

THE AMERICAN REVOLUTIONARY WAR 1775-83

A Regimental Fire and Fury Variant

Fire and Fury Variants

Regimental Fire and Fury is not just a wargame that recreates the battles of the American Civil War. It was also designed as a generic set of rules covering a broad period of warfare that lasted for nearly three centuries.

Often called the Black Powder Era, the most common weapon on the battlefield was the short range, muzzle-loading smoothbore musket. Black gunpowder discharged from these weapons, produced billowing clouds of acrid white smoke. Through this pale, officers rode bravely into battle at the head of their troops. With their banners waiving amidst parade-like formations, the infantry marched shoulder-to-shoulder to the beat of drums. Within 100 yards of the enemy they halted to exchange volleys, or fixed bayonets and charged. Artillery thundered above the rattle of musketry, firing round shot and shell at longer range, and even more lethal grape and canister as the enemy closed. Cavalry, charging with drawn saber or leveled lance, struck fear into the opposing foot soldiers. The generals made command decisions that committed their troops to battle, like a dire game of rock-paper-scissors. The infantry, cavalry and artillery maneuvered, fought and died, until the battle ended in victory or defeat.

The American Revolutionary War (AWI) can easily be adapted to the basic *Regimental Fire and Fury* rule system. In addition to having to build the unique armies for the period, players will need the AWI Quick Reference Sheet which can be downloaded for free from our support page on the fireandfury.com web site.

The following sections describe the changes to the basic rule system and quick reference sheets, the army organizations, unit ratings, and special rules for the era, and one or two historical scenarios. This variant is currently in its beta phase. The modifications are only experimental game mechanics for playtest, and do not constitute official errata to the published rules. They are simply to have some fun with new ideas that could lead to incremental improvements in the game design. Updates will be posted on our support page.

AWI Quick Reference Sheet

The Quick Reference Sheet (QRS) summarizes the play sequence and processes for resolving a player turn. The AWI QRS is modified to refight the battles of the American Revolutionary War with 10-15mm figures. A separate QRS will be posted on our support page for the larger 25mm and smaller 6mm figure scales. The modifications to the QRS also require related changes and additions to the basic rules.

Maneuver Table Changes (see Figure 1)

1. There are no longer separate in-command and out-of-command die result columns on the table. They are replaced by separate die result columns for the Troops in Good Order and Gun Effects, and Disordered or Broken Troops Effects.
2. The out-of-command column is replaced with a new



maneuver check modifier. Each unit located outside the command radius of a leader must now apply a -2 out-of-command modifier. The modifier is noncumulative and takes precedence over the -1 modifier for a unit under provisional command.

- The experience ratings of crack and green are colloquial American Civil War period terms to describe troops who were either seasoned veterans or had not yet experienced combat. They are replaced with the more generic terms, **Elite** and **Raw**.
- The term battery is replaced with **artillery company**. The +2 maneuver check modifier now applies to guns maneuvering together as an artillery company, or as an independent **battalion gun** within 4" of friendly troops. Only a galloper gun or light gun can maneuver as a battalion gun.
- Indians receive a +1 maneuver check modifier when located in woods, or a -1 modifier when not in wooded terrain.
- Artillery is classified as mounted on either a **light** or

heavy carriage. A heavy carriage gun or howitzer is less maneuverable. If it is within enemy close range and not in a fortified position and receives a Fall Back or Panic effect, it cannot limber and retreat and is eliminated. Light carriage artillery can limber and retreat.

- Troops with a Rally with Élan effect can now return to good order and either move full or perform some other Well Handled maneuver.
- Panic and Rout are combined into one Maneuver Table effect.

Player Turn Sequence Changes (Figure 2)

- In addition to declaring charges and cavalry counter charges, in Step 2b defending infantry can declare **present bayonets**. In Step 2c the unit is considered to be presenting bayonets and any gun crews also can abandon their gun to take shelter behind infantry with presented bayonets.

Movement Rates Chart Changes (see Figure 2)

- Infantry in line formation have a slower movement rate of

Figure 1.

AWI QRS Version 3

MANEUVER TABLE

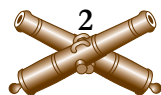
COMMAND RADIUS

8" clear line of sight
Attached to first unit in a contiguous line of march
4" line of sight through dense woods, twilight or fog, attached, or dismounted

DIE ROLL MODIFIERS

+1 Gallant leader	+2 Fresh troops
0 Able	0 Worn
-1 Poor	-2 Spent
+1 Attached leader or brave colonel	+1 Field or march column, garrison, limbered gun, or linear cover
-1 Provisional command	+1 Indians in woods
-2 Out of command	-1 not in woods
+2 Elite unit	-2 Outflanked within 8", or broken
+1 Veteran	-1 Key position lost
0 Trained	-1 Heavy casualties
-1 Raw	-2 Greater losses
+2 Artillery company, or battalion gun within 4" of troops	

	Troops in Good Order and Guns Effects		Disordered or Broken Troops Effects
DIE RESULT	8 or more <i>Double Quick.</i> Well handled maneuver at the double quick rate.	← 1	11 or more <i>Rally with Élan.</i> Return to good order and well handled maneuver.
	3 - 7 <i>Well Handled</i> maneuver.	← 7	5 - 10 <i>Rally.</i> Return to good order and tardy maneuver.
	1, 2 <i>Tardy</i> maneuver.		3, 4 <i>Shaken.</i> Retreat out of close range. Hold position if out of close range or fortified. Return to good order.
	0, -1 <i>Fall Back.</i> Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Lose all unlimbered heavy carriage guns. Hold position and fire only if out of close range or fortified.		1, 2 <i>Wavering.</i> Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform. Remain disordered.
	-2 or less <i>Panic.</i> Troops retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.	← 6	0 or less <i>Panic.</i> Retreat broken. Lose 1 stand equal to the die result difference less than 0.



10" when moving over open ground.

- Extended line is replaced with an *open order* formation. Open order applies the same modifiers and movement rates as extended line, and also can expand and contract its frontage.
- Artillery movement is classified into three rates based upon the combined weight of the gun and carriage:

Siege guns are mounted on heavy carriages and have the slowest artillery movement rate.

Foot guns move at a faster rate and can be mounted on either a light or heavy carriage. They include medium and heavy guns, and siege howitzers on a heavy carriage, and light guns and howitzers on a light carriage,

Galloper guns mounted on a light carriage have the fastest movement rate that is comparable to ACW field artillery.

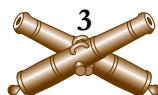
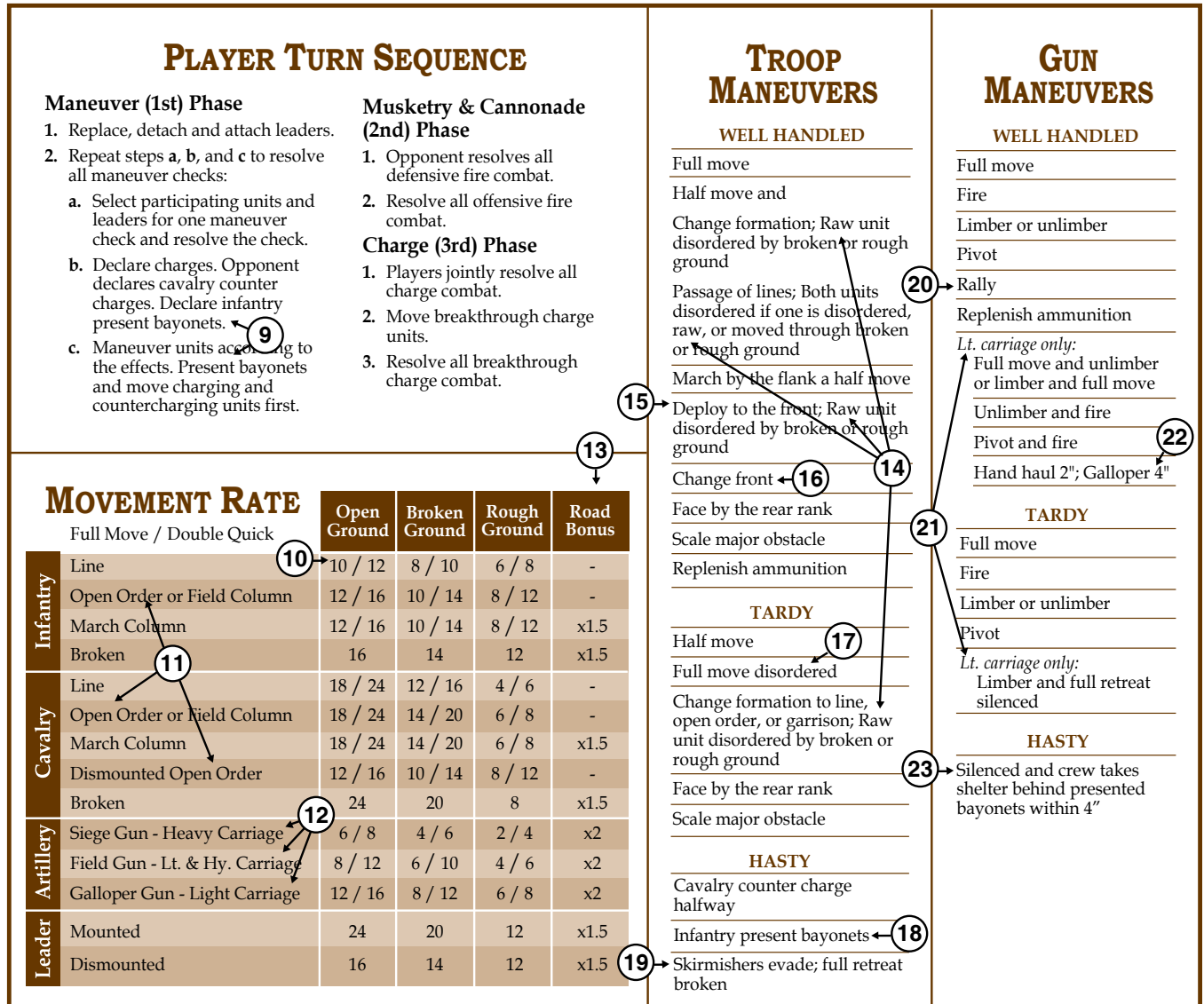
- Units and leaders can now combine on and off road move-

ment. The movement rate when moving on a road in good condition is prorated at x1.5 for troops and x2 for guns.

