

SONS OF LIBERTY

Rules for Wargaming the American Revolution in Miniature

By
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Introduction

The American Revolution is a wonderful period for wargaming. Important battles could range in size from 10,000 – 13,000 men per side (Brandywine, Germantown), down to 2,000 or less (Oriskany, Cowpens). It has fascinating terrain and tactical problems to overcome. Best of all, it has a plethora of troops wearing unusual uniforms (especially the headgear!). In many cases uniforms are poorly documented, so you can use your imagination freely when you paint them up.

The rules are meant for "medium" sized battles of 2000 to 5000 men per side. Since the game scale is 1:20, this means a typical battle will have about 150-200 figures per side. Smaller games of this sort are often more enjoyable and engrossing than huge "table crushers" where 1000-figure armies bash at each other into the wee hours of the morning.

The rules make the assumption that "European" infantry usually forms up in tight order, shoulder-to-shoulder in three ranks, while "American" troops use a more relaxed loose order, two ranks deep. There are strong historical indications that the British began using a two-rank line themselves starting as early as 1777; the rules therefore let British troops be mounted using loose order if desired. Loose order units move a bit faster through difficult terrain, and their shooting is somewhat more efficient. However, they suffer severe morale problems in close combat against tight-order troops.

Cavalry presents a bit of a problem in Revolutionary War battles. Cavalry units were always very small, mere scouting parties really. Yet its presence was decisive, as at Waxhaws and Cowpens. The rules solve this by changing the figure scale for cavalry from 1:20 to 1:10, effectively doubling cavalry unit sizes, and by giving cavalry extra combat dice. This is rationalized by assuming that infantry were generally somewhat broken up by the terrain, and therefore far more vulnerable to cavalry charges than their European cousins (unless in tight order; classic European infantry would have little trouble shooing away sparse light cavalry troops).

Artillery was not at all a decisive weapon in the Revolution, except during sieges. The rules recognize only two types of artillery, light guns and field guns. Light guns are generally 3-pounders, while field guns are everything smaller than siege guns: 6-pounders, 8-pounders, and "light" 12-pounders. In general there should only be about one gun model per 100 figures on the table; terrain will generally be so restrictive that even these guns will find it hard to be sited with good fields of fire.

Combats in this period were short and sharp. In general, it is difficult to win a combat by charging headlong into a steady opponent, unless you have advantages such as bayonets vs. no bayonets, or tight order vs. loose order.

How the Rules Work

This section is a high-level description of how the basic mechanics of the rules operate.

The turn sequence is of the "you go – I go" variety, also known as move-countermove¹. Each turn, the two sides roll for initiative. The side that gets the initiative is known as "Side A" that turn, and moves first. The other side is known as "Side B" and moves second that turn. The effects of shooting and combat, however, are simultaneous, so it doesn't really matter what order the units shoot and strike at each other each turn. We assume here that "normal" movement is very slow relative to the time scale, because units spend a lot of time waiting around to get orders. retreat moves can be large, however, because the units "know what to do" – run!

The only complicated thing about movement is the difference between 2-rank (loose order) and 3-rank (tight-order) infantry. 3-rank infantry have to be careful in rough ground or they get disordered. The easiest way to get around this, of course, is to simply mount all your troops the same way.

Shooting and combat both follow the same pattern: A player rolls one die for each "stand" (usually 3 or 4 figures) in his unit, modifies the scores of the dice, and for each score that is high enough, a "hit" is inflicted on the enemy. Each hit removes one enemy figure. This is a simple, traditional system that you usually only have to explain once.

¹ Some rule sets use a card-draw system to move individual units or brigades, the idea being to better represent the chaotic nature of command control during battle. IMHO this works fine for private two-player games, but breaks down in a multi-player game where time is short; you wind up with 7 people sitting around bored while 1 guy frets over whether to order a charge or not.

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At various times during a turn, a unit may have to take a test to see if it keeps fighting or panics and retreats. This is called a morale test. When a unit must test morale, the player rolls one die and modifies it. If the score is high enough, the unit passes the test and carries on. If the score is too low, the unit has failed, and must roll again to see how badly it panicked. The worse your score, the farther your unit retreats. Again, this system is designed to be easy to explain in a noisy convention hall. A retreating unit drops from "good" morale to "shaken", and suffers additional damage due to desertion and confusion, called rout hits. If the final morale score is zero or less, the unit completely falls apart and is simply removed from play. This is called being shattered.

