) of the game.
330. Scouting Points are calculated and compared. This determines any Scouting Advantage. For every **15** Scouting Points more than his opponent has, one Brigade of the out-scouted player is deployed on the table before the out scouting player deploys.

### 9.4 Out-scouting Table

Points more than opponent	Brigades Deployed by Opponent out-scouted before other player is required to deploy his first cavalry brigade
1-14	Player with lowest Base Initiative Score deploys any cavalry units, then the other player deploys his cavalry (if present), then players alternating until all Brigades are placed on board.
15-29	Cavalry Brigade or any other Brigade if no mounted troops in order of battle
30-44	Cavalry and one other Brigade
45-59	Cavalry and two other Brigades
60+	Entire force

### 9.5 Hidden Deployment

331. Units that would not be visible to the enemy on deployment are not placed on the board. Players record on a map where the units are located and in what formation and facing.
332. When players are deploying and are taking advantage of terrain in this way, they must tell their opponent that they are deploying units belonging to the brigade in or behind cover. No other details are provided to the opposing player.
333. This would primarily apply to units:
- In or behind Wood or Urban Areas;
  - Behind Man-High walls; or
  - Behind the crest lines of Hills and Rises.
334. As the game develops, Stands are placed on the table when they fire (if they were in Woods or Urban Areas for instance), come into view of an enemy (perhaps as a result of enemy moving to high ground where they could see the troops, or if *the troops are moved in any way, not including formation changes*).

## 9.6 Deployment Procedure

1. Orders of Battle for opposing forces are drawn up subject to an agreed points limit.
2. Staff Quality diced for and the Base Initiative Score determined.
3. All purchased Fortifications are placed on the Table, within the Player's Deployment Zone.
4. Players record any off-board forces, noting the size, position and type of forces. Turn and point of entry onto the Board is also specified.
5. If using Hidden Deployment, players specify their Brigade deployments using a map and tell their opponent they are using this option.
6. If one side does not have **15** or more Scouting Points than the other, then the player with the lowest Base Initiative Score deploys his cavalry if present or alternate brigade if not. The other player deploys his cavalry, and then each side alternates deploying Brigades until all formations are placed on the board. Divisional units, including artillery, deploy last.
7. Players deploying troops in or behind cover inform their opponent that they are using hidden deployment for that Brigade or some of the troops belonging to it.
8. Units can be deployed on table in any formation.
9. Cavalry and Artillery are deployed first, then Infantry and their attached artillery and supporting units and then divisional troops..
10. Staff is placed on the Board at the same time as their respective command.
11. Once a Unit is placed on the table and the Player has declared he has finished deploying that Brigade it cannot be moved again until a *Movement Phase*.
12. Once all on-Board deployment is complete players advise each other if they have any Stands off-board, but they don't specify what or where these are.
13. Once all units are deployed, Initiative for the first turn is determined and the game begins.
14. The player who wins Initiative in the first turn may opt to forgo Initiative.

## SECTION 10: VISIBILITY

### 10.1 Visibility and Surprise

335. Units must be able to see a Unit to choose to Charge or fire on it. Maximum visibility in all circumstances is **1500mm/1200mm**. Visibility is measured by line of sight from a Stand of a unit to another Stand in another unit without obstruction.
336. Units whose Stands not placed on the table because they were unseen by the enemy are placed on the table as they are revealed as enemy Stands move into visibility. Thus a unit in line behind a crest previously unseen is not placed on the table until enemy Stands are in a position to see those Stands (possibly not all of the unit), the unit moves, or fires.
337. Units have **360°** field of vision (this does not mean that units can fire **360°** unless entitled to do so – see *Firing Arc* section below). Cavalry units and Staff can see and be seen over Foot Stands, which are on the same or on a lower elevation, but cannot be fired at over the heads of troops. Please see *Skirmishing* Section.
338. Skirmish screens do not block Visibility and a unit's Skirmishers can see for the whole unit. What the Skirmish Screen can see the Command Stand are deemed to see. Stands can see over a crest or out of an edge of a wood if within **One Stands width** of it, scouts and officers being assumed to be ahead of the unit.
339. Low walls and Obstacles do not block visibility. Stands behind Man-High walls cannot see or be seen unless on ramparts. Stands on High Hills can see over Stands on lower elevations.
340. Stands on the crest of a High Hill can see Units beyond **200mm/175mm** of a far edge of a Wood or Urban area on lower ground, and can see units on the far side of a Low Rise. Units on a Low Rise can see over Units on lower elevations to themselves, but cannot see over High Hills, Woods or Urban Areas.

341. A unit is surprised if it fired upon at a range of **100mm/75mm** or less by a *unit* which had not been previously been visible, or if an enemy unit appears within 100mm this or last Turn that was not previously visible to that unit.

## 10.2 Visibility Ranges

342. Stands are visible in the following circumstances:

- |   |                     |
|---|---------------------|
| ▪ Formed Troops in an Urban Area are seen at  | <b>100mm/75mm.</b>  |
| ▪ Formed Troops in a Light Wood are seen at   | <b>200mm/175mm.</b> |
| ▪ Formed Troops Heavy Woods are seen at   | <b>100mm/75mm.</b>  |
| ▪ Skirmishers in an Urban Area are seen at  | <b>50mm/30mm.</b>   |
| ▪ Skirmishers in a Light Wood are seen at   | <b>50mm/30mm.</b>   |
| ▪ Skirmishers in a Heavy Wood are seen at   | <b>50mm/30mm.</b>   |
| ▪ Troops that fire become visible for troops that are in the line of sight of them. |                     |

## SECTION 11: INITIATIVE

### 11.1 Initiative General Notes

343. Initiative represents the combination of staff ability, tactical situation and the luck of war that enables a commander to impose his will onto a battle, if only for a short period of time.
344. Initiative is determined at the start of each turn by comparing total Initiative Point values. Initiative has two components: the Base Initiative Score (*BIS*) and the Initiative roll.
345. The *BIS* is calculated by adding the value of all the Generals on Board (including player figures) who are not wounded or have more than **50%** of their Brigade's stands off the table.
346. Divisions and Brigade Staff, which have lost **75%** of their figure strength or are off the table, are not included in the tally.
347. The *BIS* is added to a roll of **1d6** for each eligible Staff figure (as described in previous paragraph). The player with the highest tally has Initiative for that Turn. If the Initiative scores are the same the players roll **1d6** until a result is determined.

*Example: A player has a Capable Divisional Commander (2 points), one Inept Brigade Commander (1 point) and two Capable Brigade Commanders (2 points each). The BIS is seven, and the player rolls four d6, which show 1, 2, 4, and 5. These are added to the BIS for a total of 19 Initiative points for the turn.*

348. The player with the higher *Initiative* score for the turn may choose to forgo Initiative for that turn and thereby becoming the non-Initiative player for that Turn. There are advantages for going second sometimes in the Phases.
349. If the game is a multi-player game then the Initiative totals of *all* players on one side are combined. Divisional Commanders must have at least one Brigade on the board and Brigade Commanders must have at least one unit on the board to count towards the initiative scores.
350. In large games (i.e. three players or more) it is recommended that players just roll **1d6** for every eligible on board General figure and add that total, ignoring the Base Initiative Score. Highest tally has initiative for that turn.
351. At the start of the *Initiative Phase*, Generals are replaced or are restored to command, and Brigade morale determined.

## SECTION 12: GRAND TACTICAL MOVEMENT

### 12.1 Grand Tactical Movement General Notes

352. This is a movement phase purely designed to bring forces into tactical range and speed up play, and to give players scope to outflank and bring up reserves in a timely manner. It can also be used to move troops on board to new sectors of the battlefield.
353. In this Phase, players can move any units in Column, in boats or limbered (*see Movement Chart*). The unit must be in Column or limbered at the start of the Phase and cannot change formation. Units move normally in the same Turn's *TMP*.
354. Once a Unit has come within **650mm/500mm** of a *visible* formed enemy it halts.
355. Units in Fortifications, Urban areas or woods are not considered formed units, nor are Staff or Skirmishers or routing troops. Units performing *GTM* halt once they come within **100mm/75mm** of the edge of a Fortification, wood, hill or rise or an Urban area.
356. Skirmish screens do not prevent enemy *GTM*, as the enemy units simply brush them aside. Once the enemy's *GTM* is complete, the player who commands the skirmish screens moves up to **200mm/175mm** away from the enemy units that displaced the screen.
357. Note that the skirmisher support stands, such as the command stand, are formed bodies.
358. Normal deductions for terrain penalties apply such as crossing streams or moving through woods.
359. A unit can be moved out of the view and range of an enemy formed unit and then use *Grand Tactical Movement* in the next turn. Units that move in this phase can also move in the *TMP* of the same turn.

### 12.2 Grand Tactical Procedure

360. The Player with Initiative for each Turn moves each of the following troop types alternating with the other Player in this order:
- Staff, Cavalry and irregular troops
  - Infantry and Foot Artillery
  - Rear-Edge off-Board Stands and Flank marching Units
361. Thus, the Initiative player moves **all** his Staff, Cavalry and irregular units, **then** the non-Initiative player moves all his Staff, Cavalry and irregular units and then the Initiative player moves his infantry and foot artillery, then the non-Initiative player and so forth.

### 12.3 Off-Board Units

362. Players can keep up to one third of their total units in reserve, leaving them off the table (or "Off Board"). Players must tell their opponent that they have units off board after on-Board Deployment is complete. They do not have to advise where those reserves are, or their proposed role.
363. Reserve units must have their respective General/s with them. These Generals do not count when dicing for Initiative or BIS while they are not on the Board. *See Deployment and Initiative for more information.*
364. Off-Board units, which are held as a reserve behind the player's deployment area, may arrive whenever the player wants, in *GTM*. The units are placed anywhere on the table edge of the player's deployment area, but must be outside **650mm/500mm** of visible formed enemy units.

365. Players making flanking moves with Off-Board units *must* notify their opponent in the preceding *GTMP* (one Turn) before his flank march are due to arrive. They tell their opponent that they can “see the dust” of the approaching units from the direction they are arriving. No details of force composition are given.
366. Flanking forces cannot arrive from the opponent’s rear table edge (that is, the edge where the opponent deployed).

*Example: If the forces were specified to arrive on Game Turn Four, then in Turn Three the player would tell his opponent that sees the dust of approaching units on the nominated flank. In the Grand Tactical Phase of Turn four, the Command Stands and Staff of the arriving units would be placed on the table edge at the point of arrival.*

367. If there are *visible* formed enemy units within **650mm/500mm** of the point the flanking force intended to arrive at, the flanking force arrival point is moved towards their own rear edge until out of **650mm/500mm** or the enemy is no longer visible, whichever is the least distance. If required, the move backwards can continue until the forces enter the Player’s original deployment edge itself. This rule also applies to units returning after Routing, Evading, or Pursuing off the Board.
368. Flanking and reserve units arrive on table in Column or Limbered formation. The Command Stand is placed on the edge of the Board in the *GTMP*. The unit moves fully on in the *TMP*. Flank and Reserve units cannot arrive in the first *GTMP* of the game.

## SECTION 13: MORALE TESTS

### 13.1 Morale General Notes

369. It is assumed that all units experience a degree of disorder on the battlefield, but at some point that disorder becomes significant enough to affect the cohesion of the unit, its morale and effectiveness.
370. Units have four morale states: Ordered, Unsteady, Shaken and Routing. They can recover their morale and order through rallying, unless permanently Shaken by severe casualties or some other cause.
371. There are four Morale Tests in *Redcoats and Rebels*:
- To Charge - *when a player wants to charge an enemy unit*
  - Being Charged - *whenever a unit is charged*
  - Shooting Casualties - *when a unit has suffered shooting casualties*
  - Closing with the Enemy Test - *when a unit is charging into an enemy unit*
372. A unit in any of the above situations must make a Morale test. A unit tests only once for any of these in a Phase.
373. Charging units do not test for shooting hits in the *TFP*; they test morale for these casualties as part of the Closing with Enemy Test in the *MP*. Add all factors against the unit(s), subtract any modifiers, and roll **1d6**. If the roll exceeds the factors the unit behaves as the owning player wishes.
374. Please refer to the *Morale Chart* for the tactical options available to units that pass or fail each Morale Test. Also refer to the *Optional Rule Section* for a proposed Rally from Rout Test.

### 13.2 Shaken and Unsteady Units

375. Shaken units are units that have reacted badly to a circumstance and are panicky and shaken. In some instances a unit that is Shaken can restore its morale if it rallies.
376. Units become permanently *Shaken* if reduced to **50%** of their original strength, also Class 1 units that rout cannot have their morale restored by rallying.

377. A degree of disorder is assumed for all units in the game, but Unsteady units are those which have become severely disorganised or are unable to maintain formation.
378. To recover from Unsteadiness units can rally. Units are Unsteady in the following situations (refer to *Rally* section below):

- In or after moving through Urban Areas, Fortifications;
- After failing a Morale Test;
- In, or after, moving through swamps, woods, or a ford and similar;
- Crossing walls or other Obstacles;
- After *Close Assault*;
- After starting a Charge, whether contacting the enemy or not;
- If Routing or Pursuing;
- If on a Difficult Hill or ground (except on a road); and
- If Skirmishing
- If Surprised
- Staff are not required to recover from Unsteadiness.

### 13.3 Being Charged Test *BCT*

379. A unit in the *Morale Phase* does this morale test if it is the target of a *Declared Charge*, or in the *TMP* when the unit is the target of an *Opportunity charge*.
380. Refer to the *Morale Chart* for the options and responses available to units which pass or fail this test.
381. Units in *Close Assault* must also test for *Being Charged*.

### 13.4 To Charge Test *TCT*

382. A player who wants to launch a charge first identifies the units that will charge and their respective targets.
383. A charge can be declared in either the *Morale* or *TMP* phases. If a unit passes the test, it performs its 1<sup>st</sup> impulse or its *Opportunity charge* move. Units that are able to counter-charge and pass the *Being Charged* test do not need to perform this test.

### 13.5 Shooting Casualties Test *SCT*

384. This morale test is for units that suffer hits from artillery or small arms. The test is only done once in the Phase, combining all the hits a unit suffers. Units that fail may halt, retire or rout depending on their movement and morale.
385. Units that are performing a *Declared Charge* do not perform this test; instead they do the *Closing with Enemy Test*.

### 13.6 Closing with Enemy Test *CWE*

386. Assaulting stands in contact are “frozen” in place until the *CAP*. All charging stands perform the *CWE* in the *TMP* after any defensive fire is resolved. If they pass the *CWE*, then *Close Assault* will take place.
387. If the Unit fails the *CWE*, they are deemed to have wavered or flinch and are moved **two Stands width** away from the Target and are *Unsteady*.
388. If Stands are charging each other, and one fails and one passes, the latter is entitled to move into contact with the Target (*even if that exceeds their maximum movement allowance*). The unit that fails is considered halted (and *Unsteady*).
389. Routing or Evading Stands which are caught by a charge are also “frozen” in place until *Close Assault* is resolved. They therefore do not move in the *TMP*.

## SECTION 14: TACTICAL FIRE

### 14.1 Tactical Fire General Notes

390. Firing in *Redcoats and Rebels* is simultaneous. The player with Initiative rolls first, but a unit will fire with all the Stands it starts the Phase with, regardless of how many casualties it takes in that Phase.
391. Roll **1d6** for each eligible Stand firing. For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table.
392. All units at are hit are required to take a morale test.

### 14.2 Target Class Definitions General Notes

393. Targets are defined by either their formation, the cover they are in, or by how they are moving.
394. Units must be behind, or in, cover to claim defensive benefit from it with **50%** or more of its Stands touching the feature. When Stands are shooting through cover (such as Light woods) then the target stands are classed as being in that cover.

### 14.3 Firing Arc

395. Only targets within the Firing Arc can be shot at. Skirmishers, Native American foot and all troops in Urban areas have a **360°** field of fire. All other Stands can only fire either *directly* ahead from the front corners of the stand or up to 22.5 degrees to either flank from the front corners of the Stand.

### 14.4 Target Priority

396. Stands *must* fire at Enemy Charging them, but otherwise they are free to nominate their target.

### 14.5 Target Class Definitions

**Dispersed** targets are Skirmishers in open, Artillery Crew not in contact w/ Gun or Limber Stands, Stationary Staff or have moved less than 50% of their movement allowance & routing foot

**Dense** targets are Columns, Reinforced lines, enfiladed lines, Close Assault combats and Limbered or Compressed deployed artillery. Charging or Evading or troops at point blank or close range in these formations.

**Line** targets are Cavalry, Infantry and Artillery deployed in line. Troops lying down in any formation. Charging and Evading troops at point blank or close range in these formations. Crowded skirmishers.

**Light Cover** targets are troops in light woods, light earthworks, wooden bridges, light Urban Areas, low stone walls, vineyards, orchards, hedges and fences. Light Cover takes precedence over other target class definitions except for Heavy Cover.

**Heavy Cover** targets are troops in heavy woods, heavy earthworks, fortifications, stone bridges, heavy Urban Areas, high stone walls, rocky terrain. Heavy Cover takes precedence over other target class definitions.

**Closed Columns** are infantry only formations with no gaps between ranks, the densely packed ranks are very vulnerable to artillery fire casualties if hit.

**Fast** targets are Staff who moved 50% of their **movement allowance or more**, Cavalry charging or pursuing and routing Mounted troops.

### 14.6 Tactical Shooting Procedure

397. To shoot, players roll **1d6** for every Stand firing. The score on the *Small Arms Chart* indicates what die roll is required to score a hit (H) or hits (HH) for that Target Class.
398. For each two hits remove a Stand, unless the fire is from Skirmishers (see rules above) in which case they only count for morale purposes.



399. There are two modes of Small Arms firing: *Skirmisher* and *Volley*. Skirmisher fire is targeted at specific targets by individual stands in skirmish order in any direction, while Volley fire is by troops in close order directly to their front and is not aimed, this includes both muskets and rifles when the troops are in formed order.
400. Stands can only shoot once a Turn (except Artillery which conducts *Bombardment* and are later the target of charge).
401. Players declare all the Stands that are firing. All firing on a unit from several units (including artillery) should be resolved before targeting another unit. Units that are hit determine any Morale responses, using the *Shooting Casualties Morale Test*, unless it is charging in which case it uses the *CWE* later in the Turn during the TMP.
402. The *Volley Zone (VZ)* is determined is this way:

- The VZ extends from the front corner of the Stand firing to the front of the target.
- The VZ is as wide as the Stands firing and the outside line may be up to **22.5°** to the left or right of the firing Stand. This forms a parallelogram running from the front corners of the firing Stands to the target that is as wide as the frontage of the firers.
- Any Unit that has Stands in the Zone is rolled for on the *Small Arms Chart* to determine if the unit has been hit with a 1d6 for each Stand shooting at it.
- A Stand can only hit one target in a Volley.
- The VZ does not extend over the crest of a hill, a rise, beyond the maximum range of the weapon, or beyond a skirmish screen.

#### 14.7 Shooting at Targets in range and visible in the Previous Turn

403. Stands may shoot at a target that was in range and sight at some point in the previous Turn as long as the firing Stands *did not move* in that previous Turn. The firing is calculated as though the target was still there *prior to any movement*.
404. A Unit can divide the fire of its stands at multiple units, the player nominating which stand or stands are shooting at which target. A unit may split its fire or reserve (not fire) part of its fire to simulate firing by companies.

#### 14.8 Steady and Unsteady Fire

405. Unsteady fire simulates the effect of both the black-powder smoke generated by volleys masking the target and the loss of order in fire drill. Place a piece of Cotton Wool in front of a Stand each time it fires a volley. This denotes it must thereafter use the *Unsteady Volley Table*.
406. Remove the cotton wool when the unit has not fired for a *FP*, it may now use the *Steady table*.
407. Class 4 or higher non-Shaken infantry use the *Steady table* at all times due to their superior fire drill and experience at musketry. However, if they become Shaken or in woods, urban areas or some other terrain which makes them unsteady, they use the *Unsteady Table*.
408. All Stands in Woods, Difficult Ground, Fortifications or Urban areas use the *Unsteady Table*, as do Unsteady, Shaken, Irregular or Class 1 troops.

#### 14.9 Firing and Visibility

409. A non artillery unit cannot fire into an Urban area or Woods until enemy Stands inside them can be seen, or have revealed themselves by shooting. The only exception is Artillery which fires and an Urban or Wooded area is in its *Bombardment or Tactical Fire Zone*.

#### 14.10 Firing into a Close Assault and Friendly Fire

410. A Unit cannot intentionally fire into melee. If, however, the melee suffers a hit from being within a zone of Artillery or Infantry fire, then it rolled for as one target. Half the casualties caused must be on the friendly unit. If only one casualty, then that comes from the *friendly* unit.
411. Units with hits from "friendly fire" (including while in *Close Assault*) must test reaction in the same Phase as if they received fire from an *enemy* unit.
412. If re-fighting the *Battle of Guilford Courthouse*, this rule can be ignored for British artillery!

#### 14.11 Defensive Fire in the Tactical Movement Phase

413. Stands being charged by an *Opportunity Charge* can shoot to defend themselves in the *TMP*. Stands can fire only if they have *not* fired in the *FP* in the same Turn. They can only shoot at enemy units which are charging them, and within their fire arc.
414. Artillery which has fired in Bombardment mode can shoot with half the Stands of the battery, rounding up, with defensive fire if it is the target of a charge. So, if three Stands fire Bombardment, then two Stands are eligible to fire defensively if the target is in the fire zone.
415. The Charging enemy then tests on the *CWET*, if it passes, the *Close Assault* begins.