Troop Maneuver Changes (Figure 2)

- Crack and Green experience ratings of are now called Elite and Raw.
- A new Well Handled maneuver allows a unit changing formation from a field, march or storming column to *deploy to the front* into line or open order and hold position.
- A new Well Handled maneuver allows troops to *change front* by wheeling up to 90-degrees and hold position.
- A new Tardy maneuver allows troops to *full move disordered*.
- A new Hasty maneuver allows infantry to present bayonets when charged by enemy cavalry.
- A new Hasty maneuver allows a skirmish line to evade charging enemy infantry. The evading unit must full retreat broken.

Figure 2.



Gun Maneuver Changes (Figure 2)

20. A silenced gun only can Rally with a Well Handled maneuver. It can no longer Rally with a Tardy maneuver.
21. A light carriage gun or howitzer may perform additional maneuvers that are comparable to ACW artillery. The maneuvers for a heavy carriage gun are more limited.
22. A galloper gun can be hand hauled 4" instead of the standard 2"
23. As a Hasty maneuver, the crew of a gun stand may temporarily abandon their gun and take shelter behind nearby infantry with presented bayonets. The gun is marked silenced.

Game Scale (Figure 2)

The game scale can be adjusted to accommodate battle scenarios considered to be too large or too small when using the standard game scale. There are now three troop scales to choose from for gaming small, moderate, and large battles.

Only the troop and ground scale are affected. The movement rates, command radius, weapon range, time scale and number of guns per stand remain at the same standard game scale.

Musketry and Cannonade Table Changes (Figure 3)

The weapons type, range and fire point value are modified to represent the earlier AWI period.

24. Riflemen and some light infantry on both sides were armed with an early rifle (R) which is as effective as the inferior rifle category in the ACW period.
25. The primary weapon for infantry is the smoothbore musket (M) with a maximum range of 8", the same as in the ACW period.
26. Cavalry are equipped with a short-range smoothbore carbine (C) which they can only can fire while dismounted.
27. AWI era artillery are all smoothbore.
28. Canister is called a more generic term, **grapeshot**.

Figure 3.

AWI QRS Ver. 3

MUSKETRY FIRE POINTS

	Close Range		
	4"	8"	12"
24 → Rifle (R)	1	1/2	
25 → Musket (M)	1	1/2	
26 → Carbine (C)	1		

CANNONADE FIRE POINTS

	Grape Shot		Shot & Shell			
	4"	12"	24"	36"	48"	60"
Siege Gun (SG)	6	5	4	3	2	1
Heavy Gun (HG)	5	4	3	2	1	
Medium Gun (MG)	5	3	2		1	
27 → Light Gun (LG)	4	3	2		1	
Galloper Gun (GG)	3	2	2	1		
Siege Howitzer (SH)	4		2	3		
Howitzer (H)	3	2	3			

MUSKETRY & CANNONADE TABLE

FIRE POINT MODIFIERS	
x 1/2	Firing disordered, low on ammo, or damaged gun

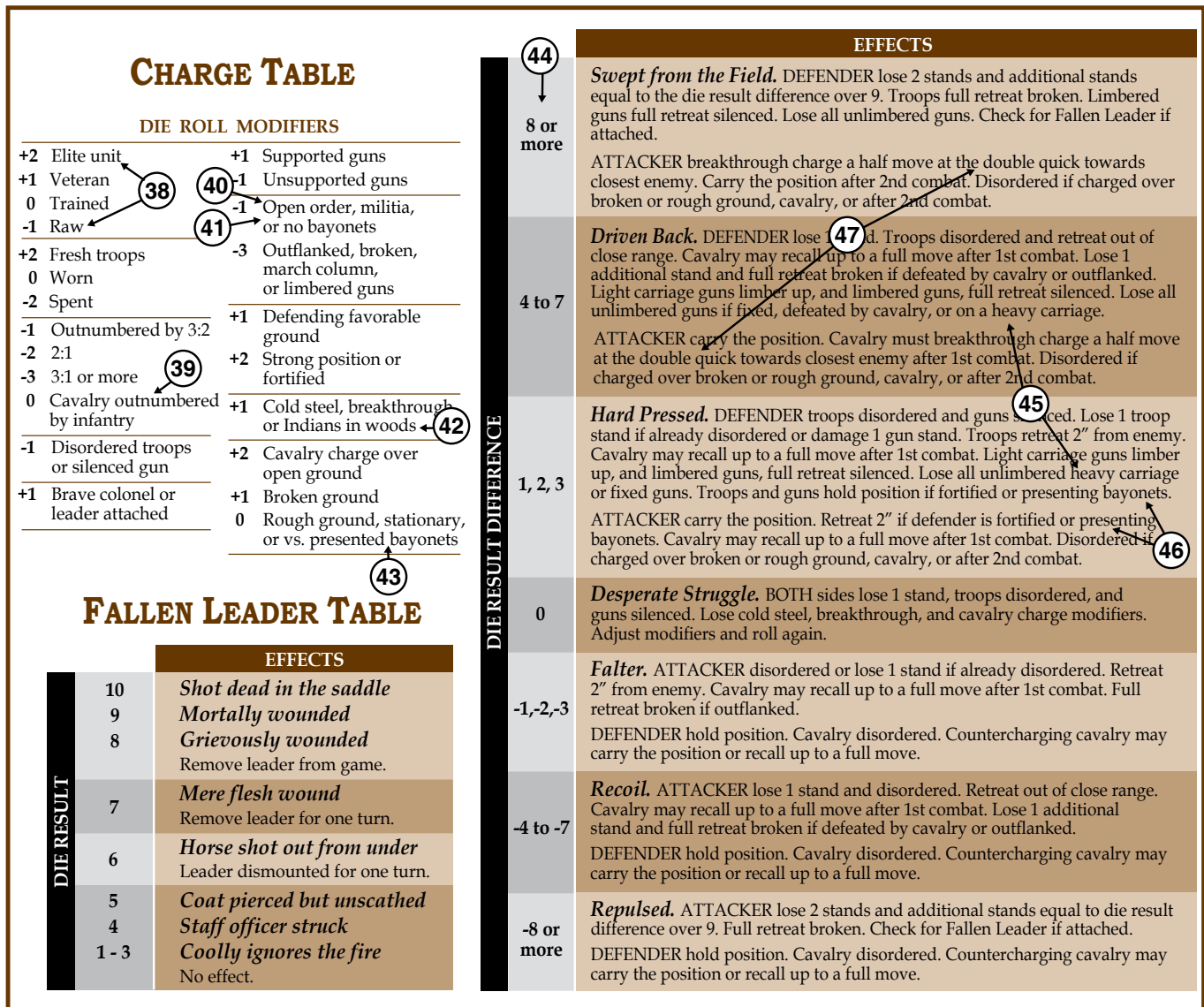
DIE ROLL MODIFIERS	
-4	1 pt.
-3	2 pts.
-2	3 pts.
-1	4,5 pts.
0	6-8 pts.
+1	9-11 pts.
+2	12-14 pts.
+3	15-19 pts.
+4	20-24 pts.
+5	25 or more points

DIE ROLL MODIFIERS	
30 → -1	Raw troops or guns firing
+1	Muskets firing buck & ball in a charge, or marksmen ← 31
33 → +1	Troop target in field column, broken, about faced, passage of lines, or marched by the flank, or crossed abatis ← 34
+2	Enfiladed, march or storming column
+1	Gun target is limbered or enfiladed
-1	Target in partial cover or open order
-2	Full cover, or open order in partial cover
-3	Fortified position ← 35

DIE RESULT	TARGET				EFFECTS	ADDITIONAL EFFECTS
	Elite	Veteran	Trained	Raw		
	11 or more	11 or more	11 or more	11 or more		
-	10	9, 10	8, 9, 10			
10	9	8	7			
7, 8, 9	7, 8	7	-			
6	6	5, 6	5, 6			
-	5	4	3, 4			
5 or less	4 or less	3 or less	2 or less			

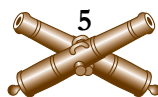


Figure 4.



- 29. The break points for converting the total fire points into a die roll modifier remain the same for 7 fire points or less, but shift down starting at 8 or more fire points. A +1 modifier now begins at 9 points, a +2 is at 12 instead of at 10 points and so on, up to a maximum of a +5 modifier with 25 or more fire points. Round fractions down.
- 30. The term for Green troops and guns is now called Raw.
- 31. All American infantry armed with muskets may fire buck and ball ammunition when charging or being charged. Musket armed British, Loyalists, and Indians may only fire buck and ball when specified in the scenario.
- 32. The term Sharpshooter is now called **marksmen**.
- 33. There is no longer a +1 modifier for firing at mounted cavalry. Cavalry was less vulnerable to short-range smoothbore muskets and slow loading rifles used in the AWI.
- 34. A non-cumulative +1 modifier now applies when firing at a

- target crossing an abatis.
 - 35. Extended line is replaced with an open order formation.
 - 36. Crack and Green target ratings are now called Elite and Raw respectively.
 - 37. Loses from a Withering Fire effect are limited to three stands on a 15 or more die result.
- Charge Table Changes** (Figure 4)
- 38. Crack and Green ratings are now called Elite and Raw respectively.
 - 39. The outnumbered modifier does not apply against cavalry when outnumbered by infantry.
 - 40. Extended line is replaced with an open order formation.
 - 41. Troops in open order, militia, or not equipped with bayonets suffer a -1 charge combat modifier.