The game continues until one side or the other has achieved its victory conditions. These can be simple or complicated depending on the scenario of the battle, but a good rule is to say that one side loses when half its figures have been lost. This is easy to measure, and keeps the game from running on too long (remember, most convention games are only supposed to last about 4 hours).

Game Basics

Game Scales: Each figure represents 20 infantry, 10 cavalry, or 3 gunners. A gun model represents 1 actual gun. The length of a turn is not strictly defined, but about 10 minutes seems right, all things considered. The rules use 10-sided dice (D10) for all random calculations. The rules measure distances in inches. One inch represents 15 paces (about 40 feet). The rules are meant for 25mm size figures.

Units: A typical unit is a regiment of 12-24 figures of infantry, a troop or squadron of 4-20 cavalry figures, or a battery of 1-4 gun models (1-2 is usual). All the figures in a unit must have the same morale grade; attached grenadiers or lights are treated the same as the rest of the unit.

Morale Grades: There are six morale grades, listed from highest to lowest in the table below:

A	British guards, grenadiers, and Highlanders.
B	Elite Continentals, most light infantry on both sides.
C	Veteran line troops
D	Average line troops
E	Green regulars, "elite" militia.
F	Most militia

The Bayonet: During the Revolution, especially during the first couple of years, it was common for American troops to lack bayonets. Therefore, American infantry (and many Loyalist troops as well) may be designated as "no bayonets". Such troops will suffer penalties when facing either cavalry or enemy infantry that has bayonets.

Line and Light Infantry: Infantry is rated as either line or light. Line infantry are the bulk of troops in each army, including militia. Light infantry are elite troops specially trained to maneuver in skirmish order. Line infantry may be placed into skirmish order at the start of the game, but if this is done, they may not form up later during the game, and suffer morale and maneuver penalties while in this (to them) odd and uncomfortable formation.

Tight Order and Loose Order: Typical Eighteenth Century drill had men standing shoulder-to-shoulder in three ranks. This is called "tight order". In the Revolution, both to extend the frontage of small units, and because cavalry was not much of a threat, many units formed up in a looser, 2-rank formation. The rules term this "loose order". Loose order troops maneuver more freely than tight-order troops, but do not fight as well in combat.

Steady and Unsteady Troops: A unit is steady if in good order and good morale, and is not Grade F. Other units are "unsteady". Examples of unsteady units are: All grade F troops, shaken, disordered, or skirmishing troops, all artillery.

Disordered Units: A unit's formation may become disordered for various reasons: Due to terrain, after a round of combat, if skirmishing, or if a friend recoils or interpenetrates the unit improperly. Disordered units suffer various penalties.

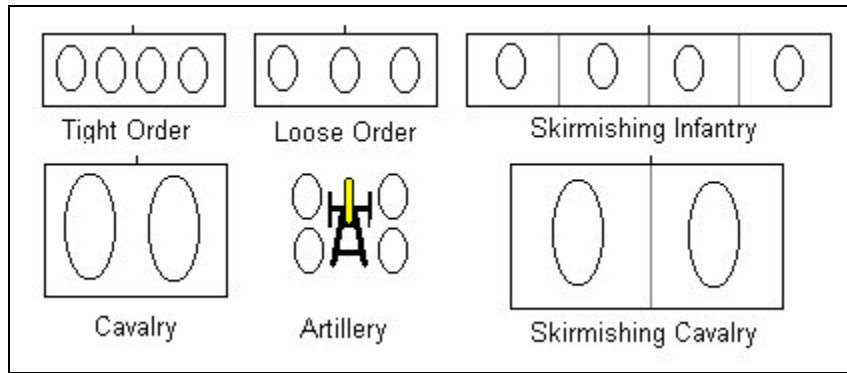
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Shaken Units: If a unit fails a morale test, it becomes shaken, must make a rout move, and suffers penalties to its actions.

Shattered Units: If a unit is reduced to 1/4 strength, it is removed at the end of the turn.

Rallying from Shaken and/or Disordered Status: To rally from shaken and/or disordered status, a unit must stand for a full move. It may not move, shoot, or be in combat. Recovery is automatic. A unit may rally from both states at the same time.

