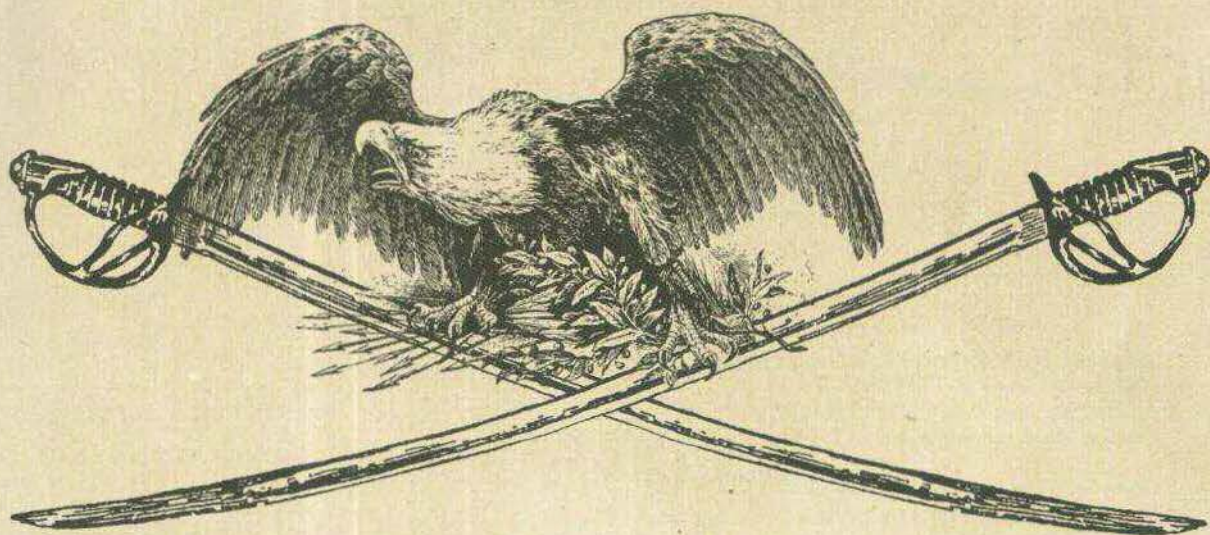JOE KRONE

LAND OF THE FREE

WARGAMES RULES FOR NORTH AMERICA 1754-1815

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OSPREY
PUBLISHING

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AUTHOR'S NOTE

Welcome to the *Land of the Free*, a book and resource for all those who enjoy historical miniature wargaming during the Age of the Musket. I can only guess that most readers will remember the first moment when they realized that history and more specifically military history was to influence their life. At some other point or perhaps at the same moment in time, you will recall when you started playing strategy tabletop miniature games.

Taking a walk down memory lane, I remember my high school world history teacher passionately pacing in front of the class belting out the day's lesson. He voice bellowed as he profusely perspired and dripped sweat onto my notes as I intently gazed at him from the front row with amazement. I thought to myself that history must truly be something enjoyable to study if it could energize this man day in and day out for years. From that point forward I have used history as a resource and learning tool to better my life in all aspects.

My introduction to miniature wargaming did not occur until years later when I was studying at university. I was very familiar with toy soldiers, such as the plastic green army men, and my passion for designing rules to govern our play began at an early age. It was not until I reached my early twenties that I learned about gaming companies and published rules. Finding miniature wargaming changed my life forever and led me down a path that has not only given me a successful career but has allowed me to finally fulfill a lifetime goal: writing a set of rules for one of my favorite time periods.

The purpose of this book is to offer you an opportunity to walk in the shoes of a military commander during one of the most tumultuous and influential times in American history. The rules are designed to represent the type of warfare that was fought in the late 18th and early 19th centuries without sacrificing efficient and joyful gameplay. I am confident that players will enjoy their games of *Land of the Free*, as the rules are simply divided into the core mechanics and advanced rules sections. Once players have a working knowledge of the main rules you can continue to add advanced rules, making each gaming experience unique and memorable. Over time and many games players will build their forces into formidable collections, or you may use your existing armies to play out the historical re-fights that are offered in this book.

No matter the reason for involving yourself in this great hobby, this book hopefully offers you a great resource to use for your wargaming. These rules have not be ratified by the Continental Congress, so feel free to alter any rules that better suit your hobby. I wish you happy gaming and I look forward to seeing you on the miniature fields of battle.

Joseph Krone
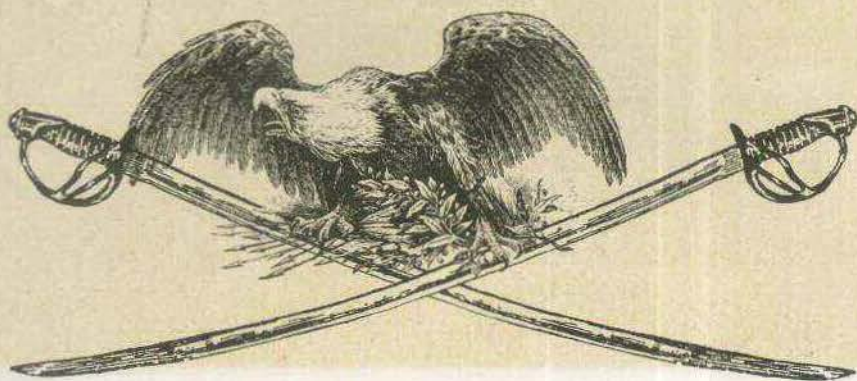
INTRODUCTION

The *Land of the Free* historical miniatures wargame has been designed with a tremendous amount of flexibility, allowing players to learn a simple set of rules and play games ranging from small skirmishes to large engagements. The rules capture the atmosphere of the late 18th and early 19th century battlefields in North America, using the period appropriate linear tactics and combat doctrine. The landscape played a huge role in identifying the tactical adaptations that both the European powers and the blossoming American nation needed to make in order to be successful on the battlefield. This set of rules covers a tumultuous time in North America, but the politics and battles that take place were vital in forming the future of the United States of America. *Land of the Free* offers forces, historical refights and background for the French and Indian War (1754–63), the American Revolutionary War (1775–83), the Northwest Indian War (1785–95), and the War of 1812 (1812–15).

The French and Indian War was fought primarily along the frontier territory separating the British colonies from New France. The primary interests for both parties were controlling the Forks of the Ohio, which were the Allegheny and Monongahela rivers; the location of the French Fort Duquesne and the territory that is present-day Pittsburgh, Pennsylvania. Violence erupted in May 1754 when 22-year-old George Washington, leading a detachment of Virginia militiamen and Indians, attacked a French patrol. War was unavoidable after the Battle of Jumonville Glen, and both France and Great Britain began to increase resources and build alliances to keep their interests secure in the New World.

After several years of fighting, Great Britain was the victor, but the strain it caused on the royal purse forced King George III to place the burden of paying for the war directly in the hands of American colonies. After years of political debate and increasing tensions, the 13 colonies declared their independence and England was forced yet again to send troops to North America. The American Revolutionary War built a new nation, but it wasn't necessarily done with ease.

The Treaty of Paris (1783) had Great Britain cede the Northwest Territory to the newly formed United States of America, but British forts were maintained and they continued to supply the Native Americans with weapons and materials. Land speculators and settlers were encouraged to relocate to this new territory because the sale of the land helped to pay down the United States war debt. Indian raids in the Northwest Territory sparked increased US military presence and eventually the Indian Confederacy clashed with the newly formed US army. The Treaty of Greenville ended the Northwest Indian War and the Indians officially recognized the United States rather than Great Britain as the ruling power.

By the end of 1795, conflict in the United States subsided and tensions in Europe began to rise. Great Britain continued to apply pressure to the United States because of its ongoing war against France. Increasing trade restrictions, press ganging American merchant sailors into the Royal Navy, and supporting Indian raids against settlers in the frontier forced the United States to declare war in 1812. For 32 months the War of 1812 raged on land and sea until the Treaty of Ghent was signed on December 24, 1814. Even though the war was over hostilities continued into 1815, until word of its end finally reached all the forces. Although the treaty had unresolved issues, the

United States government was satisfied that its honor and integrity as an independent nation was maintained. The United States fought for its freedom and left an indelible mark on history, becoming one of the most influential nations in the world.

Players can enjoy researching and learning more about these wars utilizing other resources, because *Land of the Free* will provide the rules for learning how to fight the battles contained within this time period. This book is designed as a reference guide when playing and all the rules you need to understand how warfare was conducted during the Age of Musket.
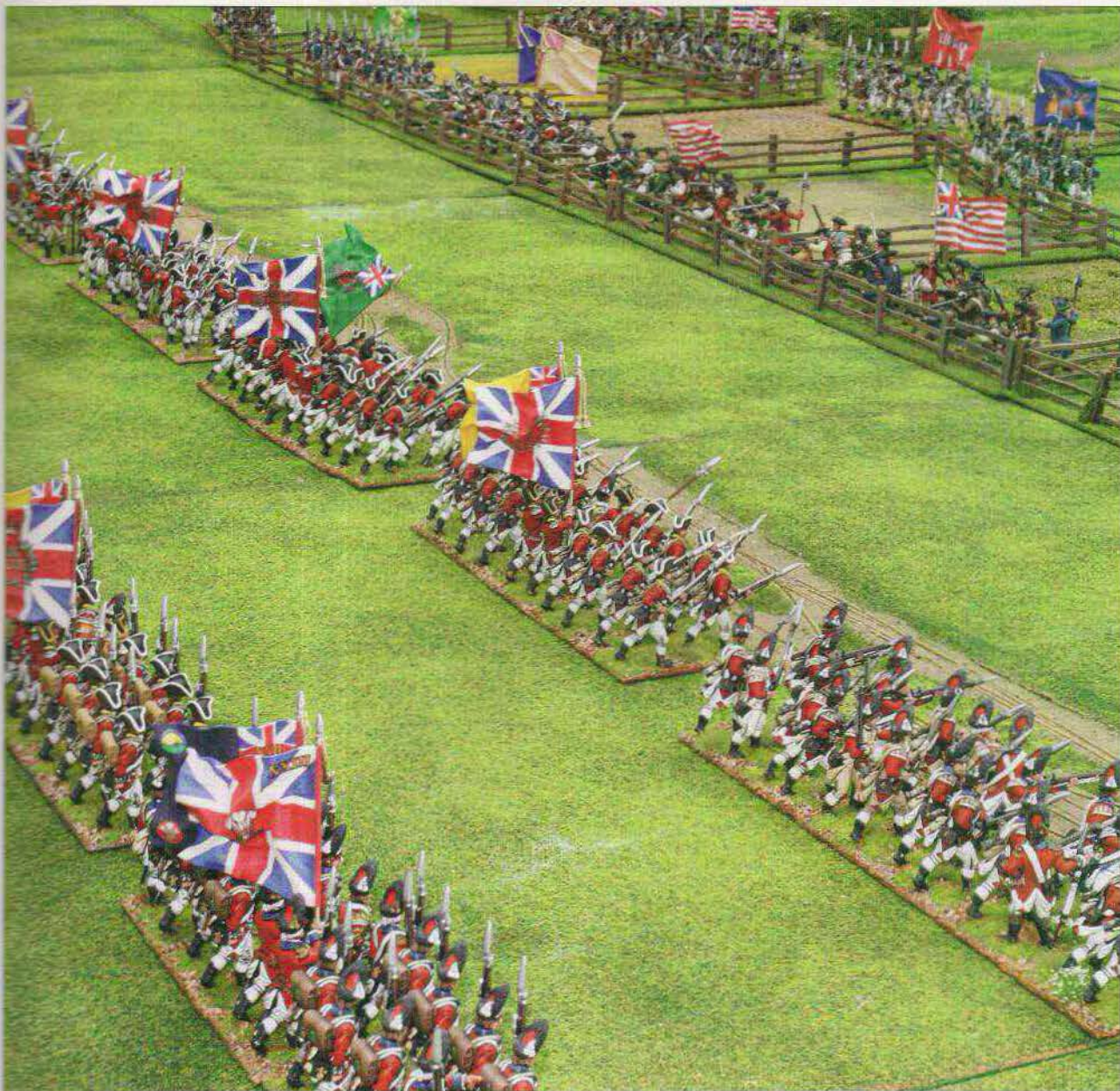
An impressive 40mm American Revolution battle. (Front Rank Figurines)

ESSENTIAL ITEMS

Players will need to collect a few other things in order to be prepared for a game:

Opponents

Miniature wargaming requires at least two players, with one on each side. Players are free to arrange their own competition, having as many people play on either side as they want. The number of players per side does not need to be evenly matched nor do the forces as long as the players agree to the type of game. The games often run more smoothly if mediated by a referee or game master who does not take an active role in the game play; rather, they explain the scenario and arbitrate any obscure rules if the situations present themselves.

Tabletop

Miniature soldiers need a miniature battlefield to fight on, so having a nice flat surface to game on is important. Depending on the amount of miniatures the players want to use the tabletop could range in size. For smaller scale miniatures or smaller battles a 4'x4' table would be sufficient. For larger games, players should consider using a 4'x6' or 4'x8'. There is no right or wrong answer when it comes to the size of the table so players should feel free to utilize whatever space they have available. This space could include round dining tables, billiard tables, table tennis tables and even the living room floor would suffice. Of course, having a local hobby or gaming store that offers space to play is a great solution as well.
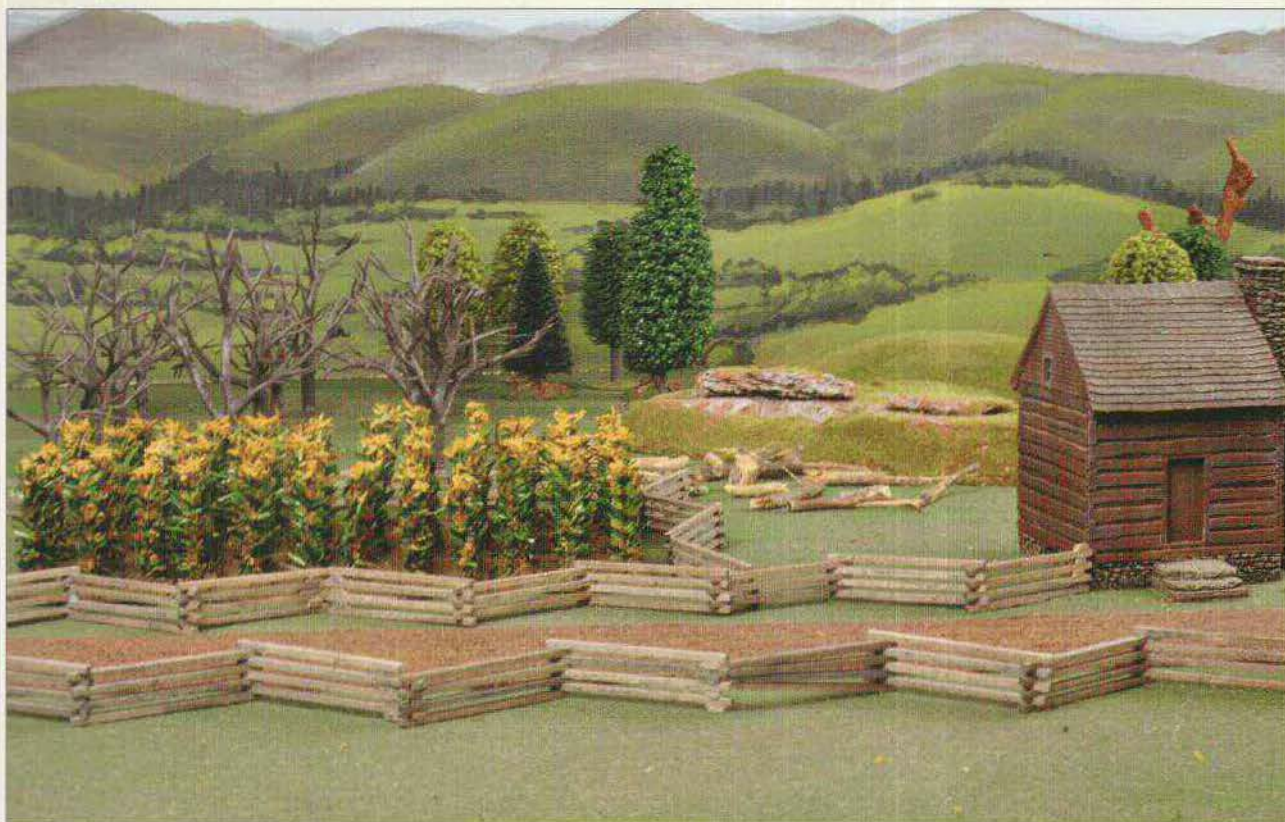
A sample of different types of scenery, ranging from store-bought buildings and trees to homemade fences, roads and cornfields. (Joe Moore)

Forces were often found fighting over key locations such as river fords and bridges. Two redoubts overlook this river's narrow bridge. (Joe Moore)

Scenery

The tabletop always looks fantastic when populated with some type of gaming mat and suitable terrain to represent the landscape. The wargaming industry has several manufacturers of gaming mats and they are often green or brown in color, made out of vinyl or felt. Players can also make their own gaming mat using fabrics found at most hobby or fabric stores. The most commonly used materials are felt, fake fur, teddy bear fur, cloth, and even paper.

When imagining the North American countryside players can think of rolling hills, thick forests, endless rows of snake-rail fencing, and fields of corn or wheat. There are plenty of manufacturers that make various types of terrain and you can also create your own by finding tutorials online to assist you. Players may want to keep their battlefields simple and free of scenery in the beginning in order to concentrate on the core mechanics of the rules. Several battles were fought in open fields with perhaps some rolling hills or fences, so players would be keeping within history if they decide to make the scenery simple.