42. Indians in wooded terrain apply a +1 charge combat modifier.
43. Cavalry charging a defending unit presenting bayonets applies a 0 charge combat modifier.
44. The die result difference for each combat effect has shifted by 1. A Swept from the Field effect now occurs on an 8 or more, a Driven Back effect on a difference of 4 to 7, and a Hard Pressed effect on a 1 to 3. A Falter effect occurs on a difference of -1 to -3, a Recoil effect on -4 to -7, and Repulsed on -8 or more. A Desperate Struggle effect remains the same at 0.
45. If a gun is in a fixed position or on an unlimbered heavy carriage and defeated on a Hard Pressed or Driven Back effect, it cannot limber and retreat, and is eliminate instead.
46. If a defending unit in a fortified position or presenting bayonets is defeated on a Hard Pressed effect, it does not retreat and instead must hold its position.
47. Units breakthrough charge a half-move at the double quick rate.

BASIC RULES CHANGES

This section covers modifications and additions to the basic rules for all variants.

Maneuver Table Procedure

Rulebook page 24: Changes were made to the Maneuver Table design and die roll. In the original version, the die result for a maneuver check was indexed down one of two columns on the table. The left column was used for units that are in-command, and the right column was for out-of-command units. In the redesigned table, each die result column now corresponds directly to an effects column, and the penalties for an out-of-command unit are summarized as a single die roll modifier. Replace the rule

Figure 5.

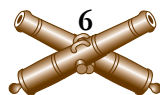
section on Maneuver Table Procedure with the following:

Conduct maneuver checks using the Maneuver Table (Figure 5) as follows:

1. Select a leader and units within his command radius (A) to resolve an in-command maneuver check, or select a single unit that is outside of the command radius of all leaders to resolve an out-of-command maneuver check.
2. Roll one 10-sided die to obtain the base die result and refer to the Maneuver Table.
3. Select a unit and total its die roll modifiers from the list (B). The total is added to the base die result to obtain a modified result. Repeat this procedure for each participating unit.
4. Each modified result is indexed down one of two die result columns on the table. Use the left die results column (C1) and cross-index the modified die result to the adjacent effects column (C2) for a troop unit in good order or a gun unit. Use the right die result column (D1) and cross-index

MANEUVER TABLE	
COMMAND RADIUS	
8" clear line of sight	(A)
Attached to first unit in contiguous line of march	
4" line of sight through dense woods, twilight or fog, attached, or dismounted	
DIE ROLL MODIFIERS	
+1 Gallant leader	(B)
0 Able	
-1 Poor	
+1 Attached leader or brave colonel	
-1 Provisional command	
-2 Out of command	
+2 Elite unit	
+1 Veteran	
0 Trained	
-1 Raw	
+2 Battery, or battalion gun within 2" of friendly troops	
+2 Fresh troops	
0 Worn	
-2 Spent	
+1 Field or march column, garrison, limbered gun, or linear cover	
+1 Indians in woods	
-1 not in woods	
-2 Outflanked within 8", or broken	
-1 Key position lost	
-1 Heavy casualties	
-2 Greater losses	

(C1) Troops in Good Order and Guns Effects		(D1) Disordered or Broken Troops Effects		
DIE RESULT	8 or more	(C2) <i>Double Quick.</i> Well handled maneuver at the double quick rate.	11 or more	(D2) <i>Rally with Elan.</i> Return to good order and well handled maneuver.
	3 - 7	<i>Well Handled</i> maneuver.	5 - 10	<i>Rally.</i> Return to good order and tardy maneuver.
	1, 2	<i>Tardy</i> maneuver.	3, 4	<i>Shaken.</i> Retreat out of close range. Hold position if out of close range or fortified. Return to good order.
	0, -1	<i>Fall Back.</i> Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns. Hold position and fire only if out of close range or fortified.	1, 2	<i>Wavering.</i> Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform. Remain disordered.
	-2 or less	<i>Panic.</i> Troops retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.	0 or less	<i>Panic.</i> Retreat broken. Lose 1 stand equal to the die result difference less than 0.



the modified die result to the adjacent effects column (D2) for a disordered or broken troop unit. The effect listed describes the maneuver the unit can or must perform in the current maneuver check.

Maneuver Die Roll Modifiers

Rulebook page 25 under Provisional Command: The out of command penalty is now a non-cumulative maneuver table modifier grouped with provisional command. Conditions for provisional command also include a new unit type: militia. Replace the rule section on Provisional Command with the section below:

Provisional Command or Out of Command. Subtract one for a unit participating in an in-command maneuver check under a leader who is not the immediate commander. A provisional command can be under a higher ranking leader in the chain of command, or a leader from another command, except for artillery commanders who can only command guns. The provisional command modifier should also apply to any unit rated as militia. Subtract two if the unit is not in the command radius of any leader, and it must participate in an out-of-command maneuver check.

Maneuver Effects

Rulebook page 26 under Disordered and Broken Troops: The first effect on the disordered and broken troops column on the maneuver Table now allows a unit to rally and move full. Also in the same column, the titles for the second and third effects are changed. Replace the top two rule sections describing the effects for Disordered and Broken Troops with the three sections below:

Rally with Élan. Remove the disordered marker and return to good order. If broken, a unit reforms into line facing toward the enemy. The rallied unit also may voluntarily perform one Well Handled maneuver or holds position and may refuse a flank.

Rally. Remove the disordered marker and return to good order. If broken, a unit reforms into line facing toward the enemy. The rallied unit also may voluntarily perform one Tardy maneuver or holds position and may refuse a flank.

Shaken. Troops currently within close range and the arc of fire of enemy weapons must retreat until they reach a position just beyond close range, moving further than their full move rate, if necessary. A unit located outside of close range holds position. Remove the disordered marker. If broken, a unit reforms in line in good order, facing toward the enemy. A unit may not perform any other maneuver, but may still fire.

Rulebook page 26 under Disordered and Broken Troops: The last two effects on the disordered and broken troops column on the maneuver Table are combined.

Replace the last two rule sections describing the effects for Disordered and Broken Troops with the section below:

Panic. The unit loses formation and retreats the full move rate for broken, away from the enemy, and toward the friendly table edge. Dismounted cavalry must mount and full retreat broken. One troop stand is removed equal to the die result difference less than zero. For example, if the modified die result is a negative two, remove two stands from the broken unit.

Rulebook page 26 under Troops in Good Order and Guns: The list of Tardy maneuvers now includes another tactical choice that allows a unit in good order to move up to its full move rate at the cost of becoming disordered. Replace the rule section on Tardy with the following section:

Tardy. The unit may voluntarily perform one Tardy maneuver, or hold position and may refuse a flank. Movement is at half the full move rate in good order, or at the full move rate disordered.

Troop Maneuvers

Rulebook page 27 under Tardy: Insert the following new rule section after the section on Half Move:

Full Move Disordered. A unit that started the Maneuver Phase in good order, and rolled a Tardy effect during its maneuver check, may move up to its full movement rate and is mark disordered, or it may perform one of the other Tardy maneuvers in good order. A unit that started the phase in disorder or broken and rolled a Rally effect, may remain disordered and move up to its full move rate, or it may rally and return to good order and perform one of the other Tardy maneuvers. A broken unit must first reform into line facing toward the enemy before moving full disordered.

A unit that moves full disordered may only advance or withdraw in its current formation. It also may wheel or oblique up to 45-degrees during movement, charge, support a charge, and charge with cold steel. The disordered unit cannot change formation, change front, move by the flank or perform a pas-

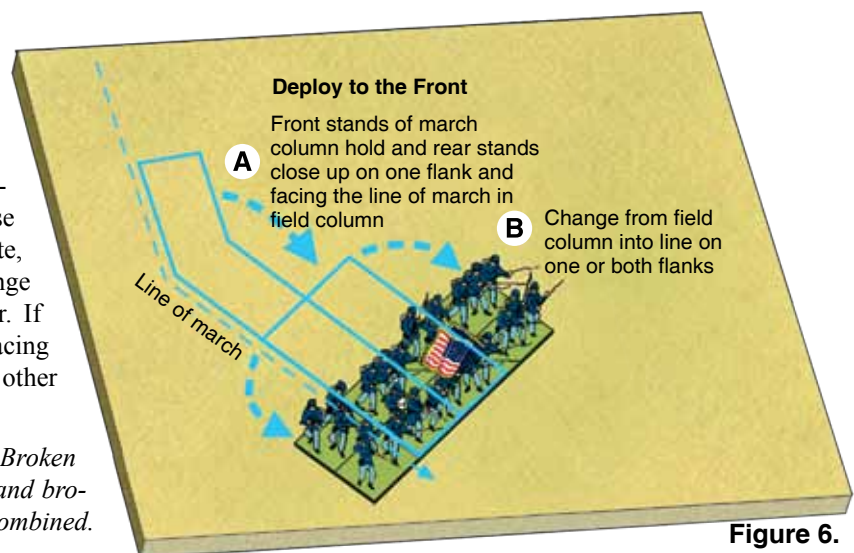


Figure 6.

sage of lines through another unit in line, march column, or field column; however, the unit may pass through another unit in open order or guns without penalty. The unit in line or open order also may refuse a flank after completing movement. If the disordered unit is targeted by defensive fire, including pass through fire, and suffers a Galling Fire effect during fire combat, it is considered already disordered and must lose one stand.

