

**ONE IF BY LAND" - AMERICAN 1:10 SCALE
WAR OF INDEPENDENCE RULES
by Bob Bergman**

Ground Scale	1 inch = 15 yards
One Turn	About five minutes
Infantry/Cavalry figure	10 men
Artillery crew figure	5 men
Artillery piece	1 cannon
Each hit	1 figure KIA, WIA, etc.

MOUNTING CONVENTIONS

(Stands are based according to "Age of Reason" basing)

UNIT TYPE	FIGURES PER STAND	STAND SIZE	NORMAL DEPLOYMENT
NORMAL INFANTRY	Three (3)	1.125" wide by .5" deep	Close order
MILITIA INFANTRY	Four (4)	1.5" wide by .5" deep	Open order
RIFLE-ARMED	Two (2)	1.125" wide by .5" deep	Skirmish order only
INDIANS	One (1)	.5" wide by .5" deep	Skirmish order only
CAVALRY	Two (2)	1.5" wide by 1.0" deep	Close order or skirmish order
ARTILLERY	One (1) cannon	1.0" wide by 1.0" deep	Limbered or unlimbered
ARTILLERY CREW	One (1)	.5" wide by .5" deep	n/a
OFFICERS	One (1)	.75" wide by 1.0" deep	n/a

AMERICAN CONTINENTALS: These units may operate in close order or open order. They are armed with Muskets and Bayonets and are based as "Normal Infantry." Converged American Light Infantry companies may also operate in skirmish order.

AMERICAN AND LOYALIST MILITIA: These units may never operate in close order formation, but will always operate in open order, unless authorized by the scenario. They do not have bayonets as well. If armed with muskets, they are based as "Militia Infantry." Musket armed militia may also operate in skirmish order if authorized by the scenario. If armed with Long Rifles, they are based as "Rifle-armed" and will always operate in skirmish order only, unless authorized by the scenario. Exception: Some American militia units were actually discharged Continental Regulars. These units may be based as "Normal Infantry" and may also be armed with bayonets.

BRITISH INFANTRY: These units may operate in close order or open order. They are armed with Muskets and Bayonets and are based as "Normal Infantry." Converged British Light Infantry companies may also operate in skirmish order. Converged British Grenadier companies may operate in skirmish order if authorized by the scenario.

LOYALIST INFANTRY: Most Loyalist units were militia, and are treated like American militia units above. Several Loyalist units, such as the British Legion, Queen’s Rangers, Delancey’s Brigade, etc., were organized as "Normal Infantry" and armed with Muskets and Bayonets. The Queen’s Rangers had a company armed with Rifles, and Ferguson’s Rifles were also armed with Rifles. The later is treated as “Rifle-armed” for basing, and may only operate in skirmish order.

GERMAN INFANTRY: Unless Jaegers, fusiliers, dismounted dragoons, or otherwise authorized by the scenario, German infantry are based as “Normal Infantry” and may only assume a close order formation at all times. (e.g. open order and skirmish order are not available to them). They are armed with Muskets and Bayonets (exception: Jaegers are armed with Jaeger Rifles, and based as “Rifle-armed”)

FRENCH INFANTRY: The French do not have any battalion level light troops. Light infantry stands from a French battalion may skirmish separately from their parent battalion (no cost to detach), but the entire unit must take a formation change to recall its skirmishers. All French Infantry is based as "Normal Infantry."

INDIANS: Indian warbands will always assume skirmish formation, and will always test for charging and fighting in melee at one morale quality higher than their stated morale quality for a scenario. In addition, Indians will always test one morale quality higher for all purposes while in woods, which means that they will test two morale qualities higher for charging and melee in woods. Unlike other infantry, Indian warbands MAY charge while in skirmish formation AND get one stand (figure) overlap on each flank, meaning that they do not suffer the normal penalties for being skirmishers that come from the looser formation. They will, however, be considered hatchet-armed., which is the equivalent of bayonet-armed in melee.

