



## TERRAIN EFFECTS

TYPE	COVER	VISIBILITY	MOVEMENT
Fields	Open	Unlimited	No effect
Rocky fields	Open ♥	Unlimited	Rough
Grassy marsh	Partial cover ♥	Unlimited	Rough
Woods/Forest	Partial cover ♥	4"	Rough
Orchards	Partial cover ♥	10"	Broken
Town	Full cover ♥	4"	Broken
Wood fences	No cover ♥	Unlimited	Linear (Broken to cross)
Stone fences	Full cover ♥	Unlimited	Linear (Broken to cross)
Creek	Partial cover ♥	Unlimited	Rough
Road	Open along road/trail		Road (March Column)
Trail	otherwise as surrounding terrain		Open (March Column)

♥ Defending favorable ground if charged

## SPECIAL RULES

**Hessians** (except Jägers): may not use Extended Line.

**Jägers and rifle-armed militia:** are marksmen, can't use Line formation, have no bayonets.

**Militia:** Always in provisional command, can't use Field Column.

**Continental:** can't use Field Column until 1777.

**Indians:** can only use Extended Line, March Column or Mass formation, each unit rolls independent command dice.

**Mass formation:** as close to equally wide and deep as possible.

**Heavy Casualties:** any brigade which has more than half its stands Spent, Broken or lost suffers the Heavy Casualties penalty on the Maneuver Table

## VICTORY POINTS

Collect VP for each removed stand:

BRITISH ARMY	VP	AMERICAN ARMY
Militia, artillery	1	Militia
Continental, captured leader	2	Line infantry, artillery
French Infantry, killed leader	3	Light infantry, grenadiers, cavalry

## MANEUVER TABLE

### BASIC PROCEDURE

1. Roll 2d6, subtract white die from colored die (for a result between +5 and -5).
2. Apply die roll modifiers.
3. Look up effects.

### COMMAND RADIUS

8" clear line of sight

Attached to a contiguous line of march

4" line of sight through dense woods, twilight or fog, attached, or dismounted

### DIE ROLL MODIFIERS

+1 Attached leader or brave colonel	+2 Elite unit
-1 Out of command	+1 Veteran
0 In provisional command	0 Trained
+1 In command	-1 Raw
+2 Fresh troops, artillery battery	+1 Field or march column, garrison, limbered gun, or linear cover
0 Worn	-2 Outflanked within 8", or broken
-2 Spent	
+1 Troops with battalion gun within 2"	+1 Indians in woods/forest
-1 Heavy casualties	-1 Indians in Open

GOOD ORDER AND GUNS	DIE RESULT	DISORDERED OR BROKEN
<b>Double Quick.</b> Well handled maneuver at the double quick rate.	6+	<b>Rally with Elan.</b> Return to good order and well handled maneuver.
<b>Well Handled</b> maneuver.	0-5	<b>Rally.</b> Return to good order and tardy maneuver.
<b>Tardy</b> maneuver. <b>Fall Back</b> if dice show <b>doubles:</b> Troops retreat out of close range disordered. Unlimbered heavy carriage and fixed guns lost; other guns in close range limber and full retreat silenced. Hold position and fire only if out of close range, or fortified.	-1 to -5	<b>Shaken.</b> Return to good order. Retreat out of close range. Hold position if out of close range or fortified. <b>Wavering</b> if dice show <b>doubles:</b> Remain disordered. Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform.
<b>Panic.</b> Troops retreat broken. Guns limber and full retreat silenced. Lose all fixed guns.	-6 or less	<b>Panic.</b> Retreat broken. Lose stands equal to the unmodified difference between the dice.

## PLAYER TURN SEQUENCE

### MANEUVER (1ST) PHASE

1. Replace, detach and attach leaders.
2. Repeat steps a, b, and c to resolve all maneuver checks:
  - a. Select participating units and leaders for one maneuver check and resolve the check.
  - b. Declare charges. Opponent declares cavalry countercharges.
  - c. Maneuver units according to the effects. Move charging and countercharging units first.
  - d. Move detached leaders.

### MUSKETRY & CANNONADE (2ND) PHASE

1. Opponent resolves all defensive fire combat.
2. Resolve all offensive fire combat.

### CHARGE (3RD) PHASE

1. Players jointly resolve all charge combat.
2. Move breakthrough charge units.
3. Resolve all breakthrough charge combat.