Rulebook page 27 under Well Handled: Introducing a new Well Handled maneuver that allows a unit in march column to deploy in line perpendicular to its line of March and hold position. The original version only allowed a unit to deploy along its line of march. Add the following rule section to Well Handled maneuvers:

Deploy to the Front. For simplicity, the basic rules only allow a march column to deploy into a line formation facing along its line of march. A new maneuver, deploy to the front, allows a unit to change formation from a march column into line facing perpendicular to its line of march. A unit must roll a Well Handled effect during its maneuver check to perform this maneuver.

The unit must expend the entire maneuver changing formation, and cannot move up to half its full move rate either before or after the formation change.

The deploy to the front maneuver is performed in a two-step process (Figure 6). First, the unit must temporarily deploy from march column into a two-stand wide field column by moving half of the stands at the rear of the march column forward and arranging them adjacent to the stands at the front of the column, as depicted in Figure 12-B on page 33 in the basic rulebook. This forms a field column aligned along the line of march. In the second step, the field column must immediately redeploy by expanding its frontage on one or both flanks to form a line formation, as depicted in Figure 13-A on page 34.

Figure 7.

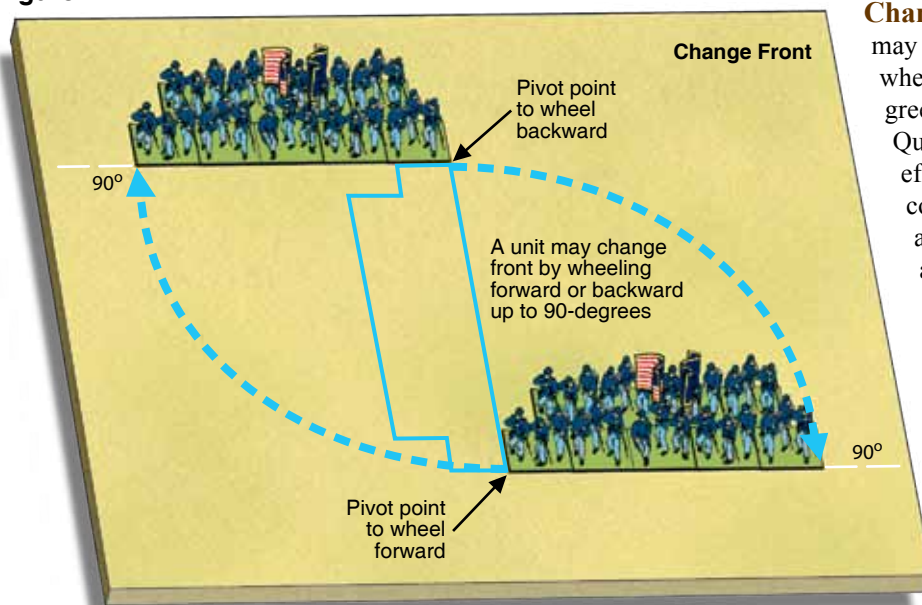
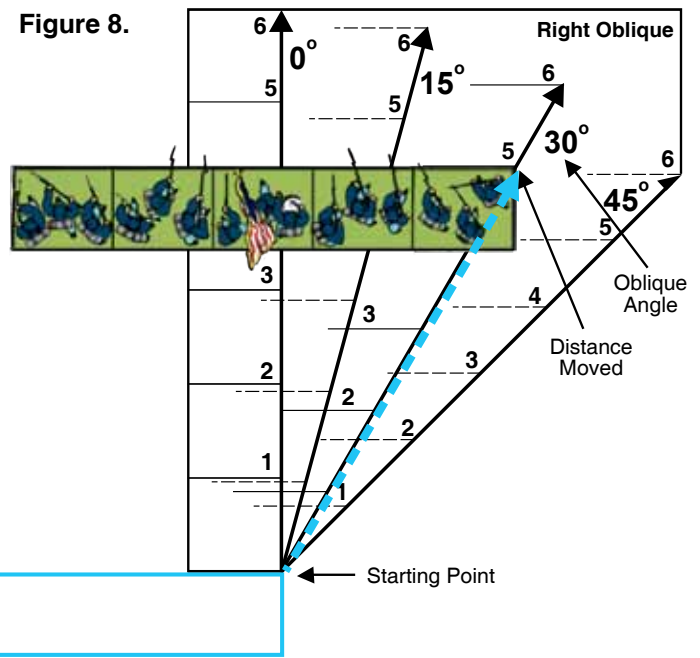


Figure 8.



The redeployed formation must maintain the same facing, but may refuse a flank up to 45-degrees. Green troops that deploy to the front in broken or rough terrain are marked disordered. Units only allowed to form march column and extended line, to include dismounted cavalry, dismounted mounted infantry, specialty skirmish troops, and irregular troops in other periods, may deploy to the front from march column into an extended line.

Rulebook page 27 under Well Handled: Introducing a new Well Handled maneuver that allows a unit in line or extended line to wheel up to 90-degrees and hold position. The original version only allowed a unit to wheel up to 45-degrees during movement. Insert the following rule section after the section on Face by the Rear Rank:

Change Front. A unit in line or extended line may now perform a change front maneuver by wheeling forward or backwards up to 90-degrees (Figure 7). A unit must roll a Double Quick, Well Handled, or Rally with Élan effect to change front. The unit can only conduct the wheel from its present position and it cannot combine a change front with any other maneuver such as an advance, withdraw, charge, oblique, about face, or march by the flank.

The wheel forward or backwards always is measured from the front face of the unit with the pivot point touching the corner of the inside flank stand. A unit cannot wheel more than 90-degrees or further than its maximum move-

ment rate. A unit cannot move after completing a change front, but it may refuse a flank.

Troop Movement

Rulebook page 31 under Oblique: Replace the Oblique rule section with the following:

Oblique. As a unit advances or withdraws, it also may move to the left or right oblique. To oblique, all stands maintain their current facing and formation and move at an angle up to 45-degrees in one direction. Move distance is measured along the angle. A unit may oblique once at any point during its advance or withdrawal. An oblique cannot be combined with a wheel or march by the flank. A unit may oblique either left or right, but not both in the same phase. The unit may refuse one or both flanks after completing its movement. A charging unit may oblique only at the beginning of its charge.

An new oblique template is provided to help determine the angle and movement cost (Figure 8). The template is located on the last page in this book. The templates also can be downloaded for free from the support page on our website support page. Photocopy the templates, then cut out, fold, and glue the two sides together. The oblique template shows the angle and movement cost at 15, 30, and 45-degrees. The template has both left and right oblique markings. Place the base of the template along the front face of the unit, with the outside corner of the flank stand touching the starting point for the various oblique angles on the template. Next, move the formation along the selected angle. The movement cost is listed on the template.

Road Movement

Rulebook page 32: The rules now allow both on and off road movement in the same turn using a prorated movement rate for the distance traveled on a road in good condition. Replace the Road Movement rule section with the following:

A road is a linear terrain feature the width of one stand, rated as open ground for its entire length. A road passing over a bridge or through a shallow ford is considered open ground. Units in march column, broken units, limbered guns, and leaders may move on a road.

All or part of the unit or leader movement can be spent moving on a road (Figure 16). The unit or leader may move on a road if it starts movement aligned on or with at least one stand touching the road. A regiment in any other formation with at least one stand touching the road, that rolls a Double Quick, Well Handled, or Rally with Elan effect, may change formation and half move in march column on the road. Similarly, an unlimbered gun or artillery company touching the road may limber up and move on the road. A march column, limbered gun, or leader also can begin moving on a road if it later makes contact with the road during movement.

To move on the road, the unit or leader simply follows the path of the road. The march column, limbered gun, or leader must

be aligned on the road as it moves. There are no restrictions or penalties for changing direction as they move along the path. A unit or leader may move forward in the direction they are currently facing, or they can about face without a penalty and move along the road in the opposite direction.

All roads have a rating as being either in **good** or **poor condition**. Good roads provide a **road bonus** for the distance traveled on the road. The road bonus multiplies the distance traveled by x1.5 for infantry and cavalry in march column, x1.5 for leaders, and x2 for limbered artillery. As a rule of thumb, for every inch spent moving on a good road, a unit or leader may move an additional half-inch for free, or an additional one-inch free for a limbered gun. Roads in poor condition do not provide a multiplier and only are treated as open ground.

Units and leaders may move entirely on a road or combine on- and off-road movement. How far they can move depends upon the current movement rate. A unit that starts aligned on or touching a road immediately can move on the road at the open-ground/road rate. If the unit does not touch the road at the start, its movement rate will be based on the level of difficulty for the terrain it must move through to reach the road. For example, if a unit moves through woods rated broken ground, the movement rate for both off and on the road will be at that rate. Likewise, if a unit starts on a road and exits at some point into broken ground, the movement rate also will be at that rate for both on and off the road. Whenever a unit combines on- and off-road movement through terrain of different levels of difficulty, it must move at the slowest rate for its entire movement.

If part of the movement was on a road in good condition, the road bonus multiplier only applies to that portion traveled on the road. A unit or leader that spends part of its movement in broken or rough ground and part on a road in good condition, must move at the slower rate for the entire distance traveled, but prorates the road bonus multiplier only for distance traveled on the good road.