DEPLOYMENT DEFINITIONS AND SPECIAL DEPLOYMENT RULES:

Close Order Line: Stands are deployed side by side in direct contact with each other, with a depth of exactly two stands. The front rank of this formation will have any odd stand in the unit (e.g. a 7 stand unit has 4 stands in the front rank and 3 stands in the rear rank) This formation may never be assumed by any unit based as “Militia Infantry,” unless specifically authorized by the scenario. A diagram is below:

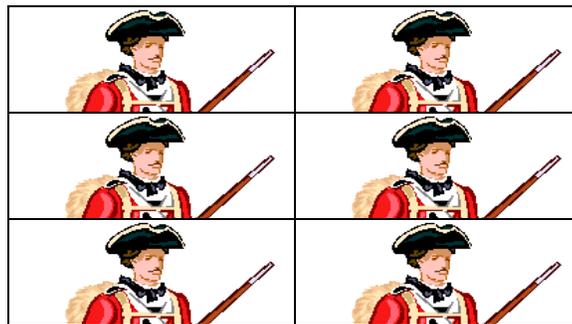


Open Order Line: Stands are deployed side by side in direct contact with each other, with a maximum depth of one stand. This is the normal deployment for all troops based as “Militia Infantry” (usually but not always Poor or Wretched quality).



Column: Stands are deployed in direct contact with each other, with any frontage, and a depth of three or more stands. Only the front rank of stands may fire at a target.. Columns may only be used

by infantry as an attack formation if attacking a defile (i.e., a river ford, bridge, gate on a fort or stockade, or redoubt or other confined area). The following are examples of legitimate columns.



Skirmish Order: Stands are separated by a minimum of one to a maximum of two stands width. This is the normal deployment for rifle-armed units and Indians. In addition, certain Normal Infantry formations such as Light Infantry, Legion Infantry, and British Grenadiers may also skirmish if the scenario permits. American and Tory Militia Infantry may also skirmish if authorized by the scenario. Only Indians and cavalry may "Charge" while in skirmish formation. The following are legitimate skirmish formations



Cavalry: Cavalry either operates in Close Order Line (depth of one stand), Column (any frontage, depth of two or more stands), or in Skirmish Order. Movement rates are the same for all formations.

Artillery: Artillery is either limbered or unlimbered. Artillery is generally transported by a limber stand manned by civilians. After unlimbering, the limber stand is generally removed for the balance of the battle.

Premeasurement is allowed at any time.

SEQUENCE OF PLAY

Each brigade in a force has a playing card identifying it, which is placed into a deck. Each turn, the cards are drawn one at a time. As a brigade's card is drawn, all of its units go through the sequence of play outlined below.

1. All units with Panic Markers take A Morale Test
2. Charge Declarations
3. Charging units move into contact
4. All other units' movement
5. Firing
6. Melee and compulsory routs

OPTIONAL TURN SEQUENCE RULE ONE: To reflect the better coordination of some higher level commanders in this war, the player's have the option of placing a playing card into the deck for a "division" or "wing" commander as well as any brigade commanders under his control. When the division commander's card is drawn, all units under his command (including units under his direct command) go through the turn sequence unless they have already had their brigade card drawn in that turn.

OPTIONAL TURN SEQUENCE RULE TWO: In a smaller battle or to reflect the better coordination of some higher level commanders in this war, the player's have the option of placing a playing card into the deck for an "army" commander as well as any brigade or division commanders under his control. When the army commander's card is drawn, all units under his command (including units under his direct command) go through the turn sequence unless they have already had their brigade or division card drawn in that turn.

TROOP QUALITY

Every unit in the game has a Troop Quality (for identification purposes) that has an associated Morale Number, which is the basic number needed to successfully pass a Morale Test when needed.

TROOP QUALITY	MORALE NUMBER
ELITE	9
VETERAN	8
REGULAR	7
POOR	6
WRETCHED	5

MOVEMENT

Movement is randomized due to the uneven nature of the terrain, vagaries of troops responding to voice commands, confusion on the battlefield, etc. Other than units moving in Skirmish Order or Limbered, all other moving units must strictly obey the movement guidelines set forth below. Movement rates depend on the starting formation of the unit involved, with the exception that stands that are entering skirmish order move at the skirmish rate immediately and deploy into skirmish order. The chart below summarizes the various movement rates and restrictions for units in the game ("Optional" refers to using a fixed movement rate instead of a variable movement rate).

