



# Lexington to Yorktown

American Revolution Wargame Rules by Wes Rogers



## Introduction and Game Basics

These are wargame rules for battle games set in the American Revolution using 20-30mm size model soldiers. Each model = 10 infantry standing in files 2 or 3 deep; 16 cavalry standing in 2 ranks; 4 artilleryists or 1 cannon. 1" = 15 paces (40'). Dice: 6-sided (D6). Measurements are in inches. Pre-measuring distances is Ok. For ease of reference the rules are organized so that all the charts are on this page with the details on the following pages. So read them all the way through the first time.

**Hits:** The rules measure damage by removing models (hits). Units remain in play until *shattered* - down to 25% original strength. *It requires 2 accumulated hits to remove a cavalry figure*; carry a 1-hit remainder forward. Units that fail morale tests or lose rounds of combat suffer additional "rout hits" representing permanent losses to morale and cohesion.

**Troop Types in the game:** Infantry, cavalry, light guns and field guns. Troops must also be classed as regular or irregular.

**Typical Units:** 12-40 infantry models, 4-12 cavalry models or 1-4 cannon (gun) models each with 2-4 crew models. Morale grades are Grade A (best), B, C or D (worst).

**Recommended basing per model:** Infantry 20mm wide (2-rank formation, used by American and British troops) or 15mm wide (3-rank formation, used by most Hessian and all French troops) X 15-20mm deep. Cavalry: 20-25mm wide X 40-50mm deep. Guns: 50mm wide X 50mm deep. Generals: As desired. Infantry in close order must be formed in 2 ranks of figures; a typical 2-rank infantry base would be 4 figures 2 X 2 on a 40X40mm stand.

## Turn Sequence

At the start of the game decide who will be the first active side. Thereafter alternate active and passive roles each turn.

**Each Turn:** The active side tests to rally shaken units. The active side then makes normal moves and attack moves. The active side then fires with all eligible units. The passive side takes required fire tests then makes retreat moves and removes any shattered units. Both sides conduct one round of combat. Both sides make retreat moves with losing units and remove shattered units. The active side then reforms eligible disordered units that stood for the whole turn.

## Game Tables: Movement, Shooting, Combat, Rally and Reaction

Troops	Column	Line	Artillery	Limbered	Manhandled	Retreat Move: 6-36"
Foot (2-rank/3-rank)	10"/8"	8"/6"	Light Gun	10"	6"	<b>Generals: 36"</b>
Cavalry	24"	16"	Field Gun	6"	4"	<b>Skirmishers: 6"/4"</b>

Shooting	Close	Far	Shooting Modifiers	Combat Point Modifiers
Carbines	4": 4-6	8": 6	Grade A/B/C/D: +2/+1/+0/-1	Defensive fire bonus: +1
Muskets	6": 3-6	12": 5-6	Target is Grade A-B/D: -1/+1	Per morale grade higher: +1
Rifles	12": 4-6	24": 5-6	Firer moved: -1	Steady 3-rank infantry: +1
Canister			Ballshot vs. dense target: +1	Under flank/rear attack; shaken: -2
Light gun	9": 4-6		Vs. artillery or skirmishers: -1	Vs. soft cover/hard cover: -1/-2
Field gun	12: 4-6		Vs. soft / hard cover: -1/-2	Disordered: -1
Ballshot			Steady infantry, first fire: +1	Infantry without bayonets: -1
Light gun	20": 5-6	40": 6		General with unit: +1
Field gun	30": 5-6	60": 6	Need 7+ to hit? Roll a 6 then 4-6	Skirm. in or attacking woods: +2
Rally from Shaken, Exposed Flank			Fire Test	Combat: Scores to hit per die
To pass: Grade A/B/C/D: 1/2/3/5			To pass, A/B/C/D: 0/1/2/3	Up by 2 or more Combat Pts: 3-6
Enemies able to charge you?: -2			Behind cover or adv. 3"+: +1	Up by 1 CP: 4-6
Line troops skirmishing: -1			Each 2 hits (rounded down): -1	Even: 4-6
Irregular skirmishers in the open: -1			Shaken, line inf. skirmishing: -2	Down by 1-2 CP: 5-6
General with unit: +1			General with unit: +1	Down by 3+ CP: 6
Fail: Remain shaken			Fail: Retreat, suffering 2 rout hits	Lose (suffer more hits than inflict):
Pass: Unit rallies and is in good morale			Pass: Carry on in current state	Retreat shaken, suffering 4 rout hits
<b>Base Combat Points: Cavalry = 3, infantry = 2, gunners/skirmishers = 0</b>				

## Command and Control

**Generals and Command:** If a regular unit starts a turn with no general in 8" (4" for irregulars) you must roll a 4-6 on one die to move the unit. If it fails it may still fire, reform from disorder and evade. Measure the distance from the general's head to the head of the nearest model in the unit by any path that does not cross impassable terrain or an enemy unit.