A unit that starts in another formation may change formation into march column and half move. If the original formation touches the road, it immediately changes to march column and half moves on the road. If it is not in contact with the road, it may change to march column and half move to reach the road, and continue on the road with any remaining movement.

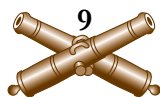
Charge

Rulebook page 36/ Charge: Cavalry may now charge a target that is also being charged by infantry. Replace the last paragraph at the bottom of the left column, on page 36 with the following text:

More than one unit may charge the same target. Infantry and cavalry may charge the same target.

Gun Maneuvers

Rulebook page 42 under Tardy: We found it too easy for guns to remove a silenced marker. Therefore, a gun can no longer perform a rally maneuver if it rolls a Tardy effect on the Maneuver Table. A gun must roll a higher Well Handled effect



to rally and remove a silenced marker. If a gun fails to rally, the controlling player may choose the Tardy maneuver to limber and full retreat silenced. The following rule section from the list of Tardy maneuvers for guns no longer applies:

Rally. Same as for Well Handled maneuver.

Fire Restrictions

Rulebook page 47: Battlefield smoke made it difficult for artillery to concentrate their fire. Add the following sub-section to the end of the Fire Restrictions section:

Massing Artillery Fire. Each artillery unit maneuvering as an artillery company or a single battalion gun, must fire at a different target. Two or more artillery units may “mass” their fire upon the same target only if the target is in canister range, or the closest or only target, or within the command radius of a designated artillery leader.

Fire Combat Effects

Rulebook page 54/ Fire Combat Effects/ Inflicting Troop Casualties: The maximum stand losses from a Withering Fire effect now is limited to 3 stands. Replace the rule section on Inflicting Troop Casualties with the section below:

Inflicting Troop Casualties. Some fire and charge combat effects require the removal of troop stands from the target

unit. Stands removed from play are lost for the duration of the battle. Lost stands can lower a unit’s effectiveness from fresh to worn, and eventually to spent. The player controlling the target decides which stand(s) to remove, however, the stands must be removed in such a way that the unit’s formation is not changed. The command stand and label stand must be the last two remaining stands. When an infantry or cavalry unit is reduced to a single stand, the unit is removed from the game immediately.

A Galling Fire effect causes a troop target to lose one stand only if it currently is marked disordered. A Telling Fire effect causes a target to lose one troop stand or mark one gun stand damaged. A Withering Fire effect causes a minimum loss of two troop stands or wrecks one gun. The target must lose one additional troop or gun stand if the modified die result is 15 or greater.

Charge Combat Modifier

Rulebook pages 61-62/ Charge Combat Modifiers/ Outnumbered: Cavalry no longer suffers an outnumbered modifier when outnumbered by infantry. Add the following sentence to the end of the section:

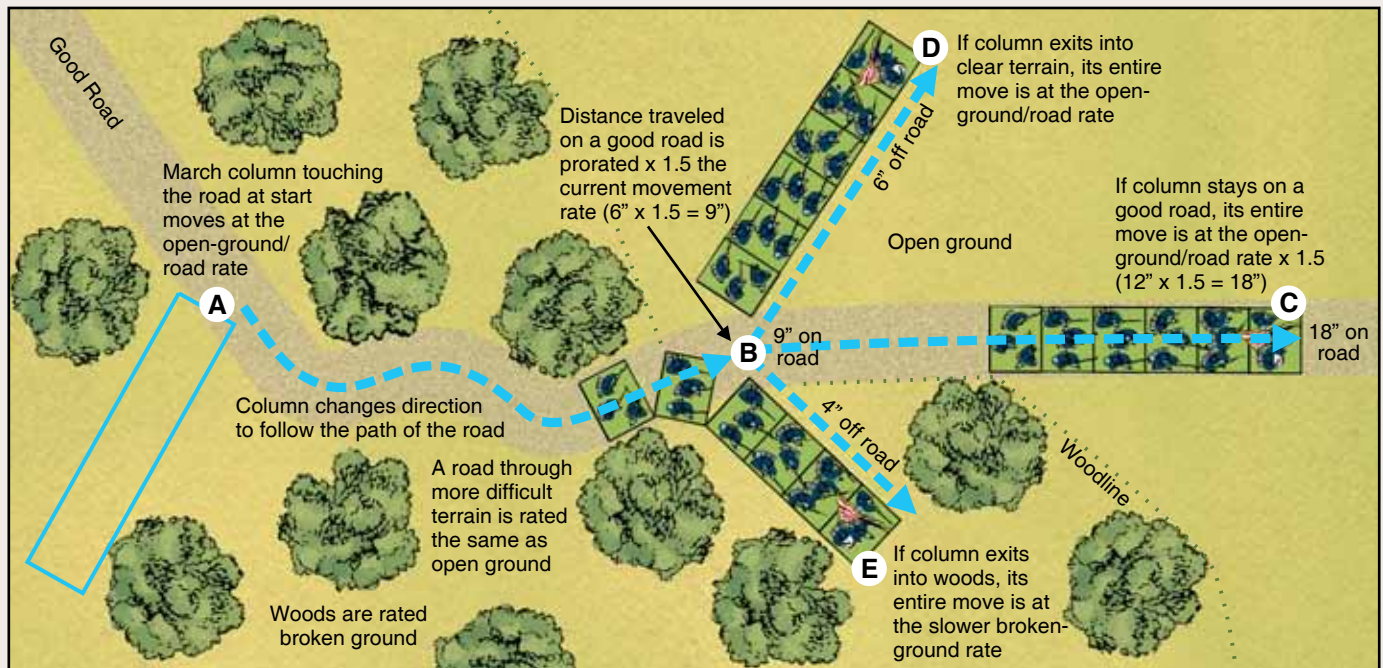
Outnumbered. The modifier is **zero** if cavalry is outnumbered by infantry.

Figure 9. Prorating Road Movement. The player rolls a Well Handled effect for a regiment in march column with one stand touching a road in good condition at point A. The unit moves 9” on the road to B. The road bonus multiplier is x1.5, therefore the unit has only expended 6” of its full move allowance. How much further the unit can move depends upon the type of terrain it continues to move through.

The unit can remain on the road and continue to move up to 18” to C (12” open-ground/road rate x1.5 good-road bonus = 18”).

The unit can exit the road at B and move another 6” through open ground to D, for a total of 15” (6” open-ground/road rate x1.5 good-road bonus = 9”, + 6” open-ground rate = 15”).

The unit can exit the road at B and move through woods to E. Its entire move distance is at the slower broken-ground rate, so it may only move another 4” for a total of 13” (6” broken-ground rate on road x1.5 good-road bonus = 9”, + 4” broken-ground rate through woods = 13”).



Rulebook page 62/ Charge Combat Modifiers/ Charging with Cold Steel (CS) or Breakthrough Charge: A crack unit can now both fire and charge with cold steel. Replace the entire section with the following text:

Charging with Cold Steel or Breakthrough Charge. Add **one** to an attacking unit if the controlling player declared the unit was charging with **cold steel** during the Maneuver Phase. With the exception of elite troops, a unit charging with cold steel cannot fire during the Musketry & Cannonade Phase, but has a greater chance to charge home and contact its target. A charging infantry or cavalry unit allowed a **breakthrough charge**, adds **one** in the second round of charge combat. A charging unit loses the cold steel or breakthrough modifier after rolling a Desperate Struggle effect.

Infantry armed with bayonets and cavalry (with sabers) have the option to charge with cold steel. Troops without bayonets, dismounted cavalry, and stationary cavalry do not have the option to charge with cold steel.

In most cases, infantry cannot fire if it is charging with cold steel. This represents troops ordered to fix bayonets with their muskets unloaded, so as not to tempt them to stop and shoot during the charge. It was commonly observed that once troops halted and fired it was difficult to get them to move forward again. However, better disciplined and experienced troops learned to hold their fire during the advance, and deliver a well-aimed volley at close range before closing with the bayonet. Elite troops have an additional advantage in combat. They can both charge with cold steel with its +1 charge combat modifier, and fire during the Musketry & Cannonade Phase. They cannot fire during a breakthrough charge.

Twilight & Night Turns

In the basic rules for twilight turns on page 17 in the *Regimental Fire and Fury* rulebook we were using a definition of twilight that technically is civil twilight, which is half as long as nautical twilight. The longer nautical twilight can be played **Twilight**. The number of twilight turns and the effects of twilight now are more consistent with the modern military definition for twilight. Morning twilight lasts for approximately one hour from the instant of first available daylight (dawn) until sunrise. Evening twilight lasts approximately one hour from sunset until the instant of last available daylight (dusk). Military operations are limited during twilight because, under good atmospheric conditions, the outline of ground objects is distinguishable, but details cannot be seen. The beginning and ending times for twilight can vary depending upon the time of the year and latitude.

A scenario now can have up to four 15-minute twilight turns. The gradual fading of sunlight during evening twilight is represented by reducing the maximum distance allowed on each turn for weapon range, starting with 48" on the first turn after sunset, down to 36" on turn two, 24" on turn three, and 12" on turn four. During morning twilight the distances are reversed as the light increases for four turns before sunrise.

In a maneuver check, a leader's command radius is reduced to 4" during twilight. Firing stands suffer a -2 modifier for target in full cover if half or more of the fire points were fired from over 4".

Night. The game length may continue past twilight into night. The number of night turns can vary depending on historical accounts and the scenario design. The maximum distance weapons can fire can change depending upon atmospheric conditions. On an overcast or moonless night weapon range is restricted to 4". Increase the distance to 8" on a clear moonlit night, and out to 12" when there is a full moon.