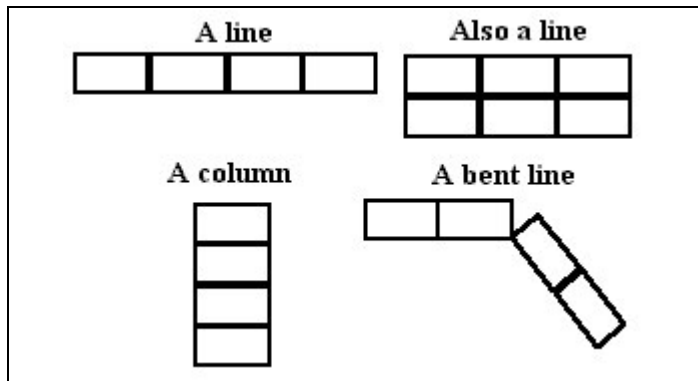
Mounting Figures: Infantry should be mounted at 1/2" per figure if in tight order, or 2/3" per figure if in loose order. Cavalry should be mounted at 1 inch per figure. Guns should be mounted at 2" width per model. Skirmishers should occupy 1" per figure frontage if infantry, and 1-1/2" frontage per figure if cavalry. Stand depths may be as desired; 1" for infantry and 2" for cavalry or artillery is recommended. Typically, infantry are mounted on 2" wide X 1" deep stands, with either three or four figures per stand, depending on whether they are in loose or tight order. Cavalry are usually mounted two figures on a 2" X 2" stand. Guns are placed 1 model plus 2-4 individually-mounted gunners grouped around it, on a frontage of roughly 1-1/2". However, you may mount your figures in any desired multiple of figures per stand, as long as the width per figure is correct.



Mounting Figures

Formations: Infantry and cavalry may form column, line, or skirmish order. Note that cavalry moves at the same rate whether in line or column. Artillery may be limbered or unlimbered. A column is a formation up to 4 figures wide. Anything wider is a line.

Bent Lines: An infantry unit may form a bent line. It may not move until it changes formation back to a straight line. An enemy unit may not claim a flank or rear charge unless it is attacking the far end of a bent line, not one of the inside angles. To count as "bent", the line must have an angle of at least 22.5°. Lesser "kinks" in the line, usually made to conform to terrain, are ignored.



Formations

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Generals: A general (also called a leader) is given command of a specific set of units (his brigade), and cannot influence other units. One general on each side is designated the Commander in Chief, who may influence any unit. Generals are usually mounted on 1" X 2" stands. A general is given a charisma rating, which he adds to the morale scores of units to which he is attached. Roll 1die to determine his charisma: 1-3 = +0, 4-8 = +1, 9-10 = +2. A general is also given a Command Radius (CR) of 12". If a general is attached to a unit, he may add his charisma to its morale tests; however, his command radius then drops to 6". Units outside their general's command radius suffer morale penalties. Measure command radius from the head of the general's figure to the nearest point of the target unit. If a general is attached to a unit that suffers 2 or more hits, roll a die: On a "1" the general is disabled and removed from play.

Pre-Measuring: Pre-measuring movement and ranges is allowed at all times.

Movement and Maneuver

Turn Sequence: A turn consists of 4 phases, outlined below:

- 1 Roll for initiative. The winner chooses to be Side A or Side B that turn.
- 2) Side A does all movement; side B does evade moves. Side B then does all movement; side A does evade moves.
- 3) Do all shooting. Units test morale to charge home, vs. shooting, or to meet charges.
- 4) Fight combats. Losing units do rout moves. Do pursuit moves.

Skirmish Movement: Infantry and cavalry may be placed into skirmish formation. Skirmish movement is slow, to reflect lack of command control. However, skirmishers may move and face freely in any direction; they do not need to "maneuver". Line infantry may be placed into skirmish order, but move *very* slowly, to reflect their confusion in this situation.

Approaching the Enemy: A unit may not come within 2" of the enemy unless charging or recoiling, or if close-order troops pushing back skirmishers. Skirmishers must fall back in front of enemy close-order troops, remaining 2" away, or they may evade if they will be overrun by faster troops. Side B skirmishers must deduct this forced movement from their movement phase later that turn; Side A units move for free.

Charging: A charge move is a move that is made to contact the enemy. Infantry charge moves are the same length as normal moves. A unit may perform normal maneuvers during a charge move when charging, but the final 3" of a charge move must be straight forward. There are no countercharges, not any combat bonuses for charging. Some units cannot charge: Gunners and shaken units cannot charge. Foot may not charge cavalry. Skirmishers may only charge guns and other skirmishers. There is no charge bonus to movement.