#### 14.12 Endangering Friendly Stands and Enfiladed Fire

416. When firing, if friendly unit Stands are within the firing zone, then they are rolled for as if an enemy unit and test morale on the *SCT*.
417. A target is enfiladed if it is fired on by Stands which are 45°-90° to its flank

#### 14.13 Firing on Artillery, Staff and Engineers

418. When Artillery is fired on, either from small arms, *Close Assault*, or through Counter-Battery fire, every hit on the Battery is diced for to determine the effect using the *Damage Table*. When fired on by small arms or in *Close Assault* only crew and limber teams can be destroyed or damaged.
419. Only skirmishing stands can deliberately fire at enemy Staff or Engineers. However, these can be hit accidentally by other stands if the Staff or Engineers are attached to the target unit or by bounce through. Staff and Engineers are either *Dispersed* or *Fast* targets when not attached to a unit- please refer to *Damage Table*.
420. When attached to a unit they take on the same Class as the unit. A **1d6** is rolled to determine if the Staff or Engineer is wounded or killed for each **unit** firing at the target. If there are multiple Staff figures, each one is rolled for separately.
421. When Skirmishers are firing at these officers a **1d6** is rolled for every hit they achieve to determine the effect. The effect of hits on Artillery, Staff and Engineers is determined on the *Damage Table*.
422. Staff and Engineers do not test morale for any hits received. But if they are attached to a unit, they respond in the same way the unit does. So, if the unit they are attached to fails a Morale Test and routs, so do they! Please refer to the *Staff and Command* Section regarding replacing, wounded or captured or killed Generals.

## SECTION 15: TACTICAL MOVEMENT

### 15.1 Movement General Notes

423. Movement is measured in millimetres from the front edge of the Unit. A unit's movement allowance is based on the formation and terrain it starts the *Movement Phase* in. It can move less than its full allowance or remain halted with no penalty. Please refer to the *Movement charts*.
424. A Unit cannot come within **One Stand width** an enemy Stand it has not charged. All units at the start of a game are assumed to be moving forward, not stationary. A unit is stationary or halted if it is not moved or changed formation in the current Turn.

### 15.2 Command Stands and Facing

425. The Command stand of the unit is always placed at the front of a formed unit, and its physical position defines the direction the unit is facing. When units move, change formation or change direction, the movement is always determined with reference to the command Stand facing.

### 15.3 Wheeling

426. Stands change direction by wheeling (pivoting on one flank while moving forward, or back, with the other flank). The resulting movement creates an arc.
427. Wheels are measured on the leading edge of the arc and cost double movement. For instance, if a unit moves by wheeling its outer edge **50mm/30mm** in distance, it deducts **100mm/75mm** from its total available movement.
428. Because Stands in skirmish order are in a loose, open formation, they do not have to wheel, they simply move in the direction the Player wishes. However, a skirmish screen's command stand, being a formed body, *does* have to pay for wheeling, and, if they are forming up on it, the Skirmishers move to the command stand after it has moved into position.

### 15.4 Passing through Units and Terrain

429. A unit passing through woods, fortifications and other terrain that slows it down will move at the reduced rate until all its stands have move off the terrain (eg. exiting woods). The exception to this is skirmishers, where each stands moves unimpeded.
430. Any friendly unit can pass through deployed Artillery (except if in compressed frontage) or another unit in Line from front to rear, or Skirmisher screen in any direction without becoming unsteady, but loses 25% from its movement rate (except when passing through the skirmishers).
431. A unit cannot charge through formed troops but can charge through a friendly skirmish screen. Evading Staff, skirmishers, and artillery crew without guns can pass into open squares and behind lines without causing the other unit becoming unsteady.

### 15.5 Passage of Lines Manoeuvre

432. Passage of Lines is a manoeuvre to extract engaged infantry units and replace them with fresh units without compromising the battle line. Only Class 3 infantry and higher can perform this manoeuvre. This cannot be done when a unit's Stands are in contact with an enemy Stand.
433. Units performing Passage of Lines cannot charge in the same Phase and are considered Steady.

## 15.6 Passage of Lines Manoeuvre Procedure

- Only Class 3 or above infantry are eligible for this manoeuvre. The extracted unit must be infantry or dismounted cavalry in Line and *not* in contact with an enemy unit. The new unit takes its place is in either column or line. The manoeuvre can only be done in the open or in a Light Wood; it cannot be done in an Urban area, Fortification or Heavy Wood.
- During the *TMP* the unit being extracted steps back one Stands width facing the enemy.
- The replacing unit(s) advances through the extracted unit and deploys into Line in the space the extracted unit has vacated, deducting 25% off its movement.
- The unit's Steadiness and Morale are unchanged by this manoeuvre. So, if the replacing unit was Steady, it remains Steady.

## 15.7 Charges-General Notes

434. A unit or units can declare a Charge in either the *Morale Phase* (a *Declared Charge*) or the *TMP* (called an *Opportunity Charge*). Charging Stands and their target units are nominated with Players working their way across the Board left to right and testing for each in turn on the *To Charge Morale Test*.
435. A charge can be made by a one or more Stands of a unit (sub-unit charge), a complete infantry or cavalry unit, or part of ,or a complete Brigade.
436. A player charging with multiple units can choose whether to do one *To Charge Test* per unit, or one test for all units with the relevant factors for all units being taken into account, the results of the test applying to all the units specified.

*Example: A Brigade of four infantry battalions has declared a charge against two infantry units. The player charging can either do one test for all four units taking into account all the factors for all the units, or do one test for each unit, working left to right. Each unit must, however, perform a separate Closing With Enemy Test prior to Close Assault.*

437. A unit can only attempt to charge once a Turn. The target unit(s) must be visible to a Stand of the charging unit (e.g. a detached skirmisher Stand) at the start of the phase the charge is declared in.
438. A charge must be made towards the target, and the charging unit must have the movement allowance to reach the target, allowing for any direction and a single formation change.
439. A unit can only attack a flank of an enemy unit if the majority of its Stands start the charge located in an arc more than 45° behind the *front* corner of the target unit.
440. A unit can only attack the rear of an enemy unit if the majority of its Stands start the charge located in an arc more than 45° behind the *rear* corner of the target unit.
441. A charge can be declared against several enemy units as long as the chargers have the movement to contact them. A separate *CWE Test* is required for *each* unit it is charging in order to close.

## 15.8 Restrictions on Charging Units

442. A *Counter-Charge* cannot itself be Counter-Charged in the same Phase. Units that are charged react to the charge immediately (whether it is a Charge, Counter-charge or Opportunity Charge) and act accordingly in either *Morale* or *TMP* in which the Charge was declared.
443. Units that fail a *To Charge Test* cannot move closer to the target unit(s) that in Turn, but may otherwise act normally including Counter-Charging if charged. It may attempt to charge again next turn. All charging units are *Unsteady* once they start advancing towards the target unit (that is, starting in the first impulse).
444. Units that declare a Feint charge can fire later in the turn using the *Unsteady* table.

### 15.9 Sub-Unit Charges

445. Players have the tactical option to attack with just a single or several Stands (which are the equivalent of companies and squadrons).
446. The process is the same as all *Declared* and *Opportunity* charges. The sub-unit charge counts as a charge for the whole unit, if only a sub-unit charges, the rest of the unit cannot charge again that Turn. The unit can, however, counter-charge (if entitled to) if attacked itself.
447. The parent unit and the detached troops cannot charge separate enemy units, but only the same declared target(s) in the same Turn. If both charge at the same time, they test *To Charge* once only, the results applying to both. The detached Stand/s move, and respond otherwise independently, of the parent unit. When a Stand(s) charges away from the parent unit the player must declare whether it is formed or unformed (i.e. in skirmish order) to his opponent.
448. The detached Stand/s cannot move away, intentionally, further than **200mm/175mm** if foot, or **250mm/200mm** if mounted (as per the *Skirmisher* rules) from the parent unit.
449. The exception is *Compulsory Movement* following *Close Assault*, where an advance or retreat may take them further away from the parent unit, or a rout move. Detached Stands which Evade must move back towards the parent unit.
450. If the Stand(s) move outside the range of the parent body they cannot initiate any more attacks, and must return to the parent unit by the most direct route in the next *TMP*.
451. Any Morale Test or *Close Assault* or Shooting hits on the either unit or detached Stands applies *only to each* while separated.

*Example: A four Stand Light Dragoon regiment charges with one Stand against an enemy Skirmisher Stand within Opportunity Charge range. The Dragoon Stand automatically wins the combat and moves forward 200mm with its Compulsory move. In the next TMP, the two parts (1 stand and 3 stands) of the unit must rejoin at the*

### 15.10 Declared Charges- Morale Phase

452. A unit performing its *Declared Charge* in the *Morale Phase* uses its movement allowance in two stages called *Impulses*. The distance a unit can charge cannot exceed the total movement allowance of the unit including deductions for formation, direction and terrain factors. Units that Charge can move a half-move later in the *TMP* or choose to Rally in that phase.

### 15.11 Declared Charge Sequence *These steps take place in the Morale Phase in this order*

#### *Charging Player A*

- Charging and target units are identified and declared and *To Charge Test* performed
- If pass, 1<sup>st</sup> Impulse moved, inc any formation and direction changes, to mid-way point to target
- If target is within **50mm/30mm** or less for infantry (or **100mm/75mm** for cavalry) from Charger then the unit makes immediate contact

#### *Responding Player B*

- Target unit(s) performs *BCT* and Unit makes any response moves the Morale Test indicates
- Other units declare Counter-Charges after the *TCT* and move their 1<sup>st</sup> Impulse

#### *Player A*

- 2<sup>nd</sup> Impulse options: - Contacts the original Target *up to limit of movement allowance* or contacts Counter-Charging enemy or Feints-*if permitted*

#### *Player B*

- Counter-Chargers 2<sup>nd</sup> Impulse - *unless contacted*
- In the *FP*, eligible Stands can fire at the chargers. Include any hits taken by the chargers in the *CWE Test*, which is done in the *TMP*. If charging units passes this test, then *Close Assault* ensues

### 15.12 Declared Charges -The First Impulse

453. The First Impulse allows the charging unit(s) to change formation (once) and its direction of facing and advance toward the Target Unit to a point that is *halfway* to the Target.
454. All formation and facing changes are done at the start of the charge.
455. If an infantry unit is charging at an enemy unit **One Stands width** or closer, or a cavalry unit is charging at an enemy unit **Two Stands width** or closer, it contacts the target(s) in its First Impulse without changing formation and the target cannot change formation or facing and may not counter charge.
456. Infantry cannot charge Cavalry that are charging or pursuing under any circumstances. Artillery can never charge.

### 15.13 Declared Charges -The Second Impulse

457. The Second Impulse is when the charge contacts the target unit or an enemy counter-charges the Chargers, and this occurs after the enemy have responded to the charge. This occurs in the opposing player's *Morale* Phase.
458. The charging unit cannot change formation or direction in the second impulse. After the target unit(s) have responded, the charging player has three options:
- To contact the target unit up to the limit of the 2<sup>nd</sup> Impulse movement; or
  - To divert towards any Counter-Charging enemy; or
  - To Feint a Charge (if eligible).
459. A unit needs to contact one or more enemy Stands with at least **half** Stand frontage to be considered in contact for Close Assault.

### 15.14 Opportunity Charges-Movement Phase

460. A Charge made in the *Movement Phase* is called an *Opportunity Charge*, and is typically a response to a movement of the opponent. An *Opportunity Charge* has only one Impulse.
461. Once units pass the *To Charge Test*, the charging unit(s) moves into immediate contact with the target.
462. The target reacts, according to the *Being Charged Test*, then the charging unit can use the remainder of its movement to attempt to close with its target if the target attempts to Evade or flee.
463. A unit doing an *Opportunity Charge* has *half* the movement of a normal move. No formation changes are allowed. An *Opportunity Charge* of the Non-Initiative Player cannot be Counter-charged.

### 15.15 Opportunity Charge Sequence

#### *Charging Player A*

- Charging and target units both declared
- *To Charge Test* made
- If pass, unit moves into contact with target

#### *Responding Player B*

- Target Tests for *Being Charged* and Response moves performed if fail. If pass, it may conduct *Defensive fire* with any eligible Stands along with other supporting units.
- Any hits taken are included in the *CWE Test*, which is done in the TMP. If the charging units pass, then *Close Assault* will follow.

#### *Player A*

- If Target unit Routs the Charging Unit can follow up to balance of its Opportunity Charge movement allowance in order to contact it.

### 15.16 Feint Charges-Morale Phase

464. A player whose *Declared Charge* has not contacted the target unit(s), and does not want to make contact, can under certain circumstances declare a Feint Charge. This is done after the target unit reacts.
465. Class 1, Irregular charging troops, or any units commanded by an Inept or no General cannot feint charge. These units must make their Second Impulse towards their original target or nearest enemy if the original target routs or evades out of range of movement.

### 15.17 Counter-Charges- Morale and Movement Phase

466. A Counter-Charge is when a player wishes to charge an enemy unit, which is itself charging. All Cavalry, Irregular and Class 3 and above units who are being charged and have passed the *Being Charged Test* can Counter-Charge.
467. A Unit cannot Counter-Charge if it has been by contacted by the enemy charge in its 1<sup>st</sup> Impulse but can use *Defensive Fire* as the chargers approach. The exception to this is when detached Skirmish Stands are charged, in this instance a unit can counter-charge to support its own Stands which have been contacted.
468. A Counter-Charge is similar to the *Opportunity Charge*. No formation changes are allowed and the only direction change allowed is to wheel to face the enemy.
469. A Counter-Charge in the *Morale Phase* has two Impulses just as a *Declared Charge* does and a Counter-Charge performed in the *TMP* has one Impulse, just as an *Opportunity Charge* does. Counter-Charging Stands must also perform the *CWET* in the *TMP*.

### 15.18 Pursuit

470. Both sides conduct pursuit moves in the *Initiative* player's *TMP* after any Rout moves. The Initial Pursuit move is called the *Compulsory Advance Move* and is specified in the *Close Assault Results table*. Pursuit can continue under certain circumstances.
471. Note- all pursuits (in addition to the *Compulsory advance Move*) are moved by *both players* after they do their rout moves-also simultaneous and before the player with Initiative moves his normal moves in the *TMP*.
472. Pursuers may change formation but must deduct the relevant movement. Pursuers, and the enemy they are contacting, are considered intermingled.
473. Pursuers are classed as Charging troops for *Close Assault Tactical Factors* and are unsteady.
474. A Pursuit ends when:
- The Routers outdistance the Pursuers;
  - The Routers have been destroyed;
  - The Routers have surrendered;
  - The Pursuers begin combat with another unit;
  - The Routers have entered terrain that Pursuers cannot enter; or
  - The Routers have gone off-board (in which case the Pursuers Rally at the edge of the board, or continue off board, as the Player wishes).

### 15.19 Infantry Pursuers and Compulsory Advances

475. Infantry in Fortifications or defending a wall or obstacle do not pursue even their *Compulsory Advance Move*. Other Regular Infantry do not pursue beyond their *Compulsory Advance*. They then rally on the spot facing the fleeing enemy.
476. Infantry in Woods or Urban Areas only pursue to the edge of that area. Irregular infantry, however always perform an additional pursuit move after the *Compulsory advance* in the next *TMP* in all circumstances.

### 15.20 Cavalry Pursuers

- 477. Cavalry units must make an additional move in the following *TMP* after moving their *Compulsory Advance* before rallying. Cavalry under the command of an *Exceptional Commander* do not pursuit beyond the *Compulsory Advance* move.
- 478. Cavalry Pursuers must continue attacking the defeated enemy (i.e. launch new charges) unless charged themselves in which case they can attempt to counter-charge if they pass the *Being Charged Test*. Pursuing Cavalry have the option of continuing their pursuit move off the board or stopping at the edge. See next section.
- 479. Cavalry Pursuers who have destroyed their target enemy in the pursuit and have additional pursuit move remaining may *automatically* charge the nearest enemy unit on the Charge axis. No *To Charge test* is required. They will still be required to pass the *CWE Test* and count as charging for *Close Assault* purposes.

### 15.21 Rallying Pursuers

- 480. Rallying takes place in the *TMP*, and the units rallying are considered unsteady until the end of the phase. All pursuers rally facing in any direction the owning player wishes in either Line or Column. They rally where the pursuit came to an end.
- 481. Units that rally at the edge of the board after routers have gone off can rally facing any direction the player chooses.
- 482. If the player decides to allow the pursuit to go off the board, the pursuing unit returns in three turns, returning during the third *Grand TMP* after the pursuers left the board. They return at the centre point of the Player's own deployment edge as a steady formed unit.

### 15.22 Routers Bursting through Units

- 483. Routing units whose move contacts other friendly units (except Artillery in Compressed frontage, Staff or columns) burst through them. The units through which the routers burst are shaken until rallied.
- 484. Routers cannot burst through or contact formed enemy Stands. If the direction of their initial or continued rout forces them to do this, they surrender.
- 485. If pursuers contact a burst-through unit, the latter are Shaken and considered to have been charged and must perform the *Being Charged Test*. It cannot fire at the pursuers, (*see next paragraph*) who are considered intermingled with the routers, but will fight the pursuers in the next *Close Assault Phase* if it passes its morale test.
- 486. There is only instance where units contacted by pursuers can fire on those pursuers (ie units performing a break-through attack). This is when the firing unit has wiped out their enemy in the previous *Close Assault* and the Target Stands are not in contact with any other enemy Stands.

### 15.23 Routing Units leaving the Board

- 487. Units that rout off the board return in three Turns, returning during the *third GTMP* after the routers left the board. They return at the centre point of their starting rear edge and are considered to have rallied.
- 488. Routers cannot return to the game if their pursuers have followed them off the board. They are considered scattered.

### 15.24 Attacking Routing Units

- 489. Routers contacted by an enemy charge are frozen in place until the *CAP*, then suffer an Automatic Major Defeat.



### 15.25 Rallying from Rout

490. To rally a routing unit the unit must have its Commanding General (either Brigade or Divisional) Stand directly visible within **200mm/175mm** in the path of the rout at the start of the *Morale Phase*, and they are not being pursued or charged by the enemy.
491. A General can rally units while retaining command of the rest of his Command. Aides cannot be used to rally troops.
492. Refer to the *Optional Rules section* for a Rally morale test.

### 15.26 Rallying in other Circumstances

493. To rally, a unit forms up on its Command Stand in Column or Line facing the direction of the player's choice. Staff who rally units do not lose Command of other units, but cannot Rally more than one unit per Turn.
494. Rallied units regain their morale and steadiness at the end of the *TMP* but may not move in that Phase. Players need not rally units unless they wish to.
495. Rallying is used to restore steadiness to a unit after:
- Crossing terrain that causes unsteadiness;
  - Charging;
  - Close Assault;
  - Failing a Morale Test.

### 15.27 Evades

496. The following troop types can Evade:
- Skirmishers
  - Irregular troops
  - Artillery
  - Light Cavalry
  - Staff
  - Civilian limber train drivers
  - Engineer & Sapper Stands.
497. These troop types can evade only if they pass their *Being Charged Test* and have *not* been contacted by the charging enemy unit. An evade move is *half* the distance of a normal move and must include deductions for formation and direction changes.
498. Limber teams move separately from crews if the battery was unlimbered when charged, but must reform at the earliest opportunity once the danger has passed.
499. An evade move must be directly away from the charging enemy unit and should not move the evaders closer to any other formed enemy unit. Units that evade cannot fire later in the turn, being assumed to be reforming.
500. In extreme circumstances only, evaders can move off the board to avoid chargers. They may return after three Turns, returning during the third *GTMP* after the evaders left the board. They return at the centre point of the starting rear edge in a Column or limbered formation and are Steady.
501. Skirmishers who evade regroup on their Command Stand, which remains stationary. The unit forms up in line, or in column. Evaders can move into terrain that the chargers cannot enter (as long as they themselves can move into such terrain).

## SECTION 16: CLOSE ASSAULT

### 16.1 Close Assault General Notes

502. *Close Assault* is physical hand-to-hand and point blank combat between units, and includes casualties inflicted by all available weapons. The casualties removed not only represent men killed and wounded, but also the loss of unit effectiveness and cohesion.
503. Results of *Close Assault* are based on three main aspects:
- The tactical factors influencing the combat;
  - The quality of the units engaged and number of troops involved in the combat and the minor tactical options they can provide;
  - The effect of the combat on the victors and losers in terms of casualties, order and morale.

### 16.2 Close Assault Procedure

504. Referring to the *Tactical Factors Chart*, players add all the relevant tactical factors for all units involved. Units must have at least **one half Stand** wide frontage in contact with enemy to be able to included in a *Close Assault*.
505. To this number they add the class of the majority of Stands (if equal numbers of Stands of two or more classes, then average the class, rounding up) and the result of **1d6** roll. If the score is tied, both players roll **1d6**, adding the scores until the tie is resolved.
506. The highest score wins the combat. The difference in score determines the extent of the victory. Where there are troops of both foot and horse in a combat, the result table used is determined by the majority of Stands type of the victorious side.

*Example: Five Stands figures of infantry and Eight Stands of cavalry win a major victory over ten Stands of infantry. The Mounted over Foot table is used to determine the results.*

507. The results are outlined in the *Close Assault Victory Scale and Results Table* in terms of:
- Casualties for each unit which include prisoners (and Guards detailed to escort them, routers, loss of morale and cohesion, dead and wounded);
  - Compulsory Movement of units in combat;
  - Morale status of units;
  - Facing direction of the unit in relation to the enemy.
508. Units with Stands in base-to-base contact with an enemy unit are considered to be in *Close Assault*. Units in melee count all their Stands in the combat, except those fighting skirmishers, in urban areas, regardless of how many Stands contact enemy Stands.
509. If a unit has one Stand that is one figure short of a Stand, then that Stand can be included in the combat. Where there are single figures in contact with an enemy Stand, these figures cannot fight and are removed from play.
510. When fighting in Woods, Fortifications, and Urban Areas or when fighting detached Skirmishers, only those Stands touching the enemy are counted.
511. Skirmishers fighting in Urban Areas or Fortifications are not treated as such when calculating Tactical Factors, they are classed as formed troops for *TF's* purposes.
512. Under certain circumstances conditions for *Automatic Major Victories* exist within a combat. These are resolved separately and prior to calculating the *Close Assault* tactical factors. Pursuit moves are not conducted if the assaulting unit is in contact with another enemy unit.
513. Units must rally to restore Steadiness after Close Assault.