Range Rulers

During a game of *Land of the Free*, players will be required to measure distances for movement, to check a commander's sphere of influence, to verify ranges for shooting, and determine if elements can charge into melee. There are several different types of range rulers available, such as tape measures, straight rulers, or measuring sticks. Regardless of the type of range ruler the players use, it is important that it measures in inches. Of course players may use the metric system, but for the purposes of this book all ranges are referred to in inches. Important ranges in the game and ranges that will be used the most often are 1", 3", 6", 9", and 12".

If players decide to create measuring sticks or decide to purchase gaming accessories, it is a good idea to take

these lengths into consideration. Other lengths are used during gameplay and things like artillery will have longer shooting ranges than 12", so having a tape measure that extends to at least 48" would be recommended.

Dice

Land of the Free is played using six-sided dice, which are often abbreviated in this book by using d6, 2d6, 3d6, etc. The number preceding the 'd' represents the number of dice to be rolled for that particular skill, check, or attribute. A d3 represents a d6 roll, but you halve the result and round up. So, a d3 roll on a d6 looks like: a roll of a 1 or 2 is a 1, a roll of a 3 or 4 is a 2, and a roll of a 5 or 6 is a 3.

Players may also want to acquire different colored dice to use for different types of rolls or keeping track of elements' orders during activation. This will make more sense once players have read the section on orders.

Game Markers

There are conditions and effects in the game that need to be recorded and monitored, and there are different ways of keeping track of these important statistics. The battlefield is constantly changing, so players may want to use their army list, a piece of paper, or tokens to keep track of the ebb and flow of the game. There are several

Ironheart Artisans designed a comprehensive set of markers for Land of the Free.

different ways players can represent gaming markers, such as plastic tokens, cotton, pipe cleaners, poker chips, or painted miniatures.

British forces landing at Montmorency, by Gerry Embleton © Osprey Publishing Ltd. Taken from Campaign 121: Quebec 1759.

ORGANIZING YOUR FORCES

CHOOSE A WAR OR BACKGROUND

Land of the Free offers four fantastic wars that take place on the North American continent. The armies from all over the world fighting during this time were utilizing similar tactics and operating black powder weaponry, so players will have to rely on their resource and risk management skills to be successful. The players should first determine which war or wars they would like to play in order to move on to the next step of the process.

The French and Indian War, American Revolutionary War, Northwest Indian War and the War of 1812 are the

A smaller skirmish along the frontier during the French and Indian War using 28mm miniatures. (Galloping Major)
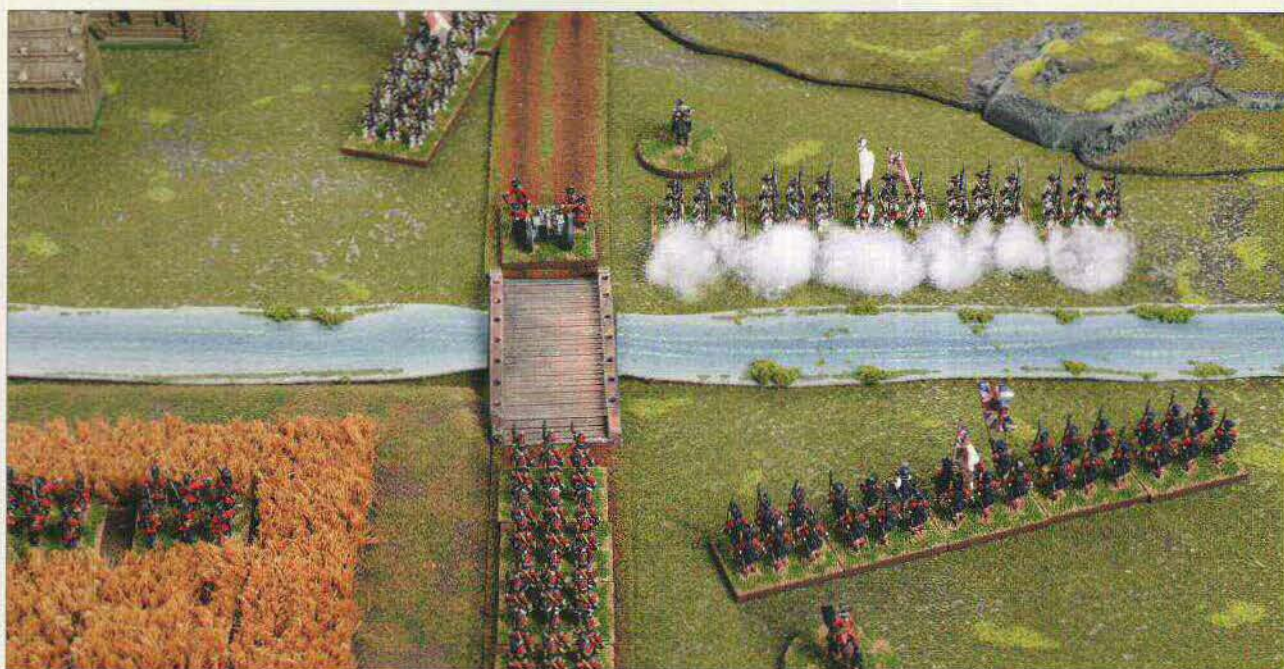
A 15mm French and Indian War battle. (Kevin Krause)

Americans line a stream, keeping the British at bay in this 40mm American Revolution game (Front Rank Figurines)

wars that players can research and discuss in order to determine the best choice for their gaming group. These are the wars detailed in this book, but there are other events in history that players could use as a background for their gaming, such as Pontiac's Rebellion, the Creek War or the battles taking place in Europe. Of course, players do not need a historical setting to satisfy their wargaming needs and could create their own fictional setting for their enjoyment.
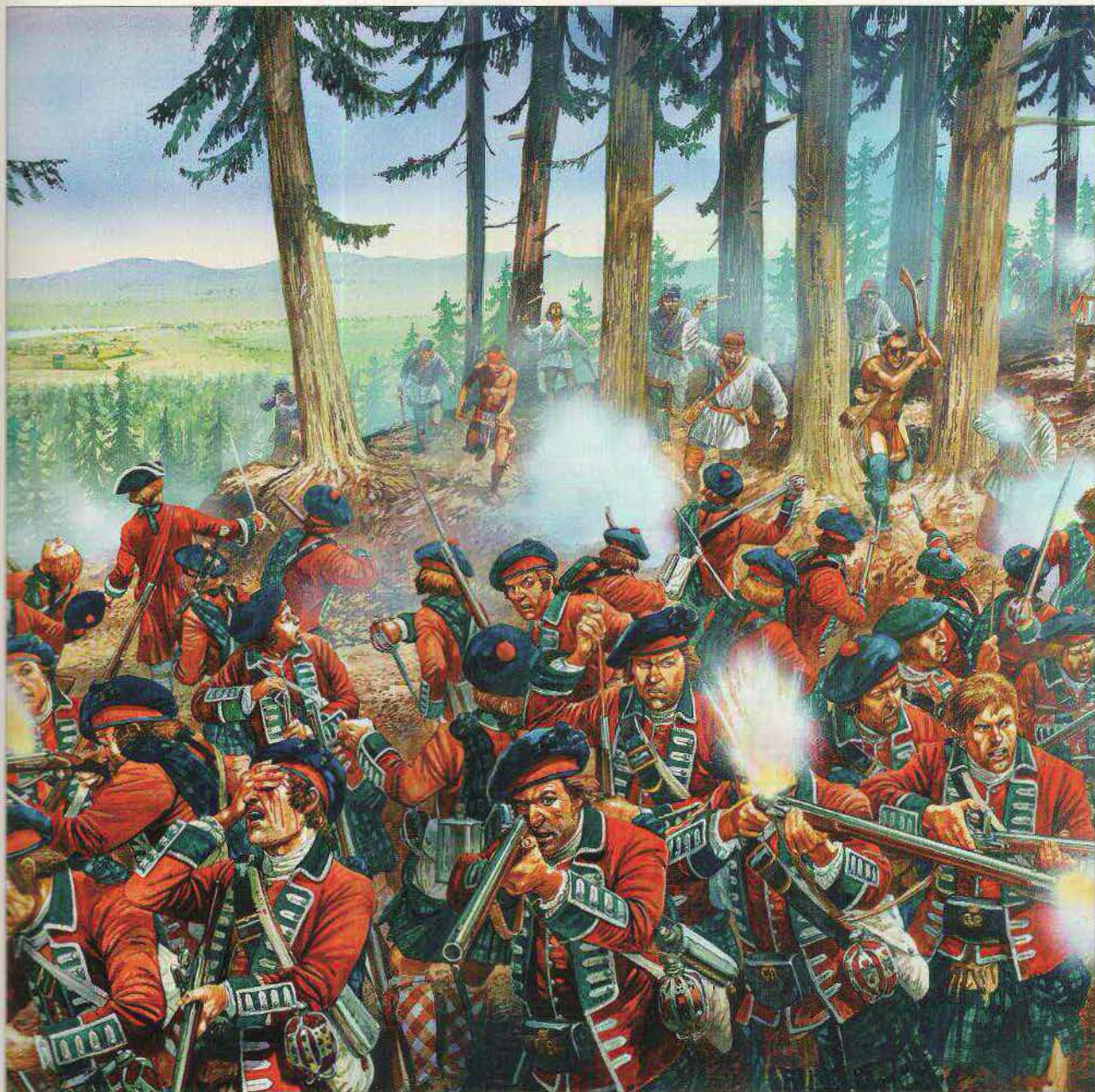
Major Grant's raid on Fort Duquesne, by Peter Dennis © Osprey Publishing Ltd. Taken from Raid 27: Tomahawk and Musket.

PICK YOUR SCALE

Once the setting has been selected the players need to determine which miniature scale they would like to collect. There are several sizes to choose from, with the most common scales ranging from 6mm up to 40mm. Most miniatures are available in metal and can be easily found online, at your local retailer, or at historical gaming conventions. There are a few ranges where plastic miniatures have been more prevalent, so players can determine if they prefer working with metal or plastic as a factor for which scale they want to use.

Players might find it easier to select a scale once they know the type of battles they would like to play. Larger battles might be better served playing in smaller scales, whereas players interested in smaller or medium-sized battles might want to use larger miniatures. There is no right or wrong answer other than finding the proper scale that fits the players' needs and their gaming space. For the purposes of this book we will be featuring 15mm, 28mm, and 40mm armies collected over the years from various players and miniature company studios.

ORGANIZING YOUR FORCE

Commanders throughout the ages have proven that battles are often won because one army has vastly superior numbers, better-trained troops, or the element of surprise. Players have the freedom and luxury of seeing their enemy's force and knowing the exact size before a single shot is fired. Since *Land of the Free* is after all a game, there need to be measurable factors to create balance and give both players an opportunity to be successful.

Land of the Free utilizes a points-based system that players can use to determine the size of the game they desire to play. The more points the players use the larger the games and more time it could take to complete play. When determining the points level of the game, both sides will build a force equal to or below the value that is

agreed upon. For example, if players wish to play a 200-point game, both forces will be designed so that the total points for each force will be equal to or below 200 points. Both forces are required to follow the rules for building a force, which are explained in more detail below.

The points system is a guideline for the players to use, but gaming groups or clubs may want to design games that present more of a challenge for players and generate more of a story or theme. This is perfectly acceptable and highly encouraged once all of the players have a better understanding of the rules' mechanics. In the beginning it is recommended to use the points system so all of the players have an equal opportunity to learn and enjoy the game.

Force composition
- 1 Force Commander
- 2–6 Groups
- 2–6 Elements per Group

Selections in black are mandatory
- 1 Force Commander
- 2 Group Commander
- 4 Elements (2 per Group Commander)
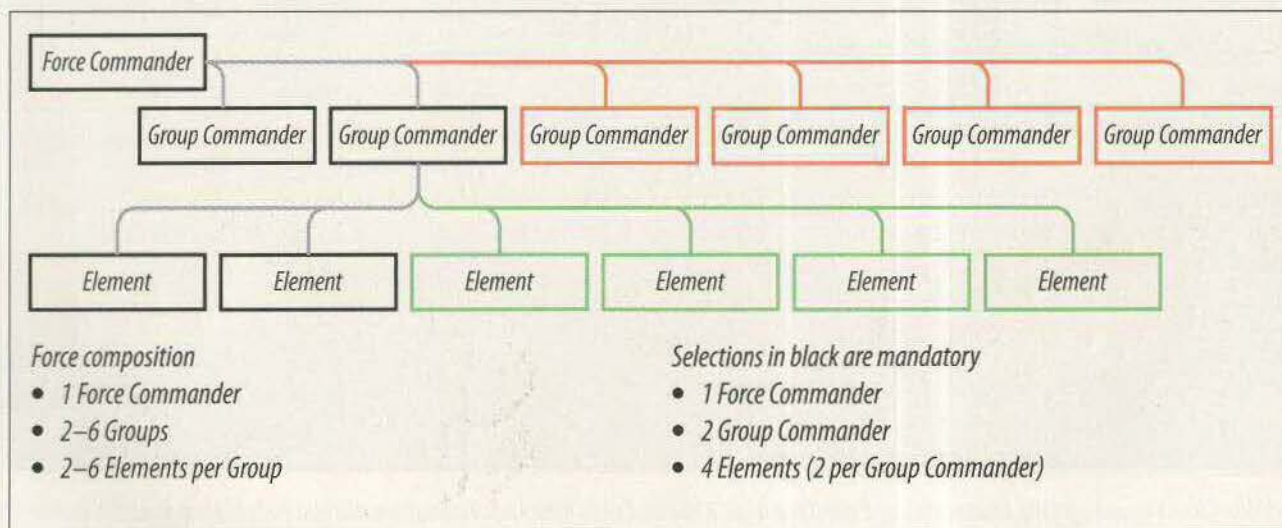
Players also need to decide how many stands or miniatures will represent tiny, small, medium and large elements in the game, or if the players will limit the presence of any element types or sizes. It is important to maintain consistency throughout the scaling of the game because the footprint of an element in the game could have a serious impact on the result. As the footprint more accurately represents the element, it is more important that consistency is achieved with the stand sizes than with the number of miniatures per stand. Of course, keeping the number of miniatures accurate across the element sizes is advantageous because at a quick glance players can easily recognize the size of each element. Examples and recommendations for proper scaling are detailed in the rules below.

Once the size of the battle has been decided, players can begin to choose their force based on the points value they set and the standard force list located below.

BUILDING YOUR FORCE

Once the scale has been determined, players will begin to organize their existing collection or start making their purchases to build their force. There are three terms that players will consistently use when playing *Land of the Free:* Force Commander, Group Commander, and Element. These terms will be explained in more detail later in the book, but for purposes of building a force the Force Commander is the overall leader and a mandatory part of a force. Each force can only have one Force Commander, but players wishing to play huge games may want include more than one force per side. Group Commanders are the force's subordinate leaders that are in direct control of several elements. Each force must have a minimum of two Group Commanders but may have as many as six. Elements are broken up into sizes consisting of tiny, small, medium and large, but they all represent the soldiers in the force. Several elements under the control of a Group Commander are considered to be part of that group. Each group must have a minimum of two elements and may have up to a maximum of six elements. Here are the steps for building a force:

- Step 1: Select a Force Commander (free points cost and only one per force).
- Step 2: Select a Group Commander (free points cost).
- Step 3: Select 2-6 elements that will be commanded by a Group Commander.

Repeat steps 2 and 3 until the points value for the game has been reached. Each force must have a minimum of 2 groups with 2 elements per group.

Players have the freedom to design their own forces based on a theme or historical setting, ignoring the limitations of the rules above. These rules are designed to assist players with force building or to standardize competitive play.

COLLECTING YOUR FORCE

There are many directions a player can take when deciding how they want to collect a force. Some players will pick a historical battle to recreate that moment in history. Others will select a force based around the miniatures they find most interesting to collect or paint. What each player decides to collect is what makes this hobby great, but understanding how each selection will fit into the force organization is important to consider in order to save time and money.

Land of the Free offers an endless amount of possibilities because there are no rules restricting players to a particular miniature count. Players have the freedom to start with a small selection of miniatures and continue to build their force while playing games. Players might want to discuss as a group who will be playing which nation in order to satisfy any historical requirements that are set out for the group or to avoid everyone collecting the same nation.