Cavalry Charging Loose-Order Infantry: Loose-order infantry becomes disordered at once if enemy cavalry contacts them. This happens in Phase One, before shooting, and unsteady cavalry still causes the effect.

Charge and Combat Sequence: The charging unit moves to contact. The target of the charge evades if eligible. Do all shooting. The charger, if hit by fire, tests morale. If the charger passes, fight a round of combat. The losing unit automatically fails morale, and rolls on the Rout Distance Chart to see how badly it fails. The winner may do a pursuit move if eligible.

Evading a Charge: Skirmishers and gunners may evade an enemy charge. The evading unit moves away from the charge at least 1/2 an evade move, within a 45° arc to either side of the line of the charge. The unit must end the move facing away from the charge. The charger may continue his charge in a straight line if desired, or halt at the original point of contact with the evading unit. An evading unit may shoot (at a penalty) before evading. A Side A unit may evade even if it has already moved this turn.

Evaders Caught Flat-Footed: An infantry unit is caught "flat-footed" and cannot evade if an enemy cavalry charge starts too close to it. Evaders are caught flat-footed if an enemy cavalry charge starts (or is first visible)

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within 6". Only infantry and gunners may be caught flat-footed; skirmishing cavalry units are always able to evade when charged.

Manhandled Gun Movement: Manhandled guns take 1/2 move to turn about; otherwise they may move freely. It takes two gunner figures to manhandle a gun model.

Movement Table

Troop Type	Move
Infantry in column	10
Infantry in line	6
Light Infantry Skirmishers [evade 12"]	6
Line Infantry Skirmishers [evade 9"]	3
Cavalry (close-order or skirmish)	16
Generals	16
Light Guns (limbered/manhandled)	12/6
Field Guns (limbered/manhandled)	9/3

Maneuver Chart

Maneuver	Cost (Cost is doubled for Unsteady or grade E-F Units)
Wheel	Full speed about one flank.
Change formation/facing	1/2 move. Facing changes must be 90° or 180°. The unit's front center stand must remain stationary or rotate to a new facing about its center; the other stands then reform around it. Shaken units may not change formation/facing.
Sidestep, oblique forward at 45° angle, or backstep	1/2 speed
Limber/Unlimber	1/2 move.
Reform from skirmish	One full move for light infantry. Not possible for line infantry.
Pass through a friend	A unit passes through a friend at half speed, and the friend must stand still. You may charge through friendly units. If you do not pay the movement cost, both units become disordered.

Shooting

Infantry Fire: Infantry in tight order, and not in works or buildings, rolls 1 die per four figures, rounding up a final remainder of 3 figures. Infantry in loose order or skirmish order, or in works or buildings, rolls 1 die per three figures, dropping all remainders.

Artillery Fire: Artillery fires two types of ammunition, ballshot or canister. While guns should usually have an unlimited amount of ballshot, they should usually have only 2-4 rounds of canister available. Roll 1 die per gun model. A gun model needs at least two crew figures to be able to shoot. A gun with 1 crew figure cannot shoot.

Cavalry Fire: Cavalry cannot shoot.

Natural Scores: A "natural" 10 is always a hit. A "natural" 1 is always a miss. NIL = no hits possible.

Dense Targets: A "dense" target is a close-order (not skirmishing) unit in two or more ranks of figures, or a line enfiladed at 22.5° or less onto its flank by ballshot.

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Arc of Fire: Arc of fire is 45° to either side of the firing figure's front center. The target must be visible to be eligible as a target.

Ranks Able to Fire: One rank of figures may fire.

Shooting after Moving: Infantry (if not charging) may move half a turn and fire at a penalty. Artillery may move half a turn and fire at a penalty. Charging troops may not shoot.

Shooting into a Combat: This is forbidden unless the target unit has a "hanging flank" of at least six figures. The hanging flank may then be shot at normally, and the unit tests morale normally for shooting hits. If it recoils, its opponents may be moved forward to keep in contact.

Priority of Fire: A unit must shoot first at any enemies charging it. If stationary, it may shoot at any target that spent at least half a move inside its range and arc of fire this turn. If it moved, it may only shoot at targets still in range and arc of fire at the end of all movement.