### 16.3 Command Tactical Factors

514. A unit can claim the best quality Staff rating of any appropriate, visible, General figure, *in its chain of command*, within the Command Radius.

*Example: A unit has an Inept Brigade Commander and a Capable Divisional Commander. If the unit is within command radius of the Brigade Commander, and the Brigade Commander in turn is within command radius of the Divisional Commander then the unit can use the Capable rating of the Divisional Commander.*

### 16.4 Reinforcing Units and Stands engaged in Close Assault

515. Units fighting in Urban Areas, Fortifications, Skirmish Order or Woods can bring other Stands of the same unit not already in contact into the combat with the enemy during the *TMP* as a normal move.
516. Stands to the rear of a column or from the flank of a line can be moved into contact with the enemy in the *TMP* following the first turn of combat. They do not count as charging. Stands in contact with the enemy cannot move during the combat until after the first turn of combat.
517. A player who wishes to introduce new units into a combat must perform a *To Charge Test* for those new units.
518. A unit in *Close Assault* that is charged must test its reaction (*Being Charged Test*) in the same Phase that it is charged and react accordingly. Note that Stands already contacting enemy Stands cannot be disengaged to face a new threat, nor can the unit counter-charge.
519. A unit in *Close Assault* can be reinforced from the rear by a friendly unit. This can only be done if the unit in front being reinforced is in line or skirmish formation.
520. The reinforcing unit can be in either Line or Column formation and must be positioned *directly* opposite the enemy Stands they are fighting.
521. Deployed Artillery, not if in *compressed frontage*, can be supported by friendly units in the same manner.

### 16.5 Automatic Victories and Defeats and Supporting Units

522. The *Automatic Major Defeat* (e.g. An unsupported Artillery battery contacted by formed enemy) effect is ignored if Stands of a unit are in contact with other formed friendly units. In these circumstances the *Close Assault* is resolved normally. The *Automatic Major Defeat* will always apply to routing units however.
523. When fighting both routing units and other units in the same combat, the *Automatic Major Defeat* on the routers is resolved as a separate combat (i.e. the routers suffer losses and continue routing if not destroyed). The unit then fight normally the other unit(s).

*Example: A cavalry unit is in contact with both a routing infantry unit and an enemy cavalry unit. The Automatic Major Defeat over the routers is resolved first by removing the figures and moving the remaining infantry their compulsory move. The cavalry combat is now resolved normally. Because the cavalry is in contact with the enemy cavalry, it doesn't move its usual compulsory advance move for defeating the infantry. All the eligible Stands of the cavalry are considered to be able to fight the enemy cavalry unit.*

### 16.6 Compulsory Movement

524. Advance or retreat moves specified in the *Close Assault Results Table* are not affected by terrain penalties unless impossible. Where terrain prevents movement, e.g. an unfordable river or climbing a difficult hill for Cavalry, the unit can change direction away from the chargers and terrain. If the rout is blocked, the unit must surrender.

525. *Compulsory Movement* must be in the direction of the charge that started the combat or directly away from the victorious enemy with no deduction for turning about or formation changes.
526. Units defending an Urban Area, Obstacle, Wood, Fortification or wall do not pursue beyond that area's edge, even if the *movement* would normally be beyond them. Please refer to the *Infantry and Cavalry Pursuers* sections above.
527. Units that leave the board as a result of a *Compulsory movement* return in the same way that Evaders or Routers do.

#### 16.7 Compulsory Advance Break-Through Attacks

528. If a *Compulsory Advance* contacts a new enemy unit or units, the advancing victorious unit(s) will engage in *Close Assault* next turn (*To Charge test* is not required). This is called a *Break-Through Attack*. The victorious unit is deemed to be charging.
529. A victorious unit performing a *Break-Through Attack* must roll on the *CWE Test* each time it contacts a new enemy unit and the charged unit must make a *Being Charged* test.
530. If the newly charged unit passes the *Being Charged* test it is contacted before it can change formation or evade. *Close Assault* follows later in the turn. If the new enemy contacted routs after failing its *Being Charged Test*, the victorious unit must continue to advance the balance of its *Compulsory Advance* move.
531. If the unit contacted by the attack and passes the *Being Charged Test*, it can fire *only* if the enemy unit is not in contact with Stands it is pursuing.
532. *Break-Through Attacks* are moved before enemy Counter-Charges.
533. If enemy units are destroyed as a result of *Close Assault*, the victorious unit(s) must still perform their *Compulsory Advance* in the direction the victor's Command Stands are facing.
534. Please refer to *Routers Bursting through Units* section above.

#### 16.8 Push-Back Melee Results

535. If a unit is driven back onto another unit, friendly or enemy, the newly contacted unit is now involved in the combat in the following Turn. It is moved back in the opposite direction away from the path of the enemy charge.
536. However, the contacted unit can only fight if:
  - Its Stands are in base contact with enemy Stands; and/or
  - The friendly unit between it and the enemy Stands are in line or skirmish order.

#### 16.9 Fighting in Urban Areas

537. In *Redcoats and Rebels*, fighting in an *Urban Area* is abstracted. Rather than represent individual buildings and their roads, lanes, etc in this scale, players must clearly define, at the start of the game, the *Urban Area* boundaries. This is normally a piece of cardboard, with a single representative building on it, so figures can occupy the area. Entry points to buildings are irrelevant for playing purposes unless otherwise agreed prior to the start of play.
538. *Urban Areas* are classed as either Light or Heavy cover. Walls, hedges and other structures can also be included and added to an *Urban Area*, enhancing its defensive qualities. Several sections can make up an area, each is treated separately for the purposes of cover and damage.

539. Units and Stands in an *Urban Area* do not have formations as such, they are assumed to have taken position in buildings, behind obstacles etc. They have no flanks or rear, are *Unsteady* and may fire in a **360°** direction subject to visibility.
540. Units in *Urban Areas* move in any direction (with no deduction for direction changes or wheeling) and may fight in any direction regardless of the facing of the Stands.
541. Cavalry cannot fight in Urban areas, unless dismounted. Mounted troops can pass through these areas if they move wholly on a road.
542. Artillery can be deployed in an area at the start of a game, or moved into during a game. Artillery Stands can be split up throughout the area, acting and fire independently, they are treated as separate units while in the Urban area.
543. Formed Units within *Urban Areas* may be seen at **100mm/75mm**. If any unit in an *Urban Area* shoots, it becomes visible and may be fired upon.
544. Units defending an *Urban Area* do not pursue beyond that area's edge, even if the *Compulsory Advance* move would take them beyond the area.
545. Only Stands on an Urban or Woods area are entitled to claim *TFs* for the benefit of being in those areas. Units which are partially on an Urban area (for example a line with Stands both on and off the area) can only claim *TFs* if fighting enemy Stands also on the Urban area.
546. Skirmishers fighting in Urban Areas or Fortifications are not counted as such when calculating *TFs*.

#### 16.10 Fighting in Wooded Areas

547. Fighting in *Wooded Areas* is treated in the same manner as fighting in the open. Units are *Unsteady* in *Wooded Areas*, unless the unit is wholly on a road passing through it.
548. Only Stands in a *Wooded Area* gain Tactical Factors in *Close Assault*, but otherwise the process is the same.
549. Units exiting Woods are required to rally to restore steadiness.

#### 16.11 Capturing Staff

550. If a Staff Stand is in contact with enemy Stands at the end of a *CAP*, and has no escort, they are captured.
551. If they have an Escort Stand, it is able to fight in self-defence, adding its *TFs* to the *Close Assault*. The results of the combat are determined normally. The Staff are taken prisoner and are counted as losses at games end. Staff captured can be replaced as described in the *Staff and Command* section above.

#### Close Assault Results Explanations

There are four types of results:

- **Brief Combat** This is a combat where one of the sides has closed briefly or flinched, or the charge was inconclusive and they have broken off.
- **Push-Back Melee** The units are locked in combat and one side has driven in the other some distance and the fight will continue the next round.
- **Minor Victory** One side has beaten the other, but not without casualties as the enemy put up a good fight. The victors are in a good position to launch a new charge next turn and complete the victory!
- **Major Victory** One side has smashed the other completely and routed them, they are in position to attack other enemy units or routers with a new charge.

## SECTION 17: SURRENDERS AND CONCLUDING THE GAME

### 17.1 Surrendering and Destroyed units

552. Players surrender units in the end of the *CAP*. Surrendered stands count for half points at the end of play.
553. Units reduced to One Stand (except Independent light companies) during the game removed from play at the end of a Turn and count as half points to the player that owns them. They are deemed to have been reduced to being ineffective as combat formations. Other formations such as artillery and independent companies can continue to fight.
554. If a defeated unit's compulsory move, following a *Minor or Major combat*, brings it into contact with either an enemy unit or terrain it cannot cross, it can divert its move to avert contacting the terrain or enemy.
555. If a routing unit is surrounded by enemy Stands with no route that enables them to flee past the enemy (allowing for not getting with one Stand's width of the enemy) it must surrender at the end of the Turn.

### 17.2 Massacres

556. In some instances there were massacres of prisoners by both sides during the conflict. To determine if a massacre takes place after a unit is surrendered, roll 1d6, if the roll is as outlined below, the Stands are deemed to be wiped out and removed from the game.
557. The "capturing Stands" are prevented from any actions in the following Turn, being deemed in the process of the dastardly deed- essentially still in Close Assault and treated and react accordingly.
558. A massacre will take place if:
- Captors are native American troops not in command of European commander: 3,4,5,6
  - Captured by native American troops in command of European commander: 6
  - Captors are Patriot or Loyalist militias capturing enemy militia: 5,6
  - Captors are British Legion Dragoons capturing Patriot troops: 4,5,6

### 17.3 Capturing Colours and Objectives

574. If a unit is destroyed in *Close Assault* or surrenders during the game, the other player receives a **20 Point** bonus for capturing the Colours or other regimental trophies. This is done only if there are flag bearer figures on the unit's Command Stand.
575. An objective or gun Stand is captured if a *non-shaken* unit of at least two Stands is on it at the end of the game. If no unit is on the objective or gun Stand, the points will be allocated to the side who last had a non-shaken unit of at least two Stands touching it.

### 17.4 Concluding the Game

576. Time, a number of predetermined turns or attaining a pre-defined objective determines the game's length. The game finishes at the end of the *CAP*. If, at the end of the game, a melee is yet to be resolved, it is fought to completion but no *Compulsory Movements* are made and no fresh units may enter the combat.

### 17.5 Determining the Winner

577. Unless specific objectives have been obtained, the winner of the game is determined as follows:
- Deduct from your starting points (e.g. 800pts) the point value for stands removed as casualties and Staff, Guns and Engineers captured by the enemy;
  - Deduct the half-point value for Routing, Surrendered and Off-Board stands;
  - Add the points for Objectives and Captured enemy Standards taken.
  - The highest scoring side wins.

## SECTION 18: UNIT RATINGS

Refer to Troop Classes for an explanation of the ratings. Where there are multiple classes, players must buy at least one unit of each class for that troop type. For units not listed use the Class definitions and similar units listed as a guide to rating, remembering that units are rated relative to other units of the same army. Note that the ratings in the Scenario's and Orders of Battles section may differ from these ratings- Players can decide which ratings to use- either these 'general' unit ratings for fictitious actions or those outlined in the scenarios.

### ENGLISH ARMY & LOYALIST TROOPS

#### Regular Infantry

British Foot not listed below	3/4
Royal Marines	2
Light companies or battalions	5
Grenadier companies or battalions	5
Foot Guards	5
3 <sup>rd</sup> Regiment of Foot	4
4 <sup>th</sup> Regiment of Foot	4
7 <sup>th</sup> Fusiliers 1776-1779	4
7 <sup>th</sup> Fusiliers 1780+	3
8 <sup>th</sup> Regiment of Foot	4
21 <sup>st</sup> Fusiliers	4
23 <sup>rd</sup> Fusiliers	4
27 <sup>th</sup> Regiment of Foot	4
33 <sup>rd</sup> Regiment of Foot	3
63 <sup>rd</sup> Regiment of Foot	3
85 <sup>th</sup> Regiment of Foot	3
42 <sup>nd</sup> Highlanders of Foot	3
71 <sup>st</sup> Highlanders of Foot	3

#### Loyalist infantry

North Carolina Tory Volunteers	1
South Carolina Light Infantry	4
DeLancey's Regiments	2
Johnson's Royal Greens	3
Ferguson's Rifles	3
New York Volunteers	1/2
Butler's Rangers	2
Volunteers of Ireland	2
British Legion Light Infantry	2
Queen's Rangers infantry	2
Provincial loyalist regiments	2
Loyalist militia	1/2
American Volunteers	1

#### Regular Cavalry

16 <sup>th</sup> and 17 <sup>th</sup> Light Dragoons	2/3
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#### Loyalist Cavalry

British Legion Dragoons	3
Queen's Rangers cavalry	2/3
South Carolina Dragoons	2

#### Regular Artillery

Royal Artillery- Foot

#### Native Americans

War Bands	1/2
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### GERMAN TROOPS

#### Infantry

Hesse-Cassel Jägers	3
Ansbach Jägers	3
1 <sup>st</sup> and 2 <sup>nd</sup> Ansbach Regiments	2
Grenadier Regiment von Linsing	3
Grenadier Regiment von Minnegerode	3
Grenadier Regiment von Lenegerke	3
Regiment von Rall	5
Regiment von Lossberg	3
Fusileer Regiment Erpinz	3
Musketeer Regiment von Donop	2
Musketeer Regiment von Mirbach	2
Garrison troops	2
Other units not listed	2

#### Cavalry

Hessian mounted Jägers	3
Dragoon Regiment Prinz Ludwick (dismounted)	2

#### Artillery

Foot Artillery	3
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### SPANISH TROOPS

#### Infantry

Line Regiments	2/3
Royal Regiments	4
Irish Brigade	4
Colonial Regiments	1/2
Regimento de Infanteria de Luisiana	3

#### Cavalry

Carabineers (max 2 stands)	3
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#### Artillery

Royal Artillery	3
Naval gunners	3

**FRENCH TROOPS****Infantry**

Line Regiments	2
Chasseurs	3
Regiment Gatinois	3
Regiment Tourraine	3
German or Irish Regiments	4
Chasseur/Grenadier composite Regts	4

**Cavalry**

Legion Cavalry	3/4
Dragoons	2

**Artillery**

Royal Artillery	3
Naval Artillery	3

**AMERICAN TROOPS****Regular (Continental) Infantry**

Continental units 1775	2
Continental units 1776-1777	2/3
Continental units 1778+	2/3/4
Raw Continentals 1778+	1
Continental Light Infantry	2/3

**Militia or Irregular Units**

Militia units not listed below	1/2
Armand's Legion	1
Partisan or frontier militia	1
Chester County Militia	1
Green Mountain Boys	3/5
Marion's Rangers	3
Morgan's Rifles 1775-1776	3
Morgan's Rifles 1777+	5
Virginia Militia	1
North Carolina Militia	1
Pennsylvania Militia	1
Kirkwood's Company	2
Pulaski's Legion	2/3
Hasken's Lights	2

**State and Regular Units**

Glover's Marblehead Regiment 1776	3
Rhode Island Regiments 1775-1776	3
Webb's Connecticut Regiment 1777+	3
New York Regiments 1775-76	4
New York Regiments 1776-1777	3
New York Regiments 1778+	3/2
New Jersey Regiments	2
Pennsylvania State Rifles 1776	3
Pennsylvania State Muskets 1776	2
Delaware Regiment 1776-'77	2
Delaware Regiment 1778+	3
Maryland Regiments 1776	2
Maryland Regiments 1777+	3
Virginia Regiments 1776	2/3
Virginia Regiments 1777+	3/2

German Battalion	2
North Carolina Regiments	2
South Carolina Regiments	2
Canadian Regiment	2
Grayson's Regiment	2
Patton's Regiment	2
Porterfield's Virginia Light Infantry	2
Ashe's Battalion	3
Armstrong's Battalion	3
Blount's Battalion	2

**Cavalry**

Continental Dragoons 1777+	3
Armand's Legion	2
Lee's Legion	3
Washington's Horse	3
Marion's Partisans	3
Philadelphia Militia	2
Philadelphia Light Horse	3
South Carolina State Horse	2
Lauzon's Legion	2

**Artillery**

Continental Artillery 1775-1777	2
Continental Artillery 1778 +	3
South Carolina Artillery	2
Rhode Island Artillery	3
Virginia Artillery Crew	2
Pennsylvania Artillery	3

**Native Americans**

War Bands	1/2
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## SECTION 19: OPTIONAL RULES IDEAS

These rules have not been tested in the context of the overall rules system, but have each been used successfully on the tabletop. Players may wish to use them or explore the concepts further, knowing how much gamers like to tinker!

### Optional Rule 1: Artillery ammunition

It was not uncommon for batteries to run short of ammunition, usually in the context of being short of supply during campaign or in epic battles. At the start of the game, players roll 2d6 for each battery and write down the score. This is the number of *Phases* that the battery may fire. Another option to allow replenishment, by the limber Stand moving to the mid point (or LOC) of the rear edge and wait for a turn (loading up ammo) before returning to the battery. The player rolls another 2d6 and writes down the number of new Phases the battery can fire.

### Optional Rule 2: Standard Staff rating

Social players or tournament organisers may choose to use the English Army Staff ratings regardless of nationality of army being fielded.

### Optional Rule 3: Rally Morale test

Player may wish to make it harder for units to rally. They can determine their own rally table by considering a list of factors against the unit (eg being pursued, shaken, other routers in sight) and the factors going for them (General attempting to rally them, in cover, Class) and create a table in the same manner as the morale charts.

### Optional Rule 4: Brigade mass panic

In the confusion of battle it sometimes happened that whole Brigades or Divisions (or Corps) were subject to mass panic and routing.

If a Brigade has lost 50% or more of its Stands and has one or more units routing, it must roll 1d6 for each unit and commanding General in the Brigade. The tally of the roll must equal or exceed the Class value of each unit and the Generals Initiative value to prevent all units in that Brigade routing.

Thus if there are three Class 3 units and a Class 5 unit, plus an Exceptional General commanding the score to equal or beat is  $9+5+3=17$ .

Therefore 5d6 are rolled and if the score is 16 or less, the Brigade routs and normal rules apply in regard to movement and rallying.

### Optional Rule 5: Shaken levels

Instead of all Classes of troops being permanently shaken when reduced below 50% of their Stands, the following can be applied- round up as appropriate:

- Class 5,6: Below 25% / Class 3, 4: Below: 33%
- Class 2: Below 50% / Class 1: Below 75%

### Optional Rule 6: Simple Initiative

Instead of adding up the BIS and adding the Initiative roll each turn to determine Initiative, simply roll 1d6 for each eligible General Stand on the table- highest tally has Initiative.

### Optional Rule 7: Infantry volleys firing early

It was very common for troops to fire too soon, or over the heads of the enemy as they approached. Officers and NCO's endeavoured to prevent this, but even good troops were susceptible. Therefore when a formed enemy unit comes with long range, roll 1d6 for each friendly formed infantry unit.

If they roll their class or higher they must fire a volley of one Stand. Deduct -2 from the roll if a General is attached, or -1 if an ADC is attached to the unit.

# Etat-Major

## *Campaign rules for Redcoats and Rebels*



### INTRODUCTION

These rules have been written to conduct simple campaigns for the Horse and Musket period in conjunction with *Élan Tactical Rules for Napoleonic Battles and Redcoat and Rebels*. Special rules have been included to provide for the environment of North America. The rules are designed to be as generic as possible however, to allow players to modify the system for their own purposes or particular campaign. Players can use these rules as the basis for specific campaigns during the AWI and modify the factors or add other layers of complexity as they think appropriate.

No attempt has been made to cover all the aspects of what a campaign could possibly entail with all its concerns. Rather, we have striven for sound principals, and to have the most important aspects covered in a simple fashion.

In addition, we have strove to minimise the need for a lot of record keeping or to have an umpire. We didn't want to create a system that took time and effort away from game time, but still provided challenges of a different order from the usual game.

A play chart is provided which essentially summarises the whole game at the end of the section. We hope you enjoy the game!

*Phillip A. Jones & Greg MacPherson*  
Canberra, Australia 2004

## Game Requirements

In addition to model soldiers, dice and other things required for tabletop tactical encounters, you need a map, map counters, and record keeping sheets. We suggest the use of maps from boardgames or elsewhere with hexes. Unlike most campaigns, these rules are designed to not require an Umpire, though players can engage one if they choose with little or no modification to the rules required.

## Campaign Premise

Players must agree before start of a game the scope and premise of the game. The theatre in which the action will take place, the number of players, the points limit per side (this doesn't have to be equal). A game of about three or four players per side each with 800-1000pts each provides for a good sized game, though it could be smaller.

This game is designed to run for 21 weekly turns. Players must also determine what year the campaign is taking place for unit rating purposes and what primary and secondary objectives there are for each side.