A 150-point 15mm French and Indian War Indian force consisting of 2 groups with 2 large elements and 3 medium elements. (Kevin Krause)

Force Commander: Abooksigun

Group Commander: Etelooaat
* Large infantry element – Algonquin Indians
* Large infantry element – Algonquin Indians

Group Commander: Mukki
* Medium infantry element – Algonquin Indians
* Medium infantry element – Algonquin Indians
* Medium infantry element – French Frontiersmen (Coureur De Bois)
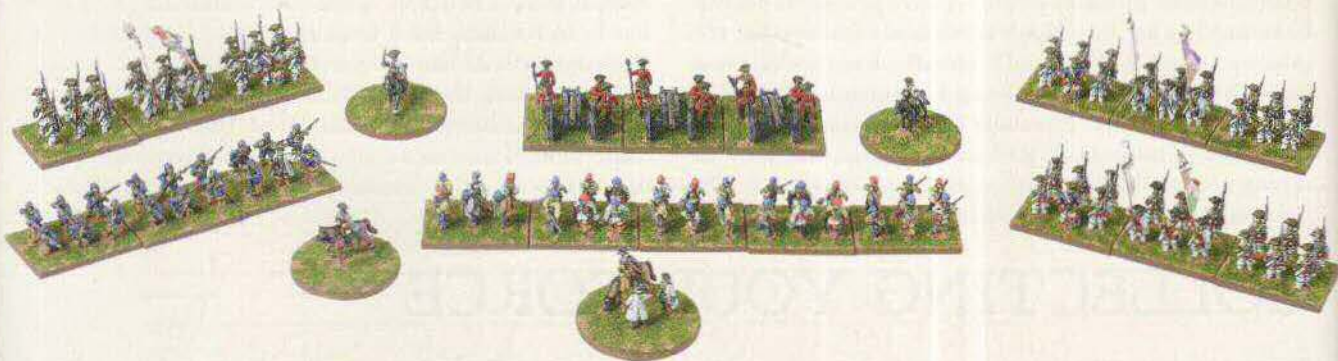
A 160-point 15mm French and Indian War French Force consisting of 3 groups with 5 medium elements and a large element. (Kevin Krause)

Force Commander: Major-General Marquis Guy Lefette

Group Commander: Colonel Jean-Baptiste Corleonne
* Medium infantry element – Bearn Regiment
* Medium infantry element – Compagnies Franches de la Marine

Group Commander: Colonel François Bonet
* Medium infantry element – La Sarre Regiment
* Medium infantry element – Languedoc Regiment

Group Commander: Colonel Louis Benoit
* Medium artillery element – Royal Artillery
* Large infantry element – French Frontiersmen (Coureur De Bouis)

A 180-point 15mm French and Indian War British Force consisting of 3 groups with 3 large elements and 3 medium elements. (Kevin Krause)

Force Commander: Major-General James Cartwright

Group Commander: Colonel Simon Greggory
* Medium infantry element – 28th Regiment of Foot
* Medium infantry element – 58th Regiment of Foot

Group Commander: Colonel Charles More
* Large infantry element – Virginia militia
* Large infantry element – Virginia militia

Group Commander: Colonel John Abernathy
* Medium artillery element – Royal Artillery
* Large infantry element – Converged Grenadier Battalion

A 125-point 28mm American Revolution British Force consisting of 2 Group Commanders with 3 medium elements, 1 large element and 1 small element. (Joe Moore)

Force Commander: Major-General John Knowleton

Group Commander: Colonel Christopher Jacobs
* Medium infantry element – 3rd Regiment of Foot
* Medium infantry element – 55th Regiment of Foot

Group Commander: Colonel Gunter von Stark
* Medium infantry element – 4th Regiment of Foot
* Large infantry element – Hessians
* Small infantry element – 9th Regiment of Foot

A 140-point 28mm American Revolution British Force consisting of 2 Group Commanders with 4 large elements. (Joe Moore)

Force Commander: Major-General William Culvert

Group Commander: Colonel Matthew Anderson
* Large infantry element – 17th Regiment of Foot
* Large infantry element – 14th Regiment of Foot

Group Commander: Major John Smith
* Large infantry element – 84th Regiment of Foot
* Large infantry element – 55th Regiment of Foot

A 175-point 28mm American Revolution American Force consisting of 2 Group Commanders with 3 large elements, 2 medium elements, and a small element. (Joe Moore)

Force Commander: Brigadier-General Tobias Sweet

Group Commander: Colonel Jacob Whitewater
* Large infantry element – Virginia Continentals
* Large infantry element – Pennsylvania Continentals
* Medium artillery element – Virginia Continental artillery
* Small infantry element – Maryland Continentals

Group Commander: Lieutenant-Colonel George Crane
* Large infantry element – South Carolina militia
* Medium cavalry element – 3rd Continental Light Dragoons
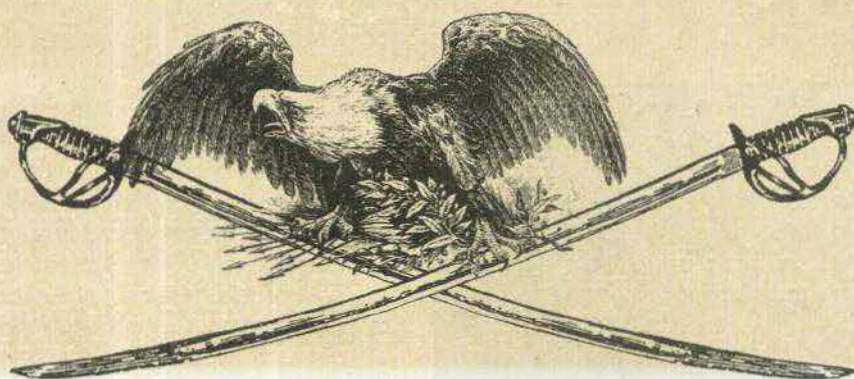
ELEMENTS

Players may be familiar with military terms such as platoon, company, battalion, or brigade. The *Land of the Free* rules have been designed to enable players to build their forces utilizing any of these terms, but to avoid confusion the game needed standardized wording. Generic terms have been selected so players can easily refer to them during army building and game play. The players could naturally revert back to using military terms once they have selected the scale they would like to play, but for the purposes of the rules you should become familiar with the following terms:

ELEMENT SIZE

An element is made up of one or more stands of miniatures depending on the scale of the game. The term "element" represents any type of military unit, whether it refers to a few miniatures or a large group of soldiers. There are four types of elements that players will commonly use throughout play: tiny, small, medium, and large.

In order to maintain the look and feel of a historical battle, tiny, small, medium, and large elements should have a natural military progression in size. For example, a small element could represent a squad or patrol, a medium element could represent a platoon, and a large element could act as a company. Below is a list of common military units that were used during the Colonial period, but the list is a generalization.

Players may want to perform their own research to find more accurate information about the particular force they are building, but the information below gives you a solid understanding of how forces were organized during the late 18th and early 19th centuries:

Military Unit	Size	Composing Units	Commander
File	2-3 men	-	-
Patrol	8-13 men	-	Corporal / Sergeant
Section	8-16 men	-	Corporal / Sergeant
Platoon	26-55 men	2+ sections	Lieutenant
Company	80-225 men	2-8 platoons	Captain / Major
Battalion	300-1,500 men	2-10 companies	Lieutenant Colonel
Regiment	1,500-3,000 men	1+ battalions	Colonel
Brigade	1,200-10,000 men	2+ regiments	Brigadier General
Division or Army	10,000-30,000 men	2-4 brigades	Major General
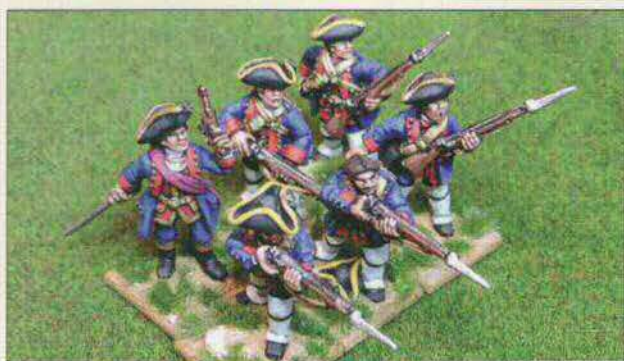
A small element of 28mm provincial militia placed together to represent a single stand. During the game these bases will remain together. (Galloping Major)

The four types of elements are listed below, along with suggestions for their sizes in both terms of number of miniatures and number of stands. The players should determine the size for each element prior to the game beginning in order to avoid any confusion during play. The scale can represent several things to the players,

using smaller elements for skirmish level games or larger elements for battalion- and brigade-level actions. *Land of the Free* gives the players the flexibility to alter the size of their games, but the scaling between element sizes should be relatively close or the game play will seem awkward.

Tiny Element

2-6 miniatures based on 1-3 stands.

Small Element

4-12 miniatures mounted on 1-3 stands.

Medium Element

6-18 miniatures mounted on anywhere from 3-6 stands.

Large Element

5-7 stands representing between 10-30 miniatures.

BASES AND STANDS

Bases and stands commonly refer to the same thing and will be used interchangeably in this book. Bases and stands can be made out of wood, metal, plastic, magnet, or any other material used to host one or several miniatures. The rules do not require a standard basing style or particular-sized stands, but to avoid potential issues amongst gamers it is a good idea to maintain consistency within the group.

The nature of the linear tactics suits having the elements based on square or rectangular stands, with the commanders based on circular or oval stands for easy recognition. Since commanders perform tasks on the gaming table that elements do not during play, it is helpful to be able to recognize them in a mass of miniatures. It is not necessary to base them differently as players may want to use existing collections that are already based.

Players starting new forces may want to select precut bases that are readily available in the industry to maintain consistency in their force. There are several manufacturers to choose from depending on the type of material the players wish to have, but there are also more cost-effective alternatives such as cardstock or a variety of wood available at your local hobby store. Below are recommended base sizes if players wish to mount multiple miniatures per stand. A general rule to consider is that a 10-15mm miniature will require about 15mm x 15mm worth of base space, a 25-28mm miniature will require about 20mm x 20mm worth of base space, and a 40mm miniature will need about 25mm x 25mm of base space. Here are some bases that are readily available in the industry:

10-15mm Miniatures		25-40mm Miniatures	
Infantry	40mm x 30mm	Infantry	40mm x 40mm / 50mm x 50mm
Cavalry	40mm x 60mm	Cavalry	50mm x 50mm / 60mm x 60mm
Artillery	40mm x 40mm	Artillery	50mm x 100mm
Group Commanders	40mm round	Group Commanders	50mm round
Force Commanders	50mm round	Force Commanders	60mm round

ELEMENT TYPES

The composition of most forces during the Age of the Musket contained infantry, cavalry, and artillery. The vast majority of the armies consisted of various types of infantry, and depending on the nation they had different names to designate their role on the battlefield. Great Britain had center companies, nicknamed "hatmen," as well as flank companies consisting of light infantry and grenadiers. The German mercenaries during the American Revolutionary War had musketeers, fusiliers, grenadiers and jägers. No matter what name each nation assigned their troops, their role on the battlefield was very similar. Special elements and their rules will be discussed later in the book, but all of them are based on the common infantry element.

The charts below represent the statistics for the professionally trained soldier during the time 1754–1815.

Element Type	Infantry						
Weapon Type	Musket						
	Weapon	**Range**	**Notes**				
	Smoothbore	12"					
	Rifled	18"	Add +5 points per element				
Size	**Maneuver**	**Combat**	**Discipline**	**Morale**	**Action**	**Points**	
Tiny	3	3	1	7+	1	10	
Small	3	3	2	7+	2	15	
Medium	3	3	3	7+	4	25	
Large	3	3	4	7+	6	35	

A 40mm infantry element of American militiamen. (Front Rank Figurines)

Element Type	Cavalry						
Weapon Type	Carbine, Pistol, Sword						
	Weapon	**Range**	**Notes**				
	Mixed Weapons	6"					
Size	**Maneuver**	**Combat**	**Discipline**	**Morale**	**Action**	**Points**	
Tiny	3	2	1	7+	1	15	
Small	3	2	2	7+	2	20	
Medium	3	2	3	7+	4	30	
Large	3	2	4	7+	6	45	

Element Type	Artillery						
Weapon Type	Cannon, Mortar, Rockets						
	Weapon	**Range**	**Notes**				
	Artillery ≤ 12 lb guns	36"	Player selects element type				
	Artillery > 12 lb guns	48"	Player selects element type				
	Siege Mortar	12" – 36"	Player selects element type				
	Rockets (War of 1812 only)	12" – 48"	Player selects element type				
Size	**Maneuver**	**Combat**	**Discipline**	**Morale**	**Action**	**Points**	
Small	2	2	2	7+	2	20	
Medium	2	2	3	7+	3	25	
Large	2	2	4	7+	4	30	

Element Leader

Except for elements consisting of one stand, elements must always have some type of recognizable miniature present within the ranks. This miniature could be a non-commissioned officer, officer, drummer, or standard bearer, but regardless of the type, the miniature should be located in the center of the element or on the stand closest to the center of the element. For rules purposes, this central figure or stand will be collectively referred to as the Leader. For this reason it is a good idea to have each element represented by an odd number of stands, so the leader can occupy the middle of the element. The leader will play an integral part in establishing the element's vision and distance to stands such as commanders and enemy elements.

GROUPS

A group is a collection of elements that operate within a given command structure lead by a Group Commander. Group sizes range from 2-6 elements, but may be of any size if players wish to organize their groups differently.

Group Commander

The Group Commander is directly responsible for the performance of these elements during the game and is the only officer besides the Force Commander who may issue orders to the elements under his charge. Depending on the scale of the game and the sizes of the elements,

the Group Commander could be a non-commissioned officer such as a sergeant or a commissioned officer such as a captain or colonel.

Force Commander

The Force Commander is in direct control of all of the Group Commanders, so indirectly commands the elements. A Force Commander has the freedom to involve himself in the ordering process, and is the only commander who may take direct control of any element. Depending on the size of the game the Force Commander's rank could range from a sergeant major to a general.

A French and Indian War British group of 15mm miniatures consisting of a medium artillery element and a large infantry element. The Group Commander is identified by the mounted officer on a round base. (Kevin Krause)

A French and Indian War Indian group of 15mm miniatures consisting of 2 medium Indian elements and a medium element of French frontiersmen. The group is led by an Indian Group Commander. (Kevin Krause)

Commanders oversees the clash of British and French forces. (Kevin Krause)

Commanders may be represented by using mounted or dismounted officers since the movement value is not affected by the type of miniature being used during game play. Players may also want to take this opportunity to create mini-dioramas for their commanders and turn their bases into a great hobby project. The commanders could be great conversational pieces and it will help make them stand out even further on the battlefield.

ELEMENT STATISTICS

Every element in the game has a stat line that will enable players to move, shoot, and interact on the gaming table. These values are altered based on the type and size of the element. Below is an example of a medium-sized infantry element with an overview of how each stat works in the game.

Element Type	Infantry					
Size	**Maneuver**	**Combat**	**Discipline**	**Morale**	**Action**	**Points**
Medium	3	3	3	7+	4	25

Element Type

There are three types of elements in the game: infantry, artillery and cavalry.

Size

Elements have four sizes that players can use during gameplay: tiny, small, medium and large.

Maneuver Order

The value represents the number of movements, formation changes, facings or reloads an element may normally perform during a single activation.

Combat Order

Shooting and melee are performed by spending a Combat Order. The value represents the number of times an element may fire their weapons or fight in melee during a single activation.

Discipline

An element's ability to maintain cohesion during play is vital for its survivability. Discipline represents the element's ability to take hits from shooting and melee. The higher the number the more the element can maintain its cohesion during combat, but as it takes hits it will lose discipline, eventually becoming combat ineffective. There are 4 levels of discipline that elements will experience during play: Fit, Shaken, Exhausted, and Shattered. Each time an element takes hits equal to its discipline, it will drop to the next level of discipline until it reaches Shattered, at which point the entire element is removed from play.

FORMATIONS

Infantry and Cavalry

Soldiers fighting in linear tactics were closely monitored by non-commissioned and low-ranking officers in order to maintain discipline and keep the fighting ranks organized. This process was made easier when the enlisted soldiers were formed into blocks or formations with officers positioned along the perimeter to keep the ranks dressed and organized. *Land of the Free* utilizes these formations during gameplay as an aesthetic and rule mechanic. Below is the list of formations that infantry, cavalry and artillery can use throughout the game, addressing which element types can use the formation in parenthesis. The (L) represents the leader stand and the arrows show the direction that the element is facing.

Morale

The value represents the target number needed to roll on 2d6 or higher in order to pass any Morale Tests that the element is required to take. The more an element suffers during the game the harder it is for the commanders to keep the element intact. Each Morale Test will always be taken using 2d6. Morale Tests can be modified depending on the situation, which are covered in more detail later in the book.

Action Dice

This number allows the player to roll the value in d6 when performing a Combat Order. The number of Action Dice used is the same whether the element is shooting or fighting in melee. The number of dice may be modified based on the combat or discipline circumstances that the element may be experiencing. These modifiers are discussed in more detail in the shooting and melee chapters.

Points

Games may be played using a points system, keeping the game balanced for both sides. The point value represents the cost for each element.

BATTLE LINE

The element consisting of two or more bases has all of its stands in base-to-base contact facing the same direction. An element in Battle Line will maintain a flat frontage when maneuvering unless it is occupying a linear obstacle such as a fence line to gain defensive bonuses. An element in Battle Line creates a stalwart defense and generates a more deadly impact in melee, but the densely packed formation makes it an optimum target with an inability to navigate terrain quickly. Battle Line formations will block line of sight for other elements.

A 40mm large infantry element of Maryland infantry prepares to fire in Battle Line. (Front Rank Figurines)

OPEN ORDER / WARBAND

Organized military formations would create gaps between their soldiers in order to reduce casualties, navigate the landscape more easily, and create a larger frontage to occupy space. The formation would be called upon to open its ranks into Open Order.

Native Americans did not operate as cohesively as their European cousins, but to avoid cumbersome rules and special formations Indians will use the Open Order. Players are free to call this formation a Warband when referring to Indians, but essentially it operates exactly like an element in Open Order.