Danger Zones: For direct fire, friends overlapping a firing unit's frontage must be shot at first, by all figures or models that could hit the friend; any dice that miss may then be rolled against the intended target (credit to WRG for this rule). This also applies when firing through a gap between friends.

Splitting Fire: Figures unable to hit the main target may fire at another target. However, as many figures as possible must shoot at the main target, and the secondary target must be as close as possible to the main target.

Overhead Fire: Ballshot may be fired over friends on lower contours, as long as the friend is at least 4" from the guns, and at least 12" from the target. Troops may always fire freely over enemy troops on lower contours. If the friend is two or more contours below the guns, then the friend must be at least 2" from the guns. Ballshot may likewise be fired over friends on the same contour at enemy targets on higher contours, if: The friend is on a lower contour than the target, the friend is at least 12" from the guns, and the friend is at least 4" from the target (2" if two or more contours below the target). Other overhead fire must roll first against any intervening friends using the Danger Zone rule.

Firing Through Enemy Units: Solid targets stop fire. The firer may chose to ignore enemy artillery and shoot at a rearward target instead. Skirmishers stop small arms, but not artillery; artillery may fire through them, hitting a rearward target instead.

Shooting Table

Type of Shooting	Range	Scores to Hit Target Types			
		Basic	Skirmishers	Soft Cover	Hard Cover
Musket Fire	6"	8-10	9-10	9-10	10
	12"	10	NIL	10	NIL
Rifle Fire (Reload 1 turn)	12"	8-10	9-10	9-10	10
	24"	9-10	10	10	NIL
Light Gun Canister	12"	5-10	8-10	8-10	NIL
Field Gun Canister	16"				
Light Gun Ballshot	36"	9-10	NIL	9-10	NIL
Field Bun Ballshot	48"				

Shooting Modifiers

Ballshot vs. Dense:	+2	Evading, or unit moved this turn:	-1
Steady British regulars:	+1	Ballshot across 4+ inches of rough ground:	-1
Disordered (but not skirm LI or rifles):	-1	Shaken:	-2
Grade A-B:	+1	Grade E-F:	-1

Counter Battery Effects (Roll again for each hit against a gun)

1-4 = Miss
 5-7 = Miss from ballshot, else gunner
 8-9 = Gunner
 10 = 1 actual gun plus a gunner from ballshot, else gunner.
 +2 modifier to the roll if the guns are limbered, or if shot at by rifles.

Rifles Reloading: Rifle-armed units must reload for one turn after they fire. This seemed like the best way to reflect their accurate but intermittent style of fire. If part of the unit fires, the whole unit counts as firing.

Disordered Fire Penalty: There is a -1 modifier for disordered troops firing. Skirmishing light infantry, and any rifle-armed unit, may ignore this modifier.

Combat

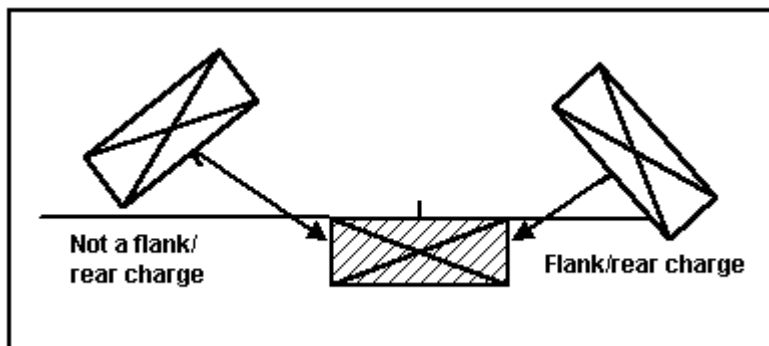
Basic Procedure: When an infantry unit strikes in combat, always roll 1 die per 3 figures. When cavalry strikes, roll 1 die per 2 figures. Round up a final remainder of two infantry or 4 gunners. Do not round up a remainder of a single cavalry figure. Count all the unit's figures in its first two ranks, regardless of overlap or actual contact. Gunners may not strike in combat. The basic score to hit in combat is a 6-10 per die. A "natural" 10 is always a hit. A "natural" 1 is always a miss.

Multi-Unit Combats: If a unit is in combat with several enemies, divide its dice as evenly as possible among all the targets. Round dice toward targets with which the striking unit has the most figures in combat, if necessary.