In a maneuver check during a night turn, a unit can be in command only if it has an attached leader. All other units must roll on the out-of-command column on the Maneuver Table. A unit receiving a Double Quick or Well Handled effect may only perform a Tardy maneuver. All other Maneuver Table effects remain the same. Firing stands suffer a -2 modifier for target in full cover, however, the modifier does not apply if the firing stands are in a participating unit or are incidental stands in a charge combat.

VARIANT RULES FOR THE AMERICAN REVOLUTIONARY WAR

This section covers modifications and additions to the basic rules for of the AWI variant.

Game Scale

Most historical AWI battles can be recreated using the standard Regimental Fire and Fury game scale. However there are a few battles considered to be too large or too small to refight in the standard scale. To accommodate smaller and larger battles, there are now four game scales to choose from, based on the troop strength per stand of 20-, 30-, 40- or 50-men per stand as follows:

40-Scale. This is the standard scale used in Regimental Fire and Fury, Most AWI battles with 2,000 to 7,000 men per side can be fought at this scale. One stand of infantry or cavalry represents 40-men. One-inch of ground scale equals 25 yards or 100-yards equals 4-inches. Each gun stand represents two actual guns.

30-Scale. This scale can be used to recreate smaller battles such as Trenton, where opposing armies numbered approximately 1,000 to 2,000 men per side. Reduce the troop strength by 25-percent, to 30-men per stand, and the ground scaled down to 18.75 yards per inch, or 75-yards equals 4-inches. Each gun stand still represents two actual guns. The standard QRS for 15mm figures provided with the rules is used.

20-Scale. This scale is best suited to recreate even smaller battles such as Cowpens, where opposing armies numbered approximately 1,000 or fewer men per side. Reduce the troop

strength by 50-percent to 20-men per stand, and the ground scaled down to 12.50 yards per inch, or 50-yards equals 4-inches. Each gun stand now represents one actual gun. You will need the AWI QRS for 25mm figures that can be downloaded for free from our website.

50-Scale. This scale can be used for the few larger historical battles such as Monmouth where the opposing armies numbered over 7,000 men per side. Increase the troop strength by 125-percent to 50-men per stand, and the ground scaled up to 31.25 yards per inch, or 125-yards equals 4-inches. Each gun stand represents two actual guns. The standard QRS for 15mm figures provided with the rules is still used.

When using the smaller 20- and 30-men scale, large regiments can be split into two battalion-size units and the regimental colonel leader functioning the same as a brigade leader. Regardless of the scale used, under-strength units within the same brigade-size command can be combined into a larger ad hoc regimental unit.

The standard time scale represents 10 to 15 minutes to recreate 6 or 4 game turns per hour, but the number of turns per hour can be increased for shorter battles and reduced for longer battles as needed.

Troop Formations

Rulebook page 28: The extended line formation is now called open order. Open order can expand or contract its frontage by deploying in one or more ranks with intervals between stands. Replace the Extended Line sub-section with the following:

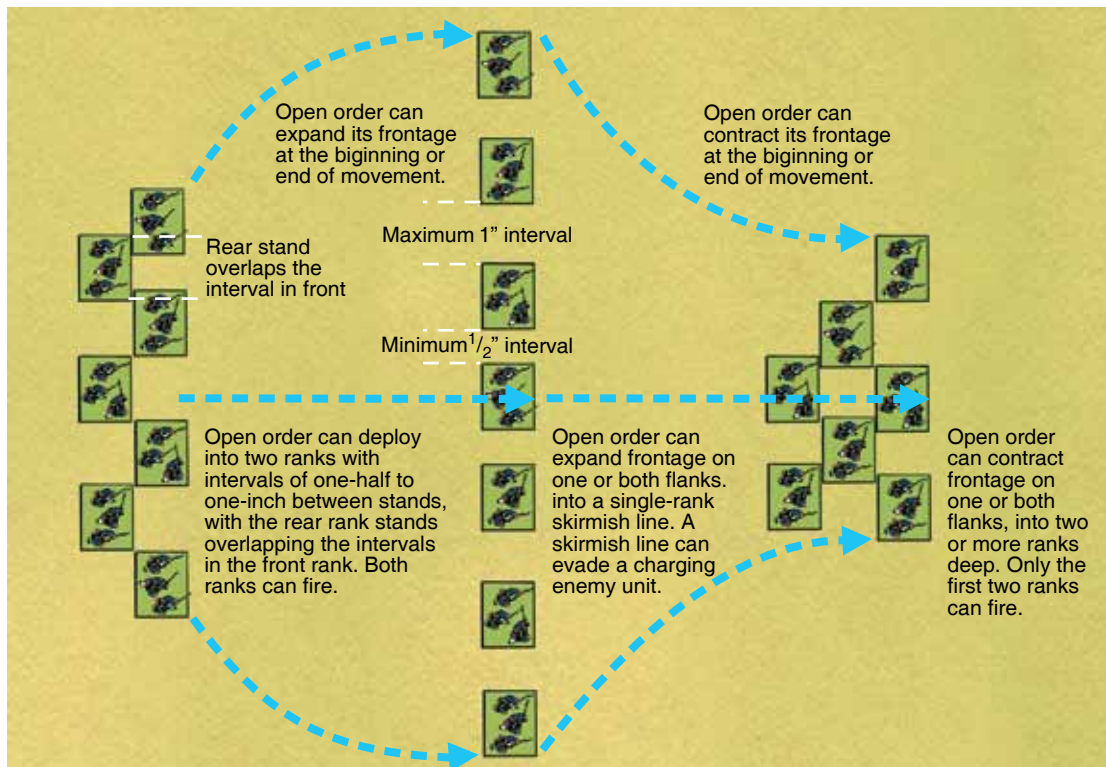
Open Order. This formation represents a regiment loosely deployed with intervals between each soldier. Not all units have the ability to maneuver and fight in open order. Only units designated in the scenario as light (Lt) troops may deploy in open order. Open order can change its frontage to conform to the tactical situation and terrain. Open order has a faster movement rate than a line formation and applies a better cover modifier in fire combat, but is more vulnerable in charge combat.

A unit in open order changes frontage by adjusting intervals between stands and/or by shifting stands between its front and rear ranks (Figure 10). Troop stands can be placed in a single rank with an interval of from one-half-inch to one-inch between adjacent stands, to represent a thin skirmish line. A denser open order formation can be represented by contracting the frontage into two or more ranks deep with intervals between the stands in each successive rank. Stands are distributed as evenly as possible between the ranks with each stand overlapping the intervals between the stands in front.

A unit must perform a change formation maneuver to change into or out of open order from any other formation. However, a unit in open order can either expand or contract its frontage at the beginning or end of movement. It may expand or contract its frontage on one or both flanks. While changing its frontage, the unit must maintain the same facing and may refuse one flank up to 45-degrees. Note, the unit may either expand or contract its frontage, but not do both in the same turn.

The scenario should specify which units are light troops that can deploy in open order, and if they can also deploy in other formations, such as line, field column, and march column. Note

Figure 10. Open Order.



that some light troops such as militia, riflemen, dismounted dragoons, pickets, and Indians may only deploy in open order.

Open order moves faster over open, broken and rough ground than a line formation. **Subtract one** from the die roll when firing at a target in open order or **subtract two** if the target is behind partial or full cover. An open order also can use minor terrain features such as fences and brush as partial cover. Open order is at a disadvantage in charge combat and applies a **minus one** combat modifier. As with a line formation, only stands in the first two ranks in open order may fire.

Evade

Troops deployed in open order as a thin skirmish line, represented by all stands arranged in a single rank with intervals between stands, may voluntarily **evade** charging enemy infantry. Before the charging unit makes contact, the skirmish line may perform a Hasty maneuver to full retreat broken toward the friendly table edge, or it may halt sooner by taking refuge immediately behind a friendly unit in open order, line or field column to its rear. The broken unit may retreat around both friendly and enemy units.

The charging unit may carry the position or continue to charge with its remaining movement toward the evading unit. Mark the charging unit disordered at the end of the phase if it charged over broken or rough ground. A unit cannot evade if charged by enemy cavalry, or when deployed in any other formation, including open order in two or more ranks deep.

Storming a Defile

In rare tactical situations, a regiment may temporarily change formation into a **storming column** to move or charge through a narrow terrain feature called a **defile**. A defile is a path through impassable or difficult terrain that restricts the formation's frontage to only one stand. Defile examples are: a bridge or ford over a river or creek, a causeway through a swamp or marsh, a road running through a ravine or passing through rugged terrain, a railroad cut, or a street between two town blocks. The scenario should identify terrain designated as a defile.

To form a storming column, the regiment must start within one-half move distance from the far side of the defile, and must roll a Double Quick, Well Handled, or Rally with Elan effect in its maneuver check. Move distance is measured along the path of the defile. A storming column looks the same as a march column. Move the closest stand in the current formation through the defile, place all remaining stands behind it in single file, and switch the command stand to the head of the column. A unit already in march column simply is declared a storming column before moving. Dismounted cavalry must mount up to form a storming column. The storming column may move up to half the full-move rate for march column and follow the path through the defile. A brigade with a Double Quick effect may move half the faster movement rate, and it may also move through the defile at the prorated road bonus if on a good road.

If an enemy unit is located in or on the far side of the defile

and within the half-move distance, the storming column must charge along the path of the defile into contact with the enemy and resolve charge combat. If the column exits the defile before making contact, it must continue to charge toward the enemy unit by the most direct path. A storming column is enfiladed from all directions. A storming column may charge with cold steel or fire, but only the front stand in the column may fire. In charge combat, a storming column counts all stands for determining which side receives the outnumbered modifier. Unlike a march column, a storming column is not considered outflanked in charge combat.