The element has its stands facing in the same direction and separated by no more than one inch in between each stand, and it maintains a flat frontage much like Battle Line. The line does not arc in any way unless occupying a linear obstacle. The Open Order formation allows for better movement in difficult terrain and avoids excess casualties, but the spacing between soldiers does not make it a very effective melee formation. Open Order does not block line of sight for friendly or enemy elements.
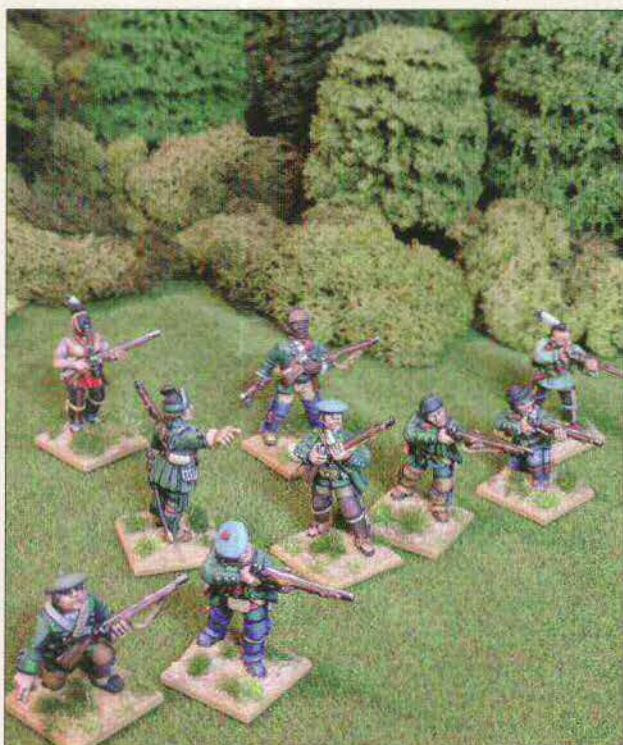
An element of British Rangers conduct operations in Open Order. (Galloping Major)

MARCH COLUMN / INDIAN FILE

The best way for troops to cover ground quickly was to form into March Column. The element would have a narrow frontage of 2-4 soldiers but would be several ranks deep. Realistically, soldiers did not walk any faster in March Column compared to other formations, but their narrow frontage enabled the element to utilize roads and "snake" around difficult scenery. Indians used a similar formation that has become known as Indian File since they would often move one behind each other traversing the difficult woodlands of North America.

An element in March Column or Indian File has its stands one behind another facing in the same direction, with the leader positioned in the center of the element. Since the leader is located in the middle it would be impossible to draw a proper line of sight for shooting or declaring charges, so these orders are prohibited in this

formation. This formation is very effective for covering ground quickly but incredibly vulnerable to attack. An element in March Column is not prepared for combat and does not pose an immediate threat, so for this reason it does not have a Threat Zone. Elements in March Column formations block line of sight for other elements.

SINGLE-STAND ELEMENTS

A single-stand element is considered to be in Open Order and may only change formation into March Column. The single stand is always considered to be the leader of the element.

British columns advance towards the French lines. (Kevin Krause)
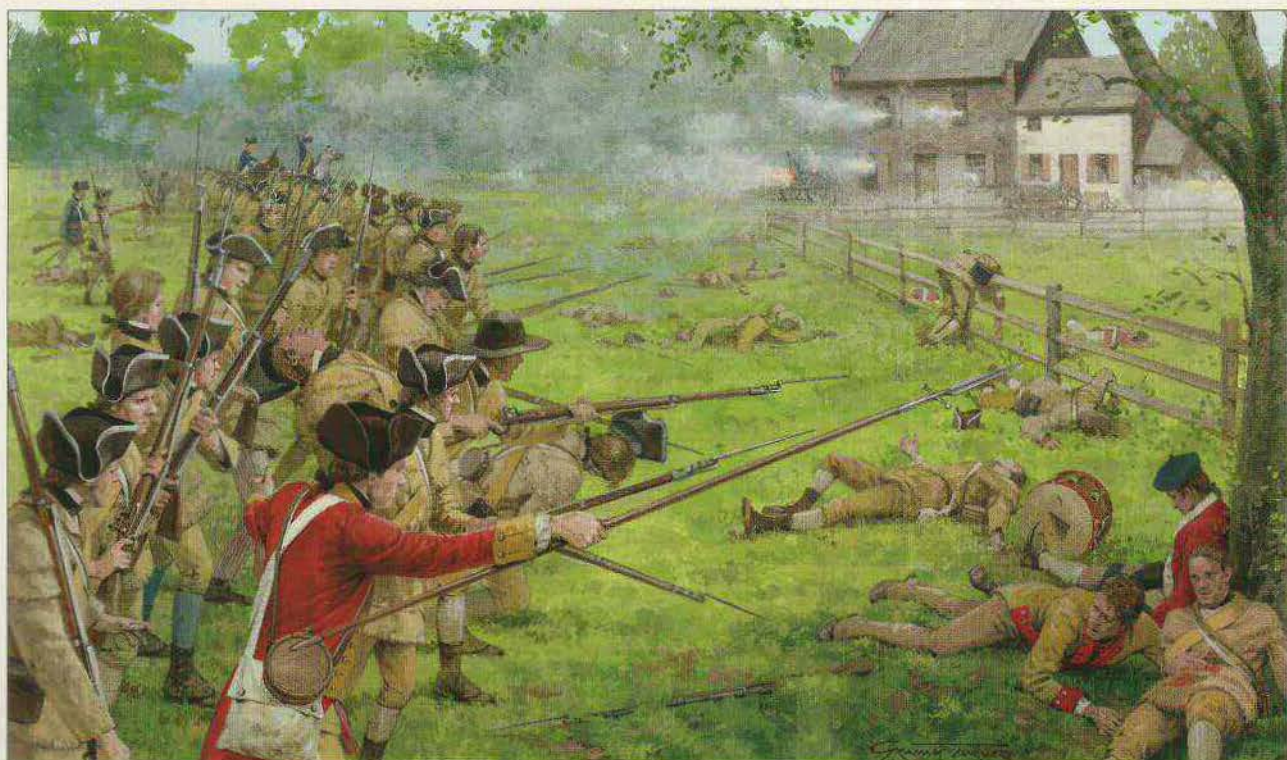
The charge of the Marylanders at Gowanus, by Graham Turner © Osprey Publishing Ltd. Taken from Campaign 192: New York 1776.

SQUARE FORMATIONS

The concept of forming square during these wars is not completely unknown and variations of this formation may have been used, but because heavy cavalry and shock cavalry do not play any major role in these conflicts the rules will not incorporate square formations.

Artillery

UNLIMBERED

Artillery elements unlimbered follow the same rules as elements in Open Order, but there are exceptions, which

are outlined later in the rules. Unlimbered artillery may never conduct a charge and the formation does not block line of sight for other elements.

LIMBERED

Much like March Column, a limbered artillery element will have its stands touching one behind the other, with the leader in the center or as close to the center of the formation as possible, as long as there is at least one stand in front of the leader. If the artillery element consists of one stand, then turn the base around with the rear of the base facing the enemy. Limbered artillery block line of sight for other elements. This formation does not have a Threat Zone, cannot fire, or charge into melee. Then again, what sane commander would charge with limbered guns into melee?

Commanders

Group and Force Commanders do not have or require a formation. They are not considered an element and their base merely represents their presence on the battlefield. Commanders do not block line of sight and if there is an instance when a friendly element comes into contact with a commander, then move the commander out of the way using the shortest route possible.

LINE OF SIGHT AND ARC OF SIGHT

The closed rank formations of the colonial period served many purposes for the commanders who lead their troops into battle. The soldiers fighting side by side improved morale for those individuals a little more reluctant to go into battle, and their firepower was greatly improved using the entire formation like a rudimentary blunderbuss. Unfortunately, visibility became severely limited and reaction times were often slowed by the need for all the soldiers in the formation to move as one. Elements have two types of visibility they will be using during a *Land of the Free* game.

Arc of Sight

An element has the ability to see anything within its front extending in 45° angles from the corners of the outermost stands in the element. This area is also referred to as the element's front.

Line of Sight

The leader is responsible for dictating to his soldiers which direction to move and which enemies to attack. For this reason, the line of sight is always drawn from any part of the leader's stand in the center of the element in a straight line to the closest point of its intended target. This line can be drawn anywhere within the element's arc of sight to the intended target.

If the line of sight is unobstructed to the target, then the element has a clear line of sight. If the line of sight is blocked at any point during its path, then the line of sight is obscured and will have an impact on the element depending on what the obstruction is and the type of actions taking place.

Friendly and enemy elements can block line of sight depending on which formation the element is in.

The ability to draw a line of sight will allow the element to perform several orders such as shooting, charging, or affecting the element's ability to change formation.

Clear, Cover, and Blocked

When a leader draws a line of sight to a target element, it is important to determine if the target is partially obscured or blocked. There could be several reasons and battlefield conditions that obscure a target,' taking into consideration terrain or the target may be partially outside the elements arc of sight. More extensive rules discussing cover will be in the shooting and scenery sections of the book.

If the line of sight from an element to its intended target is blocked in any capacity, then the target element is considered partially obscured and will receive the bonuses for being in cover. The amount of the element that is blocked is inconsequential unless 100% of the element is blocked.

A fully obscured or blocked target has 100% of its stands blocked from the line of sight of the element wishing to spot it. Fully obscured elements are not eligible targets for purposes of shooting and charging.

The active element has a completely open line of sight to enemy element A, but enemy element B has cover behind the wall.
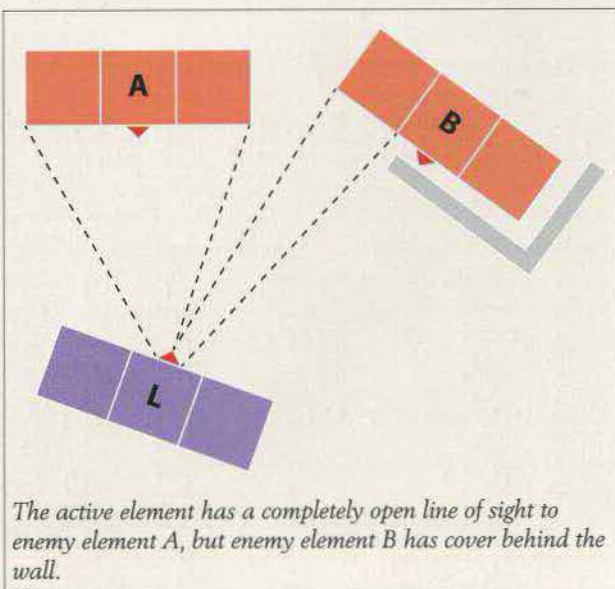
FRONT AND FLANK

An element realistically has four sides to its facing, but for game play purposes there are only two. The front of the element is represented by its arc of sight. The flank of the element consists of anything behind the element's arc of sight. For an element to be considered in someone's flank, it would need to have its leader stand completely behind the target's front.

Threat Zone

Every element in the game has an area directly to its front where it is the most dangerous. When the elements are in particular formations such as March Column or Limbered Artillery, they no longer have an area to their front that is dangerous to their enemy. This area is called the Threat Zone and it extends 12" to the front of the element in parallel lines from the outside edges of the element's outermost stands. Commanders do not have a Threat Zone because they are not considered elements and their presence is not menacing enough to threaten the enemy.

Enemy elements within this zone are limited in the types of maneuvers they can perform, become susceptible to Snap Fire and Counter-charges, and the Threat Zone also represents the area where most weapons will be fired. The ranges of some weapons may extend past 12", but the Threat Zone for all elements remains the same unless specifically mentioned otherwise. The rules will also state instances when the Threat Zone of the leader

will be utilized. In these circumstances the Threat Zone of the leader will extend 12" in parallel lines from the leader's base edges.

Elements inside one or many Threat Zones will not be able to perform the following maneuvers unless they are forced to by failing Morale Tests and other rules that cause the element to act erratically.

* An element may not move into an enemy's Threat Zone while in March Column.
* An element may not move into the flank of an enemy element if the maneuvering element began its activation in its Threat Zone.
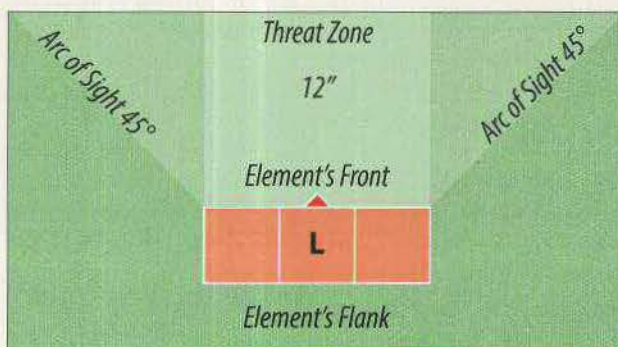
Example 1: Here is a 3 -stand element in Battle Line showing its Front, Flank, Leader placement (L) and Threat Zone.

MEASUREMENTS

Measuring the movement or ranges should be consistent throughout the game, so it is important that all the players understand the process.

There are three types of measuring to consider during the game.

Measuring to a Target

Players will measure starting from any part of the leader's base edge to the closest part of the intended target. This measurement must be in a straight line from the starting point to the target.

Measuring a Distance for a Maneuver

When ordering a maneuver, the movement is measured from the front of the leader's base edge to the distance the player wishes to move. The leader's front edge must be placed at the desired distance and once the leader has moved, the remaining part of the element conforms around the leader to maintain the current element's formation type. Stands in an element may end up moving more or less than the leader, and this is perfectly allowed since the movement is always performed from the leader's command stand.
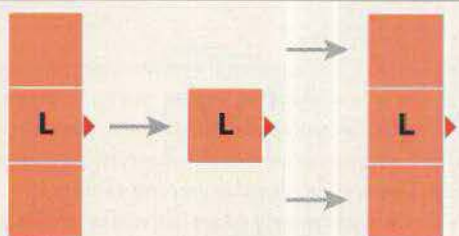
The element is ordered to move forward, so the leader is moved first. Once the position is established the remaining part of the element conforms around the leader.

Measuring a Sphere of Influence

The sphere of influence of a commander is always measured from the center of the commander's base to either the closest point of the friendly element's leader stand or the closest point of an enemy element. There are no rules governing the base sizes of commanders, so this rule takes into consideration that the commanders' bases may not all be the same size. Measuring from the center of the commander's base makes the measuring consistent for all players involved in the game.

The American right flank at Fallen Timbers, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 256: Fallen Timbers 1794.

Measurement Conventions

PRE-MEASURING

The field of battle contains a myriad of distractions preventing officers from consistently judging distances. Smoke, landscape, obstacles, and soldiers are just a few of the items that can prevent an officer from estimating ranges. Not allowing pre-measuring would be a great way to represent the fog of war on the battlefield, but can often slow play down and create other problems within the game mechanics. For this reason, players are allowed to pre-measure at any time during the game to keep the flow of the game running smoothly and efficiently.

NO SHARING SPACE

At no point during the game may more than one element occupy the same space. If there is an instance when more than one element occupies the same space, then the active element will continue to move in its current direction until it occupies its own space on the gaming table.

Players cannot purposely place an active element so it ends its movement on top of another element, forcing it to "leap frog." The extra movement for the active element is in place for accidental situations when two elements share the same space.
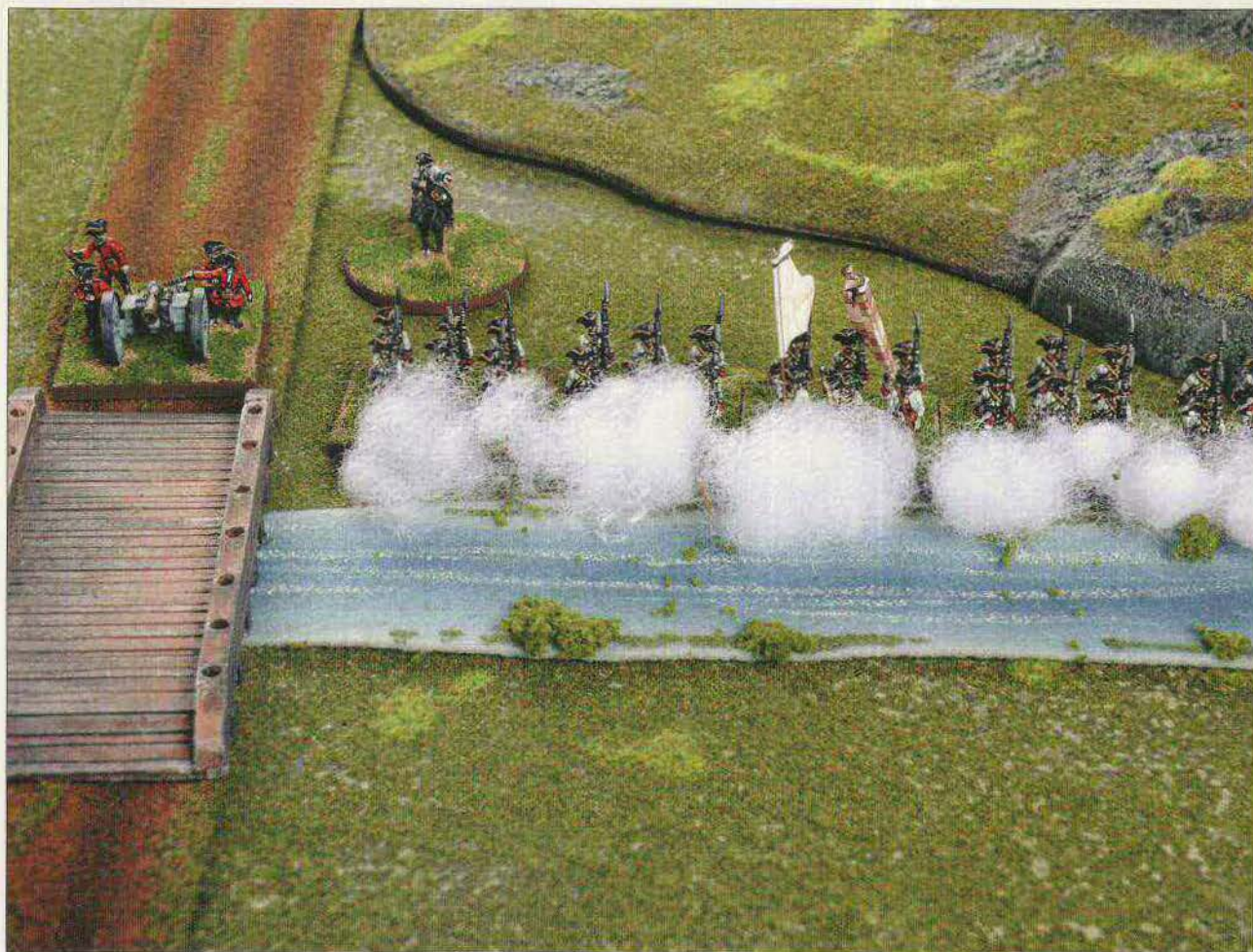
French infantry open fire across a river. (Kevin Krause)
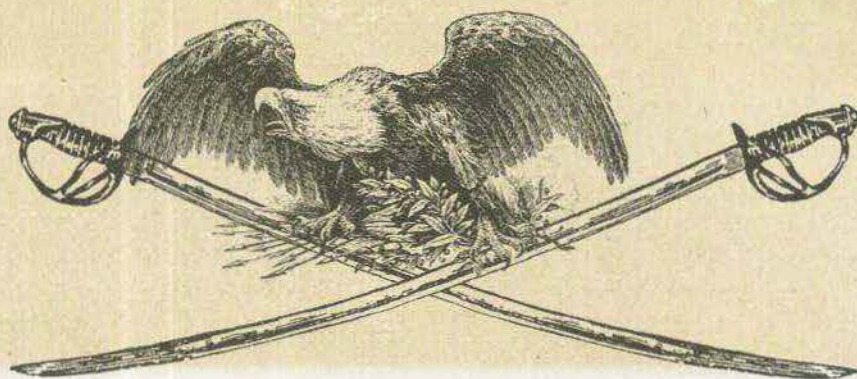
ORDERS

The battlefields of the 18th and early 19th centuries were dominated by armies attempting to outmaneuver one another in order to push the enemy from the field. Battles were often not a measure of how many casualties could be inflicted, but rather challenging the enemy's resolve and willingness to continue the fight. Officers who possessed the preternatural ability to predict enemy movements and position their forces for the timely strike became very successful commanders.