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**Danger to Generals:** If a general is with a unit that suffers 2 or more fire or combat hits roll a die; he is killed on a modified score of 0 or less. Subtract 1 for each 2 hits the unit suffered. If a general is attached to a shattered unit he must make a retreat move. If this is impossible he is captured.

### **Rallying Shaken Units**

The active side's first action is to try and rally eligible shaken units. Take a rally test for each of them. Roll 1D6 and modify as listed. The score needed to pass is shown on the first line of the test. The modifiers that follow are to the die score. Units in a continuing combat may attempt to rally. Units that fail may still reform from disorder unless in combat. Units that rally may act normally that turn but will still need to reform if also disordered.

### **Movement and Maneuver; Attack Moves**

After testing to rally shaken units the active side moves, maneuvers and makes attack moves with his units.

**Formations:** A close-order unit may adopt one of the following formations: Column (1-4 infantry or cavalry models wide); line (wider); skirmish. Artillery: limbered or unlimbered. Unlimbered guns move at manhandled rate.

**Disorder:** A unit is disordered upon crossing, entering or attacking disordering terrain; due to maneuver penalties; or after suffering 2+ combat hits in one turn. It must stand for a full active turn to reform.

**Steady Units:** A unit is steady if regulars in close order, not disordered, and not shaken.

**Normal Movement:** This is any moving and/or maneuvering with a unit that does not take it into contact with the enemy.

**Changing formation and/or facing:** It takes a full move for a steady Grade C-D unit to change formation and/or facing. If the unit is Grade A-B it costs half a move. If the unit is Grade D it becomes disordered. If the unit is already disordered it becomes shaken. A unit may change both facing and formation at the same time at no extra cost. A column may form line about its center or out to either flank. A line must reform back around its front center. Bending or straightening a line is allowed but counts as a formation change if it bends more than 22.5°. A bent line may not move.

**Examples of Maneuver:** A Grade B unit changes from a column facing north to a line facing east. The cost is 1/2 move. A disordered Grade C unit changes from a line facing south to a line facing north. The cost is 1 move and the unit is shaken.

**Limbering and unlimbering** costs a full move. Guns with civilian limbers cannot limber again once unlimbered.

**Wheeling:** Units wheel about one front corner like opening a door. Unsteady units wheel at half speed. A steady line may wheel about its center at half speed.

**Sidestep backstep, or oblique forward at more than 22.5°:** Half speed, quarter speed if unsteady or Grade D.

**Pass through a friend:** Half speed or both units become disordered; already-disordered units become shaken. The unit being moved through must remain stationary that turn. Example: To pass safely through a friend 2" deep your unit must subtract 4" from its move. However skirmishers and retreating units may move freely through friends.

**Attack Moves:** To attack (initiate close combat) with a unit move as much of its front into contact with the target as movement and spacing will allow. There is no "charge speed" in the game and no impetus bonuses in combat. Likewise there are no countercharge moves. Artillery and shaken units may not make attack moves. If the final contact angle is  $\geq 45^\circ$  the attacker counts as under flank/rear attack. A unit may wheel or oblique but not change formation/facing into contact. The target need *not* be visible at the start of the turn.

**Flank/rear attacks** must begin the turn at least partly behind the target's frontage and end contacting the target's flank or rear. Once in contact units stand for the duration of the combat. If the attacker starts its move in front of the target then the attack is not a true flank/rear attack; the target may strike with its normal dice and does not suffer the -2 CP penalty.

**An Exposed Flank:** If a unit ends an attack with a visible enemy behind its front facing and within 8" it must take a rally from shaken test. If it fails it recoils 4" and is shaken. All modifiers apply to the test. Threatening unit must be in good or halted morale and be capable of attacking the testing unit next turn. If the enemy unit is under attack or in combat for example it does not pose a threat.

**Retreat Moves:** A retreating unit must move 6-36" away from the direction of the attack or fire within a 22.5° arc to either side of that line. It may face the enemy or about face. It enters shaken morale status. A unit under attack from opposite sides ("bookended") cannot retreat and is eliminated, as is a unit that cannot retreat without contacting an enemy unit. Units retreating off-table is cannot return. Retreating artillery crews abandons their guns and limbers.

**Voluntary Retreat:** An active unit may make a voluntary retreat move. It suffers 2 rout hits and becomes shaken. Active-side cavalry may do a voluntary retreat out of combat with infantry. Other troops in combat may not do this.

