

From Lexington to Yorktown: AWI Wargame Rules by Wes Rogers

Introduction: This is a game of warfare during the American Revolution using 20-25mm size model soldiers. Each model = 20 infantry in 2 or 3 ranks (2r or 3r), 16 cavalry in 2 ranks, 4 artillerists, or 1-2 cannon. 1" = 10 paces (about 6 meters). Time scale is undefined. Dice: 6-sided (D6). Distances: Inches. Troops: Infantry, cavalry (always light), and light, field, or heavy artillery. Units are battalions of infantry, troops of cavalry, or sections of 1-2 gun models, each with 3-4 crew models. Morale grades: A, B, C, or D. The rules measure damage by removing models (hits). Units are in play until down to 25% strength (shattered). Formations: Column (1-8 inf or 1-4 cav models wide), line (wider), limbered, manhandled. Pre-measuring distances is Ok. The rules will work with any reasonable basing system. However, if you mount your models at 1/2" width per infantry model in 3-rank formation, 3/4" in 2-rank formation, and 1" per cavalry model, this will be the correct frontage for the ground scale. A gun model should have a 2" frontage. Bases are usually 1" deep for infantry and 2" deep for cavalry but this is not crucial. We assume that most infantry has adapted to use a loose 2-rank formation. The rules assume that "open" ground is in fact somewhat wooded and broken. This slows 3-rank troops, lowers the effect of musketry and guns, and makes light cavalry more effective than on the Continent. Finally: This is a 2-page set of rules, so apply common sense where necessary.

Turn Sequence and Movement: Decide who goes first, then alternate active/passive sides each turn.

- 1) Active side rallies shaken units, then moves, then fires. Passive side makes retreats and removes shattered units.
- 2) Fight one round of combat (simultaneous hits). Make retreats and remove shattered units (passive side first).

Troop Type	Column, Limbered	Line, Skirm, Manh.	Charge: 1.5X speed. Disorder: Upon entering or attacking disordering terrain, or after suffering any combat hits. Generals move 30" per turn. The artillery notation is light / field / heavy. You can bend a line but that is a formation change. A bent line may not move. Note that units in this war tended to be small; 12-16 figures is normal for infantry, 6-12 for cavalry.
Foot 2r/3r	10"/8"	6"/4"	
Cavalry	24"	20"	
Artillery*	8"/6"/2"	6"/4"/2"	

Retreat Moves: You must move a retreating unit 6-36" away from the enemy (your choice) within a 22.5° arc to either side. It may face the enemy or about face. It enters shaken morale status. It may not advance or fire until it passes a rally from shaken test. A unit under attack from opposite sides cannot retreat and is eliminated, as is a unit that cannot retreat without contacting a new enemy unit. Units retreating off-table are eliminated. Retreating artillery abandons its guns. Active units may make **voluntary retreats** if not in combat, suffering 1 rout hit and becoming shaken. Regular light infantry and cavalry suffer no rout hits but still become shaken when they do voluntary retreats.

Firing: Roll one die per 4 infantry or 2 crew models (4 max per gun model), rounding up a remainder of 3. Units may move 1/2 and fire. Arc of fire is 22.5° to either side. One rank may shoot (2 ranks if skirmishing). Ballshot may shoot over 1-contour obstacles and friends on lower contours if the target is 2X as far as the obstacle and at least 6" behind it. No other overhead fire is allowed. Units may fire through enemy skirmishers or guns (who then suffer no hits) at a penalty. If a unit suffers any shooting hits it must take a fire test. If it fails it must retreat, suffering 1 rout hit; 2 rout hits if already shaken. Dense targets: Lines enfiladed at 22.5° or less and units 2+ ranks deep. No shooting into a combat. Splitting fire is Ok if not all figures can hit the initial target. Artillery hits remove gunner models. Canister has a 2" danger zone to either side of the battery's frontage. Ballshot has a 1" zone. Friends in the zone must be rolled against first. Misses may then roll against the main target.