The armies of the day spent an excessive amount of time training to create a battlefield ballet of maneuvers, seeking to gain that one advantage forcing the enemy to withdraw. As a commander the player will have to manage the types of maneuvers that are performed by each of their elements and combine these actions with appropriate fire and melee. Utilizing the proper resources is only one part of commanding a force, and knowing when to push the troops a little further walks a fine line between victory and defeat.

American troops follow their orders to hold against the overwhelming British advance. (Front Rank Figurines)

ACTIVE AND PASSIVE

A player who has initiative will nominate a Group Commander and his elements to assign orders. The Group Commander will select one element within the group to receive orders. This element becomes the active element and the rest of the elements on the table, including the enemy elements, are considered to be passive or inactive elements. How groups and elements are activated is discussed in more detail below.

UNDERSTANDING ORDERS

When an element is activated it will place markers or dice representing the Maneuver and Combat Orders. The player must announce whether the Group Commander or the Force Commander will issue the orders. The Force Commander may only issue orders if he is not already attached to another element. If the player fails to mention which commander they are using, then it is assumed that the Group Commander is issuing the orders. During an element's activation the commander issuing the orders must remain constant and the player may not switch commanders.

The active element will use its Maneuver and Combat Order values to perform actions until either the element runs out of orders or the player halts its actions. Each time an element is given a new order or action, it must verify that it is within the sphere of influence of the commander that is ordering the element, or the element cannot receive the order.

HINT: Commanders are not moved until after the elements in a group have finished their actions, and Force Commanders do not move until the end of the turn, so players might want to position their commanders strategically each turn to enable the elements to maneuver more efficiently.

Each element, when activated, may perform actions as long as it starts each order within the ordering commander's sphere of influence or until it has spent its Maneuver and Combat Orders. An element can perform orders in any sequence as long as it does not exceed its Maneuver or Combat Order values.

When an element is activated, the commander may use its Command Points to influence the element further as long as it is within the sphere of influence. An active element cannot use command points from a commander that has not been issuing the orders or if the Group Commander is attached to a passive element. Command points are explained in further details in the Command Section.

FORCED ORDERS

Command Points will allow elements to perform actions above and beyond their normal order allowance. If an element uses all of its allotted Maneuver or Combat Orders, then the commander issuing the orders may spend one command point to force an order. Pushing an element has its rewards as well as its consequences, so each time a Command Point is spent to perform a Forced Order beyond its normal allowance, the element must take a Morale Test with the appropriate modifiers prior to performing the Forced Order.

If the test is passed, the element may use the Command Point to perform either a Maneuver or Combat Order without any recourse. As long as the Morale Test is passed, the commander may continue to use as many Command Points as the player requires, but each time a point is spent a new Morale Test must be immediately taken with the appropriate modifiers.

If the Morale Test is failed the element will receive a Disorder Marker (DM) and will not be able to perform the requested order. The element will immediately end its turn and any unspent maneuver or Combat Orders are lost.

British troops advance up a rough road. (Joe Moore)

MANEUVER ORDERS

Each type of element (infantry, cavalry, and artillery) has the ability to select from a range of Maneuver Orders during its activation. One point of maneuver is spent for each action that is performed from the list below.

An element ordered to move will always measure from the leader's base. The rest of the element will maintain its formation around the leader once it has moved. This may cause certain stands in the element to move slightly further than is normally permitted, but this is perfectly legitimate to maintain element cohesion. As long as the leader does not move further than it is allowed or in an illegal manner, then the other stands move to keep formation integrity within the rules' parameters.

Spend one Maneuver Order point to move the element in one of the following ways:

Move Forward Within the Element's Arc of Sight

The element may move forward and face in any direction as long as the facing does not extend past the element's starting arc of sight. In reality this maneuver would take time to execute, and changing the element's facing on the battlefield would normally be considered a wheel. The player does not need to worry about measuring the element for wheeling because the movement rules have

been designed purposely to keep the flow of the game moving quickly.

Place the measuring device from the leader in the direction the element would like to move, and as long as the facing does not extend past the element's starting arc of sight then move the leader followed by the rest of the element's stands. For each new Maneuver action, the player must check the arc of sight and continue to move and face in new directions using the guidelines above.
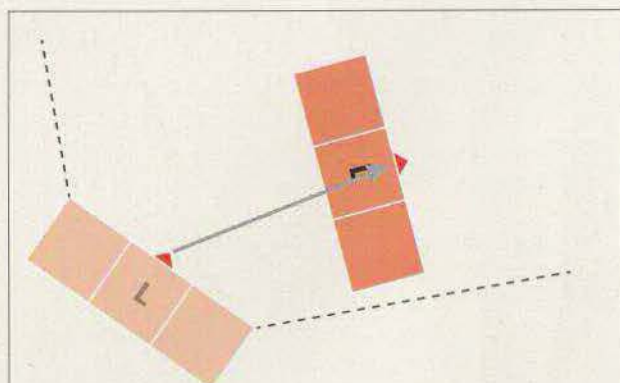
The active element moves forward and completes its movement, making sure its facing remains within its starting arc of sight.

Oblique Move

During an element's Maneuver Order, either moving in a forward direction or standing still, the player may elect to shift the element by one stand width to the right or left. The oblique move may be performed at any stage during the movement, as soldiers often performed this maneuver in the field to avoid other elements, obstacles, or broken ground.
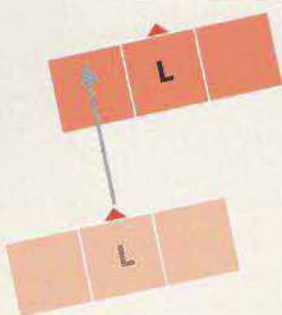
The active element moves forward and at the end of the movement shifts one stand to the right. Note how the leader stays in the center of the element.

Move Backwards Within the Flank

Elements may spend a maneuver to move backgrounds while maintaining their facing within their arc of sight. Although the movement allowance is quite small, it reflects the difficulty of maintaining the cohesion of the element and irregularity of the order during combat situations. The movement backwards would be performed exactly in the same manner as moving forwards, but the element may not perform an oblique move when moving backwards.

Turn (Change Facing)

An element will often turn to its left, right, or about face (180°) in order to quickly adjust its positioning or remove itself from a dangerous situation. Turning is a clever way of changing formation if the element has space issues and does not want to risk reforming into another element or area terrain, for example. When turning an element, the player will turn each stand 90° or 180° and "redress the ranks" around the leader as needed. The leader will not move, but merely turn its stand with the rest of the stands realigning to the leader and new formation.

Cavalry prepare to clash in hand-to-hand combat. (Joe Moore)
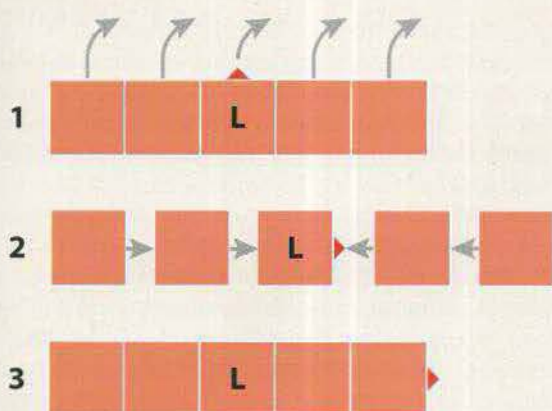
Step 1: the element pivots and turns to the right on the spot. Step 2 shows the element after each stand turned 90° to the right. Step 3 the element readjusts itself on the leader and finishes the turn.

Charge Into Melee Combat

A charge move must be declared and may only be conducted if the target lies within a clear line of sight and within the element's arc of sight. A charge move is two normal movements broken up by a pause in between. If there are no factors that prevent the element from completing the second movement, it will take the element into contact with the target enemy element.

Elements in March Column or Indian File, as well as artillery elements, will never be able to declare a charge. A charge may only be declared if the target element is determined to be in range and within line of sight when the order is given. Charge moves are detailed further in the Melee section of the rules.

Reload

Once an element has fired, a marker or puff of cotton is placed in front of or next to the element to reflect that

American troops prepare to charge the Ojibwe positions, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 240: Wabash 1791.

the element has unloaded weapons. The cost for an element to reload its weapons is one Maneuver Order action. Remove the puff of smoke or marker when the element has spent a Maneuver Order to reload. The element is ready to fire once it has reloaded its weapons.

Formation Change

An element requires a Maneuver Order to perform a change in formation. When an element decides to change formation during play the leader will remain stationary throughout the maneuver and the stands of the element will reform around the leader to create the new formation. The leader will maintain his facing as the additional stands of the element will form around the leader, facing in the same direction as the leader. When reforming the stands around the leader, an equal number of stands will move to the sides or front and rear, depending on which formation the element is taking.

This may cause stands to move closer or further away from the enemy, reform into or out of area terrain, or accidentally occupy the same space as friendly elements. Each of these situations will be covered in more detail

The element above starts in March Column and changes its formation into Battle Line. The element below is in Open Order formation and changes into March Column. In both instances the leader does not move and the other stands form around the leader.
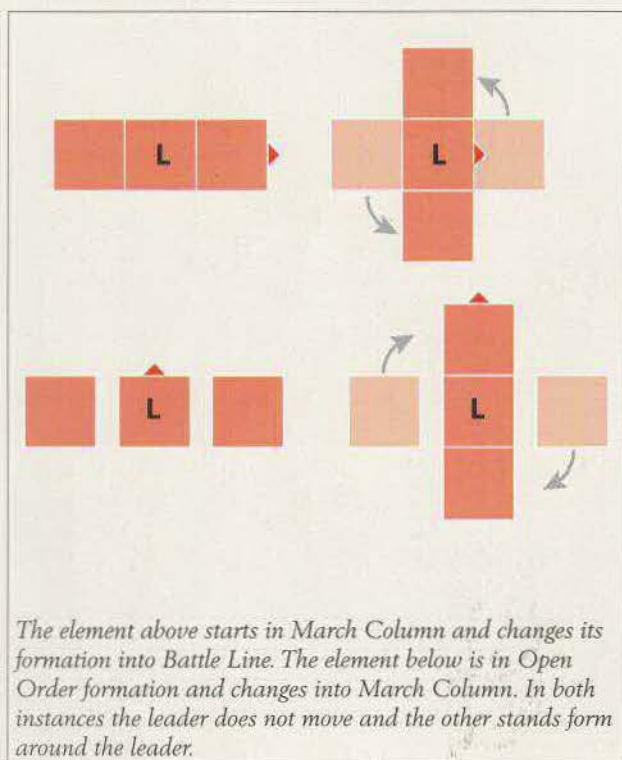
later in the appropriate section of the rulebook.

A single-stand element is always considered to be in an Open Order formation, but may change formation into March Column. An element consisting of one stand will be marked or turned 180° to reflect its change in formation.

Cavalry Mount or Dismount

Mounted elements have the flexibility during play to mount or dismount their horses depending on the circumstances of the situation. Elements must be purchased or fielded as a mounted cavalry element in order to perform mounts or dismounts. Mounting and dismounting each require a Maneuver Order to perform them, but they may not be performed during the same activation. The horses are held by several handlers in a safe location and it takes time for the horses to be recalled.

Cavalry may start the game dismounted and mount their horses at any time during their activation throughout the game. Players should have a marker or a handler stand representing the horses. The marker or stand should be placed behind the element in base contact with the dismounted stands. The marker representing the horses will prevent any player confusion if there are also dismounted elements in play that were purchased as infantry elements.

When the element is ordered to mount, remove the stand or marker and replace the leader on foot with the mounted version. Remove all the dismounted stands and form the remaining mounted stands around the leader, ensuring that the facing and formation remains the same as when the element was dismounted. The element should not be placed any closer or further away from the enemy, but it is understandable that the dismounted bases and mounted bases may not be the same size. If the bases are different sizes, it is best not to place the element closer to the enemy.

Enter, Move Through, or Exit Area Terrain

Elements entering, moving through, and exiting area terrain spend a Maneuver action to move, but may suffer penalties depending on the type of formation the element is currently maintaining. Please refer to the Scenery section of the rules for more details.

Remove a Disorder Marker

There are instances during combat when the ranks and files of an element will become disjointed and begin to reduce the fighting quality of the unit. For each Maneuver Order the element spends, it may remove one Disorder Marker. As an element suffers Disorder Markers, there are two opportunities when the player may remove them. When an element is activated and it has existing Disorder Markers, the element must use every Maneuver Order available to the element to remove as many of the Disorder Markers as possible before it can perform any other orders. The other instance when a player can remove Disorder Markers is during the element's activation. If the element suffers a Disorder Marker during its activation, the player may spend a Maneuver Order for each Disorder Marker they would like to remove.

Store a Maneuver Action

If an element has any remaining Maneuver Orders after it has completed its actions, it may store one Maneuver Order for future use. The Maneuver Order can be stored to issue a future Counter-charge against enemy elements that enter the element's Threat Zone. More details about Counter-charges are in the Melee sections of the rulebook.

Cross a Linear Obstacle

Infantry and cavalry elements attempting to cross a linear obstacle will need to spend a Maneuver Order to successfully navigate the obstacle. Elements will be able to cross a linear obstacle that is no taller than the height of the miniatures on foot.

- An element in Battle Line or Open Order will move into contact with the linear obstacle and stop regardless of the amount of movement it has remaining. The next Maneuver Order will move the entire element to the opposite side of the linear obstacle, and the element will receive a Disorder Marker. The element may continue to receive orders, even Forced Orders, from its commander after crossing a linear obstacle.
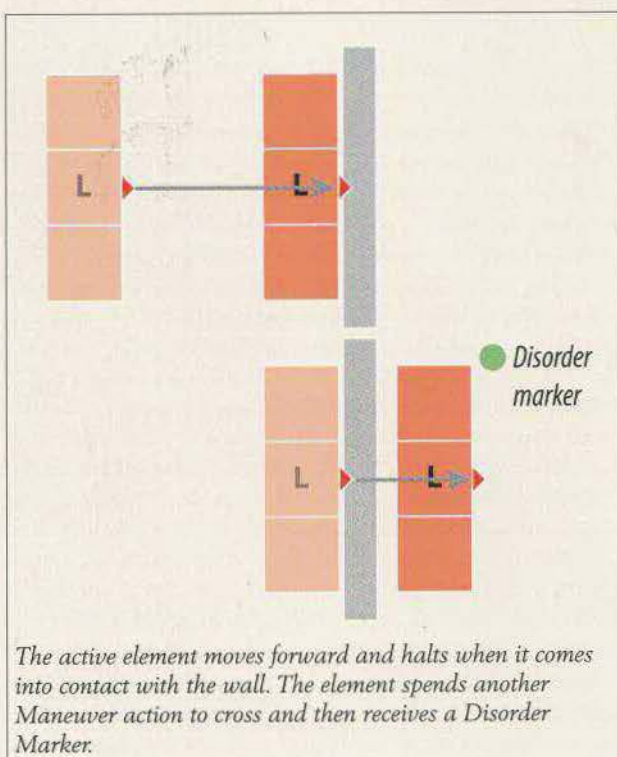
The active element moves forward and halts when it comes into contact with the wall. The element spends another Maneuver action to cross and then receives a Disorder Marker.