## Map

The ideal map for a campaign is a hex grid map with a scale of around 5-10km per hex. The map should show key features such as roads, rivers, streams, woods, hills, towns, villages, and chateaus. If possible, it is worthwhile obtaining a more detailed actual map or set of maps to assist with developing tabletop terrain for an encounter. If a hex map is not available, a normal map can be used with pins denoting units and their movements.

Alternately players can use real maps and overlay a transparent sheet with hexes marked on them. Published boardgames may also be a good source of maps. All players in the game must use the same map. All distances in *Etat-Major* and movement rates are in hexes regardless of scale.

## Map Counters

Counters represent **Manoeuvre Elements**. Players make up their own counters using the standard military formation symbols. The ME counters must have the type of formation, Corps and Divisional (and Brigade if required) numbers noted on them corresponding to the Order of Battle. In addition to the formations in each teams order of battle, decoy counters are used by both sides to represent false leads, fog of war and other variables.

Each side can use up to four decoy counters per Turn in the same manner as "real" ME counters. These decoy counters are blank and once encountered by an enemy ME are removed from play for that turn.

Players can create new ME counters in the Orders Phase of each Turn. Each counter is a *unit* for map level game purposes. Division counters are numbered and correspond to formations within the order of battle. Generally an ME is an infantry Division, a Cavalry Brigade or an elite or light infantry Brigade or similar formation including the organic artillery and engineer components. The actual composition of ME's until contact is made (see Scouting). Counters are placed face down until contacted, at which point they are turned over to reveal the type of unit. No more than three ME counters may be stacked on a single hex.

## RULE CONCEPTS

### Turn Sequence

- A game of *Etat-Major* lasts for 21 Turns or weeks.
- The Campaign Turn sequence has two Time cycles: weekly and daily.
- Phases 1-5 are Weekly and Phases 6-13 are daily cycles. For game purposes a Campaign turn lasts from Sunday to Saturday and a day is 24hrs from midnight. Please refer to the Summary sheet at the end of the rules.
- The actual combat on the tabletop is assumed to take one hour per turn.
- Phases 1-8 are performed simultaneously, the other cycles preformed alternately with the side with Campaign Initiative (See Section 13) acting first in that phase.
- If no contacts are made, then the turn ends and the cycle repeats from Phase 6 until seven daily turns have been complete. A weekly cycle has then been completed and the next turn's Campaign Initiative is rolled for.

The Campaign turn sequence is divided into phases as follows:

1. Campaign Initiative
2. Determine VCS Status
3. Check LOC and Supply status
4. Replacements
5. Creation of ME's and Re-organisation
6. Weather and Visibility
7. Writing Orders
8. Receiving Orders Check
9. Scouting Movement
10. Other Movement
11. Combat
12. Engagement terrain determined
13. Deployment of forces
14. Combat resolved (using *Redcoats and Rebels* Sequence of play)
15. Points determined
16. Resolving Pursuits and Retreats and Break-offs

### **Player Roles and Commands**

One player per side is the overall commander (a Corps or army commander) and has responsibility for:

- Allocating commands (including changes during the campaign)
- Determining orders of battle
- Determining the enemy's Primary and Secondary objectives
- Issuing of orders for all ME's (though this can be delegated to the respective commanders)
- Keeping Victory conditions and supply records (See Sections 8 and 9)
- Rolling for all non-player Staff figures

The other players are appointed to commands of ME's, such as a Cavalry or Infantry division. They fight out the battles on the tabletop and keep records of the strength of their units up to date. A player can have multiple commands, though this isn't recommended.

Only one ME per player is allowed, though a team may have one double command per game. Players (especially novice players) can be given subordinate commands, such as a Brigade under the direction of an ME commander.

### **Players joining and leaving game**

Players with a new formation can enter the game at any time, but are brought into play at the start of the weekly Turn in Phase 5. They are given a new formation to command and enter with their ME from the edge of the map along the primary LOC .

They cannot start play with existing forces unless they are replacing an existing player or being appointed to a subordinate role commander or are a subordinate.

If a player leaves the game his forces stay in play (thus creating a duplicate command) and can either be allocated to another commander or the ME dissolved and its component units reallocated to another ME (eg brigades split up between other Divisions). This takes place in the Reorganisation phase in the weekly turn and units must move normally to the new parent ME (unless they are in the same hex).

### **Scales and Length of Game**

As noted above, the game runs for up to 21 weekly turns, each made up of seven daily turns. The game ends when one side defeats the others and/or achieves both its primary and secondary objectives.

Figure scale is the same as for using *Redcoats and Rebels*, and for simplicity distances are referred to in hexes.

The game commences with both sides entering on their primary and secondary LOC from their friendly map edge. Commanders must specify the order of march the ME's are marching in (ie what order the brigades and Divisions are in along the road).

Players may agree to having forces *in situ* on the map, in which case the commanding player must write down specific location, formation, LOC-Supply and posture for each ME.

### **Orders of Battle and Maps**

An Order of Battle is required for players to format the forces engaged. These are completed before the start of play and every unit being used. It is recommended that one page per Division be used with details of strength, LOC and replacements and any significant achievements. Commanders of the ME's these represent are responsible for ensuring that the unit strength and other details are kept up to date every turn and especially after an action where casualties have been taken. Whenever a new ME is introduced into the game a new OOB is to be created.

Maps for the game should cover enough ground for suitable flexibility of movement by both sides. Its better to have a map too large than too small. There are no edges of the world in a campaign (ie nowhere to hide!) so if action is getting close to the edge of a map, then another map should be sourced to allow action to continue in the new area if one side wishes it.

### **Record Keeping**

A Turn and Supply summary sheet has been provided to enable the commander of each team to keep track of the overall state of play for each turn. The sequence of play is designed to keep this to a minimum and takes place at the start of each Weekly turn.

Players will be required to record the Daily and Weekly turn, objectives met so far and the Supply depots controlled on the last turn of the week for the purposes of providing Supply Points. In addition, the Victory Condition Status, VCS is calculated once per week to determine if one side has one or lost so far. Each side does not reveal its VCS until it has lost the game.

### **Objectives of Campaign**

Who wins the game is determined by calculating the VCS. This is made up partly by the seizing and holding of objectives at the end of the game.

Objectives are determined prior to the game and are given a points value. Objectives are either Primary or Secondary objectives, with multiples of each possible in a campaign.

The enemy's objectives are written down by the *opposing* commanding player before the game starts. There must be one primary and three secondary objective. They *must* relate to a hex on the map. The objectives to be gained are not revealed until the end of the game or when one has been captured by the enemy.

An objective can be lost and won several times during a game. Points won by capturing an objective can thus be won several times over by the enemy side. If a side loses an objective, it wins its VC value if it recaptures it.

*Primary Objective:* The major objective of the campaign, which might be to control a city, or particular hex(s). This is worth **1000pts**.

*Secondary Objective:* Achievement of secondary objectives are those which decrease the enemy war fighting capabilities of an army and perhaps contribute to the achievement of a primary objective. Secondary objectives might include towns, supply depots or capturing key points on an enemy's Line of Communication (LOC). Secondary objectives are worth **500pts**.

## Victory Conditions

Who wins the game is determined by calculating the VCS. This is comprised of several components:

- Objectives (which have a VC value)
- Supply Depots (and their SP value)
- The total losses sustained by the team - A side loses once it reaches 25% or lower of its VCS.
- **Calculate the VCS at the beginning of the Weekly Turn**
- Subtract all points lost up to end of this Supply turn from the full strength points value of all players on this side.
- Add the VC value of any Objectives currently held
- Add the SP value of any Supply Depots held
- If the total is 25% or less of the original (plus any additional ME's that joined the game so far) total points value of the team then the side has lost the game.

## Strategic Initiative

Strategic Initiative is based on *Scouting Points* for the whole team plus the *Base Initiative Score* for the team. Please refer to the *Redcoats and Rebels* rules to calculate these. This calculated at the start of the Weekly Turn. Please note that the Strategic Initiative can be different from the Tactical Initiative.

## Weather and Visibility

The weather had a substantial effect on the conduct of campaigns, and should be taken into account for its effect on visibility, combat and movement. The simple table below is to be used to determine the weather effects.

For simplicity, effects are deemed to effect all sides equally, and the season is deemed to last 12 Weekly Turns, thus in a full 21 Weekly Turns two seasons will be fought through, it is assumed the campaign will start at the start of a particular season.

Unless conducting an historically premised campaign, before the start of play roll 4d6 to determine the **Starting season**:

Summer	2-8
Autumn	9-15
Winter	16-20
Spring	21-24

Next roll **2d6** to determine the **Type of weather** for the Daily Turn:

	<u>Summer</u>	<u>Autumn</u>	<u>Winter</u>	<u>Spring</u>
Fine	2-8	2-7	2,3	2-7
Gusty	9,10	8,9	4	8,9
Rain	11	10,11	5-7	10-11
Storm	12	12	8	12
Snow	XX	XX	9-12	XX

## Effects of Weather

	<u>Visibility</u>	<u>Movement</u>	<u>Musketry</u>
Fine	nil	nil	nil
Gusty	own hex only	nil	-1 on die rolls
Rain	own hex only	nil	-2 on die rolls
Storm	own hex only	-1/-2 hex*	no fire
Snow	own hex only	-1/-2 hex*	-1 on die rolls

\*on road/off road

## Wind Direction

This is to determine the direction sound will travel (and fires etc during a game) for the purposes of marching to the sounds of the guns. Valid for one day (for simplicity)- Roll 2d6.

2,3- North; 4,5- East; 6,7- West; 8,9- South; 10 -North West ;11- North East ;12- South West

## Visibility

ME's can see what is in their hex during daylight hours. Scouting cavalry units can see into adjacent hexes. Woods, higher elevations and Urban areas block visibility into the hex beyond.

The number of daylight turns is based on the season (in addition to any restrictions for weather conditions: Summer: 12 Turns; Autumn: 10 Turns; Winter: 8 Turns; Spring: 10 Turns)

## Supply

Supply points (SPs) are calculated during the Supply phase once per Weekly turn by rolling one or more d6 when first arriving in an Urban area (ie village or town). How many dice is rolled depends on size of town:

- Hamlet 1d6
- Farm 1d6
- Village 2d6
- Town 4d6
- Large Town/City 6d6

In addition, troops can forage and live of the land. One ME can source 1d6 for its hex (and the six surrounding it exclusively-it cannot share those hexes with other ME's or if they are occupied by an enemy ME).

Each side also receives 200pts per Weekly Turn from its Primary LOC (see below). This represents supplies and reinforcements from home. These 200pts can be allocated as the Commander deems. These SPs can also be used to create new ME's or units and these enter along the primary LOC.

Supply Points are multiplied by five to determine how many Supply Points (SP) it can provide that Weekly Turn that troops are occupying that hex or can trace a clear LOC back to it during the Supply phase. Points cannot be carried forward from one week to the next. If an Urban area is destroyed during a game, by fire or otherwise, it cannot provide SPs for the rest of the game. The SPs are rolled for each Turn.

Every ME must have a nominated Supply Point and be able to trace a valid LOC to it. This Supply point and LOC can change each Weekly Turn by issuing an order in the Order Phase specifying the new SP.

A valid LOC is a clear line of road, river or track hexes from the ME to the SP. A LOC is cut if an enemy ME is positioned on it.

Supply points are used to replace up to 50% of all losses incurred that week and to build defences and other assets. Thus if a ME has 400 SPs for that week, then once 50% of the losses have been replaced (including artillery pieces) the balance can be spent that week to create things like defences in the town or a bridge or something else (costing as per the tactical rules). SPs' can also be used to create water transport, refer to Section 24.

SP's cannot be transferred from one ME to another, but there is no limit of ME's that can claim the same SP or LOC.

SP's are also the Rally Point for ME's, thus if they are defeated in battle, routing and retreating troops will by default retreat to this place unless the route is blocked in which case they head for the nearest friendly SP.

A side cannot receive supply points if the last ME to occupy or pass through it was an enemy ME or if the LOC running from it at the end of the week has been cut by an enemy ME. This does not apply to the Primary LOCs, but if cut, new ME's must find an alternate road entry point.

### **Lines of Communication (LOC's)**

As noted in Supply, maintaining open LOCs is vital to success in the game. There are penalties for not maintaining an open LOC. There are two types of LOCs:

- Primary LOCs- this is the main communication and reinforcement route from home to the forces in the field. Occupying the entry hex of this LOC can count as a Primary objective.
- Secondary LOC's - these are routes for ME's for local supply and communication.

A valid LOC is a clear line of road, river or track hexes from the ME to the SP. A LOC is cut if an enemy ME is positioned anywhere along it.

### **Replacements and Reinforcements**

When SP's are calculated the points can be used to replace up to 50% of model casualties for each unit, representing the return of stragglers, wounded, etc. This does not include artillery gun models, Engineer and Staff figures or Guard formation troops. These latter must be replaced by the 200pts from the Primary LOC and enter from the home edge hex. Only ME's with a valid LOC can receive replacements and reinforcements.

### **Reorganisation**

A player can issue a Re-organisation order for an ME. This allows it to change its organization structure and reform units. It is also used after an ME has been given the Forage order.

Units at ,or below, 50% strength after replacement of casualties may be formed into provisional units of battalion strength. Combined units take on the average class of the units combined, and must be the same type (eg Light) and nationality. It takes a day with a Re-organisation order (see below) to do this with no other movement. A unit may also be dissolved and its troops used to flesh out other similar formations.

Changes in organisation, such as incorporating a Brigade or other formation from another ME requires an Re-organisation order. This order prevents any movement for that day.

### **Manoeuvre Elements (ME)**

These are the basic strategic units of movement and scouting. An ME is one of the following:

- An infantry Brigade
- A light or irregular scouting force of two or more units
- Cavalry unit
- A brigade strength" task force" of several units of mixed arms
- Depot troops in Brigade strength from the Primary LOC

It also includes any attached or organic units and staff as specified in the OOB for that ME.

Orders are only issued to an ME. An ME can be changed in structure by being issued with a Reorganisation Order.

### **Formation Mode**

An ME has to be in one of the following formation each day. This is specified in the Order sheet for the ME, if no formation is given, the default formation is forage formation.

- March -this is for road and cross country movement and troops are on table in Grand Tactical mode as per the tactical rules. Players must specify which Brigade and other units order are marching in (ie who is in front etc)
- Forced March-cannot be done more than two days in a row. This is for road movement only in Grand Tactical mode, all units lose a figure or more depending on class:
  - Class 1: 3 per unit
  - Class 2: 3 per unit
  - Class 3: 1 per unit
  - Class 4: 2 per unit
  - Class 5: 1 per unit



**In winter add 1 figure to the above. These troops must be replaced out of SP's at the next Supply phase.**

- **Forage-** to enable supply being sourced off the land-troops are all in skirmish order
- **Reorganisation-**troops are stationary for a day whilst getting organised, are on table as per Grand Tactical mode.
- **Scouting** –for Cavalry and Light infantry ME's- skirmish formation with up to 50% formed supports. Can engage enemy ME's.
- **Deployed** –Defensive –all ME deployed defensively up to 300mm from the back edge of table, can include earthworks (if stationary the day before in that location). Deploys first on table. No movement that day. Players must map the position on the table of the units.
- **Deployed-Offensive-** all ME's deployed for attack, some in Grand Tactical mode as desired. Can deploy up to 650mm of deployed visible formed enemy. Can engage enemy scouting ME's.
- **Breakoff/Rearguard:** 25% of force or more are in deployed/defensive mode and the rest in march mode to withdraw in face of enemy.

### Orders

Each Team Commander writes down orders for each ME, it must include several key details:

- Turn
- ME's Corp and Division identifier
- Formation Mode
- Supply Point and LOC path
- Intentions of player (ie what you want them to do and the way you want them to do it)

This sheet is provided that players must use for all orders to an ME, this is in addition to any verbal orders a player can give to another-providing they are in the same hex! Decoy ME's counters do not require orders.

<b>TURN: CORPS:</b>	<b>DIVISION:</b>	<b>BRIGADE/OTHER:</b>
<b>FORMATION MODE:</b>		<b>SUPPLY POINT/LOC/HEX:</b>
<b>MOVEMENT or ACTION</b>		

### Receiving Orders

Orders are sent by the team commanders using aides and couriers to reach commanders of ME's. A range of factors can impede the receipt of orders, including capture of the aide, loss of direction, injury, and that nice little pub on the highway that sells those sweet ales with the pretty innkeepers daughters.....

A 1d6 is rolled for each ME to determine whether they have received the order or have difficulty in carrying out the order:

- 1: the ME has not received (or obeyed) its orders and does not move that turn.
- 2: the ME is tardy in moving out or acting on the orders and only moves 50% of its movement allowance owing to delays in obtaining orders, unusual terrain, poor supply, etc.
- 3-6 and the ME moves as commanded.

If a ME unit does not have a clear LOC, then -2 off the dice roll. Players do not have to obey orders if they don't wish, but be prepared to risk being sent home by the commander!

ME's with a Scouting order receive a -1 on the roll since the commanders of these roaming troops can be hard to locate at times or busy on little private missions of their own. Orders cannot be revised once given that day. The exception is that, all ME's can attempt to "march to the guns" to support friendly units if within range.

To march to the sound of guns an ME must be downwind of a battle that is currently taking place (i.e. the wind is blowing from the East , thus they have to be to the west of the battle) and no more than two hexes away.

A ME can respond and march to the battle if it has a March, Forced March, Scouting or Deployed-Offensive order.

It will arrive at the battle at the table edge best corresponding to the direction it is marching from (normal Grand Tactical rules applying for arriving on board). If one hex away it will arrive in three Turns, if two hexes it will arrive in 6 Turns (if traveling by road).

If in Deployed-Offensive mode add one Turn. If marching cross country add one Turn and the commanding player of that ME can force-march if he wishes, but suffers attrition as outlined above.

### **Scouting and Intelligence**

Scouting troops, consisting of cavalry (light and irregular) and light and irregular infantry are used to screen the troops from the enemy and scout for location of opposing forces.

These ME's are used to act in loose order to gather intelligence and have a visibility of one hex (terrain permitting). The Initiative team moves first, according to orders received, followed by the non-initiative team.

### **Intelligence Gathering**

Scouting cavalry have a number of useful roles, including to cut enemy LOCs and to screen friendly forces from enemy scouting cavalry. They may be involved in skirmishes in these roles. However, their greatest value is in collecting intelligence on the size, composition and intentions of enemy formations.

When a scouting ME unit contacts or is adjacent to an enemy counter, the scouting ME can obtain the following intelligence:

#### ***1. If the enemy ME does not have cavalry with a scouting order***

The scouting ME cavalry can determine the composition of the enemy ME. The opposing player must tell details of how many and what type of units (ie fourteen battalions of line, three battalions of militia, two batteries of Artillery) nationality and general disposition (ie forage, deployed defensively etc).

The successful scouting ME then can evade back one hex. If the enemy counter is a decoy, it is removed from the table and the scouting unit can continue their remaining movement allowance which may result in further contacts with enemy ME's.

#### ***2. If the enemy ME is or includes scouting cavalry***

The scouting points for both contacted units are tallied. The scouting unit with the most points is told the number of enemy within the same hex, but not details (about eight battalions of foot, and two batteries)

The opposing player can mislead the enemy by plus or minus two units per type. If a scouting ME has 50% or more points than the other, then the unit can determine the details of the enemy ME in the same hex as per situation one above. It does not reveal any details of any troops behind it to the enemy.

### **Scouting Combat and Evades**

Scouting cavalry and irregular troops will generally seek out combat where possible.

When a scouting ME makes contact with an enemy ME without cavalry with a scouting order, or enemy ME's on a reorganization, forage, march, or deployed-defensive, rearguard-breakoff order it has the *option* of evading one hex away or initiating combat, or observing the enemy.

If however, the enemy contacted includes an ME with a scouting order or deployed-offensive order and either of the commanders wish to fight then, action will be transferred to the table top. The combat will occur after the intelligence gathering is completed. The result of the combat may resolve in further intelligence being gained! The march to the sounds of the guns rule does not apply to scouting combats.

### **Movement**

Once Orders have been sent and received, scouting movement is performed and resolved first, followed by other ME's. The initiative player moves first. Please refer to the play-chart provided below for the movement rate and modifiers. All rates are cumulative.

Please refer to the attrition rate for troops conducting force marches. Following completion of both player's scouting moves, the initiative team moves the other ME's according to orders received then the non-initiative team. No more than three friendly ME's can occupy a single hex.

### **Contact with enemy ME's**

Movement of a ME stops when an enemy counter is contacted by moving into the same hex. Both contacted counters are turned over. If the enemy counter is a decoy, it is removed and the contacting unit can continue their ordered movement. Combat will ensue at the end of the movement phase for ME's in the same hex.

The time of the encounter with the enemy ME depends at what stage in the movement the counters move into contact.

- ME has moved one or two hexes: full day daylight
- ME has moved 50% of move: half day daylight
- 75% or more: contact at dusk: 2 Turns of daylight

### **Sea and River Movement**

ME's can be moved by water transport during Movement. Water transport takes the form of boats, barges (on canals only), and other ships. Transport can be sourced at towns adjacent to a water hex such as a river or coast line.

Such Urban areas can provide 100SPs of Water Transport for towns and Villages and 400SPs for a major town or city. Players can also use SPs to construct boats. For a single ME it costs 400SPs to create enough transport to move it. It takes three Weekly turns to create transport for one ME per 400 SPs.

Conversely, troops occupying such an Urban area can be given orders to destroy any water transport (this would be a Reorganisation order) in the area permanently.

If this movement is taking place on Board, it takes two Grand Tactical Turn to embark or disembark foot troops; three Turns if mounted or artillery troops from ships off the coast, otherwise use the tactical rules for small boats.