If the storming column wins the charge combat by a +1 or more die roll difference, it must carry the position and change formation again, space permitting, into line, supported line or field column, or garrison a structure. It may refuse one or both flanks, and is marked disordered. If defeated, the attacker must full retreat broken back through the defile. If the far side of the defile is undefended, the storming column changes formation in good order immediately after exiting the defile. A storming column cannot conduct a breakthrough charge.

Present Bayonets

Infantry can reduce their risk and fear of an enemy cavalry charge by performing a new hasty maneuver called **present bayonets**, which is the forerunner to the famed infantry square. In the face of an enemy cavalry charge, troops presented bayonets by quickly closing ranks, the front rank kneeled and placed the butt of their muskets on the ground with the bayonet pointed outward, while the rear rank volleyed at the fast closing cavalry.

Only well-disciplined infantry armed with bayonets can perform this maneuver. They include British and French Regulars, Continentals, and some Loyalists units. Infantry units that lack the training or bayonets such as riflemen, militia, and Indians, cannot present bayonets. The scenario should specify which units have the ability to present bayonets.

Infantry in line, open order, or field column may present bayonets in response to an enemy cavalry charge during the opposing player turn. After a player declares all cavalry charges and the target of each charge, the opposing player must declare which of his infantry units are presenting bayonets as a hasty maneuver. Presenting bayonets occurs before any charging units are moved. A unit that presents bayonets also may refuse on or both flanks. A unit in open order immediately contracts its frontage into a line formation as part of the hasty maneuver. A field column may pivot stands into a line facing the flank or rear to keep from being outflanked by the enemy cavalry.

Units may present bayonets if they are the target of or in the path of a cavalry charge, or behind or adjacent to a unit that is the target of the cavalry charge. If a unit located behind or adjacent to a defending unit might be the future target of a breakthrough charge by enemy cavalry, it must present bayonets before the first charge movement is conducted. It cannot present bayonets in response to a breakthrough charge after the first round of combat has been resolved. The charging cav-

alry must still charge its designated target, even if it presented bayonets. A unit in march column cannot present bayonets. A unit cannot present bayonets when charged by infantry only.

A unit defending with presented bayonets cannot conduct fire combat. The limited volley fire from the rear ranks is considered to be subsumed in the charge combat. Instead, the charging cavalry loses its +2 modifier when charging over open ground or +1 over broken ground. If defeated by the cavalry with a Hard Pressed effect on a die roll difference of 1 to 3, the defender with presented bayonets holds position in disorder and the victorious cavalry is disordered and must retreat at least 2" or recall instead. However, the defeated defender must retreat and no longer presents bayonets if the best enemy unit in the charge combat is infantry.

Once a unit presented bayonets, it cannot fire or move until it performs a change formation maneuver or is forced to retreat during its maneuver check. The unit must roll a Well Handled, Double Quick, or Rally with Elan effect to change formation back into a standard line, open order, or field column, and it can either hold position, or move up to half its full-move rate after it changes formation. A unit with a Double Quick effect may move at half the faster movement rate. A unit that changes back into line or open order also may refuse a flank after completing its movement or formation change. The unit must move up to half its movement rate to change to a march column. On a Tardy or Rally effect, the unit can change into a normal line, open order, or field column, but must hold its position. The unit may fire in the following offensive fire phase after it changes formation.

If the effects of the maneuver check requires a unit with presented bayonets to retreat, it must move back the required distance in its current formation and no longer is considered to be presenting bayonets, and may fire in the following offensive fire phase.

Sheltered Gun Crew. A unit with presented bayonets also may shelter the crews of any adjacent gun stands that are within 4". The crew may take shelter behind the presented bayonets as a hasty maneuver and are considered to have abandoned their guns. To represent an abandoned gun, keep the gun model unglued to the base and simply leave the loose gun in place and move the stand with the crew attached to the base to a spot behind the infantry formation. Mark the abandoned gun model silenced.

A gun crew may remain sheltered with the troop unit as long as the unit continues to present bayonets, or the crew can return to its abandoned gun and perform a maneuver check to attempt to a rally and remove the silenced marker.

Unit Experience

The colloquial Civil War terms Crack and Green are now respectively called Elite and Raw. Also the criteria for each successive rating has changed. Replace the guideline for rating unit experience as follows:

An experience rating is assigned to each unit in the scenario. This rating does not change during the battle. Both troops and guns are rated. Units are assigned one of four ratings: *elite*

Figure 11.
Unit Effectiveness Table
Fresh / Worn / Spent

Spirited	Reliable	Unreliable	Dispirited
2/-1	2/-1	2/-1	2/-1
3/-1	3/2/1	3/-2	3/-2
4/2/1	4/3/2	4/-3	4/-3
5/3/2	5/4/3	5/-4	5/-4
6/4/2	6/5/3	6/5/4	6/-5
7/5/3	7/6/4	7/6/5	7/-5
8/5/3	8/6/4	8/7/6	8/-7
9/6/4	9/7/5	9/8/7	9/-8
10/7/4	10/8/5	10/9/7	10/-9
11/8/5	11/9/6	11/10/8	11/-10
12/8/5	12/9/6	12/10/8	12/11/10
13/9/6	13/10/7	13/11/9	13/12/11
14/10/6	14/11/7	14/12/9	14/13/12
15/11/7	15/12/8	15/13/10	15/14/13
16/11/7	16/12/8	16/13/10	16/15/14
17/12/8	17/13/9	17/14/11	17/16/15
18/13/8	18/14/9	18/15/11	18/17/16
19/14/9	19/15/10	19/16/12	19/18/17
20/14/9	20/15/10	20/16/12	20/19/18
21/15/10	21/16/11	21/17/13	21/20/19
22/16/10	22/17/11	22/18/13	22/21/20
23/17/11	23/18/12	23/19/14	23/22/21
24/17/11	24/18/12	24/19/14	24/23/22
25/18/12	25/19/13	25/20/15	25/24/23

(very good), *veteran* (good), *trained* (average), and *raw* (poor). Generally, each unit is rated by how well it is drilled and its combat experience. The list below provides a guideline for rating unit experience.

Raw (Raw). Poorly drilled troops with little or no combat experience.

Trained (Trn). Poorly drilled troops with combat experience, or well drilled troops with little or no combat experience.

Veteran (Vet). Well drilled troops with combat experience.

Elite (Elt). Specialized or battle-hardened troops.

Unit Effectiveness

Rulebook page 9: A fourth and lower morale category called *Dispirited* is added to the Unit Effectiveness Table (Figure 11). Add the following sub-section to the end of the Unit Effectiveness section:

Dispirited Morale. A dispirited rating is applied to militia or any unit that lacks regular discipline or continuous field service. Dispirited units have no staying power. A dispirited unit

American forces lay siege to the Chew Mansion (Clivedon), with its small garrison of British light infantry, at the Battle of Germantown.



that starts with 12 or more stands, drops from fresh to worn after losing its first stand, and to spent after losing a second stand. A smaller dispirited unit drops from fresh to spent after the loss of only one stand.

Weapons

Rulebook page 9/ Weapons: Replace the entire Civil War era weapons section with the following:

The weapons used during the American Revolution were predominately smoothbore. American, British, German and French troops, and Indian allies were similarly equipped.

Infantry and cavalry small arms are classified as follows:

Musket (M). The most common weapon carried by infantry was the muzzle-loading, flintlock, smoothbore musket (M). Many makes and models were used during the war. British forces, and many Americans, were armed with the Short Land Pattern or the older Long Land Pattern Musket called the “Brown Bess.” The Hessians carried mostly Prussian or Dutch manufactured muskets. After France became an ally in 1778, it supplied large quantities of muskets to the Continental army. The most common was the French Charleville Models 1763 and 1766. Muskets have an effective range of 4” and a maximum range out to 8”, They can be fitted with a bayonet for close combat, however early in the war the Americans had a shortage of bayonets. Musket armed militia were rarely

equipped with bayonets.

American muskets can fire an ammunition innovation called buck and ball, a paper cartridge containing one round ball and three buckshot. Troops firing buck and ball apply a +1 fire combat modifier when charging or being charged during fire combat. British forces only can fire buck and ball when specified in the scenario.

Rifle (R). American riflemen and some light infantry were armed with the Long Rifle, also known as the Pennsylvania or Kentucky Rifle. These rifles were produced by local gunsmiths. German Jägers were issued a short barrel hunting rifle that was equally effective in the hands of trained marksmen. A few British light infantry companies were issued the Pattern 1776 Infantry Rifle. Major Patrick Ferguson’s Rifle Corps of 100 trained marksmen were armed with his invention, the breechloading Ferguson Ordnance Rifle, but production stopped and the unit disbanded after his death at the Battle of Kings Mountain. All rifles had an effective range of 8” and a maximum range out to 12”. Rifles were not fitted with a bayonet, with the exception of the Ferguson Rifle which fitted a sword bayonet. These earlier rifles are as effective as the inferior rifles category during the Civil War.

Carbine (C). British and Provincial cavalry were issued the Model 1756 Light Dragoon Carbine, American dragoons

and marines were armed British or French carbines when they could be found. A carbine is a short-ranged, smoothbore weapon which can only be fired while dismounted. However, cavalry on both sides usually fought mounted and relied on their pistols and sabers. These weapons have too short a range to be effective in fire combat, so they are abstracted into the charge combat.