- An element in March Column requires two Maneuver actions to cross a linear obstacle. Place the entire element on the opposite side of the linear obstacle once both Maneuver actions have been spent. An element with one Maneuver action remaining may be given a Forced Order for the second Maneuver to cross the linear obstacle. If the Morale Test for the Forced Order is failed, the element will remain in base contact with the linear obstacle and receive a Disorder Marker, unable to move to the other side. Once an element in March Column has crossed the linear obstacle, it will receive a Disorder Marker and may continue to receive orders as normal.
- An element will never "hang" on a linear obstacle, nor will it ever have a portion of its stands on one side and a portion of its stands on the other side. The entire element will be on one side of the linear obstacle or the other. If the element does not have enough Maneuver Orders to cross the linear obstacle, then it must wait until it has enough Maneuver Orders to do so.

MANEUVER ORDERS BY ELEMENT

Every element regardless of its size or training has a Maneuver Order value that allows it to perform actions during its order sequence. The element can perform one action from the lists below for each point of its Maneuver Order value. These actions can be performed in any sequence that the player wishes, as long as all the rules of each maneuver are legally governed. The amount of movement and types of maneuvers may change depending on the type of element, so the following list easily breaks down the different Maneuver Orders for all three element types: infantry, cavalry, and artillery.

ALL ELEMENTS (INFANTRY, CAVALRY, ARTILLERY)

* Change Formation.
* Reload.

INFANTRY AND CAVALRY ELEMENTS

* Turn left, right or about face (180°).
* Store a Maneuver Order to use as a Counter-charge when enemy elements perform or end an action within the element's Threat Zone.
* Cross a linear obstacle.

INFANTRY MANEUVERS

* Move 1" backwards within the flank.
* Move 3" along with an oblique movement in Battle Line or Open Order formation to the front.
* Move 6" in March Column. The element is not restricted by maintaining its facing to the front, but may wheel or change its facing however it sees fit as long as it maintains its formation.
* Move 6" for a charge move. Charging movement is broken into two movements of 3" each with a pause in between to determine if enemy elements wish to react.

CAVALRY MANEUVERS

* Move 3" backwards within the flank.
* Move 6" along with an oblique movement in Battle Line and Open Order formation to the front.
* Move 9" in March Column. The element is not restricted by maintaining its facing to the front, but may wheel or change its facing however it sees fit as long as it maintains its formation.
* Move 12" on a charge move. Charging movement is broken into two movements of 6" with a pause in between to allow for enemy reactions.
* Dismount or Mount. Cannot mount and dismount during the same activation.

ARTILLERY

* Move 9" Limbered. The movement is exactly like infantry and cavalry in March Column.
* Move 3" Unlimbered (Light Guns – 12lbs guns or lighter). The artillery crew is prolonging the gun and may face in any direction as part of its movement. The element may remain stationary to face any direction, but costs a maneuver to prolong.
* Move 1" Unlimbered (Heavy Guns – guns larger than 12lb). The element may move and face in any direction. The element may remain stationary to face any direction, but costs a maneuver to prolong.

ELEMENT RESTRICTIONS

* All element types (infantry, cavalry, and artillery) cannot move into or through impassable terrain.
* Artillery elements cannot reload when in a limbered formation.
* Artillery elements cannot cross linear obstacles.
* Artillery elements cannot declare a charge.

COMBAT ORDERS

Fire a Volley

Firing once with an element requires one Combat Order. When an element fires, place a puff of smoke in the direction of the shot or a marker on the element to represent that the element has fired. An element may only shoot at the closest enemy element as long as it has a line of sight and the target is within the arc of sight when the shooting order is declared. The element does not need to start its activation with the target within line of sight as long as the element maneuvers prior to shooting to line up a proper volley.

Fight in Melee

When an element declares a charge and moves into contact with the target, it must spend a Combat Order to engage one round of melee. An element may continue to fight additional rounds of melee if enemy elements remain in contact as long as the active element has Combat Orders to initiate another melee.

Store a Combat Action

If an element has any remaining Combat Orders after it has completed all other orders, the player may store one Combat Order for future use. The Combat Order can be stored for a future Snap Fire to interrupt an enemy's actions but only if the element has loaded weapons when the Combat Order is stored. More details about Snap Fires are covered in the Shooting section of the rulebook.

GROUP ORDERS

There are instances when a commander needs to rapidly deploy his troops and a very general order is issued. These orders are not very detailed, so even the most incompetent commander can manage to complete the task. A commander may issue a group order to any or all of the elements within his group as long as all of the elements begin and end their actions within his sphere of influence.

The player needs to identify which elements will be participating in the group order and they must remain as part of the group order until the end of the turn. Only a single group order may be issued per group per turn, but not every element in the group needs to participate. The group order may precede or follow individual element orders within the group, but the Group Commander cannot issue a group order if he is attached to an element. The Force Commander may issue a group order as long as that group has not or does not intend to issue another group order using the Group Commander.

The elements participating in the group order will receive a number of Maneuver and Combat Orders equal to the lowest values within the group. Every Maneuver and Combat Order value is evaluated from all of the elements involved in the group order, so effectively the lowest maneuver value and the lowest combat value could be taken from completely different elements.

The elements involved in a group order must all perform the same action for each order issued, and if the element is unable or unwilling to perform the action it will receive a "Hold" order. A Hold order is simply an element performing no action, so for example if the group is ordered to reload and one of the elements already has its weapons reloaded, then it will hold and wait for the next order. If the group is ordered to move then they must all move or hold if they are unwilling or unable to move. Distances and direction for moving does not matter as long as they remain within the commander's sphere of influence.

If the group is ordered to fire, then the player will conduct each shooting order separately as if each of the elements were firing independently. Elements that are part of a group may store combat and Maneuver Orders for Snap Fires and Counter-charges, but all of the elements must perform the same order (storing a Combat Order for example).

STORING MANEUVER AND COMBAT ORDERS

Intelligent officers spend their time evaluating their surroundings and battlefield conditions to maneuver their troops into the most advantageous position. The *Land of the Free* rules enable the players to prepare their forces by anticipating movements and counteracting charges. Elements may elect to store a Maneuver Order, a Combat Order, or both after the player has performed all other orders. No more than one Maneuver and one Combat Order may be stored for each element, and if the player stores any combination of Maneuver or Combat Orders then this would end the element's activation. Essentially, players will want to store their orders at the end of the element's activation to maximize the amount of actions the element can perform.

Elements may choose to use a stored Maneuver or Combat Order whenever an enemy element has

concluded an action within the element's Threat Zone. The active element's orders are temporarily interrupted, allowing the element with a stored order to perform either a Snap Fire or Counter-charge. A single element may only perform a Snap Fire or Counter-charge when reacting to an executed order, but the element may react using both stored orders if the active element performs more than one order within the Threat Zone.

Multiple elements with stored orders may react to the same action, but the orders are performed and resolved

American militia hold their fire as the enemy advances. (Galloping Major)

one at a time before moving on to the next Snap Fire or Counter-charge. The controlling player may select in which sequence the orders are performed, with the results of each order influencing the next. Players need careful planning to ensure that one Snap Fire or Counter-charge does not ruin other opportunities. For example, an element that performs a Counter-charge which moves it into a friendly Threat Zone preventing a Snap Fire from another friendly element.

Maneuver or Combat Orders are removed from the element when they are used to perform a Snap Fire or Counter-charge. If an element with stored orders fails a Morale Test, then all stored orders are immediately removed. Finally, when an element activates to receive orders it immediately removes any stored orders.

After the Snap Fires and Counter-charges have been performed, the active element may continue to receive orders as normal unless it fails a Morale Test and is forced to withdraw. An active element that fails a Morale Test and is forced to withdraw will end its activation immediately following the Withdraw move. At the end of each action, the orders could be interrupted by the enemy force as long as the active element continues to execute orders in enemy Threat Zones that have stored orders.

Snap Fire

Players may have an element with a stored Combat Order fire a volley when the active element executes an order within the element's Threat Zone. The sequence for performing a Snap Fire is the same as for conducting a shooting sequence. Once the volley has been fired, the results and subsequent Morale Tests are applied immediately before the active element continues to receive orders.

Counter-charge

An element with a stored Maneuver Order may declare a Counter-charge against the active element that completed an order within the element's Threat Zone. The Counter-charge is conducted in the same manner as if the element declared a charge.

INTERPENETRATION

Throughout the course of engagements, soldiers would open gaps in their battle lines to allow other friendly units to pass unhindered through the ranks. This would enable fresh soldiers to engage an exhausted enemy, often tipping the scales in favor of the army capable of performing these challenging maneuvers.

The passive element is considered a linear obstacle for a friendly active element wishing to perform an interpenetration. The procedures for interpenetrating a friendly element are exactly the same as crossing a linear obstacle, with a few exceptions.

- An element in Battle Line or Open Order will move up into contact with the passive friendly element and stop regardless of the amount of movement it has remaining. The next Maneuver Order will move the entire element to the opposite side of the passive element, and then both the active and passive elements will receive a Disorder Marker. The active element may continue to receive orders, even Forced Orders, from their commander after interpenetrating a friendly element.
- An element in March Column requires two Maneuver actions to interpenetrate a friendly element. Place the entire element on the opposite side of the passive element once both Maneuver actions have been spent. An element with one Maneuver action remaining may be given a Forced Order for the second Maneuver to interpenetrate the passive element. If the Morale Test for the Forced Order is failed, the element will remain in base contact with the passive element and receive a Disorder Marker unable to conduct the interpenetration. Once the active element in March Column has successfully interpenetrated, both the active and passive elements will receive a Disorder Marker and the active element may continue to receive orders as normal.
- The active element will never occupy the same space as another element, nor will it ever have a portion of its stands on one side of the passive element and a portion of its stands on the other side. The entire element will be on one side of the passive element or the other. If the element does not have enough Maneuver Orders to interpenetrate the passive element then it must wait until it has enough Maneuver Orders to do so.
- If the passive element is in Open Order or Warband formation, then neither the passive element nor the active element will suffer a Disorder Marker.

Accidental Interpenetration of Elements

Elements may often move into a situation where they will accidentally interpenetrate another element. This incident could include an element reforming, wheeling, turning to face the target when shooting, or withdrawing. If any part of either element involved is interpenetrated, or if any part of the element stops its movement on another element, then all of the elements involved in the accidental interpenetration suffer a Disorder Marker. The moving element must continue its move in order to occupy its own space on the table even if it has to move slightly further than the movement allows.

Withdrawing into Enemy Elements

There may be instances during a game when a player is forced to withdraw an element and it comes into contact with an enemy element. The withdrawing element will immediately stop when it comes into contact with the enemy element and it receives a Disorder Marker. The withdrawing element and enemy element it came into contact with are now considered to be in melee, with the withdrawing element considered to have charged the enemy element. Follow all the normal rules for charging into contact and initiating a melee.

The French and British meet on the Plains of Abraham. (Kevin Krause)
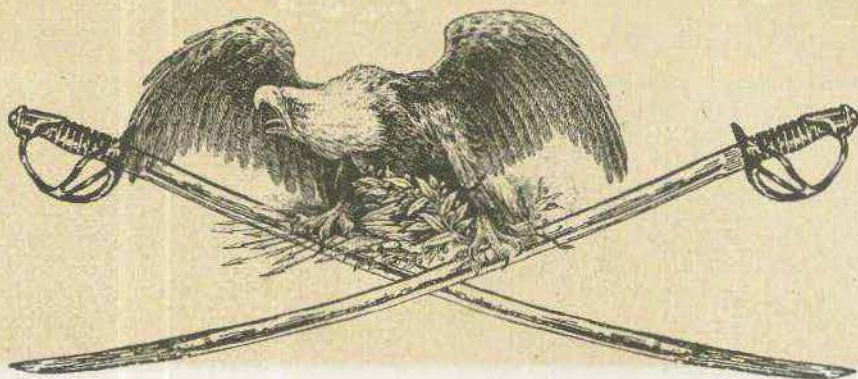
COMMANDERS

The 18th and 19th century battlefields were controlled by the officers and gentlemen of the day. Warfare was conducted honorably and there were often courtesies extended to the enemy that would be considered laughable by today's standards. The commanders were commissioned to maintain discipline and constrain their soldiers from performing unnecessary violence. Orders were dictated to the subordinates, who in turn passed along the information to lower-ranking officers who willed the men into action. In *Land of the Free* there are two types of commanders that will represent this chain of command.

Force Commander

The force is governed by a leader who is in overall strategic command of his groups in battle. In essence, the Force Commander represents the player on the gaming table issuing the orders to his subordinate Group Commanders. A Force Commander is not directly in control of any of the groups but may intercede as necessary during the game. If a Force Commander steps in to issue orders to an element, then he will remain the commander of that element until the element has finished its activation for the turn.

The Force Commander may supersede a Group Commander and issue orders to multiple elements ranging from different groups throughout the turn as long as he is not attached to an element. There are commander special orders that require the commander to attach himself to an element, so if this occurs then he will be unable to issue orders to other elements for the rest of the turn.

A French commander directs fire against the British advance. (Kevin Krause)

Under its commander's watchful eye, a Hessian group pushes towards the American militia line. (Joe Moore)

Group Commanders

Group commanders are the subordinate officers to the Force Commander who are directly in charge of two or more elements. It is their duty to interpret the orders of the Force Commander and utilize their resources to complete the force's objectives. A Group Commander has spent long periods of time training the soldiers under his command, so a Group Commander can never order any elements that do not belong to his group.

COMMANDER RATINGS

During the Age of the Musket, officers were first and foremost gentlemen, and they conducted war in a civilized and humane manner. Regardless of the type of gentleman the commander was, they were revered for their generalship on the battlefield. These leaders might be low-ranking officers in charge of a few elements or higher-ranking officers in commanding several groups.

Each player will have a Force Commander and a minimum of two Group Commanders as part of their force. Before the game begins the players will roll a d6 for each commander and consult the table below to determine each commander's skill rating.

The command rating represents a myriad of skills that each commander will exhibit on the battlefield during play. The radius represents the entourage of messengers and lower-ranking officers conducting operations to deliver messages throughout the group or force. A commander also has a Morale value that is projected onto his elements when he is directly influencing their will.

Roll the rating for each commander before the game begins.

Roll d6	Commander Ratings	
	Skill Rating	Command Points (CPs)
1	Incompetent Commander - Morale: 8 / SPI: 12"	d3-1 Points
2-3	Competent Commander - Morale: 7 / SPI: 12"	d3 Points
4-5	Skilled Commander - Morale: 7 / SPI: 18"	2d3 Points (pick the highest die)
6	Highly Skilled Commander - Morale: 6 / SPI: 18"	d3+1 Points
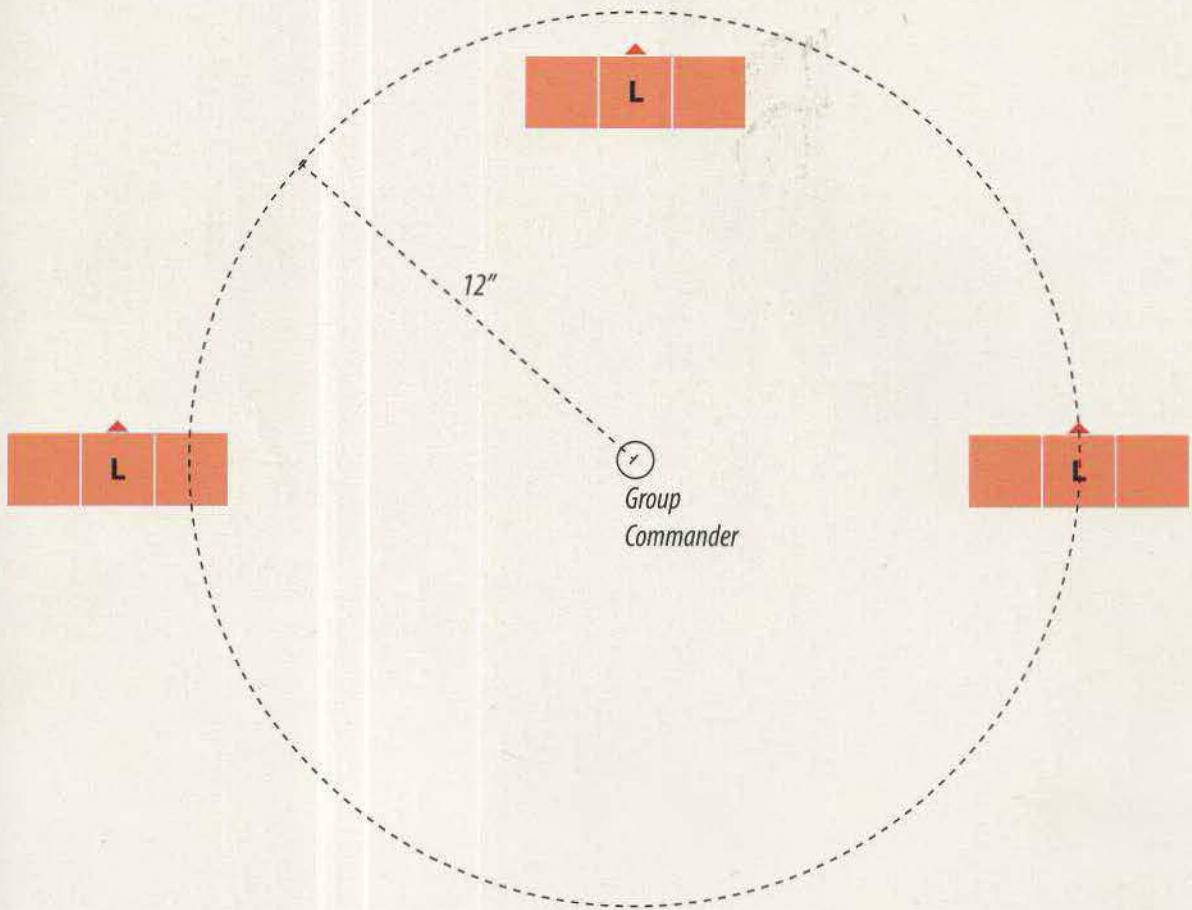
This Group Commander has a SPI of 12", so the distance is measured from the center of the commander's base. The element to the left is not with the SPI because no part of the leader is within 12".