Combat: To attack with a unit, move as much of its front into contact with the target as movement and spacing will allow. The attacker must also fight any unblocked (by 1/2 frontage or more), unengaged enemies overlapping its frontage and within 2". Units in combat remain stationary. Artillery may not attack. A unit using charge speed may only wheel 45° at the start of the move and the target must be visible at the start of the move. Flank/rear attacks must begin the turn at least partly behind the target's frontage. Add up combat points (CP) vs. the enemy. More CP = advantage, same = even, fewer = disadvantage To hit, roll 1D6 per 4 inf/crew in the unit's front rank regardless of models in contact. Round up a 3-figure remainder. When cav strikes at inf/crew, roll 1D6 per 2 models. For cav vs. cav, roll 1D6 per 3 models, rounding up a 2-model remainder. Units under flank/rear attack still use their full front rank. If fighting several targets, divide the striking models as evenly as possible between all targets. If a unit suffers more hits than it inflicts, it loses and must retreat, suffering 2 rout hits; 3 rout hits if already shaken or under flank/rear attack. Inf. losing to cav. suffers 1 additional "pursuit hit" per cavalry model. Steady passive infantry in line gets the defensive fire bonus on the 1st round of combat unless rifles or under flank/rear attack. **Base Combat Points:** Cavalry = 5, infantry = 3, infantry without bayonets = 2, crew/skirmishers = 0.

Fire	Close	Far	Shooting Modifiers	Combat Point Modifiers
Muskets	8": 4-6	16": 6	Grade ^f A/B/C/D: +2/+1/+0/-1	Defensive fire (2r/3r): +1/+2
Rifles	12": 5-6	24": 6	Firer moved: -1	Per morale grade higher: +1
Canister	8/12/16": 3-6		Ballshot vs. dense target: +1	Steady 3-rank foot: +1
Ballshot	16/20/24": 5-6	24/30/36": 6	Vs. atty ^f /skirmishers ^f : -1/-2	Under fl/rear attack, or shaken: -2
			Vs. soft ^f /hard cover: -1/-2	Attacking soft/hard cover: -1/-2
			Disordered: -1	Vs. obstacle, 1 st round only: -1
			Firing through skirmishers/guns: -1	Disordered (inf/cav): -1/-2
			Close-order rifles, 1 st shot: +2	General with unit: +1
			^r rifles ignore	<i>Confusion?</i> Shaken on a 1-3
			Need 7+ to hit? Roll a 6 then a 4-6	
Rally from Shaken			Fire Test	Combat: Scores to hit per die
Score to pass, A/B/C/D: 1/2/3/5			Score to pass, A/B/C/D: 0/1/2/4	Advantage: 3-6
Any visible enemies able to charge you?: -2			Each hit suffered: -1	Even: 4-6
Irregulars or untrained skirmishers: -1			Shaken: -2	Disadvantage: 5-6
General with unit: +1			General with unit: +1	Disadvantage by 3+ CP: 6
			<i>Confusion?</i> -2	

From Lexington to Yorktown: AWI Wargame Rules by Wes Rogers

Approaching the Enemy: You may not move a unit within 2" of the enemy unless retreating or making an attack.

Confusion (optional): If a passive unit is hit by fire from a distance of 6" or less and it changed formation/facing on the prior turn it suffers a -2 fire test penalty. If it is attacked in combat from 6" or less, roll a die: The unit was caught maneuvering and becomes shaken on a score of 1-3. Grade A-B units ignore this rule if they made their change during the first half of their move. Wheeling does not count as a facing change for this purpose.

Cavalry reinforcing a combat: Since cavalry can strike in two ranks, you may attack with a second cavalry unit behind the first, if the first is in one rank. Treat this as an attack by two units. Only two total ranks may attack.

Skirmishers: Skirmishing models move free-form at 6" rate, but must stay within 6" of their unit command model. Space them at 1" frontage minimum per model. If attacked, and not already in combat, they may evade 2D6". If the enemy contacts an evading unit the evaders are eliminated and the attacker may continue his charge. Skirmishers may not attack steady close-order troops frontally and must evade close-order attacks. Skirmishers never count as disordered, but are disordered when they reform into close order. Treat skirmishers in buildings or fieldworks as normal close-order troops. Irregulars such as Indians and backwoodsmen may not form close order. Cavalry and light infantry form and reform from skirmish order as a type of formation change. Skirmishing cavalry moves at line speed and evades 3D6. **Untrained Skirmishers:** You may place line infantry into skirmish order at the start of the game. However, it may not reform into close order and suffers a rally from shaken penalty. In other respects treat it like a normal skirmishing unit. **Gunners Evading:** Gunners may evade 2D6" when charged.