### **Skirmishers**

All infantry and cavalry units may skirmish. But if the unit is infantry that was not paid for as light troops you must place them into skirmish order at the start of the game and they must remain so for the entire game.



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Skirmishers move individually but must stay within 6" (12" for cavalry) of their command model. Space them at 2X frontage. Skirmishing infantry moves 8" per turn if light troops and 4" per turn if line troops or irregulars. Skirmishing cavalry moves at line speed. Forming and reforming from skirmish counts as a type of formation change. Skirmishers form up with their command model in the front center; it may not move when reforming except to change facing.

**Evading:** If attacked skirmishers and gunners may run away from the attack: Roll 2D6 for infantry or 3D6 for cavalry; they may evade up to that many inches. If a close-order enemy contacts an evading unit the evaders are shattered and the attacker may continue his attack. Skirmishers may not attack close-order troops frontally and must evade close-order attacks unless in woods, buildings or fieldworks.

Skirmishers never count as disordered. Treat skirmishers in buildings or fieldworks as normal close-order troops.

### Irregulars

Irregulars are usually Indians and backwoodsmen. Irregulars must operate either as skirmishers or close-order massed troops. All Irregulars maneuver as if Grade D and are never considered to be steady. Command distance to irregular units is 4". Irregulars in a formation more than eight models wide may not move except to narrow their frontage. This frontage restriction does not apply if they are occupying fieldworks or town blocks.

### Firing

After completing normal moves, attack moves and evade moves the active side fires with all eligible units.

**Basic Rules:** The fire chart shows the chance to hit with various weapons at close and far range. To fire, roll one die per 4 infantry rounding up a remainder of 3. *Artillery* fires by rolling one die per 2 gunners up to 2 dice per gun model. *Shaken units* may not fire. Units may not fire at targets in combat or being attacked this turn. Units may move half and fire. This includes artillery. There is no pass-through fire. The *arc of fire* is 22.5° to either side of each figure or gun model. *Two ranks* of figures may shoot. Ballshot may shoot over obstacles on lower contours if the target is 2X as far away as the obstacle and at least 4" behind it. *Splitting fire* is Ok if not all models can hit the initial target. *It requires 2 hits to remove a cavalry figure*, but each hit counts toward the fire test (see below).

**Dense targets:** Dense targets are lines enfiladed at 22.5° or less and units 3 or more ranks deep.

**Artillery Targets:** Each hit on artillery removes one crew figure. A hit by ballshot may dismount a piece. Roll 1 die per hit. On a 6 a gun model is disabled.

**Firing through a Gap:** One die of fire is allowed per 4" of gap. This is total fire, not per unit.

**The fire test:** If a unit suffers any firing hits it must take a fire test. If it fails it must retreat, suffering 2 rout hits (1 if cavalry); 2X rout hits if already shaken. If the unit advanced at least 3" on its most-recent active turn it gets a bonus to pass the test. A hit counts even if it only removes half a figure. The score to pass is by grade. The modifiers are to the die score.

### Combat

After firing and fire tests have been resolved both sides conduct one round of combat with units in contact.

**Basic Rules:** To strike in combat add up a unit's combat points (CP) vs each unit it is fighting. To *hit*, roll 1D6 per 4 infantry; 1D6 per 2 gunners up to 2 dice per gun; 1D6 per 2 cavalry. Count the unit's front 2 ranks with an overlap of 2 figures to either side. Round up a remainder of 3 infantry but no cavalry or gunners. Units under a *true flank/rear attack* may strike to their flank or rear with only one die. If a unit is fighting several targets divide its dice evenly between them; the unit's player allocates remainders. *It requires 2 hits to remove a cavalry figure*, but each hit counts toward winning or losing.

**Defensive Fire Bonus:** The effect of a of the defender's fire on an attacking unit is represented by a bonus to its combat points. Unlimbered field guns and steady passive infantry *in line* receive the defensive fire bonus on the 1<sup>st</sup> round of a combat unless rifles or under flank/rear attack.

**Losing a Combat:** If a unit suffers more hits than it inflicts in a round of combat it loses and must retreat shaken. It suffers 4 rout hits; 2X rout hits if under flank/rear attack. If already shaken, or under attack from opposite sides (bookended) the unit is shattered. Infantry losing to cavalry also suffers 1 combat hit per 2 cavalry models that struck at it. If gunners lose or tie a combat or are under flank/rear attack they are shattered.

**Combat example:** 22 Grade C 2-rank British infantry make a frontal attack on 18 2-rank Grade C Continental line infantry who have bayonets. The British have 2 basic CP with no modifiers. The Continentals have 2 basic CP plus 2 for defensive fire = 4 CP. So they are up by 2 CP. The British will strike with 5 dice needing a 5-6 to hit. The Continentals will strike with 4 dice needing a 3-6 to hit.