MOVEMENT CONDITION	MOVEMENT RATE	OPTIONAL MOVE RATE
Close order infantry/limbered artillery	1d6 + 2 inches	5 inches
Open order infantry	1d6+3 inches	6 inches
Column order infantry	1d6+4 inches	7 inches
Skirmish order infantry	1d6+5 inches	8 inches
Cavalry and generals	1d6+10 inches	14 inches
Infantry retreat movement	1d6+4 inches	7 inches
Infantry rout movement	1d6+10 inches	12 inches
Cavalry retreat movement	1d6+10 inches	14 inches
Cavalry rout movement	1d6+16 inches	20 inches
Unlimbered artillery prolong	1.5 inches	1.5 inches
Road movement	n/a	+3 inches
Charge movement	n/a	+3 inches

MODIFIERS TO MOVEMENT

Cavalry Mounting or Dismounting: This will take 50% of a unit's movement in place. Each Two-Figure cavalry stand may dismount to a Two-Figure dismounted cavalry stand that may only use Skirmish Order and are armed with cavalry carbines with no bayonets.

Road Movement: One (1) stand wide column or limbered artillery only. The unit must spend its entire move on the road to use this additional movement.

Unlimbered Artillery Prolong: The artillery stand may move in any direction and ends up facing in any direction. The artillery may not fire at the end of prolong movement.

Formation Changes: These take 100% of movement in place. The Command Stand (which should always be in the front center of the formation) stays stationary while the rest of the unit moves into the new formation. The following are considered to be formation changes:

1. Column changing to close order or open order line or vice versa;
2. Skirmish formation reforming into close order, open order, or column;
3. Artillery limbering or unlimbering.

Going into skirmish order: There is NO cost for all or part of a unit going into skirmish order.

Close order line to open order line: A close order infantry line expanding into an open order line while advancing can only do so by moving at 50% of normal close order line movement for the turn (i.e. 1d6+2 inches/2). If done in place before advancing, treat as a formation change, allowing the deployment of the entire unit from close order to open order, with even numbers of stands deploying from the rear rank to either side of the front rank of stands. This maneuver may not be performed as part of a charge.

Open order line to close order line: An open order infantry line contracting into a close order line while advancing can only do so by moving at 50% of normal open order line movement for the turn (i.e. 1d6+3 inches/2). Stands on the outer edges of the formation will be placed into and form the second rank during the advance. If done in place before advancing, treat as a formation change, allowing the deployment of the entire unit from open order to close order, with stands being placed into the second rank evenly from both sides of the original formation. This maneuver may not be performed as part of a charge.

Crossing a linear obstacle: Subtract Two (2) inches from movement for the turn for each obstacle crossed during the turn. Linear obstacles are defined as hedges, fences, walls, streams, etc. A unit is considering to cross an obstacle if any portion of the unit is on the obstacle at any point during the turn.

About Face: Subtract Two (2) inches from movement for the turn for each About Face performed.

Left or Right Face: Movement for cavalry columns or lines only. Subtract Two (2) inches from movement for the turn for each Left or Right Face performed. Minus Two (2) inches from movement. May be executed at the beginning and end of movement (which would therefore cost Four (4) inches.) A cavalry line or column executing a single Left or Right Face in the same turn must end its move in skirmish order formation. A close order cavalry line or column executing both a Left and a Right Face in the same turn may end in the same close order line or column or in skirmish order.

Wheels and Oblique Movement, Movement Through Woods, Interpenetration, Backstepping, Sidestepping: All movement is executed at 50% speed (i.e., movement costs double to execute). Combinations of two or more conditions (e.g. interpenetration while wheeling or backstepping, wheeling in woods, etc.) cause movement to be executed at 25% speed (i.e. movement costs are four times as high). Backstepping and Sidestepping cannot be executed by an infantry column or a cavalry formation. When interpenetrating another unit, the interpenetrating unit moves at a 50% speed penalty as long as any of the unit is still interpenetrating another unit. The following chart summarizes when interpenetration applies:

MOVING UNIT	NO INTERPENETRATION PENALTY
Skirmishing infantry	All unit types and deployments
Skirmishing cavalry	Skirmish order cavalry or skirmish order infantry
Close/open order infantry	Skirmish order infantry only
All others	Must pay interpenetration penalty

Deliberate Militia Retreat: Plus Three (3) inches to movement. American Militia units may execute a deliberate Retreat Move each turn if declared during movement. The unit in question may stop Retreating at any time, but must pass a Morale Test (with any modifiers) in order to stop Retreating. If successful, the unit spends a turn doing a formation change to reform in place.