Contact at an Angle: When one unit charges to contact with another at an angle, both units "freeze" in place at the point of contact. Neither unit may move or adjust figures (except to remove losses) until the combat ends. There is no "squaring up".

Flank/Rear Charges and Attacks: To be eligible for the flank/rear bonus, the striking unit must have started its charge move partly or wholly behind the target of the charge (see diagram below). If the unit is eligible for this bonus, it keeps it for the entire combat against the target unit in question.

Striking to Flank or Rear: If a unit is under a flank/rear attack, it still strikes normally at the enemy unit using its front-rank stands; however, it may not strike to its flank or rear on the first round of the combat, and suffers a penalty on succeeding rounds.



Overrunning Skirmishers or Guns: Formed troops do not fight skirmishers or gunners; if the skirmishers or gun crews cannot evade or drive off the charge with a defensive fire, any figures contacted are simply overrun and eliminated, and the charger may continue the line of his charge into another target.

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Skirmishers in Buildings or Works: Treat skirmishers (but not gunners) as formed troops while inside. Gunners are always overrun and eliminated in combat.

Bonus Hits vs. a Routing Enemy: If a unit chooses to pursue a routed enemy, a normal round of combat is fought next turn (with the routed unit counting as shaken), but the pursuing unit inflicts double hits on the router.

Combat Modifiers (Base Score to hit in combat = 6-10)

Flank/rear attack:	+3	Striking to flank/rear:	-3
Each morale grade higher than enemy*:	+1	Each morale grade lower than enemy*:	-1
Tight-order inf vs. loose-order infantry**:	+1	Loose-order inf vs. tight-order inf, or vs. cavalry**:	-1
Cavalry vs. loose-order infantry**:	+2	Unit is shaken:	-3
Vs. steep slope/obstacle:	-1	Disordered unit vs. steady unit:	-2
Vs. soft cover:	-2	Vs. hard cover:	-3

*2 grades maximum **Does not apply in buildings, woods, or across obstacles

Pursuit Moves: After a round of combat, if all of a unit's targets recoil, it may pursue. Infantry may pursue for eight inches. Cavalry may pursue for twelve inches. If the enemy recoils through a friend, the pursuing unit then contacts this new target; this counts as a charge move made during the next turn's movement (regardless of initiative). If the pursuer was fighting several enemies, it must pursue the one it rolled the most dice against. However, it may pursue more than one target if it does not need to break apart to stay in contact with all of them. Some units do not pursue: Gunners and shaken units never pursue, and infantry never pursues cavalry. If the recoiling unit is shattered as a result of its rout hits, there is no pursuit. Remember that a pursuing unit is disordered; therefore, any fresh enemies it charges into will not usually need to test morale.

Morale

Procedure: To test, roll 1 die and modify as applicable. If the final score meets the required score to pass, the unit passes and may carry on; otherwise it fails and must roll on the morale failure chart.

States of Morale: There are two states of morale, good and shaken. A unit either ends a rout move in shaken status, or it is off the table and out of the game.

Mercy Rule: The first time a unit routs, if its recoil move takes it off the table, allow the unit to halt at the table edge instead. This rule helps to keep the defending side from being punished simply for having to deploy near a table edge. If the modified morale result is score 0 or less, however, the mercy rule does not apply; the unit has been shattered and is removed from play.

When to Test Morale: The table below lists the reasons when a unit may have to test morale. Note that a unit testing to charge home or to meet a charge, if it also suffers shooting hits, just takes one test to cover both conditions. Also, if a unit would not normally need to test morale to charge home or to meet a charge – for example if tight-order troops are charging loose-order troops – it will still need to test if it suffers shooting hits during the charge.

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When to Test Morale

Morale Test	When Taken
Vs. Shooting Hits	Test if any shooting hits suffered.
To Charge Home	Test if: 1) infantry are charging home against steady bayonet-armed infantry of equal or greater density, 2) Any unit charging hard cover.
To Meet a Successful Charge	Test if: 1) loose-order or unsteady infantry are charged by any cavalry, 2) infantry are charged by steady bayonet-armed infantry of equal or greater density, 3) Any unit charged on the flank/rear.
If the unit loses a round of combat	Take test if the unit suffers more combat hits than it inflicts during the current round of combat.