### **Movement on Water**

The use of the ocean, lakes and river systems of North America as a means of transporting troops was a common feature of the war. For movement on water features watercraft are divided into a series of categories.

Launch: A vessel that can be used in operations where off table naval support is available. A launch may carry a 3pdr gun and a crew of one Stand for the gun and one Stand for the launch. A launch may not carry other passengers. The gun/launch combination may move and fire without penalty. The gun fires as Light artillery.

Barge: Can be used on lakes, rivers or landing troops from transport ships. Carry a bow mounted Light to Medium size gun with crew. May also carry passengers not exceeding one Stand plus one artillery (max medium) gun with crew. Passengers on a barge may not fire while embarked. The gun/barge combination may move and fire without penalty.

**Bateaux:** Can be used on lakes or rivers. They are unarmed and may carry passengers not exceeding one Stand or one light gun with crew.

Passengers on bateaux may not fire while embarked.

**Boats:** May carry one Skirmish (ie half) Stand who may not fire while embarked.

For convenience boats and barges were often grouped into flotillas, especially when crossing large rivers, lakes or transporting troops from ships offshore. A flotilla may consist of 3 to 6 craft. And where more than 6 craft are used, flotillas must be formed

### **Sieges**

A siege will take place when a ME occupying an urban area is surrounded on all hexes by enemy ME's. It can only draw SPs' from the hex it is occupying for 1d6 Weekly turns, thereafter attrition will take hold as per forced marches.

It can prepare defences (see next Section) and combat is resolved tactically. Terms can be offered to the defenders by the attacking player during the Orders phase, and players can discuss arrangements and terms for the surrender of the place. If, however, the defenders elect to hold out, then no prisoners will be taken once the breach is made.

### **Earthworks and Fortifications**

ME's can create earthworks and fortifications providing they have an Engineer officer in their OOB. Earthworks or approach lines for a siege are created under either a Reorganisation or Deployed-defensive order. Up to three (200/175mm each) earthwork redoubts/trenches suitable for a battery of artillery or infantry each will be created overnight for a single ME.

Fortifications have to be already existing in a particular urban area, but improvements can be made to urban areas as per the above and the tactical rules.

### **Moving from Map to table and Grand Tactical Rules**

Once it is determined that combat will take place, players determine:

- ME's to be engaged initially
- Their order/mode of their deployments
- The arrival (if any) and direction/time of other forces to become engaged. This is not revealed to the enemy until one turn before they are due to appear- the usual rules for Grand Tactical rules apply.
- The order of march of the units arriving ME's
- The terrain on the board.
- If the battle will take place the next day, orders will be given to all ME's for the morrow.

### **Terrain Set up**

One 6'x4' table should be used for every two friendly ME's, thus if three ME's are present fighting one enemy ME, then two 6x4 table (or equivalent) will be set up. Players should place all features noted on the map such as roads, urban areas, streams etc. Next, any earthworks are placed on table by the owning player.

Each player may place one or two terrain pieces of his choice per ME present on the table. On the enemy half of the table line up to the halfway line. The Initiative player placing one piece first and then the other player, alternating a piece till completed. Finally, the forces are deployed depending on their orders/formation status.

### **Combat**

Combat takes place when opposing units meet in the same hex. If the contact occurs in the dusk/evening then depending on the orders at midnight then combat may ensue the next morning. Depending on what mode the orders has been given will determine how far in the enemy forces will deploy. If both forces have a *deploy-offensive* mode order, then deployment will take place as per the Tactical rules.

**Staff Figures**

When a Staff figure is injured during a game, he is assumed to return to duty in the next Weekly turn. If a Staff figure is killed, he is replaced as per the rules, the Player figure always being *Capable*.

**Initiative**

Please note that during the game the Tactical Initiative on the tabletop is determined separately from the Campaign Initiative.

**Calculating Points at end of combat**

The Tactical rules outline the method for calculating the points resulting from casualties in the action. These points are carried forward to calculate VP's.

**Resolving Pursuits and Retreats and Break-offs**

An action will conclude at nightfall and the combatants will lose each other in the darkness and break off. Troops on-board who are surrounded are considered captured. Any ongoing Close Assaults are resolved until a Brief combat or Minor or Major Victory is achieved. Any fires started during the game will be burnt out by Orders Phase the next day.

Routing troops who are not being pursued continue in the direction of the rally point which is their designated Supply point. Those that are being pursued are considered scattered and destroyed, the pursuers rallying and returning to the main force.

Other on board and off-board troops will act as ordered. All troops will recover morale and steadiness by the order phase next day (except those troops below 50%). Units that were removed during play due to being reduced to less than one Element base are not replaced.

# ETAT-MAJOR® Summary & Play Chart

**THE BASICS:** Each army has a Commander and subordinate generals commanding Divisions and Brigades. A hex map is used for movement, with an ideal scale of 1 hex = 5-10 km. Each Army Division, Cavalry Brigade or Independent Brigade is represented by a Maneuver Element (ME). No more than three MEs can occupy a single hex. Each army has a fixed HQ hex, usually a large town or city.

## TURN SEQUENCE

Each Phase is simultaneous except for the two sub-phases in the Movement phase, when the initiative player moves first.

1. Weather
2. Strategic Initiative
3. Check LOCs
4. Unit Reinforcement/Creation
5. Order Phase
6. Movement (2 sub-phases)
7. Contact Resolution
8. Victory Condition Status

## 1. WEATHER

### Weather (2d6)

	Summer	Autumn	Winter	Spring
Fine	2-8	2-7	2-3	2-7
Gusty	9-10	8-9	4	8-9
Rain	11	10-11	5-7	10-11
Storm	12	12	8	12
Snow	x	x	9-12	X

### Effects of Weather

	Visibility	Musketry
Fine	Next hex	No effect
Gusty	Own hex	-1 die rolls
Rain	Own hex	-2 die rolls
Storm	Own hex	No fire
Snow	Own hex	-1 die rolls

### Wind (2d6)

North	South	East	West
2-4	5-7	8-10	11-12

### Season (4d6) and Day Length\*

Summer	Autumn	Winter	Spring
4-9	10-14	15-18	19-24
12 turns	10 turns	8 turns	10 turns

\* Determine once at commencement of campaign

## 2. STRATEGIC INITIATIVE

Equals total *Scouting Points* plus *Base Initiative Score*. Use the Tactical rules to calculate these.

## 3. CHECK LOCs

Lines of Communication (LOCs) are roads or navigable rivers connecting MEs to controlled Urban Areas (UAs). A LOC can be traced if a ME is adjacent to a LOC or a friendly ME that can trace a LOC.

## 4. UNIT REINFORCEMENT/CREATION

Units can be reinforced or created during the campaign based on available Supply Points.

**Supply Points (SPs):** A SP equals a standard *Elan* army point. Each urban area (UA) has a SP value. SPs represent a combination of human, food and material resources. The SP value for a UA is determined *once* per game. A colour counter representing the controlling side is placed on the UA and a sheet is kept show current SP values for each UA. To calculate SPs, the following dice are rolled when an UA is first encountered by an ME:

- Farm/Hamlet                    1d6 (x10)
- Village                            2d6 (x10)
- Town                                4d6 (x10)
- Large Town/City                6d6 (x10)

In Winter, the SP value of UAs is halved. UAs lose half their available SPs each time they are involved in combat or all SPs if the UA is destroyed (note that it takes one turn of no movement for an ME to destroy a UA).

**Replacing Units:** A ME can replace losses and reinforce units up to original strength *once per week* by using SPs from any controlled UA that the ME can trace a valid LOC to.

**Unit Creation:** An ME can be created at any time in the game, although it must represent a Division, Cavalry Brigade or Independent Brigade. The new ME begins in the HQ hex. SPs can also be used by MEs with Engineers attached to build Pontoons, Earthworks and other structures.

## 5. ORDER PHASE

**1d6** is rolled to determine whether an ME has received orders from the Army Commander.

**1** Orders not received- *no movement*

**2** Orders received late or difficult to enact- *50% movement*

**3-6** Orders received - *act as ordered*

+1 for MEs with the Army or Corps Commander

-1 in Winter

-1 if a ME does not have a clear LOC to the Army Commander

-1 if a scouting ME

## USING DECOY COUNTERS

*To introduce some uncertainty and surprise in the game, each side is allowed 4 decoy counters per turn. They may represent any ME, but once contacted are removed.*

## 6. MOVEMENT

Movement takes place in two sub-phases: *Scouting* and *Other Movement*. In each sub-phase, the Initiative player moves first, then the non-initiative player.

**Scouting Sub-phase:** Scouting Cavalry MEs are moved. If an enemy ME is contacted and is outscouted in points but has its own Scouting troops present, the enemy must reveal number of infantry battalions, artillery batteries and cavalry regiments present (+/- 1 to 3 units per type).

If no enemy scouting troops are present, exact numbers of units must be given. If the Scouting ME has movement left, it can retreat its remaining movement.

**Other Movement Sub-phase:** After both sides' Scouting MEs have moved, other MEs can be moved according to their orders. However, once a ME has been contacted by an enemy ME, it cannot move any further and combat will ensue. The exception is MEs contacted by Scouting MEs, who may pursue the enemy regardless of orders.

### Base Movement Rate (MR)

Infantry	4 hexes
Irregular Cavalry	6 hexes
Light Cavalry	5 hexes
Water Transport	8 hexes

### Modifiers

Cross Country / Minor Roads	-1 hex
Difficult Ground	-2 hexes
Forced / Night March*	+2 hexes
Snow / Storm**	-1 hex
Crossing River	-1 hex
Passing through Urban Area	-1 hex
Embarking / Disembarking Water Transport	-1 hex
Establish Pontoon	-2 hexes
No valid LOC	-1 hex

\* Attrition will apply. Can only do 2 days in a row, then must spend the 3<sup>rd</sup> day stationary.

\*\*Cumulative modifier.

### Attrition (figures lost per unit)

Class 1	3
Class 2	3
Class 4	2
Class 3 or 5	1

## 7. CONTACT RESOLUTION

When opposing MEs occupy the same hex at the end of the Movement phase, combat will ensue. MEs in adjacent hexes are also considered part of the combat.

### Procedure

- Table size determined
- Terrain determined
- Number of turns determined
- Forces deployed
- Combat finalised

**Table Size:** For every 4 MEs involved in the combat (including adjacent MEs), a 2x3 metre table is used.

**Terrain:** Roads, rivers and towns are placed as per the map. Each side then rolls 1d6. The highest roll gets to place 2 terrain pieces (other than the above) in the opposite half of the table, followed by the other side. Each side may place up to 6 terrain pieces per table.

**Combat Turns:** Day/turn length depends on season. MEs using 50% or less of their actual MR are in contact on Turn 1. MEs using more than 50% of their MR and Force Marched MEs arrive on Turn 6. MEs not adjacent to the combat may Force March if within two hexes and downwind of the combat.

**Deployment:** Usual tactical deployment rules are used.

**Combat Finalised:** At the end of the final turn night falls. Forces break off. Both sides retreat 300mm unless in uncontested possession of an UA, fortification, wood or hill. In the case of a contested UA or fortification, the defender maintains possession.

A force that is surrounded at nightfall, with no clearly uncontested line of retreat, can attempt to withdraw to friendly lines during the night. However a surrounded force will automatically suffer attrition, and will suffer further attrition for every 50% more Scouting Points the surrounding force has over the surrounded force at nightfall (total *Scouting Points* on board are used).

A ME that abandons the battlefield overnight incurs attrition. Overnight withdrawal is conducted *before* the next turn.

## 8. VICTORY CONDITION STATUS

Victory Condition Status (VCS) is determined by totalling the troop points for each army plus available SPs in controlled UAs. Once the VCS total is less than a quarter of the original army point strength, the army is deemed to have lost the campaign.

## SECTION 21: BATTLE TIMELINE

### 1775

- April 19 Lexington and Concord, Massachusetts.  
June 17 Battle of Bunker Hill; Boston, Massachusetts.  
December 31 Battle of Quebec, Canada.

### 1776

- February 27 Battle of Moore's Creek Bridge, North Carolina.  
April 6 Battle of Block Island, New York.  
June 8 Battle of Trois Rivières, Canada.  
June 28 Battle of Fort Sullivan (First Battle of Charleston, South Carolina).  
August 27 Battle of Long Island (Brooklyn Heights), New York.  
September 16 Battle of Harlem Heights, New York.  
October 11 Battle of Valcour Island, New York.  
October 28 Battle of White Plains, New York.  
December 26 Battle of Trenton, New Jersey.

### 1777

- January 3 Battle of Princeton, New Jersey.  
April 17 Battle of Ridgefield, Connecticut.  
July 8 Battle of Fort Anne, New York.  
August 6 Battle of Oriskany, New York.  
August 16 Battle of Bennington, New York.  
September 11 Battle of Brandywine, Pennsylvania.  
September 16 Battle of the Clouds, Pennsylvania.  
September 19 Battle of Freeman's Farm (First Battle of Saratoga, New York).  
September 21 Battle of Paoli, Pennsylvania.  
October 4 Battle of Germantown, Pennsylvania.  
October 7 Battle of Bemis Heights (Second Battle of Saratoga, New York).  
December 10 Battle of Long Island, New York.

### 1778

- June 28 Battle of Monmouth Courthouse, New Jersey.  
August 5 Battle of Newport, Rhode Island begins.  
December 18 Battle of St. Lucia, West Indies.  
December 29 First Battle of Savannah, Georgia.

### 1779

- February 14 Battle of Kettle Creek, Georgia.  
July 16 Battle of Stony Point, New York.  
July 21 Battle of Minisink, New York.  
August 29 Battle of Newtown, New York  
September 21 Battle of Baton Rouge, Louisiana  
October 9 Second Battle of Savannah, Georgia.

### 1780

- February 20-May 13 Siege of Mobile, West Florida (now Alabama)  
April 2-May 12 Siege of Charleston (Second Battle of Charleston, South Carolina).  
April 14 Battle of Monck's Corner, South Carolina.  
May 29 Battle of Waxhaws, South Carolina.  
August 16 Battle of Camden, South Carolina.  
October 7 Battle of King's Mountain, South Carolina.

### 1781

- January 17 Battle of Cowpens, South Carolina.  
February 25 Pyle's Hacking Match; Haw River, North Carolina.  
March 15 Battle of Guilford Courthouse, North Carolina.  
March 16 First Battle of the Capes; Chesapeake Bay  
March 22-May 9 Siege of Pensacola, West Florida  
April 25 Battle of Hobkirk's Hill, South Carolina.  
September 5 Second Battle of the Capes; Chesapeake Bay.  
September 8 Battle of Eutaw Springs, South Carolina.  
October 19 End of the Battle of Yorktown, Virginia.



## SECTION 22: BATTLE SCENARIOS *Courtesy of Mr Mark Hume*

### **The Battle of Camden, 16 August 1780**

*Alarmed by the successes of the British in the south, Congress, against the wishes of Washington, sent General Horatio Gates to take command of the patriot forces. His reputation as the victor of Saratoga may have led him to be overconfident and he blundered to an embarrassing defeat against Charles Cornwallis at Camden. The defeat effectively ended Gates career and his conduct in the campaign was the subject of a board of inquiry.*

#### **British Army**

Lt. Gen. Charles Cornwallis                      Capable  
Plus 2 Aides plus mounted Escort Stand

	Class	Stands	Notes
Rawdon's Brigade			
Lord Rawdon	Capable plus Aide		
Volunteers of Ireland	2	4	Regular
British Legion Infantry	2	2	Irregular
Royal North Carolina Regt.	2	3	Regular
North Carolina Tory Volunteers	1	4	Regular

#### Webster's Brigade

Lt. Col. Charles Webster	Capable plus Aide		
23 <sup>rd</sup> Regt.	4	4	Regular
33 <sup>rd</sup> Regt.	3	4	Regular
Light Infantry Battalion	5	2	Light

#### Reserve

Lt. Col. Banastre Tarleton	Capable plus Aide		
British Legion Cavalry	3	3	Irregular
1 <sup>st</sup> /71 <sup>st</sup> Regt.	4	2	Regular
2 <sup>nd</sup> /71 <sup>st</sup> Regt.	4	2	Regular

#### Artillery

Crew	3	2	Regular
Guns	Lt. Med.2		6 pdr.
	Lt.	1	3 pdr.

#### **American Army**

Maj. Gen. Horatio Gates                      Inept  
Plus 2 Aides plus mounted Escort Stand

#### Maryland Division

Maj. Gen. Baron de Kalb	Exceptional plus Aide		
1 <sup>st</sup> Maryland Brigade	2	5	Regular
2 <sup>nd</sup> Maryland Brigade	2	5	Regular
1 <sup>st</sup> Delaware Regt.	2	2	Regular

#### North Carolina Militia

Maj. Gen. Richard Caswell	Capable plus Aide		
1 <sup>st</sup> North Carolina Militia	1	5	Regular
2 <sup>nd</sup> North Carolina Militia	1	5	Regular
3 <sup>rd</sup> North Carolina Militia	1	5	Regular
4 <sup>th</sup> North Carolina Militia	1	5	Regular

#### Virginia Brigade

Brig. Gen. Edward Stevens	Capable plus Aide		
1 <sup>st</sup> Virginia Militia	1	4	Regular
2 <sup>nd</sup> Virginia Militia	1	4	Regular
Porterfield's Virginia Lt. Infantry	2	4	Irregular

Armand's Legion			
Col. Armand	Inept plus Aide		
Armand's Legion Cavalry	2	2	Irregular.
Armand's Legion Infantry	1	2	Irregular

Artillery			
1 <sup>st</sup> Virginia Artillery			
Crew	2	2	Regular
Guns	Lt. Med.1		6 pdr
	Lt.	2	3pdr

### Terrain

*The terrain for the battle is mostly open ground with a road bisecting the field on an east-west axis. On both the eastern and western sides of the field are bounded by areas of swamp.*

### Notes

*Gates does not take much of an active roll in the battle, most of his errors were in the lead up to the action. The American commander should position the figure representing Gates to the rear of his troops and no closer than 150mm to the nearest unit and cannot move forward of this position. Of course this not mean that he can't be carried away in a rout!*

*The first move is taken by the British command and must be towards the American position. They have Initiative for the first Turn.*

### The Battle of Eutaw Springs, 8 September 1781

*The last major battle in the southern theatre it was an indecisive action which saw both sides claim victory. Greene went on the offensive and the British under the command of Alexander Stewart fell back in disorder abandoning their camp. The discipline of the Virginia and Maryland Continentals disintegrated upon entering the British camp, which they looted. This collapse of discipline was the turning point of the battle. The British rallied and under Major Marjoribanks, drove the disorganised looters back into the woods. The heat of the day was intense and after three hours of heavy fighting Greene withdrew his army further into the shade of the woods. Stewart remained on the field before retiring the next day.*

### British Army

Lt. Col. Alexander Stewart	Capable		
Plus 2 Aides plus mounted Escort Stand			
	Class	Stands	Notes
3 <sup>rd</sup> Regt.	4	4	Regular
64 <sup>th</sup> Regt.	4	3	Regular
63 <sup>rd</sup> Regt.	3	2	Regular
85 <sup>th</sup> Regt.	3	2	Regular

### Marjoribanks, Command

Maj. Marjoribanks	Capable plus Aide		
Grenadiers.	5	2	Regular
Light Infantry Battalion	5	2	Light

### Crugers Brigade

Lt. Col. John Cruger	Capable plus Aide		
1 <sup>st</sup> . Btn. Delanceys Regt.	2	2	Regular
2 <sup>nd</sup> Btn, New Jersey Vol.	2	2	Regular
New York Volunteers	3	1	Irregular

### Reserve

Maj. John Coffin	Capable plus Aide		
Sth. Carolina Dragoons	2	2	Irregular.
Sth. Carolina Lt. Infantry.	4	2	Irregular
2 <sup>nd</sup> /71 <sup>st</sup> Regt.	4	2	Regular

Artillery			
Crew	3	2	Regular
Guns	Lt. Med.2		6 pdr.