Danger to Generals: If a general is with a unit that suffers 2 or more fire or combat hits, he is killed on a 1. If a general is attached to a shattered unit he must make a retreat move. If this is impossible he is captured and removed from play.

Wheeling: Units wheel about one corner like opening a door. Unsteady units wheel at half speed.

Change formation and/or facing, Steady Units: It takes a full move for a Grade C-D unit to change formation and/or facing, and Grade D units become disordered. If the unit is Grade A-B it costs ½ move. If the unit starts unsteady, double the cost. If a unit needs 2+ turns to complete a maneuver, put it into its new formation or facing. It must then stand (no firing) in disorder until the required number of active turns have passed. A column may form line on the center or out to either flank. A line must form column around its front center. A unit may change both facing and formation at the same time, at no extra cost.

Limbering and unlimbering costs a full move. Skirmishers form up with their unit command model in the front center (it does not move). **Sidestep, backstep, oblique:** Half speed. Quarter speed if unsteady. **Pass through a friend:** 1/2 speed or both units become disordered. The friend must remain stationary that turn. Example: To pass safely through a friend 1" deep your unit must subtract an extra 1" from its move. Skirmishers and retreating units may flow freely through friends. They are not trying to keep formation and may use minor gaps or go around the edges.

Steady Units: A unit is steady if it is regular infantry or cavalry in close order, not disordered, and not shaken.

Rallying and Reforming: Shaken units must pass a rally test at the start of their turn to recover morale but may still reform from disorder if they fail. Units that rally may act normally that turn but still need to reform if also disordered. Reforming from disorder costs a full move.

Woods: Units within or attacking into woods are disordered. Skirmishers and 2-rank infantry move normally in woods. Others move at half speed. Woods are impassable to artillery except along roads. Woods give soft cover vs. shooting but no cover in combat. Units in or on the edge of a wood are visible at 6" range, but at any distance if they fire. Each 1" of woods = 2" for small arms fire, 4" for canister fire, and 8" for ballshot fire. Stationary irregulars are not seen until 2" distance unless they fire. Visibility inside woods is 6".

Hill Contours: Each contour = 50 feet of elevation. Gentle hill slopes have no effect on movement. Steep slopes cut movement by half (skirmishers move normally) and disorder cavalry. Attacking up a steep slope counts as vs. obstacle on the first round. Crestlines block line of sight unless the sighting unit is on a higher level or touching a crestline on the same level.

Roads: A column or limbered gun on a road may move at 1.5X speed.

Obstacles: These are walls, fences, streams, hedgerows, etc. Their effects vary greatly, so define them carefully. They usually cost 1-2" to cross. Some such as chest-high stone walls give soft cover vs. shooting (usually no cover vs. ballshot). Others such as rail fences might merely give a morale bonus vs. fire tests. Streams usually cost 2X width to cross. Units may only cross rivers at bridges or fords. Units cross bridges in one-stand-wide columns, and become disordered.

Town Blocks: Blocks usually hold 24 figures and are 1-2 contours high. It costs nothing to enter a block but half a move to emerge. Units in or attacking blocks become disordered. A typical block is soft cover vs. field or heavy ballshot and hard cover for all other purposes. Troops inside may fire out with one figure per 1" of block frontage. In combat the entire garrison fights, dividing its dice among all attacking units. The attacker may attack each side of the block with figures = max. garrison size, in any number of ranks. Units retreat out of town blocks in column. You may not split units among blocks. The attacker may occupy the block if all defenders are forced out. Cavalry may not attack town blocks.

Limited Control (optional): If a unit starts a turn with no friendly general in 16" its player must roll a 4-6 to move the unit. Measure the distance from the general's head to the nearest point of the unit, by any path that does not go through impassable terrain or within 2" of an enemy unit unless a friendly unit is closer to the path you are tracing.

Galloper guns: These are light guns that may move at 16" rate when limbered. They have military limbers so they may limber again once they unlimber. It costs a galloper ½ move to limber or unlimber.