Light Infantry Move/Fire: All unit with Skirmish ability may move up to One-Half of their skirmish movement and then fire One-Half of their figures (rounded up) at any eligible target in range.

Rout Movement: Troops will continue to rout until behind or in cover or behind friendly troops that are not routing. They then must pass a Morale Test as normal to reform.

Charge Movement: Only close or open order infantry, cavalry in any formation, and Indians are allowed are allowed this movement. Charge declarations must be made before rolling for moving. You may charge through your own troops, paying interpenetration costs if applicable.

Special Rules Concerning Skirmish Order Troops: Skirmish order troops are subject to some special rules as follows:

1. They have no flanks or rears for Melee, Fire, or Morale Tests, and may fire with a 360° arc of fire, provided they do not fire through another friendly skirmish stand or the space between two friendly skirmish stands;

2. They may move freely in any direction up to the extent of their movement for the turn, and do not pay any terrain penalties for movement, wheeling, facing changes, etc.
3. If charged, they must take an immediate morale test, with the following effects:
 - a. If successful and the defenders have not yet fired their small arms or moved in the turn, they may chose to fire one-half figures at the attacking unit and then evade the charge by rolling an infantry Retreat Move movement and moving one-half of that distance away from the attackers; OR, they may choose to make a full Retreat Move away from the attackers, ending up facing the attackers;
 - b. If successful and the defenders have fired or moved already in the turn, they automatically evade the charge by rolling an infantry Retreat Move and moving one-half of that distance away from the attackers, ending up facing the attackers;
 - c. If unsuccessful, the defender evades by rolling an infantry Rout Move and Routing away from the attackers, ending up facing away from the attackers.
4. Skirmishing cavalry may automatically evade from attacking infantry, but must test normally if charge by enemy cavalry.

FIRE AND MELEE COMBAT

Both Fire and Melee combat are handled using the following COMBAT TABLE, rolling 1d10 for each Fire or Melee ("0" counts as "0") with:

# of figures ↓	↓↓↓ Modified Die Roll ↓↓↓												
	0	1	2	3	4	5	6	7	8	9	10	11	12
2-3	0	0	0	0	0	0	0	1	1	1	1	1	1
4-6	0	0	0	0	0	1	1	1	1	1	1	1	2
7-9	0	0	0	1	1	1	1	1	1	1	2	2	2
10-12	0	0	1	1	1	1	2	2	2	2	2	2	3
13-15	0	1	1	1	1	2	2	2	2	3	3	3	3
16-18	0	1	1	1	2	2	2	3	3	3	3	4	4
19-21	1	1	1	2	2	2	2	3	3	3	4	4	4
22-24	1	1	2	2	2	2	3	3	3	4	4	4	5
25-27	2	2	2	2	2	3	3	4	4	4	4	5	5
28-30	2	2	2	2	3	3	3	4	4	4	5	5	6

Die result is number of figure casualties on the target unit. Any Modified Die Roll less than "0" counts as a complete miss. Any Modified Die Roll of "12" or more counts as "12." Excess figure strengths over 30 figures roll again on the table for the excess. Multiple units firing at one target may combine fire (with all modifiers) or may fire individually (with individual modifiers). Multiple units in melee must combine their attack if the same Morale Quality, but must attack individually if a different Morale Quality (because of difference in their effectiveness in attacking)

FIRING MODIFIERS TO DIE ROLL

Firing at point blank (2 inch) range (small arms only)	+2
Firer is "Marksmen" (as per scenario)	+2
Target is in column <u>or</u> is mounted cavalry	+2
Fire on target's flank or rear	+2
Firer is Poor	-2
Firer is Wretched	-4
Target is in light cover (woods, buildings, etc.)	-2
Target is in heavy cover (redoubt, etc)	-4
Cannon firing at 12-25 inch range	-2
Cannon firing over 25 inch range	-4

MELEE MODIFIERS TO DIE ROLL

Each Higher Quality than opponent	+1
Opponent has a panic marker	+1
Attacking flank or rear of opponent	+2
Bayonets/hatchets vs. none	+1
Defending light cover	+1
Defending heavy cover	+2
Cavalry vs. non-cavalry	+2
Attached in flank or rear	-4
Unit is routing	-4

