

Rules & Clarifications

For fighting
Battles of the Revolution
 Using Mr. Hasenauer's most excellent Game
Regimental Fire and Fury

Terrain Effects

<u>Terrain</u>	<u>Cover</u>	<u>Movement</u>	<u>Visibility</u>	<u>Defensive Advantage if Charged?</u>
Fields	Open	No effect	Unlimited	N
Wooden fences	No cover	Linear obstacle, Broken Ground to cross	Unlimited	Y
Stone fences	Full cover	Linear obstacle, Broken Ground to cross	Unlimited	Y
Orchards	Partial cover	Broken ground	10"	Y
Woods/Forest	Partial cover	Rough ground	4"	Y
Rocky fields	Open	Rough ground	Unlimited	Y
Grassy marsh	Partial cover	Rough ground	Unlimited	Y
Creek	Partial cover along bank	Rough ground	Unlimited	Y
Town	Full cover	Broken ground	4"	Y
Road	Open	Road	Open Ground for width of road	N
Trail	As surrounding terrain	Open Ground if along trail in March column, otherwise treat as surrounding terrain	As surrounding terrain	N

Troop Types

Hessians (except Jägers) may not use Extended Line.
Jägers are marksmen, can't use Line, have no bayonets.
Indians can't use Line, each unit rolls an independent command die. *Field Columns actually represents a mob, not a formation.*
Militia can't use Field Column, treat all generals as Provisional commanders.
Continentals can't use Field Column until 1777.
Rifle-armed militia are marksmen, can't use Line formation, have no bayonets.
Medium guns can't be handhailed.

Definitions

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 Conditions

British Army

2 VP per destroyed stand of Continentals
 1 VP per destroyed stand of enemy militia or artillery.

American Army

1 VP per destroyed stand of enemy militia
 2 VP per destroyed stand of enemy line infantry.
 3 VP per destroyed stand of enemy light infantry, grenadiers, cavalry, or artillery.