

Sons of Liberty 2nd Edition Playsheet

Turn Sequence

- 1) Initiative.
- 2) Side A moves, B does evades. Side B moves, A does evades.
- 3) Shooting, test to charge home, meet charges, or vs. shooting.
- 4) Do combats, losers test morale, do pursuits.

Movement Table (Inches)

Troop Type	Move
Inf. in column	10
Inf. in line or LI skirmishers	6 (evade 12)
Line infantry skirmishers	3 (evade 9)
Cavalry	16
Generals	16
Light Guns	8 (6 prolonged)
Field Guns	6 (4 prolonged)
Heavy Guns	4 (2 prolonged)

Maneuver Table

Maneuver	Cost (X2 if unsteady or grade E-F)
Change formation or facing.	1/2 move: Facing changes must be 90° or 180°. Units may change facing and formation at the same time.
Sidestep, Oblique, backstep	1/2 speed
Limber/Unlimber	1/2 move
Reform from skirmish	1 move. Not possible for line inf.
Pass Through (no cost to pass thru skirm./ unlimbered guns)	No cost, but one unit must stand still. You can move through friends but not charge through friends.
Evade. Only skirmishers and gunners may evade.	No evade vs. a steady cavalry charge starting or first visible within 6".
Move and Shoot	All units may move half a move and shoot, at a penalty.

Shooting (1D10 per 3 loose-order, 4 tight-order, or per gun)

	Range	Scores to hit Target Types			
		Normal	Skirm	Soft	Hard
Musket	6	8	9	9	10
Fire	12	10	NIL	10	NIL
Rifle	12	8	9	9	10
Fire	24	9	10	10	NIL
Lt Canister	12	5	8	8	NIL
Fld Canister	16				
Lt Ballshot	36	9	NIL	9	10
Fld Ballshot	48				

Shooting Modifiers

Ballshot vs. Dense:	+2	Evading/moving:	-1
Steady British regulars:	+1	Ball across 4+" rough:	-1
Disordered (but not skirm LI):	-1	Shaken:	-2
Grade A-B:	+1	Grade E-F:	-1

Counterbattery Effects

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 if the guns are limbered, or vs. rifles.

Combat (Base to Hit = 6-10. 1D10 per 3 inf or per 2 cav.)

A unit pursuing a routing enemy does 2X hits

Fl/rear attack:	+3	Striking to fl/rear:	-3
Each morale grade higher*:	+1	Each morale grade lower*:	-1
T/o inf vs. l/o inf**:	+1	L/o inf vs. t/o inf, or cav**:	-1
Cavalry vs. l/o inf**:	+2	Unit is shaken:	-3
Vs. steep slope/obstacle:	-1	Disordered vs. steady:	-2
Vs. soft cover:	-2	Vs. hard cover:	-3

* 2 grades maximum

** Does not apply in buildings, woods, across obstacles

Morale Table

Scores to Pass: A-0 B-1 C-2 D-3 E-4 F-5

Test	When Taken
Vs. Shooting	If any shooting hits suffered.
Charge Home	Inf vs. steady bayonets of >= density, or vs. hard cover.
Meet Successful Charge	Infantry vs. any cavalry, or vs. steady bayonets of >= density, or vs. flank/rear charge.
Lose Combat	Suffer more hits than inflict

Morale Modifiers

General with unit/no general in CR:	+?/-1
Infantry charging home frontally vs. steady bayonet-armed troops of >= density:	-3
Infantry meeting a successful charge by any cavalry, or by steady bayonet-armed troops of >= density:	-3
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 combat or shooting hit suffered this phase of the turn:	-1

Morale Failure Results (D10 Score). Failing units are shaken

Die Score	Rout Back	Rout Hits
0 or less	N/A	Shattered
1	24"	4
2-3	18"	3
4-5	12"	2
6-8	6"	1
9 or more	3"	0

Rout Results Modifiers

Charisma value of attached leader:	+?
No general in command radius:	-1
Unit is at or below half strength:	-2
Grade A / B / C-D / E / F:	+2 / +1 / +0 / -1 / -3

Cavalry Charges and Disorder: Loose-order infantry becomes disordered if steady enemy cavalry contacts them. This happens in Phase 1, before shooting.

Morale Tests: A unit suffering any shooting hits when charging or being charged must test morale, even if it would not normally need to test to charge home or to meet the charge.

Unit size: Use the size of the unit at the time the test is taken (after losses have been removed for that phase) to determine how many rout hits are suffered.

Shooting: Foot in loose order or skirmish roll 1D10 per 3 figures. Round up no remainder. Foot in tight order roll 1D10 per 4 figures. Round up a final remainder of 3 figures. Guns roll 1D10 per gun model, if there at least 2 crew figures manning the gun. Mounted troops cannot fire. Charging troops cannot fire.

Natural Hits: In shooting or combat, a natural 1 is always a miss, a natural 10 is always a hit. This does not apply to morale tests: Modifiers may make it impossible to pass or fail a test.

Leaders: Charisma: 1-3=+0, 4-8=+1, 9-10=+2. CR = 12"