

Order interpretation

Advance:

All units in the Group must be in Line formation, though they may pass over bridges and other narrow gaps by temporarily contracting to column, freely returning to line as they exit the bridge. At least 1 unit in Group must move at least half maximum speed or end in contact. No stand may end movement further from the nearest massed enemy unit than at turn start. Artillery units on Advance may opt at any time to go to Stand orders if within shooting range of enemy, but not if they started this turn at Stand. Missile armed troops must halt at Long Range from enemy who are directly to the front of the Advancing unit, and go to Stand orders unless Massed facing Lights. Missile armed troops may go to Stand any time if within Long Range. Cavalry and Infantry without missile weapons must halt at 10cms and go to Stand unless they test to charge successfully in which case they may stay on Advance.

Groups whose half move would bring them into contact with friends halt at 10cms distance on Stand orders.

Reserve:

Groups/units may move up to maximum speed in that terrain, or half speed backwards but may not voluntarily move closer to enemy within 20cms, unless there are intervening friends; and/or;

Normal troops: May change into a 1 or 2 wide column to flank, from line, or the reverse and still move or make any kind of formation change but not move.

Badly drilled: May make a formation change or move.

Artillery may only pivot to a new facing, but may not fire.

Stand:

No move other than move 5cms, in any direction, about face and form square. Artillery may only fire when on Stand orders.

Retreat:

Move at least half maximum speed, ending further from the nearest enemy than at turn start. End facing in the same or opposite direction. Poorly drilled always end move facing the opposite direction.

Rout:

Move at Rout rate (see later) in the first move, then at maximum normal speed +2cms towards the table edge along the fastest route. If fighting pursuers count the routing unit as combat value 0, with no additions. Stands may be moved as separate units in Rout, to enable them to pass through gaps etc, but they must retain contact with each other, even just corner to corner while routing.

Unit type	Formation	Movement	Melee factor	Shooting ranges		
				Short range	Long range	Extreme
Medium Cavalry	Massed	30cms	3	-	-	-
Light Cavalry	Light	40cms	2	-	Bows- 5cms	-
Light Cavalry (a)	Light	40cms	2	-	-	-
Heavy Infantry	Massed	20cms	3 (4 versus Infantry)	5cms	10cms	-
Medium Infantry	Massed	20cms	3	5cms	10cms	-
Hessian MI and HI	Massed	15cms	3 (HI 4 versus Infantry)	5cms	10cms	-
Militia	Massed	20cms	2	-	10cms	-
Light Infantry	Light	24cms	2	-	10cms	-
Riflemen	Light	24cms	1	8cms	15cms	20cms
Riflemen (a)	Light	24cms	2	8cms	15cms	20cms
Heavy Artillery	Massed	20cms	1	15cms	40cms	60cms
Medium Artillery	Massed	20cms	0	10cms	30cms	60cms
Howitzers	Massed	20cms	0	15cms	40cms	60cms
Light Artillery	Massed	24cms	0	10cms	30cms	-

Bows shoot as Militia

NB : All infantry moves at 24cms if in column on Reserve orders.
: Badly drilled troops and Militia only wheel at half speed.
: Well drilled troops may incline march at 45° to their facing, at up to full speed.
: Normal troops and Cavalry may incline march at 45° to their facing at half speed.
: Badly drilled troops and Militia may not Incline march at all.
: LC(a) count massed when testing morale, and may not evade/fall back like normal Lights.

Method:

Shooting unit (or stands) throws 1D6.
Modify the scores with shooting modifiers check result;

A score of 4 Disorganises unit.

A score of 5 kills 1 stand.

A score of 7+ kills 2 stands.

A score of 10+ Kills 3 stands

NB; Units taking casualties are Disorganised as well.

Shooting:

-2: Firing at Extreme range.

-1: Poor shots,

: Other shooters not on Stand orders and stationary in this players phase.

: Shooting at long range.

: Target in soft cover v small arms, or hard cover v Light/Medium Artillery.

: Target is Light Infantry.

: Light infantry and Light Cavalry shooting.

: Shooting unit Disordered.

+1: Artillery (not Howitzers) shooting at column/square.

: Artillery shooting at 5cms or less.

: First shot this day by massed muskets.

: Muskets firing at short range.

: Per extra stand shooting at target unit. (Light Infantry/Cavalry units may only count one extra stand shooting, but may use any extra stands for a second shot)

Melee chart: Throw a D6 for each unit/part unit in contact	
+1:	Unit has High morale.
	Fighting against flank or rear of enemy unit.
	Massed Infantry v Cavalry if in square, or 3+ deep column to front.
	At least 1 overlap in support (unless enemy in Square/ Buildings or on Bridge) :Note that overlaps count against 1 enemy unit per combat phase only, and troops in Retreat or Rout may not count as overlaps
	Per stand (over 1) in contact unless in Rout or Retreat.

-1:	Per point lower combat value than opponent
	If 50% of units in Group are disordered, or in disordering terrain.
	Poor Morale
	Massed, fighting in type 1-3 terrain, except Light Cavalry (a).
	Unit has Reserve or Retreat orders, or is fighting to flank/rear
	Enemy in buildings or behind defences, or uphill.
	Cavalry charged and on Stand orders.

Result of Melee:	
Score 5,6 :	Kill 1 stand and Disorganise enemy unit.
Score 7+ :	Kill 2 stands and Disorganise enemy unit.
Score 10+:	Kill 3 stands and Disorganise enemy unit

Morale , throw 1D6 and add/ subtract the following:			
+2	: Group caused more Casualties than received this phase, in Melee. : Lights, testing to charge other Lights.	-2	: Charge enemy with higher Melee factor frontally, or being charged by them. : Light Infantry / Militia, Charged by Cavalry in open terrain : Being Charged in flank or rear. : Per melee lost by group this phase. : Testers attempting to rally from Rout.
+1	: Groups General, or C-in-C within D4 x 5cms of Group (before any casualties from Shooting/Melee are removed) : Group has high morale. : Uphill of all enemy, or Infantry in cover. : Per melee group has won this phase.		
-1	: Group under short range Artillery fire. : Per 20% of Groups stands killed this battle. : Disordered : Testers have Poor Morale, or are Militia in open terrain.	-3	: Group/unit attempting to Charge if at 50% strength or less.

NB: Light Cavalry (a) count as Massed when testing Morale

Rallying from Rout
5+ will rally any troops
4+ will rally Massed troops
Less than these scores; continue Rout

Morale If Charging	
5+	OK; keep current orders
3-4	Massed: Keep current orders Lights: Go to Stand
Up to 3	Go to Stand

In other Circumstances	
6+	OK; Stay at current orders.
4-5	Massed: Stay at current orders .Lights: Advance / Stand goes to Retreat. Fall straight back 10cms immediately.
2-3	Massed: Advance goes to Stand Lights: All but Retreat go to Retreat, Fall back 10cms immediately
0-1	Massed: All but Retreat go to Retreat, Fall straight back 20cms immediately. Artillery is Killed .Lights: Go to Rout, move immediately.
-1 or less	Go to Rout, move immediately

Quick reference sheet for the
American Revolutionary War rules

Version 1d