FIRE COMBAT: Close and open order troops and artillery may only fire at targets to their immediate front or within 45 degrees of front (i.e. their "arc of fire"). For a target to be eligible, the firing unit must be able to hit more than 50% of the back edge of any target stand by firing through its arc of fire. Skirmishing troops have a 360 degree arc of fire, so long as they do not fire through other troops, skirmish or otherwise. Close order lines fire two ranks deep, and open order lines fire one stand deep. Each close order or open order unit must shoot at a single target. Skirmish order stands may fire freely at as many targets as there are stands firing, but the fire of a single stand may not be split between targets. Multiple units firing at a single target may combine their fire (with all firing modifiers applying to the shot), or may fire individually, at the option of the player.

WEAPON RANGES

Cavalry carbines	Five (5) inch range
Muskets	Seven (7) inch range
German Jaeger Rifles	Ten (10) inch range
Ferguson's and Long Rifles	Twelve (12) inch range
All artillery	Forty (40) inch range

NOTE: Each cannon stand counts as 5-15 figures firing depending on size (see chart below), and fires individually without combining fire with any other cannon stand firing at the same target (i.e. no grand battery effect). If firing at other artillery (counter-battery fire) and a casualty is caused, roll an additional 1d10. On a die roll of "8" or "9", the target cannon is destroyed as well.

ARTILLERY FIREPOWER

Light cannon (3-4 pounder)	5 figures
Medium cannon (6-9 pounder)	10 figures
Heavy cannon (12 pounder and larger)	15 figures

MELEE COMBAT: To cause a Melee, a unit must initiate a Charge. Charges must be declared by the attacker, and follow the following sequence:

1. The Attacker declares a Charge against one or more enemy units that could be reached by the charging unit using normal movement plus charge movement, after paying all terrain and movement modifiers;
2. The Attacker takes an immediate Morale Test, applying any modifiers. If the Attacker fails, the Attacker will execute a full move away from enemy, based on its current formation, either backstepping for infantry or using "About Face" for cavalry, ending up facing the enemy. It may not move or fire or change formation for the rest of the turn, but may fire if charged by an enemy and a Morale Test is passed. The unit receives a Panic Marker.
3. If successful, the Attacker rolls for movement, marks the potential limit of his movement with a marker of some kind, and then moves to within Two Inches of the nearest enemy target unit;
4. The Defending unit must now take a Morale Test. If successful, the Defender may fire at the charging attacker at Two (2) Inch Range with all eligible figures. (NOTE: If an Elite, Veteran, or Regular infantry defender fails by "1", then One-Half of eligible figures may fire, rounding down);
5. If the Attacker takes any casualty from the Defender's fire, they must take another Morale Test to close. If successful, they continue their charge. If they then come within Two Inches of another defending enemy unit, that enemy unit follows #4 above, and may also fire if successful. Any new casualty causes the Attacker to test again.
6. **1ST MELEE ROUND:** Assuming the Attacker passes all Morale Tests, the attacking unit is moved into contact with all defenders. All front rank stands base-to-base contact with enemy stands fight, with an additional stand on each flank adding in as an overlap if any, with the following exceptions:
 - a. Poor and Wretched units do not get any flank overlap in the 1st Melee Round;
 - b. Skirmish order stands (with the exception of Indians) do not get any stand overlap in the 1st Round of Melee;
 - c. Indians count an additional Two (2) figures overlap on each flank in the 1st Melee Round

7. **1ST MELEE ROUND RESOLUTION:** Each side rolls on the Combat Table based on the number of figures in the Melee, adding or subtracting appropriate modifiers to the die roll, and assessing casualties against the units involved. Unless the Melee involved cavalry versus infantry, fight the 2nd Melee Round, otherwise, go to The DETERMINATION OF WINNER OF MELEE below.
8. **2ND MELEE ROUND:** A second round of Melee is fought, with all surviving figures in each unit fighting another round of melee, with the following exceptions:
 - a. Skirmish order stands only include one additional stand on each flank in the 2nd Melee Round.
 - b. Indians (even though skirmishing), include all figures in the warband in the 2nd Melee Round.
9. **DETERMINATION OF WINNER OF MELEE:** In order to win, the Attacker must cause all Defenders to ROUT.
 - a. After Melee is over, the side taking more figure casualties automatically ROUTS and the winning side will take a normal Morale Test if it took any casualties;
 - b. If both sides suffered the same number of casualties, then both sides take a Morale Test. If the Attacker fails to cause all Defenders to ROUT, and the Attacker does not ROUT either, then the Attacker must Retreat a full Column Move (rolling for distance as normal) away from the Defenders, and will end up in the same formation they started in, facing the Defenders. Their turn is ended, and they may only fire if charged and they successfully pass a Morale Test as normal. They then must spend one full turn reforming in place, during which time they may fire and defend normally, but may not advance or charge again until reformed.