**Notes-** *The regular units in Cruger's brigade may be converged to form a single battalion of Class 2 infantry. Marjoibanks' force is not deployed on table but are in open line formation lining the dense woods along Eutaw Creek.*

### American Army

Maj. Gen. Nathaniel Greene	Capable plus Aide		
Plus 2 Aides plus mounted Escort Stand			
	Class	Stands	Notes
Sth Carolina State Infantry	2	1	Irregular
Sth Carolina State Cavalry	2	1	Irregular
Washington's Cavalry	3	2	Irregular
Kirkwood's Company	2	2	Irregular/rifles
Artillery			
Crew	2	2	Regular
Guns	Lt. Med.1		6 pdr
	Lt.	1	3pdr
Williams' Maryland Brigade			
Col. Otto Williams	Capable plus Aide		
1 <sup>st</sup> Maryland	4	3	Regular
2 <sup>nd</sup> Maryland	4	3	Regular
South Carolina Militia	1	2	Regular
Campbell's Virginia Brigade			
Lt. Col. Richard Campbell	Capable plus Aide		
4 <sup>th</sup> Virginia	3	2	Regular
5 <sup>th</sup> Virginia	3	2	Regular
North Carolina Militia	2	4	Regular
Sumner's Brigade			
Brig. Jethro Sumner	Capable plus Aide		
Ashe's Battalion	3	2	Regular
Armstrong's Battalion	3	2	Regular
Blount's Battalion	2	2	Regular
Marion's Rangers	3	3	Irregular
Marion's Dragoons	3	1	Irregular
Lee's Legion			
Lt. Col. Henry Lee	Capable plus Aide		
Cavalry	3	1	Irregular
Infantry	2	2	Irregular

**Note-** *Marion's Rangers and Dragoons are always 'in command' provided they remain within 400 mm of each other. Washington's Dragoons are always 'in command'.*

### Terrain

*The terrain around Eutaw Springs is mostly open wood except for the clearing where the British established their camp and the gardens near the house. Eutaw Creek is not fordable and is bordered by 100 mm of dense woods on either side. The area of the clearing occupied by the British camp is disordering terrain. The house is classed as a heavy building, the stable is a light building while the garden is surrounded by a palisade fence that provides light cover.*

### Special Notes

*American units that enter the area occupied by the British camp must halt for three turns. After the halt, where they are assumed to be looting, these units cannot test high than Class 2 regardless of their original classification.*

## The Battle of Brandywine Creek 11 September 1777

*One of the largest battles of the war was fought at Brandywine Creek, Pennsylvania. Washington, attempted to defend the various crossings of Brandywine Creek was hit by the twin attacks of Cornwallis and von Knyphausen.*

*The initial British attacks were made at Chad's Ford by von Knyphausen's division while Cornwallis crossed Brandywine at Jeffery's Ford to the north. Contradictory reports from Col. Hazen and Gen. Sullivan as to the location of Cornwallis caused confusion amongst the American high command. It was only when a farmer warned Washington, early in the afternoon, of the true predicament of his army was Sullivan then ordered to meet the advancing British column. However, Sullivan positioned his troops poorly and when Washington arrived on the scene Sullivan's troops were about to break. Both Washington and his ADC Lafayette tried to stop the rout but it was almost midnight before some sort of order was restored to the army.*

*Sullivan is portrayed by history as the scapegoat for the American defeat, mainly due to the poor positioning of his units when attempting to halt the British assault. However, Washington must wear a significant amount of the blame himself for failing to carry out an adequate reconnaissance of the region prior to the battle and for hesitating at vital times in the battle.*

### British Army

General Sir William Howe                      Capable  
Plus 3 Aides plus mounted Escort Stand

### Cornwallis's Division

Maj. Gen. Charles Cornwallis                      Capable plus Aide  
Plus 2 Aides plus mounted Escort Stand

	Class	Stands	Notes
16 <sup>th</sup> Light Dragoons	3	4	Regular
Mounted Hessian Jaegers	2	1	Irregular
Hesse-Cassel Jaegers	3	3	Irregular
Hesse-Cassel Jaegers	3	3	Irregular

### Artillery

Guns	Hvy.	2	12 pdr
	Lt. Med.	4	6 pdr
Crews		3	6
			Regular

### Guards Brigade

Brig. Gen. Edward Matthew	Capable plus Aide		
1 <sup>st</sup> Foot Guards Battalion	5	5	Regular
2 <sup>nd</sup> Foot Guards Battalion	5	5	Regular
1 <sup>st</sup> Grenadier Battalion	5	5	Regular
2 <sup>nd</sup> Grenadier Battalion	5	5	Regular
1 <sup>st</sup> Light Battalion	5	6	Light
2 <sup>nd</sup> Light Battalion	5	6	Light

### Artillery

Guns	Lt. Med.	2	6 pdr
Crew		3	2
			Regular

### 3<sup>rd</sup> Brigade

Maj. Gen. Charles Grey	Capable plus Aide		
15 <sup>th</sup> Regt.	3	4	Regular
17 <sup>th</sup> Regt.	3	4	Regular
1/42 <sup>nd</sup> Regt.	4	4	Regular
2/42 <sup>nd</sup> Regt.	3	4	Regular
44 <sup>th</sup> Regt.	3	4	Regular

Artillery			
Guns	Lt. Med.2		6 pdr
Crew	3	2	Regular
4 <sup>th</sup> Brigade			
Brig. Gen. Charles Agnew	Capable plus Aide		
	Class	Stands	Notes
33 <sup>rd</sup> Regt.	4	4	Regular
37 <sup>th</sup> Regt.	3	4	Regular
46 <sup>th</sup> Regt.	3	4	Regular
64 <sup>th</sup> Regt.	3	5	Regular
Artillery			
Guns	Lt. Med.2		6 pdr
Crew	3	2	Regular
Hessian Grenadier Brigade			
Col. Emil von Donop	Capable plus Aide		
Grenadier Regt. Linsing	3	5	Regular
Grenadier Regt. Minnegerode	3	5	Regular
Grenadier Regt. Lengerke	3	5	Regular
<b>von Knyphausen's Division</b>			
Plus 2 Aides and Escort Stand			
Lt. Gen. von Knyphausen	Capable plus Aide		
16 <sup>th</sup> Lt. Dragoons	3	2	Light
Queens Rangers	2	4	Irregular
Ferguson's Rifles	3	2	Irregular w Bayonets
1 <sup>st</sup> Brigade			
Maj. Gen. Sir John Vaughn	Capable plus Aide		
4 <sup>th</sup> Regt.	3	4	Regular
23 <sup>rd</sup> Regt.	4	4	Regular
28 <sup>th</sup> Regt.	3	3	Regular
49 <sup>th</sup> Regt.	3	3	Regular
Artillery			
Guns	Lt. Med.2		6 pdr
Crews	3	2	Regular
2 <sup>nd</sup> Brigade			
Maj. Gen. James Grant	Inept plus Aide		
5 <sup>th</sup> Regt	3	3	Regular
10 <sup>th</sup> Regt.	3	3	Regular
27 <sup>th</sup> Regt.	3	3	Regular
40 <sup>th</sup> Regt.	3	3	Regular
55 <sup>th</sup> Regt.	3	3	Regular
Artillery			
Guns	Lt. Med.2		6 pdr
Crews	3	2	Regular
Reserve Brigade			
Maj. Gen. Alexander Leslie	Capable plus Aide		
1/71 <sup>st</sup> Regt	4	4	Regular
2/71 <sup>st</sup> Regt.	3	3	Regular
3/71 <sup>st</sup> Regt.	3	3	Regular

Artillery			
Guns	Lt. Med.2		6 pdr
Crews	3	2	Regular

Hessian Brigade			
Maj. Gen. Johann Stirn	Capable plus Aide		
	Class	Stands	Notes
Fusileer Regt. Erprinz	3	6	Regular
Musketeer Regt. von Donop	2	5	Regular
Musketeer Regt. von Mirbach	2	5	Regular
Grenadier Regt. von Rall	3	6	Regular

Artillery			
Guns	Heavy	2	12 pdr
	Lt. Med.2		6 pdr
	Lt. Med.2		5.5" How
Crews	3	6	Regular

### American Army

General George Washington	Inept		
Plus 3 Aides plus mounted Escort Stand			

Light Infantry Brigade			
Brig. William Maxwell	Inept plus Aide		
1 <sup>st</sup> Light Infantry	3	3	Light
2 <sup>nd</sup> Light Infantry	3	3	
3 <sup>rd</sup> Light Infantry	3	3	
Chester County Militia	2	3	Regular/Light.

North Carolina Brigade			
Brig. Francis Nash	Capable plus Aide		
1 <sup>st</sup> North Carolina	2	3	Regular
2 <sup>nd</sup> North Carolina	2	3	Regular
3 <sup>rd</sup> North Carolina	2	3	Regular

Artillery			
Guns	Light	2	3 pdr
Crews	3	2	Regular

### Cavalry

Brig. Casimir Pulaski	Inept plus Aide		
1 <sup>st</sup> Continental Dragoons	3	3	Irregular
2 <sup>nd</sup> Continental Dragoons	3	3	Irregular
3 <sup>rd</sup> Continental Dragoons	3	3	Irregular
Philadelphia Light Horse	3	2	Irregular

Artillery			
Brig. Henry Knox	Capable plus Aide		
Guns	Heavy	2	12 pdr
	Lt. Med.4		6pdr
Crew	3	6	Regular

**1st Division**

Maj. Gen. Nathaniel Greene  
Plus 2 Aides

Capable

	Class	Stands	Notes
Artillery			
Guns	Lt. Med.	2	6 pdr
Guns	Light	2	3 pdr
Crews	3	4	Regular
1st Virginia Brigade			
Brig. Peter Muhlenburg	Capable plus Aide		
1st Virginia	3	2	Regular
5th Virginia	2	2	Regular
9th Virginia	2	3	Regular
13th Virginia	2	2	Regular
German Battalion	2	3	Regular
2nd Virginia Brigade			
Brig. George Weedon	Exceptional plus Aide		
2nd Virginia	3	2	Regular
6th Virginia	2	2	Regular
10th Virginia	2	3	Regular
14th Virginia	2	2	Regular

**2nd Division**

Maj. Gen. Adam Stephen  
Plus 2 Aides

Inept

Artillery			
Guns	Lt. Med.	2	6 pdr
Guns	Light	2	3 pdr
Crews	3	4	Regular
3rd Virginia Brigade			
Brig. William Woodford	Capable plus Aide		
3rd Virginia	3	2	Regular
7th Virginia	2	5	Regular
11th Virginia	2	4	Regular
15th Virginia	2	2	Regular
4th Virginia Brigade			
Brig. Charles Scott	Capable plus Aide		
4th Virginia	2	3	Regular
8th & 12th Virginia	2	3	Regular
Grayson's Regt.	2	2	Regular
Patton's Regt.	2	2	Regular

**3rd Division**

Maj. Gen. John Sullivan  
Plus 2 Aides

Inept

1st Maryland Brigade			
Col. John Stone	Capable plus Aide		
1st Maryland & Delaware	3	3	Regular
3rd, 5th & 7th Maryland	2	3	Regular
2nd Maryland Brigade			
Brig. Preudhomme de Borre	Capable plus Aide		
4th Maryland	2	3	Regular
2nd & 6th Maryland	2	3	Regular
2nd Canadian Regt.	2	4	Regular

**4<sup>th</sup> Division**Brig. Anthony Wayne  
Plus 2 Aides

Capable plus Aide

	Class	Stands	Notes
Artillery			
Guns	Lt. Med. 2		6 pdr
	Light 2		3 pdr
	Heavy 2		12 pdr
	Lt. Med.2		5.5" Hw
Crews	3	8	Regular

1<sup>st</sup> Pennsylvania Brigade

Col. Thomas Hartley

Capable plus Aide

1 <sup>st</sup> Pennsylvania	2	4	Regular
2 <sup>nd</sup> & 10 <sup>th</sup> Pennsylvania	2	3	Regular
7 <sup>th</sup> Pennsylvania / Hartley's Regt.	2	3	Regular

2<sup>nd</sup> Pennsylvania Brigade

Col. Richard Humpton

Inept plus Aide

4 <sup>th</sup> & 11 <sup>th</sup> Pennsylvania	2	3	Regular
5 <sup>th</sup> Pennsylvania	2	3	Regular
8 <sup>th</sup> Pennsylvania	2	4	Regular

**5<sup>th</sup> Division**Maj. Gen. William Alexander  
Plus 2 Aides

Capable

Artillery			
Guns	Lt. Med.2		6 pdr
	Light 2		3 pdr
Crews	3	4	Regular

3<sup>rd</sup> Pennsylvania Brigade

Brig. Thomas Conway

Inept plus Aide

3 <sup>rd</sup> Pennsylvania & Spencer's Regt.	2	4	Regular
6 <sup>th</sup> & 9 <sup>th</sup> Pennsylvania	2	3	Regular
12 <sup>th</sup> Pennsylvania	2	2	Regular

New Jersey Brigade

Col. Matthias Ogden

Inept plus Aide

1 <sup>st</sup> & 2 <sup>nd</sup> New Jersey	2	3	Regular
3 <sup>rd</sup> & 4 <sup>th</sup> New Jersey	2	5	Regular

**Pennsylvania Militia Division**Brig. John Armstrong  
Plus 2 Aides

Capable

Artillery			
Guns	Light 2		3 pdr
Crews	3	2	Regular

1<sup>st</sup> Brigade Pennsylvania Militia

Brig. James Irvine

Capable plus Aide

Fowell's, McVaughn's & Cumberland Regt's.	1	6	Regular
Moor's, Thompson's & Watson's Regt's.	1	6	Regular



2 <sup>nd</sup> Brigade Pennsylvania Militia			
Brig. James Potter		Capable	
Ballat's, Eranis'			
& Greenhault's Regt's.	1	6	Regular
Lowry's, Smith's & Udree's Regt's	1	6	Regular

### **Terrain**

*The battlefield of Brandywine Creek is a confusing mass of creeks, woodlands and hills.. There are also various small villages and individual buildings in the area. Brandywine Creek is classed as a river and can only be crossed at marked fords or crossings. The areas 50mm either side of a creek is classed as dense woods. For 25mm scale, this battle a table size of 10' x 6' is recommended however it could also be played on a 9' x 5' table tennis table.*

### **Deployment**

*This battle turns into a large wargame and is recommended as a multiplayer game, ideally with each player commanding a division. For historical deployment the Americans should line the eastern side of Brandywine Creek between Painters Ford and Piles Ford. The division of Cornwallis should deploy in column on the western side of Jefferies Ford while von Knyphausen's division should be formed on the west side of Chad's Ford, in any formation.*

## OTHER LISTS AND SCENARIOS

These lists are used by kind permission of Mr Chris Johnson and are featured on his website, [www.GrenadierGuard.com](http://www.GrenadierGuard.com). The original lists have been modified for *Redcoats and Rebels*. The comments are his own, only the ratings and number of Stands have been altered.

### The Battle of Bunker Hill 17 June 1775

*Notes- 1: The number of additional American troops should be determined by a die roll and dispersed among the entrenchments. Estimates vary wildly as to exactly how many men were engaged (versus the remaining stragglers on Bunker Hill and the Charlestown neck, never fighting in the battle.) It should be noted that many were short of ammunition and virtually none had bayonets.*

*2. The main three-sided redoubt should have three Stands, the rest of the American forces should be deployed in the entrenchments.*

#### American Forces

General Putnam Plus 2 Aides and Escort Stand	Capable		
General Prescott Plus Aide	Class Exceptional		Notes
Artillery			
Guns	Light	2	3 pdr
Crews	3	2	Regular
Prescott's Fryes & Bridges Mass. Militia	1	6	
General Stark Plus Aide	Exceptional		
1 <sup>st</sup> and 3 <sup>rd</sup> New Hampshire Militia	1	6	
3 <sup>rd</sup> Connecticut Militia	1	3	
Additional Militia			
Doolittle's, Brewer's. Nixon's etc Mass.	1	9	

#### British Forces

General Howe Plus 2 Aides and Escort Stand	Inept		
Artillery			
Guns	Heavy	2	
Crews	4	2	Regular
Right Wing			
General Plus Aide	Capable		
Converged Grenadiers	5	4	
Converged Lt Infantry	5	4	
5 <sup>th</sup> Fusiliers	4	2	
52 <sup>nd</sup> Foot	4	2	
Left Wing			
General Plus Aide	Capable		
38 <sup>th</sup> Foot	4	3	
43 <sup>rd</sup> Foot	4	3	

	Class	Stands	Notes
Reinforcements if the first assault fails			
General Clinton	Capable		
Plus Aide			
47 <sup>th</sup> Foot	4	3	
63 <sup>rd</sup> Foot	4	3	
1 <sup>st</sup> and 2 <sup>nd</sup> Marines	4	4	

### The Battle of White Plains 1776

*Notes- The British and Hessian allies have been a little under-classed to reflect the fact that the men had only recently disembarked after months at sea and had not yet acquired their land legs. The 5<sup>th</sup> Northumberland were not actually fusiliers as yet, but their colonel had purchased fusilier hats, etc and London did not interfere- only in the British army!*

#### American Forces

General McDougall	Capable		
Plus 2 Aides and Escort Stand			
	Class	Stands	Notes
Smallwood's MD Continental foot	4	4	
1 <sup>st</sup> NY Continental foot	2	4	
2 <sup>nd</sup> NY Continental foot	2	4	
Webb's Continental foot	2	4	
General Haslett	Capable		
Plus Aide			
Brook's Mass. Militia	1	2	
Graham's NY Militia	1	2	
Delaware Continental Foot	4	4	
Hamilton's Artillery			
Guns	Light	2	3 pdr
Crews	3	2	Regular
Reinforcements			
3 <sup>rd</sup> Conn. Continental Foot	2	3	
26 <sup>th</sup> Continental Foot	2	3	

#### British Forces

Note- no overall commander			
General von Donop	Capable		
Plus Aide			
Von Rall Grenadiers	4	4	
Von Donop Regt.	2	4	
Von Lossberg Fusiliers	2	4	
Hessian Artillery			
Guns	Light	2	
Crews	4	2	Regular
General Leslie	Capable		
Plus Aide			
28 <sup>th</sup> Foot	2	4	
35 <sup>th</sup> Foot	2	4	
5 <sup>th</sup> Fusiliers	2	4	
49 <sup>th</sup> Foot	2	4	
17 <sup>th</sup> Light Dragoons	2	2	
British Artillery			
Guns	Light	2	
Crews	4	2	Regular

## The Battle of Fort Red Bank 21 October 1775

*Note- The Americans are greatly outnumbered but are heavily entrenched. The American commander is not Nathaniel Greene (although probably a relative). The 2<sup>nd</sup> RI was subsequently sent home to recruit blacks and Indians with mixed success; some may wish to bend history a bit and have that version present!*

### American Forces

General Greene	Capable		
Plus 1 Aides and Escort Stand			
	Class	Stands	Notes
1 <sup>st</sup> Rhode Island	2	2	
2 <sup>nd</sup> Rhode Island	2	2	
4 <sup>th</sup> Connecticut	2	2	
8 <sup>th</sup> Connecticut	4	2	
Artillery			
Guns	Light	2	3 pdr
Crews	3	2	Regular

### Hessian Forces

General von Donop	Inept		
Plus Aide			
Linsing Grenadiers	4	3	
Minnigerode Grenadiers	4	3	
Lengerke Grenadiers	4	3	
Mirbach Regt.	2	4	
Jager Corps	4	5	
Hessian Artillery			
Guns	Light	2	
Crews	4	2	

## The Battle of Barren Hill 20 May 1778

### American Forces

General Lafayette	Capable		
Plus 2 Aides and Escort Stand			
	Class	Stands	Notes
Potter's Brigade	Capable		
Plus Aide			
1 <sup>st</sup> PA Militia	1	6	
2 <sup>nd</sup> PA Militia	1	6	
Poor's Brigade	Capable		
Plus Aide			
1 <sup>st</sup> NH	2	8	
1 <sup>st</sup> NH Light Infantry	3	4	
Artillery			
Guns	Light	2	
Crews	4	2	
MacAllen's Partisan Corps	Exceptional		
Partisan Rifles	3	4	Irregular rifle armed
Onedian War band	2	4	Native American

## The Battle of Barren Hill 20 May 1778

### American Forces

General Lincoln Plus 2 Aides and Escort Stand	Inept		
	Class	Stands	Notes
Continental Artillery			
Guns	Lt-Med	3	
Crews	3	3	
Henderson's & Malmedy's Light inf.	2	5	
4 <sup>th</sup> NC	2	4	
5 <sup>th</sup> NC	2	4	
1 <sup>st</sup> SC	2	3	
3 <sup>rd</sup> SC	2	3	
6 <sup>th</sup> SC	2	3	
Sub Commander Plus Aide	Capable		
Johnson's NC Militia	1	2	
McDowells NC Militia	1	2	
Mason's VA Militia	2	2	
Pulaski's Legion Cavalry	2	4	

### British Forces

General Maitland Plus 2 Aides and Escort Stand	Exceptional		
British Artillery			
Guns	Lt Med	3	
Crews	3	3	Regular
71 <sup>st</sup> Highlanders	4	5	
Von Trumbach Regt.	2	4	
NC Loyalists	2	4	

## The Battle of Cowpens 17 January 1781

### American Forces

General Morgan Plus 2 Aides and Escort Stand	Exceptional		
	Class	Stands	Notes
Pickens Brigade Plus Aide	Capable		
SC Volunteer Militia	1	3	
NC/GA Volunteer Militia	1	4	
Howard's Brigade Plus Aide	Capable		
1 <sup>st</sup> MD	4	6	
Beatie's VA Militia	1	2	
Triplett's VA Militia	1	2	
Tate's VA Rifles	3	2	Irregular, rifles
Buchanan's VA Rifles	3	2	Irregular, rifles

	Class	Stands	Notes
Washington's Brigade	Exceptional		
Washington's Lt Dragoons	2		
McCall's Mtd Militia	2		Irregular, mounted infantry

#### **British Forces**

Colonel Tarleton  
Plus 2 Aides and Escort Stand

Exceptional

17<sup>th</sup> Light Dragoons            2      4  
British Legion Lt Dragoons    4      2

7<sup>th</sup> Fusiliers                    4      6  
71<sup>st</sup> Highlanders            4      6  
Converged Light Infantry    5      2  
British Legion Infantry      2      6

British Artillery

Guns                            Lt      1  
Crews                            3      1

#### **The Battle of Hobkirk's Hill 25 April 1781**

*American unit strengths are somewhat reduced to reflect the army's hunger and fatigue; it was generally an "off-day" for Greene and his men. More accurate strengths would add one Stand each to the 4<sup>th</sup> and 5<sup>th</sup> VA and 1<sup>st</sup> and 2<sup>nd</sup> MD and the NC Militia; and some would argue that Greene should be rated Exceptional. This might, however, put victory beyond reach of even a brilliant British commander!*

#### **American Forces**

General Greene                    Capable  
Plus 2 Aides and Escort Stand

	Class	Stands	Note
Hugar's Brigade	Capable		
Plus Aide			
4 <sup>th</sup> VA	2	4	
5 <sup>th</sup> VA	2	4	

Continental Artillery

Guns                            Lt Med 2  
Crews                            3      2