### Terrain Effects

**Visibility:** Visibility is unlimited across open ground but terrain may block sighting. Close-order units block sighting.

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



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**Rough:** Rough ground has no effect on visibility and gives no cover. Each inch of rough ground counts as 6" for ballshot fire. Artillery moves at half speed in rough ground unless moving along a road. 3-rank formation infantry becomes disordered if it moves above half speed.

**Woods:** Units within or attacking into woods become disordered. Skirmishers move normally in woods. Other troops move at half speed. Woods are impassable to cavalry and artillery except along roads. Woods give soft cover vs. shooting but no cover in combat. Units within 1" of the edge of a wood are visible from outside at 6" range, but at any distance if they fire. Visibility inside woods is also 6". Each 1" of woods = 1" for rifles, 2" for musket fire, 4" for canister fire and 6" for ballshot.

**Hills:** 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. A steep uphill slope counts as vs. obstacle on the first round of combat. Crestlines block line of sight unless the sighting unit is on a higher level or touching a crestline on the same level.

**Obstacles:** These are low walls, fences, streams, hedgerows, etc. Their effects vary greatly, so define them carefully. They usually cost 2" to cross. Some give soft cover vs. shooting (usually no cover vs. ballshot). Streams usually cost 2X width to cross and may be disordering terrain. Units may only cross rivers at bridges or fords. Units must cross bridges in column and become disordered. Most obstacles count as soft cover in combat to the defenders, but only on the first round.

**Town Blocks:** Blocks usually hold 24-48 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. Cover for troops in town blocks can vary so define it carefully at the start of the game. 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 = 2X the 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 the defenders are forced out. Cavalry may not attack town blocks. Six hits from field gun ballshot will wreck a typical town block, reducing its cover value one level (soft cover becomes obstacle).

**Fieldworks:** Typical works cost 2" to cross and are passable only to infantry. Their cover effects can vary as with town blocks. Define a "disorder zone" behind or inside the works. Troops in this zone move like skirmishers but at half speed and are disordered. Troops attacking works become disordered. A 6" section of works may be ruined the same as a town block.

### **Campaign Effects to Consider**

In a campaign you may wish to make provision for lost men returning to the ranks, supply and the effects of exhaustion.

**Fire and Combat Hits:** For infantry a hit represents 1 man killed, 2 badly wounded and 7 rendered useless. For cavalry a hit represents 1 trooper killed, 1 badly wounded and 6 rendered useless. For gunners a hit represents 1 man killed, 1 badly wounded and 2 rendered useless. **Rout Hits:** These are all men rendered useless.

**Supply State and Exhaustion:** Unsupplied or exhausted troops suffer a -1 modifier on fire and rally tests, and are at -1 combat point in combat.

### **Cost Chart**

<b>Infantry</b>				<b>Cavalry, Artillery and Command</b>			
Infantry, A/B/C/D:	8/6/4/3	Irregulars:	-1	Cavalry, B/C/D:	24/18/12	Limber:	20
Light infantry:	+4	Rifles*:	+1	Gunner, B/C/D :	12/8/6	General:	100
Muskets w/o bayonets:	-1	*never bayonets		Light gun / field gun:	50 / 80		

### **Optional Rules**

**Cavalry reinforcing a combat:** 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. To be in one rank there must be no models in the second rank.

**Cavalry Breakthrough:** If all of a formed, good-morale cavalry unit's combat opponents retreat after the current round of combat it may make an attack move to contact the nearest eligible target within a 45 degree angle to either side of the enemy's line of retreat. If no target is in reach the cavalry unit may not move. The breakthrough move triggers an immediate combat round with all the units involved. A breakthrough move may not be used to reform or change formation/facing. The target of the breakthrough may evade if eligible. A unit may make up to two breakthrough moves in a turn. Disordered or shaken units may not make breakthrough moves. Passive-side units may make breakthroughs as well as active-side.

**Carrythrough:** This rule allows ballshot to bounce through the first target, hitting rearward units in the line of the shot. Take a line from the front center of the firing guns to the nearest point of the target then extend it for the listed number of inches. Any new units the extended line crosses are also targets. Rivers, woods, town blocks, high obstacles, fieldworks, crestlines, and fire plunging down two or more contours stops carrythrough. Carrythrough distances are: Light guns: 6"; field guns: 10".

**Artillery Duel:** If artillery was fired on by enemy artillery last turn it must fire back if possible unless the player rolls a 5-6 on one die, or it has a target within canister range or a general is within 2" of the unit. If multiple required targets exist, it must shoot at the nearest.