Morale Test Chart

Score Needed to Pass	Modifiers to Morale Score
Grade A: 0	General with unit/no general in Command Radius: +?/-1
Grade B: 1	Infantry charging home frontally vs.
Grade C: 2	steady bayonet-armed troops of equal or greater density: -3
Grade D: 3	Infantry meeting a successful charge by any cavalry,
Grade E: 4	or by steady bayonet-armed troops of equal or greater density: -3
Grade F: 5	Charged on flank or rear, or under flank/rear attack in combat: -2
	Lost current round of combat: -3
	At or below half strength: -2
	Shaken: -2
	Each shooting or combat hit suffered this phase of the turn: -1

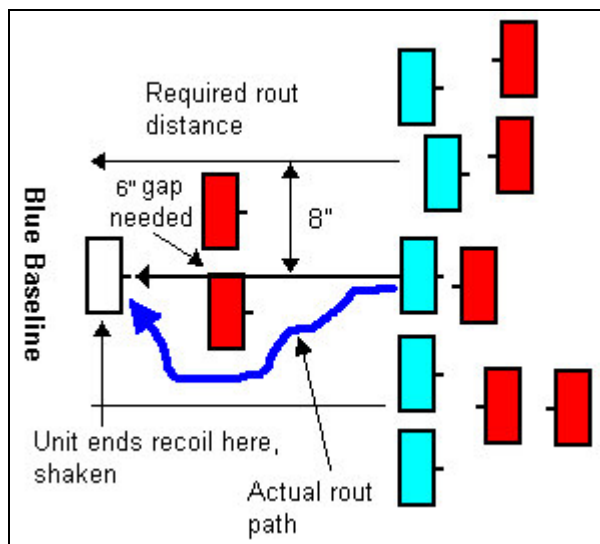
Rout Distance Chart

Score	Rout Result	Modifiers
0 or less	Shattered at once.	Charisma of attached general: +?
1	Recoil 24", 4 rout hits.	No general in Command Radius: -1
2-3	Recoil 18", 3 rout hits.	Grade A: +2
4-5	Recoil 12", 2 rout hits.	Grade B: +1
6-8	Recoil 6", 1 rout hit.	Grade E: -1
9 or more	Recoil 3", 0 rout hits.	Grade F: -3

Rout Moves: When a unit routs, roll on the Rout Distance Chart to see how far it routs, and the "rout hits" it suffers (which may shatter the unit). Rout hits represent the effects of exhaustion and loss of cohesion the unit suffers during its rout. Then move the unit so that it ends up the required distance straight back towards its baseline from its original position. It may follow any desired path to reach this location, so long as its "center of

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mass" does not go more than 8" to either side of a straight line back from the cause of the rout, and does not come within 3" of an enemy unit other than the ones that caused the failure. This is its "rout corridor". It may flow freely through 3" gaps between impassable terrain, and through 6" gaps between enemy units. It may recoil freely through friendly units. If it cannot avoid an enemy unit or impassable terrain, it is eliminated. When the unit completes its rout move, it may form column. It may end the rout in any facing. It ends the turn in shaken morale. You may also choose to recoil a unit farther than required, up to 24".



Rout Move Example

Terrain Effects

Woods: There are two kinds of woods, light and heavy. Woods are two contours high. Troops must be within 1" of the edge to see into or out of woods. Troops concealed on the edge of woods are not seen at more than 6" distance, unless they fire. They are then spotted as if in the open. Visibility inside light woods is 6", and is 4" inside heavy woods. Woods are disordering terrain. Woods give no cover in combat, but soft cover vs. shooting. Skirmishing or loose-order foot moves through light woods normally, and through heavy woods at half speed. Other infantry moves through light woods at half speed and through heavy woods at 1/4 speed. Cavalry moves through light woods at 1/4 speed and cannot enter heavy woods. Guns must be manhandled through light woods at half speed, and may not enter heavy woods. Limbered guns may not enter any woods. Generals move normally through woods.

Each inch of light woods counts as two inches for small arms and canister fire, and as four inches for ballshot. Each inch of heavy woods counts as three inches for small arms and canister fire, and as six inches for ballshot.

Rough Ground: This is an area of scattered trees and brush, rocky ground, etc. This is probably the most common terrain found on Revolutionary War battlefields, and indeed often covers most of the game table. Ballshot suffers a -1 penalty to hit if shooting across four inches or more of rough ground. Troops in or across rough ground from enemy guns may claim soft cover from ballshot, but not from small arms or in combat. Sighting range is unrestricted. Skirmishers and loose-order infantry move normally through rough ground. Cavalry and tight-order infantry are disordered if they move more than half speed. Cavalry is always disordered if it charges inside, across, or into rough ground. Tight-order infantry is only disordered if it charges more than half a move.