Sphere of Influence (SPI)

The commander's ability to maintain communication and control over the elements under his leadership is reflected by the sphere of influence. When elements remain within the SPI, they will receive orders and may be directly influenced by the commander using his special orders.

- Highly Skilled and Skilled Commanders have an 18" SPI range measuring from the center of the commander's base to any part of the leader's stand in the element.
- Incompetent and Competent Commanders have a 12" SPI range measuring from the center of the commander's base to any part of the leader's stand in the element.

All elements must **start** each action within the SPI to receive and perform orders. Only a portion of the leader's base needs to be within range of the commander. If the leader is not within the SPI, then the element may not receive orders until it returns within the sphere of influence of the commander issuing the orders.

Exception: an element outside of the commander's SPI may perform a Snap Fire, Counter-charge and declare charge reactions regardless of its location, but may not be influenced by the commander's special orders.

Montcalm with French troops inside the entrenchments at Ticonderoga, by Patrice Courcelle © Osprey Publishing Ltd. Taken from Campaign 76: Ticonderoga 1758.

Morale

Each commander has a Morale rating that is used to replace the element's Morale when a commander is directly influencing the element's actions. The value is the target number that the player needs to roll on 2d6 or higher in order to pass a Morale Test. If the commander is using a special order, or if he is attached to the element, then the element will use the commander's Morale for Morale tests rather than their own.

Command Points

Fate and luck often outmatch skill and resolve during a battle, and sometimes the most idiotic leader becomes a hero. Command Points (CPs) give the commanders and their elements the opportunity to perform above and beyond the call of duty.

Before the game begins, each commander will roll a d6 to determine their skill rating. Once each commander has a rating they will be assigned a specific roll to establish CPs for each turn. Force commanders will always roll for their command points at the start of each turn before the players roll for the turn initiative. Unless mentioned otherwise, Group Commanders will roll for their CPs when they are activated each turn. Players can use a force sheet, dice or tokens to keep track of each commander's CPs.

Only elements within the SPI of the commander using a CP can take advantage of the special order. The CPs may be used throughout the turn to perform commander special orders, but any unused CPs may not be stored and

carried over from turn to turn. At the end of each turn, the unused Command Points will be removed and a fresh set of command points will be rolled during the next turn.

Commanders may spend Command Points to influence elements and the outcome of Morale Tests by utilizing the special order that best fits the situation. Once a commander spends all of their Command Points, they will not receive any more until the following turn. The Command Points may be spent on the special orders listed below during each turn.

Commander Special Orders

FORCED ORDER

Once an element has spent all of either their Maneuver or Combat Orders, the Group or Force Commander who is issuing the orders may push the element further. An element may perform an additional Maneuver or Combat Order above and beyond the element's normal allowance if the commander spends one Command Point and the element passes a Morale Test. Once the CP is spent, the player will announce which type of order the element is attempting to receive and then take a Morale Test using the commander's Morale and applying any relevant Morale modifiers.

- Success. The Maneuver or Combat Order may be initiated.
- Failure. The element is tired or not motivated by the commander and does not receive the order. The element receives a Disorder Marker and ends its activation.

An element may continue to receive Forced Orders as long as it continues to pass its Morale Test and the commander has Command Points to spend. For each successive Forced Order after the first one the element will suffer a cumulative -1 to its Morale Test as well as all other applicable modifiers. For example, if an element is attempting to receive its third Forced Order, then it will suffer a -2 to its Morale Test on top of any other modifiers.

If an element fails a Morale Test to receive a Forced Order, then it will suffer a Disorder Marker and immediately end its activation. The element loses its remaining Maneuver and Combat Orders and may not receive any additional orders from the commander, including any free actions such as giving an element a Command Point to store a Maneuver or Combat Order.

ENCOURAGING WORDS

An element may falter under the pressures of combat and a commander may be required to boost its Morale through an act of valor or inspiring words. The group or Force Commander may spend a CP to have an element

A French Group Commander issues an Inspirational Charge against a stalwart British line. (Kevin Krause)

A perfect Concentrated Volley by British Provincial Militia. (Galloping Major)

reroll an Action or Morale Test die immediately after rolling the dice. The rerolled die stands even if the result is worse than the original role. Players may not use Encouraging Words to reroll a reroll. The commander issuing the command point must attach himself to the element as soon as the command point is spent, and will remain with the element until the next time it is activated.

WAIT FOR MY COMMAND

If an element has exhausted either its Maneuver or Combat Orders for the turn, the commander issuing the orders may exchange a CP for the element to store as a Combat or Maneuver Order. A stored Combat Order is for a future Snap Fire, and a stored Maneuver Order can be used for a Counter-charge response. The Command Point used to issue a stored order is performed as a last action for the element, and unlike the element storing its own Maneuver and Combat Orders, only one CP per element may used to issue Wait For My Command.

If the element fails a Morale Test attempting to conduct a Forced Order it cannot be issued a Command Point with a Wait For My Command.

FIELD PROMOTION

During the game, commanders that are attached to an element are at risk of becoming a casualty of war. If a Group Commander is killed, then any other active commander may appoint a new Group Commander by spending one Command Point. In order to assign a new Group Commander, at least one of the elements from the group missing the commander must be within the sphere of influence of the commander issuing the field promotion.

If the Force Commander is killed, then a Group Commander of the player's choosing will become the Force Commander when he is activated. The promoted Group Commander will leave his group and a new Group Commander will need to be appointed to the group using the rules above.

INSPIRATIONAL CHARGE

The commander issuing the orders to the active element may announce an Inspirational Charge rather than a normal charge declaration. The commander will spend a Command Point, attach himself to the element, and remain with the element until the next time it is activated. The element is required to take a Morale Test using the commander's Morale rating and apply any appropriate modifiers.

- If the Morale Test is successfully passed, the element may reroll any dice in melee that did not score a hit during the element's activation for the turn.
- If the Morale Test is failed, the commander is unable to inspire his men but will remain with the element until it is activated in the following turn.

CONCENTRATED VOLLEY

The commander issuing the orders may announce a Concentrated Volley before the active element fires. The commander will spend a Command Point, attach himself to the element, and remain with the element until the next time it is activated. The element is required to take a Morale Test using the commander's Morale rating and apply any appropriate modifiers.

- If the Morale Test is successful, the element may reroll any dice that failed to hit during one shooting Combat Order. The element may ignore the effects of a ragged volley even after the rerolls are made.
- If the Morale Test is failed, the commander fails to properly time the volley, but he will remain with the element until the element is activated in the following turn.

RALLY

Commanders may issue a Rally order prior to activating the element in question. The commander will spend a Command Point and move into base contact with the element attempting to Rally. The element is required to take a Morale Test using the commander's Morale rating and apply any appropriate modifiers. Whether the Morale Test has been passed or failed, the element will be reduced to one unmodified Maneuver Order and one unmodified Combat Order for the turn. Once the Morale Test has been taken, the element will activate and begin to receive orders from the attached commander. The attached commander will remain with the element until the following turn when the element is activated.

- If the Morale Test is successful the element may choose one of three options:
- Remove its current number of hits
- Remove all Disorder Markers
- If the element is Exhausted and has no hits it may raise its discipline from Exhausted to Shaken.
- If the Morale Test is failed, the commander was unable to boost their spirits and there is no negative effect, but he will remain with the element until it is activated in the following turn.

ATTACHED AND UNATTACHED COMMANDERS

When a commander attaches himself to an element, he is placed directly behind the leader of the element. The commander will remain behind the leader during any orders the element performs unless the element is withdrawing in rout step, in which case the commander is placed in front of the leader. The commander is also restricted in the duties he can perform because his full attention is directed towards the element he attached himself to. The commander must remain with the element until its next activation, which will often be in the following turn. While attached to an element, his Command Points can only influence the element he is attached to. Once the element is activated, the player will move the commander's base 1" directly away from the leader to show that he is no longer attached.

The element must use the commander's Morale when he is attached even if the Morale rating is worse than the element's Morale.

Commander as Casualties

When a commander is attached to an element, there is a risk of him being killed either by shooting or in melee. If an element with an attached commander suffers any hits by shooting or melee, then the opposing player will roll 2d6 and add +1 to the die roll for each hit suffered during the current order. If the dice and modifiers added together equal 11 or more, then the officer was hit and removed as a casualty.

Elements Regrouping

Players may come across situations when they lose a Group Commander and because of the positioning of the other commanders will have a group without a commander for a turn or two. These elements are considered to be outside of the commander's SPI so their actions are limited, but the loss of the Group Commander will allow these elements to regroup. Elements forced into this situation will feel abandoned and confused and

will attempt to reorganize themselves towards the nearest ranking officer.

When the group is activated, the player must issue orders to the elements only in an attempt to bring them into a sphere of influence of another commander as soon as possible. Players will activate an element and remove as many disorders as possible, if applicable, before withdrawing in an attempt to move within the SPI of a nearby commander.

The owning player may determine what type of maneuvers are required to move the element, but all maneuvers must be spent attempting to get within the

A British commander directs fire against American militia. (Wargames Factory)

SPI of a commander. Each element in the group must perform these procedures to represent the group faltering from the loss of their commander, and the elements may not move closer to the enemy during their regroup moves.

Placing New Group Commanders

The commander who received the Field Promotion is placed anywhere within the SPI of the commander appointing the new officer and in base contact with any element from the group missing the commander. The newly appointed commander will immediately roll his rating, suffering a -1 modifier to the roll. A roll of a 1 will remain a 1 even with the -1 modifier. Command Points will not be rolled until the group's next activation.

Placing New Force Commanders

If the Force Commander is killed, the force will continue to fight until a new Force Commander is assigned. If the force does not have a Force Commander at the start of the turn, then his Command Points cannot be added to the initiative roll.

The player may elect to wait until the appropriate Group Commander is activated before a new Force Commander is promoted. The chosen Group Commander will spend a Command Point and simply announce that the active Group Commander will become the new Force Commander.

This will leave his group leaderless, so either the new Force Commander may issue orders to the elements acting as their commander, or he may spend another CP to assign a Group Commander using the Field Promotion order.

Commander Movement

Once all the elements within a group have completed their orders, the Group Commander may be moved.

Starting with the player who won the initiative for the turn, the Force Commanders are moved after all elements and Group Commanders have moved. If one side has more groups than the other, the players will wait until all groups have been issued orders prior to moving Force Commanders.

Each commander's movement rate is equal to their SPI regardless of the type of miniature(s) each player uses to represent the commanders. Commanders will either move 12" or 18" depending on their skill rating that was determined at the beginning of the game. The movement is unhindered by terrain and friendly elements, but the commanders cannot be placed in impassable terrain, on elements, in base contact with enemy elements, or move within an enemy's Threat Zone and become the closest stand to the enemy.

Command and Control

Commanders within an enemy element's Threat Zone may not be the closest stand to the enemy element. The risk becomes too great even for an ambitious commander to move too far out in front of his troops that close to enemy fire.

If there is a circumstance when an element moves and comes into contact with a commander, the commander will move using the shortest route so the commander does not occupy the same space of the element.

Commanders Contacted by Enemy Elements

If an enemy element moves into contact with a commander not attached to a friendly element, the commander must immediately attach itself to the closest element within his sphere of influence. If the commander is a Group Commander, then he must attach himself to an element within his own group. The commander must remain in contact with the element until the element is activated.

If for some reason there are no elements within the commander's SPI, then the commander is captured and removed from play as a casualty.

Commanders Attached to Elements Removed from Play

If a commander is attached to element that is removed from play, then the commander is also considered a casualty. Elements may be removed from play because they are Shattered or are forced to withdraw off the table.
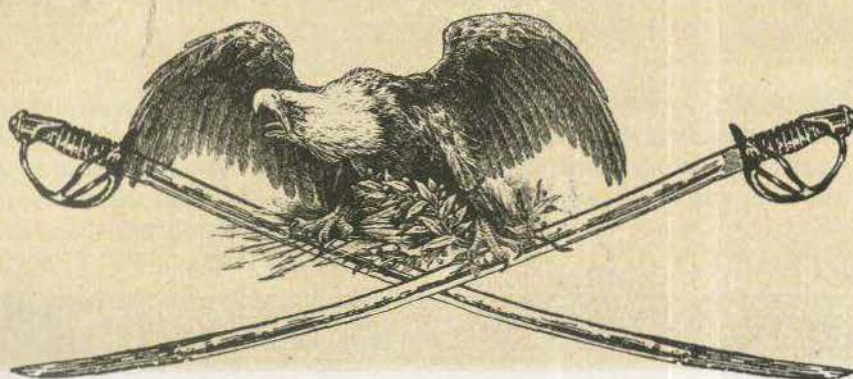
THE GAME TURN

Once all the players have selected their force, they need to determine the scenario they will play and set up the gaming table. The scenarios and scenery will be explained in further chapters so the players can follow the steps below and begin to play the game.

1. Both players will roll for all of their commander ratings and record the results on their force list roster sheet or by placing tokens next to the associated commanders.
2. Players will set up their forces using the scenario rules selected. Elements deployed on the table must be set up within the sphere of influence of their respective Group Commanders.
3. Both players roll for their Force Commander's CPs.
4. Both players roll a d6, add their Force Commander CPs and add +1 if a player has more scout elements to determine initiative. The Force Commander's CPs are not spent or exhausted during the initiative roll, but rather the value is merely used to reflect the commander's ability to recognize and seize opportunities on the battlefield.
5. The player with the highest result will determine which side will take the first initiative (active player) and which side will have the second initiative (inactive player).
6. The active player will select a group to activate and roll for the Group Commander's CPs based on the skill rating of the commander.
7. The active player will select an element within the group to activate and announce whether the Group Commander or Force Commander will issue the orders. This is important because only the commander issuing the orders can influence the active element by using Command Points. If the player does not mention which commander is issuing the orders, then it is automatically assumed that the Group Commander is doing so.

8. The active player will perform any/all actions or orders with the element including the use of the commander's CPs, checking the commander's sphere of influence before each order is given.
9. Once the element's orders are complete, the active player will move onto another element within the same group, announce which commander will be issuing the orders, and perform any/all actions with this element, including the use of commander CPs.
10. The active player will continue to issue orders to each element within the assigned group until all elements have been activated or choose not to receive orders. Once the group has completed its orders, the active player will move the active Group Commander, using his sphere of influence as his movement value, and then the active player will pass the initiative to the inactive player.
11. The players switch titles, with the inactive player becoming the active player and the active player becoming the inactive player.
12. The new active player will perform steps 6-10.
13. This process will continue, alternating between players, with each side ordering one group of elements until every group has had an opportunity to perform actions.
14. If one side finishes activating groups before the other side, then the side with remaining groups will continue to order groups until every element has had an opportunity to receive orders.
15. Once all of the Group Commanders and elements have had a chance to perform their orders, starting with the player who won first initiative they will both move their Force Commander using the commander's sphere of influence as their movement value.
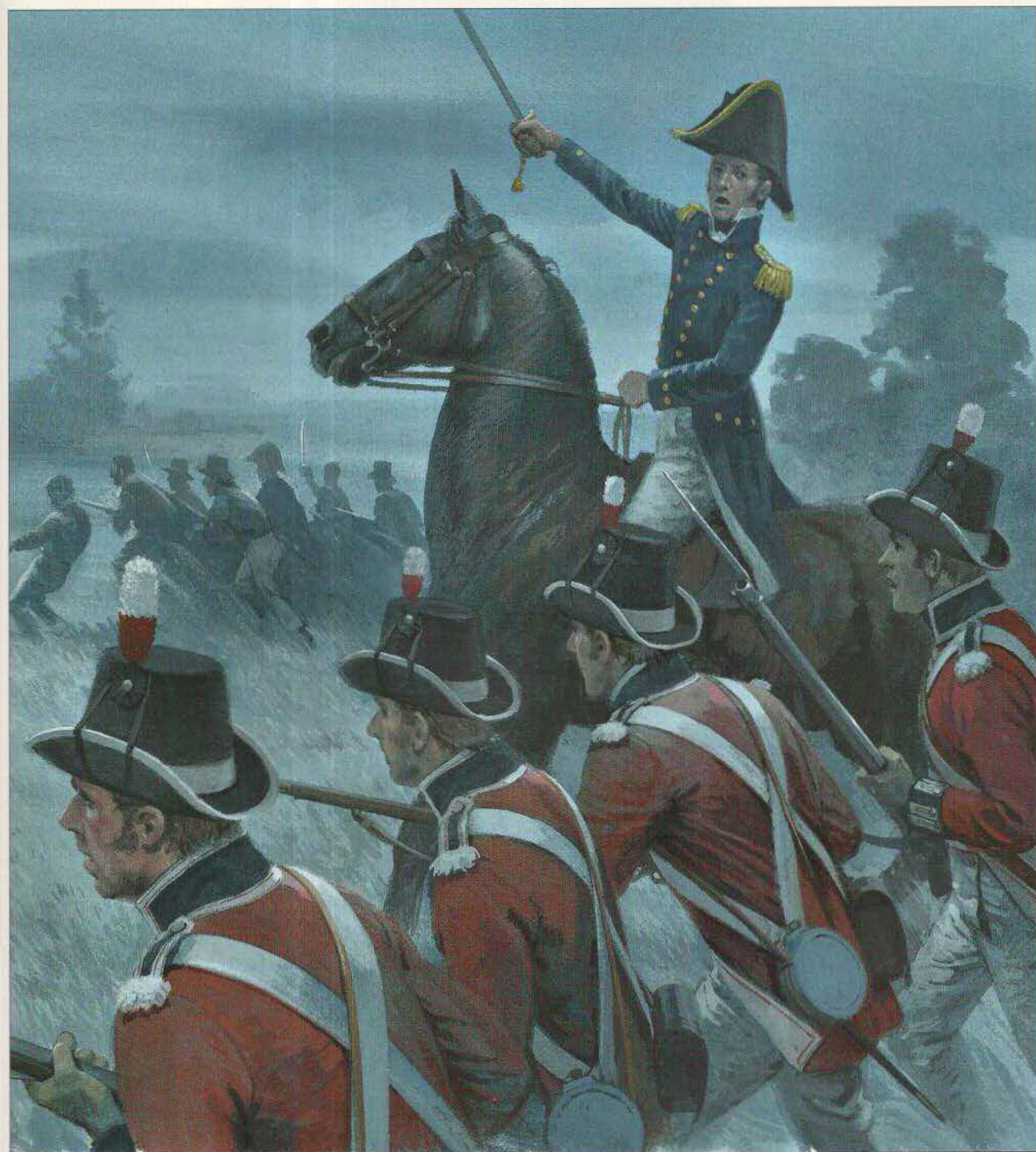
The British assault onto Caulk's Field, by Graham Turner © Osprey Publishing Ltd. Taken from Campaign 259: The Chesapeake Campaigns 1813–15.
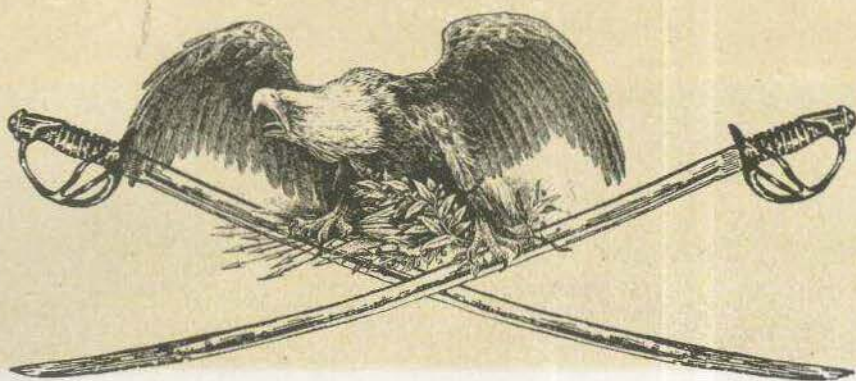
SHOOTING COMBAT