William's Brigade                    Capable  
Plus Aide

1<sup>st</sup> MD                            4      5  
2<sup>nd</sup> MD                            4      5  
1<sup>st</sup> Delaware                    4      5  
NC Militia                        1      4

Continental Light Dragoons      2      4

#### **British Forces**

General Rawdon                    Exceptional  
Plus 2 Aides and Escort Stand

British Artillery

Guns                            Lt Med 2  
Crews                            3      2

Brigade Commander Plus Aide	Capable		
	Class	Stands	Notes
King's Americans	2	5	
New York Volunteers	1	4	
Volunteers of Ireland	2	4	
SC Volunteers	1	4	
Convalescents	2	3	
63 <sup>rd</sup> Foot	4	5	
New York Lt Dragoons	2	4	

### The Battle of Green Springs 1781

*The 71<sup>st</sup> and the Foot Guards are mere shadows of their former selves and are rated accordingly. The British Legion never recovered its élan after Cowpens. The "veteran militia" are larger former Continentals, and therefore rate as regulars. The 4<sup>th</sup> Continental Dragoons includes men from Armand's Legion. Rating Lafayette as Exceptional is pushing the envelope, but he is still better than most and well above average.*

#### American Forces

General Lafayette Plus 2 Aides and Escort Stand	Exceptional		
	Class	Stands	Notes
Wayne's Brigade Plus Aide	Exceptional		
1 <sup>st</sup> PA	2	2	
2 <sup>nd</sup> PA	2	2	
3 <sup>rd</sup> PA	2	2	
VA Rifles	3	4	light rifles
VA Veteran Militia	3	4	regular
Artillery			
Guns	Lt Med	2	
Crews	3	2	
Von Steuben's brigade Plus Aide	Capable		
VA Veteran Militia	3	5	regular
VA Militia	2	4	
4 <sup>th</sup> Continental Dragoons	3	4	

#### British Forces

General Cornwallis Plus 2 Aides and Escort Stand	Capable		
British Artillery			
Guns	Lt med	2	
Crews	3	2	
British Legion Lt Dragoons	2	4	
Queen's Rangers Dragoons	2	4	
General O'Hara Plus Aide	Capable		
1 <sup>st</sup> and 2 <sup>nd</sup> Light infantry	5	4	
Foot Guards	5	2	

Hessian Brigade	Capable		
Plus Aide			
Von Bose Regt.	2	4	
Von Fuchs Regt.	2	4	
Hessian Jagers	3	3	light
Brigade General	Capable		
Plus Aide			
17 <sup>th</sup> Foot	4	5	
43 <sup>rd</sup> Foot	4	5	
76 <sup>th</sup> Foot	4	5	
80 <sup>th</sup> Foot	2	5	
71 <sup>st</sup> Highlanders	4	6	
Queens Rangers Infantry	2	2	light
NC Militia	1	4	

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FIN



|                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|----------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Initiative Phase</b><br><i>Simultaneous</i>           | <ol style="list-style-type: none"> <li>1. Roll 1d6 for each eligible General Stand, add the tally of rolls to the BIS, the highest score has Initiative for this Turn. Player may opt to give Initiative to the other player.</li> <li>2. Determine if any Brigades have lost 75% of its Stands. These Brigades may not advance towards enemy but may Counter-charge if attacked.</li> <li>3. Player with Initiative acts firsts in each Phase, firing, rout and pursuit moves that are deemed simultaneous.</li> <li>4. Generals Replaced, Promoted or Command resumed.</li> </ol>                                                                                                                                                                                                                                                                          |
| <b>Grand-Tactical Movement Phase</b><br><i>Alternate</i> | <ul style="list-style-type: none"> <li>▪ Players must move the troop types in an alternate manner. The player with Initiative moving first each time for each type of troop. Thus the Initiative players moves his Staff and Cavalry first, then the non-Initiative player. Then the Initiative player moves his Infantry and Foot Artillery, then the other player and so on. Staff can be attached to units.</li> <li>▪ The order of Grand Tactical Movement: Staff &amp; Cavalry THEN Infantry &amp; Artillery THEN Rear Off -Table THEN Flank -Off Table Troops. Units must be in a single stand wide column or limbered.</li> <li>▪ Players must advise opponent one turn prior to flank-march or rear edge arrival that troops are approaching.</li> </ul>                                                                                             |
| <b>Morale Phase</b><br><i>Alternate</i>                  | <ul style="list-style-type: none"> <li>▪ The Initiative player performs these steps, then the other player. Once the non-Initiative Player concludes his charges and responses, the Initiative Player performs his 2nd Impulse moves or declares Feint Charges to finish cycle.</li> <li>▪ The player with Initiative cannot Counter-Charge a charge by the non-Initiative player in this Phase.</li> </ul> <ol style="list-style-type: none"> <li>1. Units and Brigades checked for Command and Morale Status. Aides re-allocated if desired between Generals of same Division.</li> <li>2. Being Charged Test &amp; resulting Response Moves.</li> <li>3. Charges Declared, To Charge Test, 1<sup>st</sup> Impulse move.</li> <li>4. Opponent Response and Counter-Charges.</li> <li>5. Feints Declared, 2<sup>nd</sup> Impulse Moves.</li> </ol>          |
| <b>Fire Phase</b><br><i>Simultaneous</i>                 | <ul style="list-style-type: none"> <li>▪ Player with Initiative rolls first in this phase, but all fire is deemed simultaneous, all units firing eligible Stands they start Phase with.</li> <li>▪ Bombardment fire is resolved first then tactical fire.</li> </ul> <ol style="list-style-type: none"> <li>1. Target units are specified and the Stands firing at them working left to right across the table.</li> <li>2. Fire effects are determined on the Fire tables and Targets remove Stands/figures</li> <li>3. Target units hit test for morale and conduct response moves.</li> <li>4. Place cotton wool in front of the Stands that fired on Steady Volley table to denote that they use Unsteady table subsequently.</li> <li>5. Remove cotton wool from stands that did not fire this Turn.</li> <li>6. Fires start or are put out.</li> </ol> |
| <b>Tactical Movement Phase</b><br><i>Alternate</i>       | <ol style="list-style-type: none"> <li>1. Both sides move and units routing, then any units moving continued pursuit moves.</li> <li>2. Being Charged Test &amp; resulting Response Moves.</li> <li>3. To Charge Morale Test &amp; Opportunity Charges, THEN Normal moves. Staff can be attached to units</li> <li>4. Close Assault Movement &amp; Staff Movement.</li> <li>5. Defensive Fire for Stands not fired in previous Phase then Phasing players Charging Units Test on Closing with the Enemy Morale Test.</li> <li>6. Creating and Removing Obstacles, Spiking Guns.</li> <li>7. Fires Start and subsequent Fire spread in direction the wind is blowing.</li> </ol>                                                                                                                                                                              |
| <b>Close Assault Phase</b><br><i>Simultaneous</i>        | <ol style="list-style-type: none"> <li>1. If the situation is not an Automatic Major Victory, add the Tactical Factors, the average Class for each side involved and add 1d6 roll to the tally.</li> <li>2. The highest score wins &amp; the margin determines the extent of victory. Refer to Victory Results Tables.</li> <li>3. Remove Casualties and perform Compulsory Advance or Retreat moves for both sides.</li> <li>4. Surrenders performed</li> <li>5. Any infantry or cavalry units reduced to less than one Stand are removed from play(not including independent light companies).</li> </ol>                                                                                                                                                                                                                                                  |

### Redcoats and Rebels Play Charts

| TO CHARGE MORALE TEST                                                                                                                                                                  |    |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| To Initiate a Charge                                                                                                                                                                   | 2  |
| If Commanding General not within Command Radius                                                                                                                                        | 2  |
| If Target of Charge behind Heavy Cover                                                                                                                                                 | 2  |
| If Charging Unit is Shaken                                                                                                                                                             | 2  |
| If Charging Unit is Skirmishers or is Unsteady at start of Charge                                                                                                                      | 2  |
| If Target is behind Light Cover                                                                                                                                                        | 1  |
| If Charging an enemy on higher ground                                                                                                                                                  | 1  |
| <b>If Starting the Charge behind Enemy Flank or Rear</b>                                                                                                                               | -3 |
| <b>If under Command of an Exceptional General or if General attached</b>                                                                                                               | -2 |
| <b>If unit is under Command of a Capable General or ADC attached</b>                                                                                                                   | -1 |
| <b>If Class 4 or 5</b>                                                                                                                                                                 | -1 |
| <b>If Target unit is Unsteady or in open formation</b>                                                                                                                                 | -1 |
| <b>If Pass:</b> Troops perform 1 <sup>st</sup> Impulse move or Opportunity Charge.                                                                                                     |    |
| <b>If Fail:</b> Troops who fail to Charge cannot get closer to the target enemy unit, but may change formation and otherwise act normally. A unit may only attempt one Charge per Turn |    |

| CLOSING WITH THE ENEMY or SHOOTING CASUALTIES TEST                                                                                                                                                                                                                                                                                                  |    |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| If Target Unit has passed its Being Charged Test                                                                                                                                                                                                                                                                                                    | 3  |
| If Charging Unit is within a burning Urban or Wood Area                                                                                                                                                                                                                                                                                             | 2  |
| If Charge Target is in or behind Heavy Cover                                                                                                                                                                                                                                                                                                        | 2  |
| If Charge Target on a High Hill                                                                                                                                                                                                                                                                                                                     | 2  |
| If Testing Unit is hit by Common Shell                                                                                                                                                                                                                                                                                                              | 2  |
| If Testing Unit is fired on from flank or rear by formed troops                                                                                                                                                                                                                                                                                     | 2  |
| If Surprised by enemy charge or firing                                                                                                                                                                                                                                                                                                              | 2  |
| If Testing unit is performing Passage of Lines                                                                                                                                                                                                                                                                                                      | 2  |
| If Testing Unit is Shaken                                                                                                                                                                                                                                                                                                                           | 2  |
| For each Shooting Hit received this Turn                                                                                                                                                                                                                                                                                                            | 1  |
| If Charge Target is in or behind Light Cover or Obstacle                                                                                                                                                                                                                                                                                            | 1  |
| <b>If Charging into a Flank or Rear of enemy</b>                                                                                                                                                                                                                                                                                                    | -3 |
| <b>If Class 5</b>                                                                                                                                                                                                                                                                                                                                   | -3 |
| <b>If Class 3</b>                                                                                                                                                                                                                                                                                                                                   | -2 |
| <b>If General attached to unit</b>                                                                                                                                                                                                                                                                                                                  | -2 |
| <b>If Charge Target is a Shaken Unit or is not equipped with bayonets</b>                                                                                                                                                                                                                                                                           | -2 |
| <b>If Class 4</b>                                                                                                                                                                                                                                                                                                                                   | -1 |
| <b>If Charge Target is Unsteady or If Aide attached to unit</b>                                                                                                                                                                                                                                                                                     | -1 |
| <b>If Native American or Highlander troops charging</b>                                                                                                                                                                                                                                                                                             | -1 |
| <b>If Pass:</b> Troops behave as the Player wishes or Close Assault follows                                                                                                                                                                                                                                                                         |    |
| <b>If Fail:</b> Advancing Units are Halted and Unsteady for 1 Turn, they may not move or change formation. Units Halted in the previous Turn must retreat half movement allowance facing the enemy for one Turn, they may not change formation, or Charge, and are Shaken until rallied.                                                            |    |
| <ul style="list-style-type: none"> <li>Units that retreated the previous Turn after failing this test <b>Rout</b> in the next Movement Phase.</li> <li>Routing Troops continue rout unless contacted by charge.</li> <li>Charging Troops waver and are halt Unsteady <b>two Stands width</b> away from the Target Unit facing the enemy.</li> </ul> |    |

| BEING CHARGED MORALE TEST                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| If Unit is Shaken or If Being Charged in Rear or Flank                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 3  |
| If Foot being Charged by Cavalry in open                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 2  |
| If Testing Unit is lying or Crouching down                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 2  |
| If not being Commanded by the Units Brigade General                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 2  |
| If Testing Stands are Skirmishers                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 2  |
| If Charging Enemy appeared within 100mm/70mm                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 2  |
| For each visible routing, retreating or destroyed friendly unit within 200mm/150mm                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 1  |
| If Testing Unit is Unsteady or Class 1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 1  |
| Each Shooting Hit last Turn <i>if Target of a Declared Charge</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 1  |
| Each Shooting Hit this Turn <i>if Target of a Opportunity Charge</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 1  |
| If in Urban area, Wood or fortification which is on fire                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 1  |
| If unit is not equipped with bayonets                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 1  |
| <b>If Class 5</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | -3 |
| <b>If Class 3 or 4 or If General attached to Unit</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | -2 |
| <b>If on Higher Ground than enemy chargers</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | -1 |
| <b>For each formed Steady unit visible with 50mm/30mm</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | -1 |
| <b>If a Steady Closed Column or Reinforced Line or Close order line</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | -1 |
| <b>If in Base contact with Friendly Artillery Stand or terrain anchoring a flank</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | -1 |
| <b>If Defending an Obstacle, Fortification, Wall, Urban Area</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | -1 |
| <b>If aide attached to unit</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | -1 |
| <b>If Fail:</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |    |
| <ul style="list-style-type: none"> <li>Troops Rout directly away from the Chargers half a Rout move immediately, they do full Rout move in the next Tactical Movement Phase.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |    |
| <b>If Pass: If Units have NOT been contacted by the enemy charge</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |    |
| <ul style="list-style-type: none"> <li>Cavalry can Counter-Charge the enemy charging them or receive the charge at the halt, or Evade a half move away from chargers.</li> <li>Pursuers may choose to either continue Pursuit or wheel to face enemy (up to half move distance).</li> <li>Skirmishers charged by formed or mounted troops always Evade a half-move away from the chargers forming up on their Command Stand. If charged by infantry skirmishers may stand or evade.</li> <li>Mounted infantry or Staff must evade away a half move from chargers. Artillery crew can Evade or stand by their guns.</li> <li>Civilian drivers always evade away from charge.</li> <li>Stands can wheel to face the chargers to bring fire to bear up to a half move</li> <li>Native American troops can counter-charge or evade as player wishes.</li> <li>Formed Class 3 or higher infantry can counter-charge a half-move toward the enemy charging them.</li> <li>Formed Class 3 or higher infantry can form line if in column.</li> <li>Formed Class 4 or higher infantry or cavalry can turn about to face the charge if in line or skirmish formation. Other Units receive the Charge as they are, but can fire prior to Close Assault.</li> </ul> |    |
| <b>If Pass: If Unit has been contacted by enemy charge</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |    |
| <ul style="list-style-type: none"> <li>Skirmisher Stands contacted are caught by the charge, other Stands not contacted evade back onto the Command Stand. They may redeploy in the following TMP with a half movement allowance.</li> <li>Otherwise Units receive the Charge as they are, they cannot move, but can fire at the enemy prior to Close Assault.</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |    |

| TYPE OF SMALL ARMS FIRING STAND                                                             | RANGE mm | FAST & DISPERSED | LINE & DENSE | LIGHT COVER | HEAVY COVER |
|---------------------------------------------------------------------------------------------|----------|------------------|--------------|-------------|-------------|
| Steady Musket Volley Fire<br><i>Non-Shaken Class 4 &amp; higher Infantry use this table</i> | 100/75   | 456H             | 345H 6HH     | 456H        | 56H         |
|                                                                                             | 200/175  |                  | 56H          |             |             |
| Un-Steady Musket Volley Fire                                                                | 100/75   | 56H              | 3456H        | 56H         | 6H          |
|                                                                                             | 200/175  |                  | 6H           |             |             |
| Musket Skirmisher Fire<br>& Mixed Native American bow and musket fire                       | 100/75   | 6H               | 56H          | 56H         | 6H          |
|                                                                                             | 200/175  |                  | 6H           |             |             |
| Mounted Troops<br>and Dismounted Cavalry                                                    | 75/50    | 6H               | 56H          | 6H          | 6H          |
|                                                                                             | 150/125  |                  | 6H           |             |             |
| Rifle<br>Skirmishing Fire                                                                   | 200/175  | 56H              | 56H          | 56H         | 6H          |
|                                                                                             | 300/250  |                  | 6H           |             |             |

#### CASUALTIES METHOD FOR SMALL ARMS AND ARTILLERY

Roll **1d6** for each eligible Stand firing. For every **two** hits, remove a Stand. Single hits count for morale tests only (no Stand or figure removed) or in the case of Staff, Engineers, terrain and artillery are also rolled for effect on the damage table. All units that are hit are required to take a morale test.

#### TARGET DEFINITIONS

**Fast** targets are Staff who moved **50%** of their movement allowance **or more**, Cavalry charging and pursuing and routing Mounted troops

**Dispersed** targets are Skirmishers in open, Artillery Crew not in contact w/ Gun or Limber Stands, Stationary Staff or have moved less than **50%** of their movement allowance & routing foot

**Dense** targets are Columns, Reinforced lines, enfiladed lines, Close Assault combats and Limbered or Compressed deployed artillery.

**Line** targets are Cavalry, Infantry and Artillery deployed in line. Troops lying down in any formation.

**Light Cover** targets are troops in light woods, boats and barges, light earthworks, wooden bridges, light Urban Areas, low stone walls, vineyards, orchards, hedges and fences. Light Cover takes precedence over other target class definitions except for Heavy Cover.

**Heavy Cover** targets are troops in heavy woods, heavy earthworks, fortifications, stone bridges, heavy Urban Areas, high stone walls, rocky terrain. Heavy Cover takes precedence over other target class definitions.

**Closed Columns** are infantry only formations with no gaps between ranks, the densely packed ranks are very vulnerable to artillery fire casualties if hit.

| RANGE OR TYPE OF AMMUNITION               | ARTILLERY CALIBRE | RANGE mm           | FAST & DISPERSED | DENSE                   | LINE  | LIGHT COVER                                                                    | HEAVY COVER                                                                    | FIRE ZONE DEPTH                                           |         |
|-------------------------------------------|-------------------|--------------------|------------------|-------------------------|-------|--------------------------------------------------------------------------------|--------------------------------------------------------------------------------|-----------------------------------------------------------|---------|
| POINT BLANK RANGE CANNISTER AND ROUNDSHOT | V- Light/Light    | 100/75             | 456H             | 34H                     | 3456H | 456H                                                                           | 6H                                                                             | 100/75                                                    |         |
|                                           | Lt Medium         | 150/125            |                  | 56HH                    |       | <i>one hit counts on the cover automatically, the rolled hit on the target</i> | <i>one hit counts on the cover automatically, the rolled hit on the target</i> | 150/125                                                   |         |
|                                           | Medium            | 150/125            |                  | <i>Closed Formation</i> |       |                                                                                |                                                                                | 250/200                                                   |         |
|                                           | Heavy             | 200/175            |                  | 23H                     |       |                                                                                |                                                                                | 300/250                                                   |         |
|                                           | Siege             | 200/175            |                  | 456HH                   |       |                                                                                |                                                                                | 300/250                                                   |         |
| CLOSE RANGE CANNISTER AND ROUNDSHOT       | V-Light/Light     | 150/125            | 56H              | 45H                     | 3456H | 56H                                                                            | 6H                                                                             | 100/75                                                    |         |
|                                           | Lt Medium         | 300/250            |                  | 6HH                     |       | <i>one hit counts on the cover automatically, the rolled hit on the target</i> | <i>one hit counts on the cover automatically, the rolled hit on the target</i> | 150/125                                                   |         |
|                                           | Medium            | 350/300            |                  | <i>Closed Formation</i> |       |                                                                                |                                                                                | 250/200                                                   |         |
|                                           | Heavy             | 500/450            |                  | 34H                     |       |                                                                                |                                                                                | 300/250                                                   |         |
|                                           | Siege             | 600/500            |                  | 56HH                    |       |                                                                                |                                                                                | 300/250                                                   |         |
| MEDIUM RANGE ROUNDSHOT                    | V-Light/Light     | 300/250            |                  | 456H                    | 56H   | 6H                                                                             |                                                                                | 100/75                                                    |         |
|                                           | Lt Medium         | 600/500            |                  | <i>Closed Formation</i> |       |                                                                                |                                                                                |                                                           | 100/75  |
|                                           | Medium            | 700/600            |                  | 5H                      |       |                                                                                |                                                                                |                                                           | 200/175 |
|                                           | Heavy             | 800/700            |                  | 6HH                     |       |                                                                                |                                                                                |                                                           | 200/175 |
|                                           | Siege             | 900/800            |                  |                         |       |                                                                                |                                                                                |                                                           | 200/175 |
| LONG RANGE ROUNDSHOT                      | V- Light/Light    | 500/450            |                  | 6H                      | 6H    | 6H                                                                             |                                                                                | 100/75                                                    |         |
|                                           | Lt Medium         | 800/600            |                  | <i>Closed Formation</i> |       |                                                                                |                                                                                |                                                           | 100/75  |
|                                           | Medium            | 900/800            |                  | 6HH                     |       |                                                                                |                                                                                |                                                           | 200/175 |
|                                           | Heavy             | 1000/900           |                  |                         |       |                                                                                |                                                                                |                                                           | 200/175 |
|                                           | Siege             | 1200/1000          |                  |                         |       |                                                                                |                                                                                |                                                           | 200/175 |
| COMMON SHELL for HOWITZER or MORTAR       | Light             | 100/75 - 1000/800  |                  | 6HH                     | 56H   | 45H                                                                            | 456H                                                                           | <i>Refer to Damage Table below for damage to terrain.</i> |         |
|                                           | Lt Med.           | 250/225- 1200/1000 |                  | <i>Closed Formation</i> |       | 6HH                                                                            |                                                                                |                                                           |         |
|                                           | Medium            | 300/250-1500/1200  |                  |                         |       |                                                                                |                                                                                |                                                           |         |
|                                           | Heavy             | 500/450- 1700/1500 |                  | 6HHH                    |       |                                                                                |                                                                                |                                                           |         |
|                                           | Siege             | 600/500- 2000/1700 |                  |                         |       |                                                                                |                                                                                |                                                           |         |

