

American War of Independence Rules

(Based on Napoleonic Rules From
"Wargaming: An Introduction" by Neil Thomas)

How To Win

Reduce the enemy to 25% of his starting strength in Close Order Infantry and Cavalry (Artillery and Light Infantry don't count).

Sequence of Play

1. Charge Sequence.
2. Movement.
3. Firing.
4. Hand-to-Hand combat.
5. Morale.

1. Charge Sequence

- A) Measure Distance - if a unit wishes to engage the enemy in hand-to-hand combat, it must first measure the distance to the defending unit.
- B) The defending unit may shoot at the attacker, immediately.
- C) Move the units into contact.
- D) Resolve hand to hand combat during the hand-to-hand combat phase.
- E) Cavalry may never charge an infantry square.

2. Movement

- A) Move distances. Each unit may move the following amount each turn:

Unit Type	Movement Rate
Close Order Infantry, Line	4"
Close Order Infantry, Column	6"
Light Infantry	6"
Limbered Artillery	6"
Heavy Cavalry	10"
Light Cavalry	12"
Infantry in Square, Unlimbered Artillery	No Move

B) Formation Changes

1. Wheeling or turning - costs half a unit's movement
2. Change formation – takes half of a unit's movement
3. Move and fire – no unit may move and fire.

C) Terrain modifications

1. Woods - Cavalry and Artillery may not enter. Close Order Infantry may move at half speed, Light Infantry at full speed.

2. Hills - no effect on movement
3. Rivers - Artillery may not cross. Other units take one complete turn to cross.
4. Towns - Only infantry may enter. They take one complete turn to occupy a town.

3. Firing

A) Procedure - Units roll one die per base remaining in the unit. Only infantry and artillery may not fire.

B) Firing Ranges and Dice Score for a Hit

Unit Type	Firing Range	Dice Score
Elite Infantry	8"	3-6
Average Infantry	8"	4-6
Levy Infantry	8"	5-6
Artillery Short Range	12"	4-6 (roll 2 dice)
Artillery Long Range	36"	4-6 (roll 1 dice)

C) Allowed Targets - Gun crews may not be fired at. Units in cover receive a saving roll. For every potential hit, roll a dice - on a 4-6 disregard the hit

D) Removing bases - for every four hits, remove a base. Carry over fractions to next turn.

E) Artillery may not fire if Enemy units are within 4".

F) Eliminating Artillery Units – Whenever an Enemy unit is within 4", artillery is eliminated unless there is a friendly Close Order Infantry unit also within 4".

4. Hand to Hand Combat

A) Combat is always Simultaneous except:

- i. Units attacking a defender's flank or rear always strike first
- ii. Units uphill of the enemy always strike first
- iii. Units defending a riverbank or wall strike before their attacker (if the latter are crossing the river or wall to attack)

B) Procedure - Units roll a variable number of dice per base, as stated below. Hits are caused on dice results of 4-6.

<i>Own Unit</i>	<i>Enemy Unit</i>				
	Heavy Cav	Light Cav	Lancers	Close Order Inf	Light Inf
Heavy Cav	1d6	2d6	2d6	3d6	4d6
Light Cav	1d6	1d6	2d6	2d6	3d6
Lancers	1d6	1d6	1d6	4d6	5d6
Close Order Inf	1d6	1d6	1d6	1d6	2d6
Light Inf	1d6	1d6	1d6	1d6	1d6

B) Saving Rolls - Units in woods and buildings receive a saving roll of 4-6.

C) Loser Retreats - The loser of a round of hand-to-hand combat (or defender if losses are equal, unless defender is in a town in which case the attacker retreats) retreats one move. If the unit would be forced to retreat off the table, it is eliminated instead.

7. Morale Tests

A) Procedure – Test when a unit has lost a base from firing, or if a unit has lost a round of Hand-to-Hand combat. Whenever a base is lost, the unit rolls a die, and must achieve the score listed on the table below to pass the test.

<i>Unit Class</i>	<i>Dice roll required</i>
Elite	3-6
Average	4-6
Levy	5-6

B) Failing the Test - if a unit fails the test, it loses another base.

C) Exemptions – Infantry in Square never have to test morale – they always pass.

D) Generals – Generals are assigned to a unit at the beginning of each turn, and remain with the unit throughout the turn.

- i. If the unit has to make any morale test, it gets a +1 to the dice roll
- ii. If the unit is eliminated, then the General is eliminated for the rest of the battle.

Army Lists

British Army

<i>Unit Type</i>	<i>Number per Army</i>
Line Infantry (Close Order Infantry, Average)	4
Light Infantry (Light Infantry, Average)	2
Grenadiers (Close Order Infantry, Elite)	1
Light Cavalry (Light Cavalry, Elite)	1
Artillery	1
General	1

American Army

<i>Unit Type</i>	<i>Number per Army</i>
Continental Army (Close Order Infantry, Average)	6
State Militia (Close Order Infantry, Levy)	2
Minutemen (Light Infantry, Average)	2
Light Cavalry (Light Cavalry, Average)	1
Artillery	1
General	1

Special Rules

1. British Grenadiers re-roll failed morale tests
2. State Militia must pass a morale test when charged, or they automatically withdraw.
3. Minutemen may Move and Fire in the same turn.