MORALE AND MORALE TESTS

At several points in a game, units may be called upon to take a Morale Test. Morale Tests are triggered whenever a unit receives a Panic Marker. Panic Markers are not cumulative and a unit will therefore never have more than one Panic Marker at a time. A unit receives a panic marker whenever any of the following apply:

The unit loses one or more casualties in a turn
A friendly unit of equal or higher Quality ROUTS within 12 inches in view of unit
Unit is Poor or Wretched <u>and</u> it is fired on by 6+ figures in a turn (calculated after halving), even if no casualty is suffered
The unit's commanding offer (brigade, division, etc.) is killed during the turn
The unit is attempting a CHARGE (taken immediately before movement)
The unit is being charged (taken immediately if Attacker passes above test)
The unit takes a casualty during its CHARGE (taken immediately by Attacker)
The charging unit fails to make contact with target of charge by the end of its movement (exception: if target of the charge is evading skirmish order troops)
If attacking unit fails to pass its Morale Test after declaring a CHARGE
The unit is skirmishers evading after being CHARGED
The unit is ROUTING

TO PASS IT'S MORALE TEST, A UNIT MUST ROLL A MODIFIED DIE ROLL LESS THAN OR EQUAL TO ITS MORALE NUMBER ON 1d10. A "0" is a 0. THE MORALE TEST DIE ROLL IS MODIFIED BY THE FOLLOWING DIE ROLL MODIFIERS:

DIE ROLL MODIFIERS (minuses are good, not bad)

Commanding Officer is with the unit	-X
The unit is in light cover	-1
The unit is in heavy cover	-2
The unit is outflanked (i.e. non-routing enemy unit to flank or rear within small arms or charge range) with no blocking friendly unit	+2
Equal morale quality close order or open order friendly unit <u>seen</u> routing within 12 inches (affected unit must be able to actually see the rout)	+1
Higher morale quality close order or open order friendly unit <u>seen</u> routing within 12 inches (affected unit must be able to actually see the rout)	+2
Open order infantry charged by cavalry	+1
Skirmish order infantry charged by cavalry	+2
Skirmish order infantry charged by close order or open order infantry	+1
Artillery charged by cavalry	+1
Unit has suffered 25% figure casualties	+1
Unit has suffered 50% figure casualties	+2
Unit has suffered 75% figure casualties	+3

MORALE RESULTS

If the Morale Test is failed by "1"	The unit may not advance, but may withdraw or change formation in place (exception: defending against a Charge); Elite, Veteran and Regular units may fire one-half (1/2) figures only (rounded up); Poor and Wretched units may not fire at all
If the Morale test is failed by "2" or more	The unit immediately ROUTS away from the enemy, ending up in no formation at all; The unit receives a Panic Marker. If the unit rallies in the Morale Phase, it must spend one turn reforming in place, during which time it may fire one-half (1/2) figures (rounded down) and defend normally if Meleed. If it fails to pass its Morale Test while routing, it will continue to ROUT

RISK TO GENERALS: If a general is with a unit that suffers casualties, he must roll 1d10 for each Two hits (rounded up) suffered by the unit. If a unit takes casualties at different times in a turn, the general must test each time new casualties are taken. On a die roll of "1", roll a d6 and compare to the following chart:

1 or 2	Light wound. General can only move 10 inches per turn
3 or 4	Serious wound. General can only move 1d6 inches per turn
5 or 6	General killed. All units under command receive Panic Marker

TROOP QUALITY

TROOP QUALITY	MORALE NUMBER
ELITE	9
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REGULAR	7
POOR	6
WRETCHED	5

WEAPON RANGES

Cavalry carbines	Five (5) inch range
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All artillery	Forty (40) inch range