## MOVEMENT RATES

		Open Ground	Broken Ground	Rough Ground	Road
Full Move / Double Quick					
Infantry	Line	10 / 14	8 / 12	6 / 10	-
	Field Column, Extended Line, Mass	12 / 16	10 / 14	8 / 12	-
	March Column	12 / 16	10 / 14	8 / 12	18 / 24
	Broken	16	14	12	24
Cavalry	Line	18 / 24	12 / 16	4 / 6	-
	Field Column or Extended Line	18 / 24	14 / 20	6 / 8	-
	March Column	18 / 24	14 / 20	6 / 8	24 / 36
	Dismounted Extended Line	12 / 16	10 / 14	8 / 12	-
Guns	Broken	24	20	8	36
	Siege Guns & wagons	6 / 8	4 / 6	2 / 4	12 / 18
	Foot Guns	8 / 12	6 / 10	4 / 6	18 / 24
Leader	Galloper Guns & pack animals	12 / 16	8 / 12	4 / 6	18 / 24
	Mounted	24	20	12	36
	Dismounted	16	14	12	24

## TROOP MANEUVERS

### WELL HANDLED

Full move

Half move *and* one of:

Change formation; Raw unit disordered by broken or rough ground

Passage of lines; Both units disordered if one is disordered, raw, or moved through broken or rough ground

March by the flank half speed

Change front

Face by the rear rank

Scale major obstacle

Replenish ammunition

### TARDY

Half move

Full move disordered

Change formation to line, extended line, mass, or garrison; Raw unit disordered by broken or rough ground

Face by the rear rank

Scale major obstacle

### HASTY

Optional if charged by cavalry: Cavalry counter-charge halfway

## GUN MANEUVERS

### WELL HANDLED

Full move

Fire

Limber or unlimber

Pivot

Rally

Replenish ammunition

*Light carriage only:*

Full move and unlimber

Limber and full move

Unlimber and fire

Pivot and fire

Hand haul 2"; 4" if Galloper

### TARDY

Full move (limbered)

Fire

Limber or unlimber

Pivot

*Light carriage only:*

Limber and full retreat silenced

## GAME SCALE

1 troop stand: 40 men

1 gun stand: 2 guns

1" ground: 25 yards

1 turn: 10-15 minutes

# MUSKETRY & CANNONADE TABLE

MUSKETRY FIRE POINTS	Close Range		
	4"	8"	12"
Rifle (R)	1		½
Musket (M)	1		

CANNONADE FIRE POINTS	Cannister		Shot & Shell			
	4"	12"	24"	36"	48"	60"
Siege Gun (SG)	6	5	4	3	2	1
Heavy Gun (HG)	5	4	3	2		1
Medium Gun (MG)	5	3		2		1
Light Gun (LG)	4	3	2		1	
Gallop Gun (GG)	3	2		1		
Siege Howitzer (SH)	5	3	3		4	
Howitzer (H)	4	2	2	3		

## FIRE POINT MODIFIERS

x½ Firing disordered, low on ammo, damaged gun, mass formation.

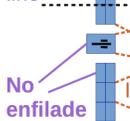
## DIE ROLL MODIFIERS

-5 less than 1 fire point	-1 Raw troops or guns firing
-4 1 pt.	+1 Gun target is limbered, enfiladed, or in close range
-3 2 pts.	+1 Troop target in field column, mass, cavalry, marched by the flank, about faced, passage of lines, or broken
-2 3 pts.	+2 Troop target in march column or enfiladed
-1 4 pts.	-1 Target in partial cover or extended line
0 6 pts.	-2 Full cover, extended line in partial cover
+1 9 pts.	-3 Fortified position
+2 12 pts.	+1 Firing buck & ball in a charge, marksmen firing
+3 15 pts.	
+4 20 pts.	
+5 25 or more points	