Hills: Gentle hills have no effects other than to stop visibility beyond their crestlines. Steep hills are rough ground, and all troops climb them at half speed.

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Obstacles: These are stone walls, hedges, ditches, etc. They generally cost 2" to cross, and disorder troops charging into or across them, or who are divided by them. Stone walls usually give soft cover vs. small arms fire, but none vs. artillery or combat.

Streams: Streams cost 2X their width to cross, or more if they have steep banks. Some may be impassable to cavalry or guns. Streams disorder troops charging into or across them.

Rivers: These are impassable except at bridges and fords. Troops may cross a bridge in a column 2" wide (usually 1 stand of figures). They become disordered upon crossing.

Roads: Roads in 18th Century America were usually not good enough to give movement bonuses; however, they allow narrow columns to move at normal speed through otherwise restrictive terrain.

Fieldworks: Light works are treated as a type of obstacle; they generally give soft cover. Heavy works are passable only to foot, and give hard cover. All fieldworks are broken terrain for troops inside or attacking them. Light works block sighting more than 6" past their rear edges. Heavy works (redoubts and the like) block sighting more than 2" past their rear edges. Works do not block sighting from higher contours. All the area inside works is disordering terrain. For linear works, the "disorder" zone extends 2" deep along the inner edge of the works.

Abatis: This type of works provides no cover, but is impassable until removed. Roll a die for each stand spending a turn in contact with the abatis: On a score of 6-10, it removes its frontage of abatis at the start of the combat phase. If the abatis is being defended at the time, the defenders may shoot before the attackers try to remove it. The attackers are disordered when they remove the abatis.

Town Blocks: These rules represent a town or village by one or more "blocks". A "town block" is represented by a piece of grey or brown felt, usually with a model house on it to mark the terrain type. A village is usually made up of one or two such blocks. A town usually consists of 1-4 such blocks. At the start of the game, the referee decides how many figures each block may hold. Usually this is 12-24 figures. A town block is one or two contours high. Place troops occupying a town block anywhere desired; they are all treated as one "mass" while inside, and their facing is unimportant. If more than one unit can fit into the block, they are all treated as one unit while inside. Use the lowest morale grade among the units as the grade for the whole.

Movement in/out of Town Blocks: It costs nothing to enter a town block, but 1/2 turn to emerge (unless routing out) or move between adjacent blocks. Only infantry may enter or attack a town block. One gun model may be placed in a town block at the start of the game, provided the force has had a full day to prepare the position. Such emplaced guns cannot leave or move about in any way during the game. When troops emerge, they may be in any facing or formation. They are disordered. A unit may detach part of its figures to hold a block. Treat the two parts as separate units until they can rejoin. They must rejoin as soon as possible if the garrison emerges. This will have to be regulated by the referee, as it is a rather unusual situation. Troops inside a block or contacting a block are disordered.

Shooting and Town Blocks: A town block gives hard cover vs. shooting. A town block usually gives soft cover vs. combat, but in special cases may be rated as hard cover. Figures equal to half the garrison size may shoot out any side of the block. For example, if the block has a garrison size of 24 figures, up to 12 figures could shoot out any size; if only 12 figures were holding the block, they could all shoot.

Combat and Town Blocks: Most town blocks are soft cover protection in combat, but some (such as Chew House) should be treated as hard cover. All the figures in the block may fight; split them as evenly as possible to face all attacking units. When an infantry unit attacks a block, all of its figures may attack the block, regardless of the unit's formation or depth. The rules assume that attackers, like defenders, break up into small "semi-skirmish" parties to assault or defend individual buildings. If a unit attacks multiple blocks, of course, split its figures evenly between the blocks. Figures equal to 1.5 X the garrison size of the block may count as attacking any side of the block. For example, if the block can hold 24 figures, up to 36 enemy figures may attack against each side of the block. If a unit is attacking a block, and is also in combat with some other unit, then half the unit's front-rank figures fight the "outside" unit, and the rest of the unit attacks the block. Obviously, it is dangerous to get yourself into this sort of situation. If a unit in a block is routed, it must vacate its current block, but may still be able to end its rout move in some other farther-back block. Measure the recoil distance from the center of its current block.