### DAMAGE TABLE

METHOD: For *each hit* from Shooting or Close Assault roll **1d6** to determine the effect. Roll separately for each Aide or General Figure hit.  
 Only hits from Artillery destroy an Artillery cannon or howitzer.  
 If Artillery is hit from **Small Arms** or in **Close Assault** **-1** on the roll to determine the result

| Roll | ARTILLERY                                                                     | STAFF                                                                                         | ENGINEERS and SAPPERS                            | URBAN AREAS, SECTIONS OF WALLS, OBSTACLES & BRIDGES, BOATS and WOODS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|------|-------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|--------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1    | Limber Hit<br><i>Half move for one gun Stand</i>                              | No effect                                                                                     | No effect                                        | <ul style="list-style-type: none"> <li>▪ <i>Heavy Cover is reduced to Light Cover after 8 hits from siege artillery pieces and 16 hits from other artillery and rockets.</i></li> <li>▪ <i>Light Cover is reduced to Rubble-no cover after 4 hits from siege artillery and 8 hits from other artillery and Rockets</i></li> <li>▪ <i>Spreading Fires destroy all cover in the section and are impassable to troops throughout the game.</i></li> <li>▪ <i>Stands can attempt to put out a fire with no other activity in each TFP. For every two Stands, roll 1d6- a 6 will extinguish the fire in that section.</i></li> <li>▪ <i>For each hit on Cover by Artillery roll 1d6.</i></li> <li>▪ <i>A 5 or 6 will start a fire for a battery of howitzers or rockets, otherwise a 6 for other battery fire or for single howitzers.</i></li> </ul> <p><b>BOATS and BARGES</b></p> <ul style="list-style-type: none"> <li>▪ <i>Small boats can be sunk with a single hit from roundshot or commonshell with all Stands lost.</i></li> <li>▪ <i>Larger craft require two hits from roundshot or one hit from Commonshell. A single hit will reduce movement to 50%.</i></li> </ul> <p><b>WOODS</b></p> <ul style="list-style-type: none"> <li>▪ <i>Fire hits do not cause casualties.</i></li> <li>▪ <i>Troops in woods on fire have three turns to evacuate the wood area or be destroyed.</i></li> </ul> |
| 2    | Limber Hit<br><i>No limber move for one gun Stand</i>                         | remove Escort Stand                                                                           | remove Sapper Stand                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 3    | One Gun Crew removed<br><i>-1 on firing for Stand until crew replaced</i>     | General or Aide wounded<br><i>Units lose command 1 turn if General wounded or remove Aide</i> | remove Sapper Stand                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 4    | Two Gun Crew removed<br><i>-2 on firing for one Stand until crew replaced</i> | General or Aide wounded<br><i>Units lose command 2 turn if General wounded or remove Aide</i> | Engineer Wounded<br><i>No action for 1 turn</i>  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 5    | One Crew Stand removed<br><i>Stand cannot fire until crew replaced</i>        | General or Aide severely wounded<br><i>replace General units lose command or Remove Aide</i>  | Engineer Wounded<br><i>No action for 2 turns</i> |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 6    | Two Gun Crew removed<br><i>and one Gun Stand Removed</i>                      | General and/or Aide Killed<br><i>units lose command until replaced</i>                        | Engineer Killed<br><i>Remove Stand</i>           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

| TROOP TYPE or SITUATION AT START OF MOVEMENT PHASE                     | NORMAL MOVEMENT | ROAD<br><i>100% move</i> | PURSUIT or<br>ROUT | Grant tactical;<br>MOVEMENT |
|------------------------------------------------------------------------|-----------------|--------------------------|--------------------|-----------------------------|
| Staff <i>including Escorts</i>                                         | 500/400         | 600/450                  | 600/450            | 1500/1200                   |
| Light Cavalry or Mounted infantry                                      | 500/400         | 600/450                  | 600/450            | 1500/1200                   |
| Irregular Cavalry                                                      | 600/450         | 650/500                  | 600/450            | 1800/1500                   |
| Irregular Foot or Light Infantry <i>not firing</i>                     | 200/175         | 250/200                  | 250/200            |                             |
| Foot Skirmishers firing and advancing                                  | 200/175         | 250/200                  | 250/200            |                             |
| Open Infantry Columns <i>not firing</i>                                | 200/175         | 250/200                  | 250/200            | 600/450                     |
| Closed Columns                                                         | 150/125         | 200/175                  | 250/200            | 500/400                     |
| Line Infantry Lines <i>not firing</i>                                  | 150/125         | 175/150                  | 250/200            |                             |
| Infantry Firing and Moving ( <i>not Class 1</i> )                      | 75/50           | 100/75                   |                    |                             |
| Infantry with Battalion Gun                                            | 100/75          | 150/125                  | 250/200            | 400/350                     |
| Side Stepping or Back ( <i>not Class 1</i> )                           | 50/25           | 50/25                    |                    |                             |
| Other foot in other circumstances <i>not firing</i>                    | 150/125         | 200/175                  | 250/200            | 450/400                     |
| Limbered Very Light or Light Artillery                                 | 200/175         | 250/200                  | 250/200            | 450/400                     |
| Limbered Light Medium or heavier Artillery                             | 175/150         | 225/200                  | 225/200            | 400/350                     |
| Limbered Siege Artillery                                               | 100/75          | 125/100                  | 125/100            | 300/250                     |
| Deployed VL & L Artillery <i>fire, then move manhandled</i>            | 125/100         | 150/125                  | 150/125            |                             |
| Deployed LM or heavier Foot Artillery <i>fire then move manhandled</i> | 100/75          | 125/100                  | 125/100            |                             |
| Manhandled VL & L Foot Artillery <i>with no firing</i>                 | 175/150         | 200/175                  | 200/175            |                             |
| Manhandled LM or heavier Foot Artillery <i>with no firing</i>          | 150/125         | 175/150                  | 175/150            |                             |
| Manhandled Siege Artillery with no firing                              | 50/25           | 75/50                    | 75/50              |                             |
| Animal Transport                                                       | 150/125         | 200/175                  | 200/175            | 450/400                     |
| Light Boats or barges with current/against current                     | 300/150         |                          |                    | 900/450-700/400             |
| Heavy Barges with current/against current                              | 200/100         |                          |                    | 700/350-500/300             |

| <b>TERRAIN or FORMATION CHANGE SITUATION</b><br><i>Note-Class 1 movement for formation changes costs double the movement deductions listed</i> | <b>MODIFIER</b><br><i>to movement rate</i> |
|------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------|
| Moving through Heavy Cover or Difficult Ground <i>(Native Americans treat as Light cover)</i>                                                  | <b>Reduced by 50%</b>                      |
| Moving through Light Cover                                                                                                                     | <b>Reduced by 25%</b>                      |
| Moving on High Hills not on road <i>Infantry and manhandled guns only</i>                                                                      | <b>Reduced by 50%</b>                      |
| To Cross a River <i>at marked ford only</i>                                                                                                    | <b>Reduced by 50%</b>                      |
| or To Cross Stream or Enter and Exit Boats and similar                                                                                         | <b>Reduced by 50%</b>                      |
| To Mount/Dismount <i>1 Stand in 3 to hold horses</i>                                                                                           | <b>Reduced by 50%</b>                      |
| Climb over High Wall or obstacle <i>infantry only</i>                                                                                          | <b>Reduced by 50%</b>                      |
| Climb over low wall or fence <i>infantry only</i>                                                                                              | <b>Reduced by 25%</b>                      |
| To Limber or unlimber <i>(double penalty for civilian limber teams)</i>                                                                        | <b>Reduced by 10%</b>                      |
| Wheeling <i>measured from outside flank of unit (no penalty British Class 4 or 5 Steady infantry)</i>                                          | <b>Distance costs twice the movement</b>   |
| Open Column to Turn 90° to a flank <i>(Irregular troops ignore penalty)</i>                                                                    | <b>Reduced by 25%</b>                      |
| Line or Reinforced Line to turn about 180° <i>(Irregular troops ignore penalty)</i>                                                            | <b>Reduced by 25%</b>                      |
| Passage of Lines <i>Regular Class 3 infantry or higher only</i>                                                                                | <b>Reduced by 25%</b>                      |
| To Pass through friendly lines or deployed artillery <i>not in compressed frontage</i>                                                         | <b>Reduced by 25%</b>                      |
| Open Column to or from Line or Reinforced Line                                                                                                 | <b>Reduced by 25%</b>                      |
| Open Column to or from Close Column                                                                                                            | <b>Reduced by 10%</b>                      |
| Reinforced Line to or from Closed Column or Line                                                                                               | <b>Reduced by 25%</b>                      |
| To or from Lying Down mode <i>(Irregular troops ignore penalty)</i>                                                                            | <b>Reduced by 25%</b>                      |
| To expand or contract frontage <i>Light cavalry (no penalty for irregular cavalry)</i>                                                         | <b>Reduced by 25%</b>                      |
| To expand or contract frontage <i>Heavy cavalry</i>                                                                                            | <b>Reduced by 50%</b>                      |

| CLOSE ASSAULT                                                                                                                                                                                                                                                                                                          | Tactical Factor Value |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------|
| <b>Automatic Major Victory Situations</b>                                                                                                                                                                                                                                                                              |                       |
| Non-Shaken Mounted Fighting Infantry Skirmishers in open                                                                                                                                                                                                                                                               |                       |
| Non-Shaken Formed Troops Fighting Artillery Troops <i>not if Artillery is defending Fortifications or Urban Area</i>                                                                                                                                                                                                   |                       |
| Non-Shaken Mounted Fighting Rear or Flank of Foot troops in open or Fighting Routers                                                                                                                                                                                                                                   |                       |
| Non-Shaken Formed Troops Fighting troops lying or crouching down                                                                                                                                                                                                                                                       |                       |
| <b>Terrain Factors and Previous Turns Close Assault Results Factors</b>                                                                                                                                                                                                                                                |                       |
| If Defending Heavy Cover <i>must be covering 50% of more of frontage of unit</i>                                                                                                                                                                                                                                       | 4                     |
| If Unit has Engineers attached and is fighting against enemy in Urban Area or Fortification or behind obstacle                                                                                                                                                                                                         | 2                     |
| If Defending Light Cover <i>must be covering 50% of more or frontage of unit</i>                                                                                                                                                                                                                                       | 2                     |
| If Fighting an Enemy who is within an area which is on Fire                                                                                                                                                                                                                                                            | 2                     |
| If uphill of Enemy on High Hill                                                                                                                                                                                                                                                                                        | 2                     |
| If uphill of Enemy on Low rise                                                                                                                                                                                                                                                                                         | 1                     |
| For each Push Back Result this Combat                                                                                                                                                                                                                                                                                  | -1                    |
| <b>Unit Size, Flanks and Rear Attack Factors</b>                                                                                                                                                                                                                                                                       |                       |
| If Fighting a Flank or Rear of an enemy unit <i>count once per phase</i>                                                                                                                                                                                                                                               | 6                     |
| If Fighting with Overlap of at least one Stand width in front rank more than enemy frontage <i>count once per phase &amp; not when cavalry fight squares</i>                                                                                                                                                           | 2                     |
| For every Stand more than number of opponent's Stands <i>not in urban areas/woods or when Squares and Mounted troops are in Close Assault</i>                                                                                                                                                                          | 1                     |
| <b>Command Factors</b>                                                                                                                                                                                                                                                                                                 |                       |
| If under the Command of an Exceptional General                                                                                                                                                                                                                                                                         | 3                     |
| If under the Command of a Capable General                                                                                                                                                                                                                                                                              | 2                     |
| If under the Command of an Inept General                                                                                                                                                                                                                                                                               | 1                     |
| If attached General or Aide is killed or wounded in this Combat                                                                                                                                                                                                                                                        | -1                    |
| <b>Mounted Factors</b>                                                                                                                                                                                                                                                                                                 |                       |
| If Fighting Shaken Troops or Native American troops                                                                                                                                                                                                                                                                    | 5                     |
| If Fighting Foot troops                                                                                                                                                                                                                                                                                                | 5                     |
| If Mounted Troops Charging were Steady at start of charge <i>count once per Phase only</i>                                                                                                                                                                                                                             | 3                     |
| If Fighting deployed Artillery or troops in Skirmish screen in open                                                                                                                                                                                                                                                    | 3                     |
| If Fighting Mounted infantry                                                                                                                                                                                                                                                                                           | 2                     |
| If Cavalry fighting Foot, Irregular troops <i>count when charging and in push-back melee</i>                                                                                                                                                                                                                           | 1                     |
| If Mounted Troops Charging were Unsteady at start of charge <i>count once per Phase only</i>                                                                                                                                                                                                                           | 1                     |
| If Column charging into a Line                                                                                                                                                                                                                                                                                         | 1                     |
| <b>Foot Factors</b>                                                                                                                                                                                                                                                                                                    |                       |
| If Fighting troops in skirmish order in open or fighting deployed Artillery                                                                                                                                                                                                                                            | 3                     |
| If Fighting Shaken Troops                                                                                                                                                                                                                                                                                              | 3                     |
| If Native American foot <i>count each phase of combat</i>                                                                                                                                                                                                                                                              | 2                     |
| If Closed Column or Reinforced Line fighting Cavalry, Mounted Troops or any Irregular troops                                                                                                                                                                                                                           | 2                     |
| If Infantry Charging <i>count once per Phase only for all units</i>                                                                                                                                                                                                                                                    | 2                     |
| If a Light Infantry Unit fighting in Wood or Urban Area                                                                                                                                                                                                                                                                | 2                     |
| If Unit in open is in base contact with Steady friendly unit or urban area or wood or fortification                                                                                                                                                                                                                    | 1                     |
| <b>Class and Unit Modifiers and Method</b>                                                                                                                                                                                                                                                                             |                       |
| Add the Average Class of Units for each side (rounding .5 up) and add 1d6 roll to each sides Tally                                                                                                                                                                                                                     |                       |
| Highest score wins, refer to Victory Scale for results. If tied (0 difference) roll 1d6 and add to tally for final result. If winning side has a mix of foot and horse Stands in combat use the Combat result for the majority of Stands in the combat (eg if more foot than horse, then use the Foot victory tables). |                       |

### Redcoats and Rebels Play Charts



| CLOSE ASSAULT VICTORY SCALE      |                                                                 |       |                             |        |                           |         |                                                        |                     |
|----------------------------------|-----------------------------------------------------------------|-------|-----------------------------|--------|---------------------------|---------|--------------------------------------------------------|---------------------|
| SCORE DIFFERENCE & COMBAT RESULT |                                                                 |       |                             |        |                           |         |                                                        |                     |
|                                  | 1-3                                                             |       | 4-6                         |        | 7-9                       |         | 10+                                                    |                     |
| Foot Victory over Foot           | A<br><i>Brief Combat</i>                                        |       | B<br><i>Push Back Melee</i> |        | C<br><i>Minor Victory</i> |         | D<br><i>Major Victory</i>                              |                     |
| Foot Victory over Mounted        | E<br><i>Brief Combat</i>                                        |       | F<br><i>Minor Victory</i>   |        | G<br><i>Major Victory</i> |         | G<br><i>Major Victory</i>                              |                     |
| Mounted Victory over Foot        | X<br><i>Brief Combat</i>                                        |       | Y<br><i>Minor Victory</i>   |        | Z<br><i>Major Victory</i> |         | Z<br><i>Major Victory</i>                              |                     |
| Mounted Victory over Mounted     | A<br><i>Brief Combat</i>                                        |       | B<br><i>Push Back Melee</i> |        | C<br><i>Minor Victory</i> |         | D<br><i>Major Victory</i>                              |                     |
| CLOSE ASSAULT RESULTS TABLE      |                                                                 |       |                             |        |                           |         |                                                        |                     |
| SCALE OF VICTORY                 | CASUALTIES<br><i>Remove Stands from each unit in the combat</i> |       | FACING                      |        | MORALE STATUS             |         | COMPULSORY MOVEMENT<br><i>No deduction for Terrain</i> |                     |
|                                  | Victor                                                          | Loser | Victor                      | Loser  | Victor                    | Loser   | Victor                                                 | Loser               |
| A                                | 0                                                               | 1     | Toward                      | Toward | Good                      | Good    | Static                                                 | Back<br>50mm/30mm   |
| B                                | 1                                                               | 2     | Toward                      | Toward | Good                      | Good    | Forward 50mm/30mm                                      | Back<br>50mm/30mm   |
| C                                | 1                                                               | 2     | Toward                      | Away   | Good                      | Shaken  | Forward<br>75mm/50mm                                   | Back<br>100mm/70mm  |
| D                                | 1                                                               | 3     | Toward                      | Away   | Good                      | Routing | Forward<br>150mm/120mm                                 | Back<br>200mm/170mm |
| E                                | 1                                                               | 1     | Toward                      | Toward | Good                      | Good    | Static                                                 | Back<br>200mm/170mm |
| F                                | 1                                                               | 2     | Toward                      | Toward | Good                      | Shaken  | Static                                                 | Back<br>200mm/170mm |
| G                                | 0                                                               | 2     | Toward                      | Away   | Good                      | Routing | Static                                                 | Back<br>200mm/170mm |
| X                                | 0                                                               | 1     | Toward                      | Toward | Good                      | Good    | Static                                                 | Back<br>50mm/30mm   |
| Y                                | 1                                                               | 2     | Toward                      | Away   | Good                      | Routing | Forward<br>150mm                                       | Back<br>200mm       |
| Z                                | 1                                                               | 3     | Toward                      | Away   | Good                      | Routing | Forward<br>150mm                                       | Back<br>200mm       |

|                                   |                         |                                   |                         |                                   |                         |                                   |                         |                                   |    |                             |   |                               |   |               |
|-----------------------------------|-------------------------|-----------------------------------|-------------------------|-----------------------------------|-------------------------|-----------------------------------|-------------------------|-----------------------------------|----|-----------------------------|---|-------------------------------|---|---------------|
| EXCEPTIONAL                       |                         | EXCEPTIONAL                       |                         | EXCEPTIONAL                       |                         | EXCEPTIONAL                       |                         | EXCEPTIONAL                       |    | EXCEPTIONAL                 |   | <i>WOUNDED</i><br>One Turn    |   | One<br>HIT    |
| CAPABLE                           |                         | CAPABLE                           |                         | CAPABLE                           |                         | CAPABLE                           |                         | CAPABLE                           |    | CAPABLE                     |   | <i>WOUNDED</i><br>Two Turns   |   | Two<br>HITS   |
| INEPT                             |                         | INEPT                             |                         | INEPT                             |                         | INEPT                             |                         | INEPT                             |    | INEPT                       |   | <i>WOUNDED</i><br>Three Turns |   | Three<br>HITS |
| <i>SHAKEN</i>                     |                         | <i>SHAKEN</i>                     |                         | <i>SHAKEN</i>                     |                         | <i>SHAKEN</i>                     |                         | <i>SHAKEN</i>                     |    | NO<br>COMMAND               |   | NO<br>COMMAND                 |   | Four<br>HITS  |
| RALLY                             |                         | RALLY                             |                         | RALLY                             |                         | EVADE                             |                         | EVADE                             |    | NO<br>COMMAND               |   | NO<br>COMMAND                 |   | Five<br>HITS  |
| UNSTEADY                          |                         | UNSTEADY                          |                         | UNSTEADY                          |                         | UNSTEADY                          |                         | UNSTEADY                          |    | NO<br>COMMAND               |   | NO<br>COMMAND                 |   | Six<br>HITS   |
| UNSTEADY                          |                         | UNSTEADY                          |                         | UNSTEADY                          |                         | UNSTEADY                          |                         | UNSTEADY                          |    | HEAVY                       |   | HEAVY                         |   | Seven<br>HITS |
| <i>CLOSED</i><br><i>FORMATION</i> |                         | <i>CLOSED</i><br><i>FORMATION</i> |                         | <i>CLOSED</i><br><i>FORMATION</i> |                         | <i>CLOSED</i><br><i>FORMATION</i> |                         | <i>CLOSED</i><br><i>FORMATION</i> |    | <i>LYING</i><br><i>DOWN</i> |   | <i>LYING</i><br><i>DOWN</i>   |   | Eight<br>HITS |
| PURSUIT                           |                         | PURSUIT                           |                         | <i>ROUT</i>                       |                         | <i>ROUT</i>                       |                         | <i>ROUT</i>                       |    | LIGHT                       |   | LIGHT                         |   | Wind<br>→     |
| PUSH-BACK<br>MELEE                |                         | PUSH-BACK<br>MELEE                |                         | PUSH-BACK<br>MELEE                |                         | <i>SPIKED</i><br><i>GUN</i>       |                         | <i>SPIKED</i><br><i>GUN</i>       |    | LIGHT                       |   | LIGHT                         |   | FORD          |
| 1 <sup>st</sup><br>Imp.           | 1 <sup>st</sup><br>Imp. | 1 <sup>st</sup><br>Imp.           | 1 <sup>st</sup><br>Imp. | 2 <sup>nd</sup><br>Imp.           | 2 <sup>nd</sup><br>Imp. | 2 <sup>nd</sup><br>Imp.           | 2 <sup>nd</sup><br>Imp. | 10                                | 10 | 9                           | 9 | 8                             | 8 | FORD          |
| 1                                 | 1                       | 2                                 | 2                       | 3                                 | 3                       | 4                                 | 4                       | 5                                 | 5  | 6                           | 6 | 7                             | 7 | FORD          |

Redcoats and Rebels Play Charts