COMBAT CHART

# of figures ↓	↓↓↓ Modified Die Roll ↓↓↓												
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10-12	0	0	1	1	1	1	2	2	2	2	2	2	3
13-15	0	1	1	1	1	2	2	2	2	3	3	3	3
16-18	0	1	1	1	2	2	2	3	3	3	3	4	4
19-21	1	1	1	2	2	2	2	3	3	3	4	4	4
22-24	1	1	2	2	2	2	3	3	3	4	4	4	5
25-27	2	2	2	2	2	3	3	4	4	4	4	5	5
28-30	2	2	2	2	3	3	3	4	4	4	5	5	6

FIRING MODIFIERS TO DIE ROLL

Firing at point blank (2 inch) range (small arms only)	+2
Firer is "Marksmen" (as per scenario)	+2
Target is in column <u>or</u> is mounted cavalry	+2
Fire on target's flank or rear	+2
Firer is Poor	-2
Firer is Wretched	-4
Target is in light cover (woods, buildings, etc.)	-2
Target is in heavy cover (redoubt, etc)	-4
Cannon firing at 12-25 inch range	-2
Cannon firing over 25 inch range	-4

MELEE MODIFIERS TO DIE ROLL

Each Higher Quality than opponent	+1
Opponent has a panic marker	+1
Attacking flank or rear of opponent	+2
Bayonets/hatchets vs. none	+1
Defending light cover	+1
Defending heavy cover	+2
Cavalry vs. non-cavalry	+2
Attached in flank or rear	-4
Unit is routing	-4

"ONE IF BY LAND" CHARTS

PANIC MARKERS

The unit loses one or more casualties in a turn
A friendly unit of equal or higher Quality ROUTS within 12 inches in view of unit
Unit is Poor or Wretched <u>and</u> it is fired on by 6+ figures in a turn (calculated after halving), even if no casualty is suffered
The unit's commanding offer (brigade, division, etc.) is killed during the turn
The unit is attempting a CHARGE (taken immediately before movement)
The unit is being charged (taken immediately if Attacker passes above test)
The unit takes a casualty during its CHARGE (taken immediately by Attacker)
The charging unit fails to make contact with target of charge by the end of its movement (exception: if target of the charge is evading skirmish order troops)
If attacking unit fails to pass its Morale Test after declaring a CHARGE
The unit is skirmishers evading after being CHARGED
The unit is ROUTING

TO PASS IT'S MORALE TEST, A UNIT MUST ROLL A MODIFIED DIE ROLL LESS THAN OR EQUAL TO ITS MORALE NUMBER ON 1d10. A "0" is a 0. THE MORALE TEST DIE ROLL IS MODIFIED BY THE FOLLOWING DIE ROLL MODIFIERS:

DIE ROLL MODIFIERS (minuses are good, not bad)

Commanding Officer is with the unit	-X
The unit is in light cover	-1
The unit is in heavy cover	-2
The unit is outflanked (i.e. non-routing enemy unit to flank or rear within small arms or charge range) with no blocking friendly unit	+2
Equal morale quality close order or open order friendly unit <u>seen</u> routing within 12 inches (affected unit must be able to actually see the rout)	+1
Higher morale quality close order or open order friendly unit <u>seen</u> routing within 12 inches (affected unit must be able to actually see the rout)	+2
Open order infantry charged by cavalry	+1
Skirmish order infantry charged by cavalry	+2
Skirmish order infantry charged by close order or open order infantry	+1
Artillery charged by cavalry	+1
Unit has suffered 25% figure casualties	+1
Unit has suffered 50% figure casualties	+2
Unit has suffered 75% figure casualties	+3

MORALE RESULTS

If the Morale Test is failed by "1"	The unit may not advance, but may withdraw or change formation in place (exception: defending against a Charge); Elite, Veteran and Regular units may fire one-half (1/2) figures only (rounded up); Poor and Wretched units may not fire at all
If the Morale test is failed by "2" or more	The unit immediately ROUTS away from the enemy, ending up in no formation at all; The unit receives a Panic Marker. If the unit rallies in the Morale Phase, it must spend one turn reforming in place, during which time it may fire one-half (1/2) figures (rounded down) and defend normally if Meleed. If it fails to pass its Morale Test while routing, it will continue to ROUT