DIE RESULT	TARGET RATING				EFFECTS	ADDITIONAL EFFECTS
	Elite	Veteran	Trained	Raw		
13 or more	13 or more	13 or more	13 or more	13 or more	<b>Withering Fire.</b> Troops disordered and lose 2 stands. Charge checked. 1 gun stand wrecked and remaining stands silenced. Lose one additional troop or gun stand on a 15 or more.	<b>Charge Checked.</b> Retreat charging unit 2" from enemy. Cavalry may recall up to a full move.
11,12	10,11	9,10	9	10,11,12	<b>Telling Fire.</b> Troops disordered and lose 1 stand. 1 gun stand damaged and 1 stand silenced. Charge checked.	<b>Charge Home.</b> Resolve charge combat next phase.
8,9,10	8,9	8	8		Charge home with cold steel, else charge checked.	<b>Massed Target.</b> Units within 2" behind target suffer the next lower effect.
7	7	6,7	6,7		Charge home.	<b>Low on Ammo.</b> If the dice show <b>double 6</b> , mark one gun stand or unit of troops firing half or more stands.
-	6	5	4,5		<b>Galling Fire.</b> Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.	<b>Fallen Leader.</b> If the target was <b>disordered on doubles</b> , the target player rolls on the Fallen Leader table for the closest leader within 4" of the target (including brave colonels).
6 or less	5 or less	4 or less	3 or less		<b>Lively Fire.</b> From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.	
					<b>Desultory Fire.</b> No effect. Charge home.	

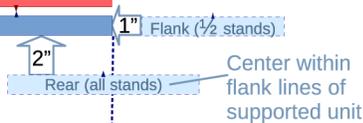
### Enfilade

At least one stand behind enemy front line



### Support

(charge combat)



## CHARGE TABLE

Each player rolls 1d6 and adds his own modifiers.

### DIE ROLL MODIFIERS

+2 Elite unit	-1 Extended line, militia
+1 Veteran	-2 Outflanked, broken, march column, or limbered guns
0 Trained	+1 Defending favorable ground
-1 Raw	+2 Strong position or fortified
+2 Fresh troops	+1 Cold steel, breakthrough charge
0 Worn	+1 Brave colonel or leader attached
-2 Spent	+1 Cavalry charge over open ground (except mounted infantry)
-1 Outnumbered by 2:1	-1 Disordered troops, silenced guns
-2 3:1 or more	
+1 Supported guns	
-1 Unsupported guns	

## FALLEN LEADER TABLE

2D6 ROLL	EFFECTS
12	Shot dead in saddle. Remove from game.
11	Mortally wounded. Remove from battle.
10	Grievously wounded. -1 to Maneuver rolls for remainder of battle.
9	Mere flesh wound. Remove for one turn.
8	Knocked down. Dismounted for one turn.
7	Horse killed.
6	Coat pierced but unscathed.
5	Staff officer struck.
4	Momentarily distracted. No effect.
3	Frown deepens.
2	Coolly ignores the fire.

☞ Captured if attached to a unit Swept from the Field or Repulsed in a charge and either die shows a 6.

## EFFECTS

DIE RESULT DIFFERENCE	EFFECTS
6 or more	<b>Swept from the Field.</b> DEFENDER lose 2 stands and additional stands equal to the die result difference over 7. Troops full retreat broken. Unlimbered fixed and heavy carriage guns lost; other guns limber and full retreat silenced. Attached leaders and brave colonels check on Fallen Leader table. ATTACKER breakthrough charge a half move at the double quick toward closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
3 to 5	<b>Driven Back.</b> DEFENDER lose 1 stand, troops disordered, and guns silenced. Troops retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lose 1 additional stand and full retreat broken if defeated by cavalry or outflanked. Unlimbered fixed and heavy carriage guns lost; other guns limber and full retreat silenced. ATTACKER carry the position. Cavalry must breakthrough charge a half move at the double quick toward closest enemy after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
1 to 2	<b>Hard Pressed.</b> DEFENDER troops disordered and guns silenced. Lose 1 troop stand if already disordered or damage 1 gun stand. Troops retreat 2" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. Unlimbered fixed and heavy carriage guns lost; other guns limber and full retreat silenced. Hold position if fortified, with troops disordered and guns silenced. ATTACKER carry the position. Retreat 2" if the defender is fortified. Cavalry may recall up to a full move after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
0	<b>Desperate Struggle.</b> BOTH sides lose 1 stand, troops disordered, and guns silenced. Lose cold steel, breakthrough and cavalry charge modifiers. Adjust modifiers and roll again.
-1 to -2	<b>Falter.</b> ATTACKER disordered or lose 1 stand if already disordered. Retreat 2" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
-3 to -5	<b>Recoil.</b> ATTACKER lose 1 stand and disordered. Retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lose 1 additional stand and full retreat broken if defeated by cavalry or outflanked. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
-6 or less	<b>Repulsed.</b> ATTACKER lose 2 stands and additional stands equal to the die result difference over 7. Full retreat broken. Attached leaders and brave colonels check on Fallen Leader table. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.