Both sides were equipped with an assortment of bronze or iron, muzzle loading, smoothbore artillery. There are seven categories of guns as follows:

Gallop Gun (GG). The galloper gun represents the highly mobile 3-pound smoothbore gun. The galloper gun is mounted on a light carriage (lcGG) which is more maneuverable than a heavy carriage. It has the fastest movement rate and can be hand hauled 4" instead of the standard 2". A galloper gun can maneuver with an artillery company or independently as a battalion gun in close support of infantry.

Light Gun (LG). The light gun category represents the 4-pound and 6-pound smoothbore gun. A light gun is mounted on a light carriage (lcLG), which is more maneuverable than a heavy carriage. The light gun, however, moves at the slower movement rate for all field guns. Light guns are the standard field gun in an artillery company. They were sometimes used as an independent battalion gun in close support of infantry.

Medium Gun (MG). The medium gun category represents the 8-pound smoothbore gun, only used by the French. A medium gun fires at longer range than a light gun and is more effective at closer range. A medium gun is mounted on a heavy carriage (hcMG), which makes it less maneuverable than a light carriage. A medium gun moves at the slower movement rate for field guns.

Heavy Gun (HG). A heavy gun represents the 12-pound smoothbore gun. A heavy gun fires at longer range than a light gun and has more hitting power than a medium gun. As with the medium gun, a heavy gun is mounted on a heavy carriage (hcHG). It is less maneuverable than a light carriage and moves at the slower movement rate for field guns.

Howitzer (H). An artillery company sometimes included a section of 5.5-inch howitzers. The howitzer is mounted on a light carriage (lcH), which is more maneuverable than a heavy carriage. A howitzer moves at the slower movement rate for field guns. A howitzer is most effective between 24" to 36", but a shorter range than most gun.

Siege Howitzer (SH). The army's siege train can include heavier 8-inch and 10-inch howitzers. A siege howitzer is mounted on a heavy carriage (hcSH). A siege howitzer is effective out to 48". It is less maneuverable than the light carriage howitzer but moves at the same slower movement rate for field guns.

Siege Gun (SG). Siege guns include 18-pound and 24-pound guns. A siege gun is mounted on a heavy carriage, but is more cumbersome, so it has a slower movement rate than other heavy carriage artillery.

Gun Carriages

Rulebook page 41: This new section should follow Limbered and Unlimbered Guns:

In addition to the changes in the weapon types used in the Revolutionary War, artillery also is categorized by the weight of the gun carriage.

A gun mounted on a **light carriage** (lc) has mobility that is comparable to standard ACW artillery. Galloper guns, light guns, and howitzers are mounted on a light carriage. They can perform all of the standard gun maneuvers listed, plus additional maneuvers listed under Light Carriages Only.

Medium and heavy guns, siege guns and siege howitzers are mounted on a **heavy carriage** (hc). The maneuvers allowed for a heavy carriage are more limited than those allowed for a light carriage. In addition, if a heavy carriage gun receives a retreat out of close range effect in a maneuver check or in charge combat, it cannot limber and retreat, and is eliminated instead.

Movement rates are not based solely on the weight of the carriage. Light carriage galloper guns have the fastest movement rate and are comparable in speed to Civil War era artillery. There separate category for heavy carriage siege guns move at the slowest rate for artillery. Most light and heavy carriage guns are grouped into a third movement-rate category called **field guns** which move at a rate that is slower than a galloper gun but faster than a siege gun.

Charge Combat Modifiers

Rulebook page 61-62/ Charging with Cold Steel or Breakthrough Charge: An exception is made to the charge with cold steel modifier when the attacking troops are rated elite. Add the following after that sub-section section:

Elite Troops Charging with Cold Steel. Normally, a unit cannot fire if it is charging with cold steel. This represents troops ordered to fix bayonets with unloaded muskets, so as not to tempt them to stop and shoot during the charge. It was a common observation that once troops halted and fired it was difficult to get them to move forward again. By contrast, better disciplined and experienced troops learned to hold their fire during the advance, and deliver a well-aimed volley at close range before closing with the bayonet.

Elite rated infantry units such as the British grenadiers and light infantry appear in many scenario orders of battle. Elite troops armed with bayonets have an additional advantage when charging. They can both charge with cold steel with its +1 charge combat modifier, and conduct offensive fire that turn. They cannot fire during a breakthrough charge.

The American Army

The American army can be divided into three categories: the Continentals, State Line, and State Militia.

Continentals. The Continentals formed the core for the first

**Figure 12.
American Unit Ratings**

Unit	Experience	Effectiveness	Weapon	Other
Continental: Cont. Light Infantry	Elite	Spirited	M	Can open order
Cont. Riflemen	Elite	Spirited	R	Open order only Marksmen, no bayonets
1st Rate Cont. Line	Veteran	Spirited or Reliable	M	–
2nd Rate Cont. Line	Trained	Reliable	M	–
Cont. Lt. Dragoons	Veteran or Trained	Spirited or Reliable	C and Saber	Can dismount in open order
Cont. Artillery	Veteran or Trained	–	lcGG, lcLG, hcHG lcH, hcSH or hcSG	–
State Line: 1st Rate State Line	Veteran	Reliable	M or R	Can open order, w/wo bayonets
2nd Rate State Line	Trained	Reliable or Unreliable	M or R	Can open order, w/wo bayonets
State Lt. Dragoons	Veteran or Trained	Reliable	C and Saber	Can dismount in open order
State Artillery	Trained	–	lcGG or lcLG	–
State Militia: Militia Riflemen	Raw	Reliable or Unreliable	R	Open order only Marksmen / No bayonets
1st Rate Militia	Trained or Raw	Reliable	M or R	Can open order / No bayonets
2nd Rate Militia	Raw	Unreliable or Dispirited	M or R	Can open order / No bayonets
Militia Cavalry	Raw	Reliable or Unreliable	M or R, w/wo Saber	Can dismount in open order
Militia Artillery	Raw	–	lcGG or lcLG	–
French: Grenadiers	Elite	Spirited	M	–
Chasseurs	Elite	Spirited	M	Can open order
Line and Marines	Veteran	Reliable	M	–
Hussars	Veteran	Reliable	Sabers	Cannot dismount
Artillery	Veteran	–	lcGG, lcLG, hcMG, hcHG, lcH, hcSH or hcSG	–

national standing army. The Continental Army was established in June 1775, when the Second Continental Congress appointed George Washington as commander-in-chief of the ad hoc army of New England militia that besieged the British army occupying Boston. The Congress placed a quota on each colony to furnish recruits and it attempted to standardize military organizations, but with little success. Early in the war, troops were poorly clothed, armed, and fed. With few exceptions, Continental regiments failed to stand up to British Regulars on the battlefield. As the war progressed, the Continental Army's organization and proficiency evolved. Under the tutelage of Baron Von Steuben, who joined the army at Valley Forge in February 1778, the army received sufficient training and reorganization to be commensurate with the professional British army. Equipment and supply shortages were also alleviated once France became an ally in 1778. With few exceptions, the Continentals should be rated 2nd rate line until the spring of 1778.

State Line. The State Line were regular troops raised by several state governments for self defense. Unlike local militia who only were called up in an emergency, the State Line continuously served within the state. They often campaigned with the Continental Army and some units, like the Virginia State Line, were as disciplined as the Continentals.

Militia. American Continentals and State Line were subject to military regulations and discipline, and active campaigning and combat experience turned them into professional soldiers. Colonial militias, however, were locally raised, part-time military organizations, called up in an emergency to serve for short periods of time. Their officers, had little or no military experience, and were either elected by the men or political appointees. The rank and file generally were poorly trained and equipped, and lacked the regular army discipline and combat experience.

With few exceptions, militia should be rated raw for their unit experience. They are assigned the lowest morale class called dispirited for determining their unit effectiveness. A leader can never be fully in command of militia, and must apply a -1 maneuver check modifier for provisional command, even when the order of battle lists the unit as being under his immediate command. In charge combat, militia receive an additional -1 die roll modifier.

**Figure 13.
British Unit Ratings**

	Unit	Experience	Effectiveness	Weapon	Other
British:	Grenadiers, Light Inf, 33rd Foot, 42nd and 71st Highlanders	Elite	Spirited	M	Can open order
	Guards	Elite	Spirited	M	–
	Regulars and Marines	Veteran	Spirited	M	Some can open order
	Light Dragoons	Veteran	Spirited	C	Can dismount / Can open order
	Artillery	Veteran	-	lcGG, lcLG, hcHG lcH, hcSH or hcSG	–
German:	Grenadiers	Elite	Spirited	M	–
	Jägers	Elite	Spirited	R	Open order only Marksmen / No bayonets
	Chasseurs	Veteran	Reliable	M	Can open order
	Line	Veteran	Reliable	M	–
	Artillery	Veteran	–	lcGG or lcLG	–
Provincial:	Queen's Rangers	Elite	Spirited	R	Open order only Marksmen / No bayonets
	Rangers	Veteran or Trained	Reliable or Unreliable	R	Open order only Marksmen / No bayonets
	1st Rate Line	Veteran	Reliable	M	–
	2nd Rate Line	Trained	Reliable or Unreliable	M	–
	Dragoons	Veteran	Reliable	C	Can dismount / Can open order
Loyalist and Canadian:	1st Rate Militia	Trained	Reliable or Unreliable	M	Can open order / No bayonets
	2nd Rate Militia	Raw	Unreliable or Dispirited	M	Can open order / No bayonets
	Militia Artillery	Trained	–	lcGG or lcLG	–
Indians		Fierce (Veteran) Brave (Trained) Savage (Raw)	Unreliable or Dispirited	M	Open order only No bayonets