Gunpowder weapons dominated warfare during the growth of colonial America, but the flintlock design was very temperamental and susceptible to malfunction. There could be an endless amount of reasons why a flintlock musket would fail to discharge, ranging from moisture on the flint or in the gunpowder to loose hammers. Officers would always ensure that the first volleys a unit fired were the most efficient because of the inconsistency in the weapons. Those first few shots followed by a bayonet charge were the standard operating procedure on the open battlefield during the 18th and early 19th centuries. The dense landscape of North America made this tactic a little more challenging, so changes in strategy developed throughout the ages.

There are three instances during a game when an element may shoot. The first instance an element may fire a volley is any time during its activation. The element may also fire if it stored a Combat Order and would like to conduct a Snap Fire, and the final instance when an element may shoot is if it declares a closing fire as a charge reaction.

An element may only fire as many times as it has Combat Orders, but an element must spend a Maneuver Order to reload each time after firing in order to continue to shoot. Once an element has completed its actions but it has not used all of its Combat Orders, the element may store one Combat Order to anticipate the need for a future Snap Fire as long as it has loaded weapons. Mark

American militia form a firing line. (Wargames Factory)

the element with some type of counter to reflect the element has an opportunity to Snap Fire until it is activated in the following turn. If the element has no remaining Combat Orders, it can be issued a Wait For My Command special order as long as the commander has remaining CPs.

SHOOTING SEQUENCE

The sequence for properly firing an element should be strictly followed and is used in all three instances when an element can shoot.

- Check arc and line of sight.
- Determine threat and declare target.
- Check range to target.
- Turn to face.
- Check firing lane for friendly elements.
- Fire.

Check Arc and Line of Sight

An element's line of sight is always measured from the leader to any point of the target element. This line of sight must fall within the element's arc of sight in order for the target to be considered valid. A straight line is extended from the leader to the target, and if that straight line is uninterrupted then a clear line of sight can be determined.

Determine Threat and Declare Target

Officers can be impetuous when issuing an order to fire, and elements may discharge their weapons before the enemy moves to within effective range. For this reason, players can pre-measure the distance and determine their target once the range has been established. Elements will always select the most threatening target, so players will need to adhere to the rules below when determining a legal target.

- The closest and most visible target with the most stands within the Threat Zone of the shooting element must be the target of the shooting.
- If there are no targets within the shooting element's Threat Zone, then the player may select the closest most visible target with the most stands within the shooting element's arc of sight.
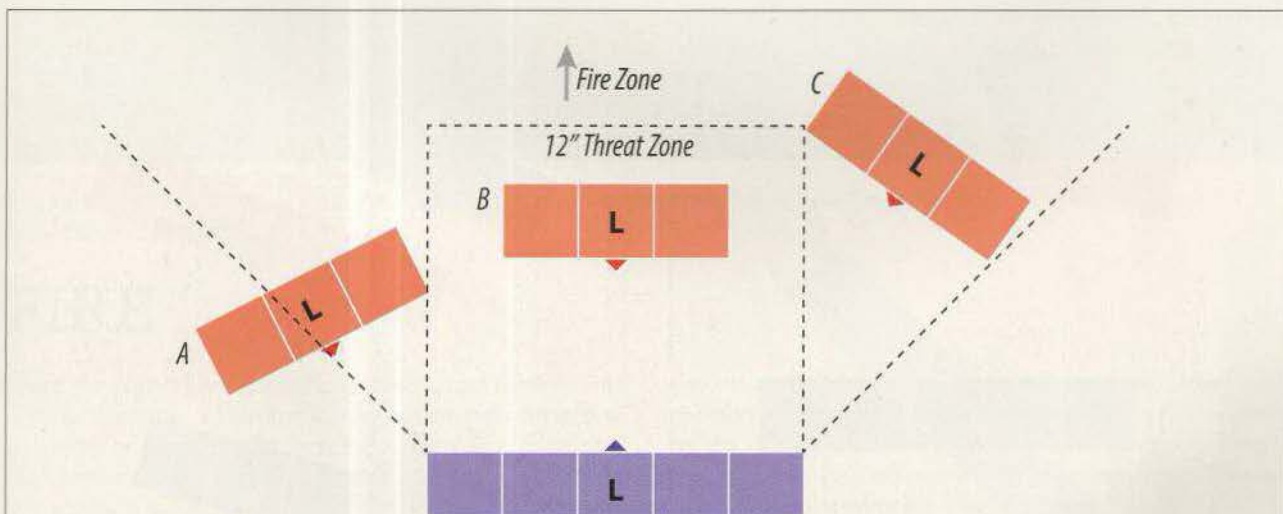
Even though enemy element A is the closest target, enemy element B becomes the priority target because it is the most visible and closest target within the shooter's Threat Zone.

If there is more than one target that fulfils the requirements, then the shooting element will always shoot at the most visible target first, followed by the larger-sized element. If both targets are in the open and of the same size, then the active player may select which element to shoot.

Check Range to Target

Range is measured in exactly the same way as checking for line of sight, but players may want to measure from the leader of the element to the closest point of the target element. If the value in inches is equal to or under the range value of the weapons being fired, then the element may attempt to shoot. If the target is out of range, the element will hold its fire and the active player may search for a new legal target.

Turn to Face

The firing element's leader will rotate on the spot so that a portion of the target element will fall within the leader's Threat Zone. Once the leader has rotated to place the target element within his Threat Zone, the remaining stands in the shooting element will realign to maintain the element's formation.

This is a free movement and does not require the expenditure of a Maneuver action to perform this adjustment. If there is an instance when the shooting element rotates into another element or into some type of terrain, then the element will only rotate far enough to satisfy the conditions of putting the target element into the leader's Threat Zone without moving into the other hindrances.

This movement could cause the shooting element to rotate into an enemy's Threat Zone causing a Snap Fire. If a Snap Fire action does occur, then it will be conducted after the activated element fires.

Check Firing Lane for Friendly Elements

The weapons of the late 18th century and early 19th century were not incredibly accurate, so friendly troops and officers would take care to watch their shooting and would often maneuver themselves carefully to avoid mishaps. Players will need to check the shooting element's Fire Zone in order to determine if any friendly elements are at risk of being hit. The Fire Zone is exactly the same as the element's Threat Zone, but extends to the maximum range of the weapons being fired. If any friendly elements are within this Fire Zone, then the shooting element will not fire. Even if opposing elements are completely blocking friendly elements from the shooting, the firing element will hold fire and not risk friendly casualties. Elements may not fire into any existing melee combat because the danger of hurting friendly troops is too great.

The shooting element's leader rotates on the spot to place the target element within his own Threat Zone.

Both elements on the opposite side of enemy element A cannot shoot because they have a friendly element within their Fire Zone.
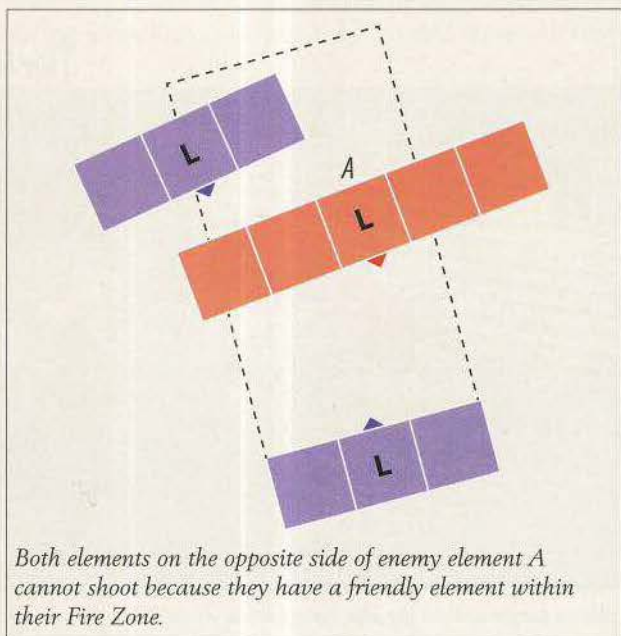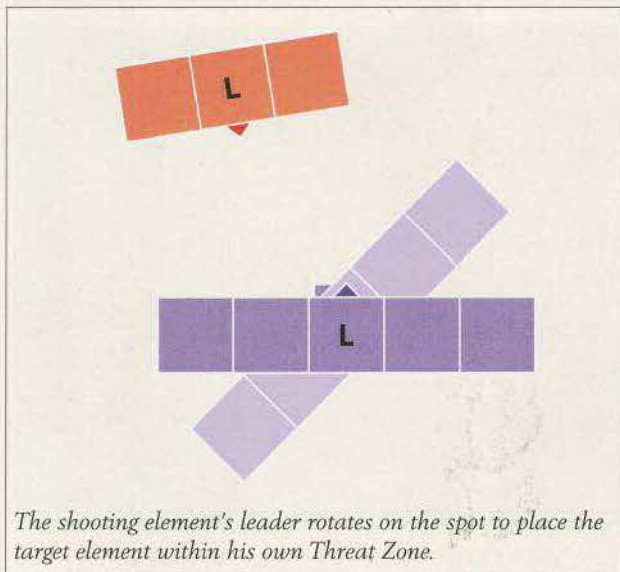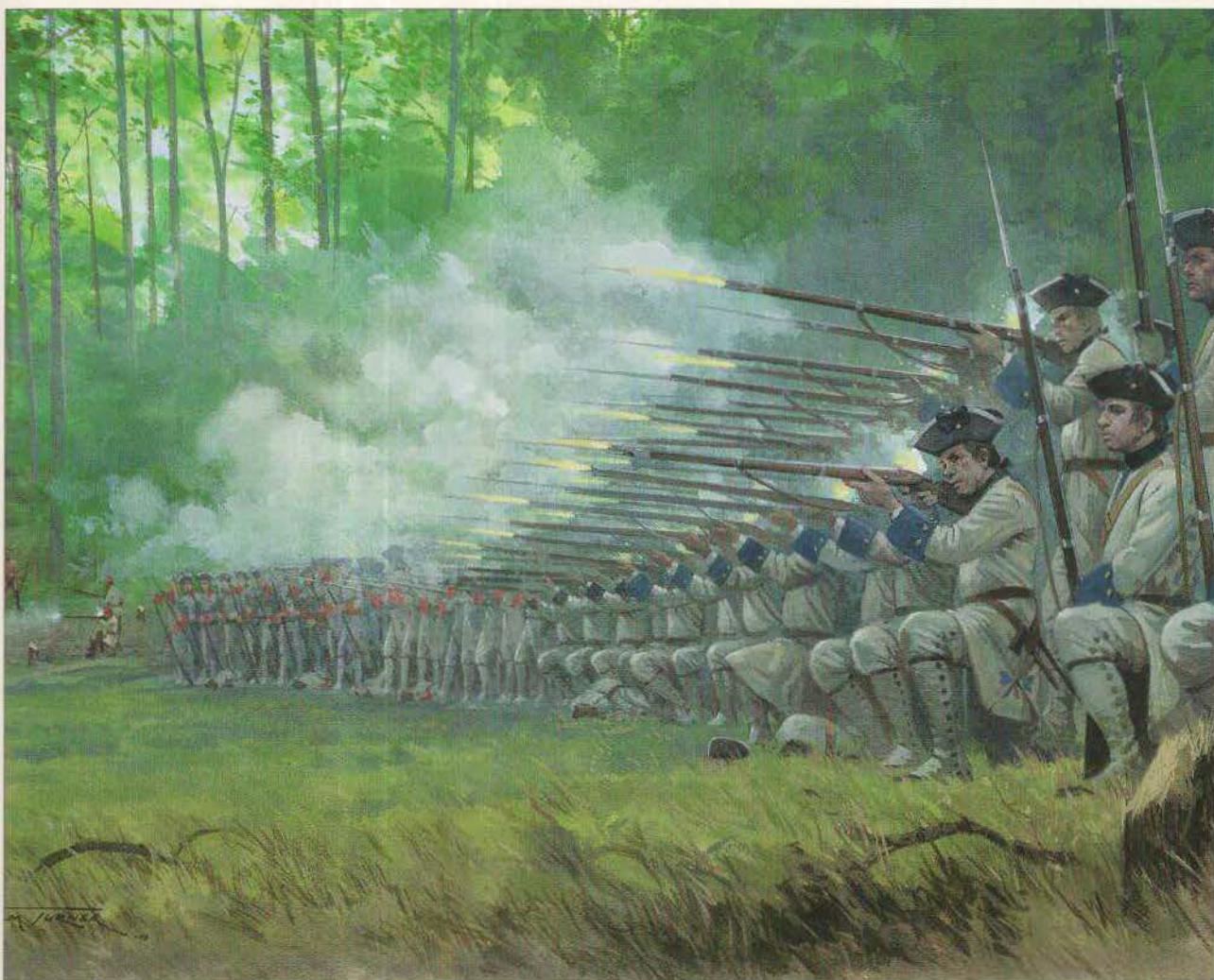
The battle of Lake George, by Graham Turner © Osprey Publishing Ltd. Taken from Campaign 260: Fort William Henry 1755–57.

FIRE

Once the player has established which target the element will be shooting, a Combat Order is removed for active elements or elements performing a Snap Fire. Elements that have declared a closing fire as a charge reaction do not spend a Combat Order to fire. When the element fires, place a marker or smoke cloud next to or in front of the element to represent the element firing.

The player will create a pool of dice starting with 2d6 and adding the element's Action value along with any shooting modifiers. Once the pool has been generated, the player will roll all of the dice needing to roll 5s or 6s on the dice in order to apply hits to the target element. The hits can be represented by markers or a different colored die placed behind the element.

Shooting Modifiers

Below is the list of cumulative shooting modifiers:

Shooting Dice Modifiers (Cumulative)	
Target in cover	-1 die
Target is in Open Order or Warband formation	-1 die
Target is at long range (over 12")	-1 die
Target is at point-blank range (up to 3")	+1 die
Target is being shot in the flank	+1 die
For each Disorder Marker the shooting element has	-1 die
Firing grapeshot (artillery only)	+2 dice

TARGET IS IN OPEN ORDER OR WARBAND FORMATION

Elements that are in Open Order and Warband formations are more difficult to cause serious casualties to during shooting. The soldiers are in a looser formation and tend to adapt to their surroundings better than a formed element.

TARGET IS AT LONG RANGE (OVER 12")

The ranges of the weapons reflect where they were the most effective in combat, but there are instances when an element will want to fire at long range. If a shooting element fires at a target that is further than 12" away, then it will subtract 1d6 from its shooting dice pool.

TARGET IS AT POINT-BLANK RANGE

Any ranged weapon in *Land of the Free* that shoots at a range of 3" or less is considered to be at point-blank range and will receive a +1 die modifier.

TARGET IN COVER

The leader of the shooting element must be able to draw a clear line of sight to the entire target element, but the enemy may have stands not clearly visible to the shooting element. If the shooting element's leader can draw a clear line of sight to all of the target's stands, then the element is considered to be in the open.

If at least half of the target element's stands including the leader are blocked by obstacles, terrain, elements that block line of sight, or the target's stands are outside of the shooting element's arc of sight, then the target element is considered to be in cover.

Elements in cover reduce a shooting element's dice pool by one, and the effects do not stack regardless of how many types of cover the target element will benefit from.

If the shooting element's leader cannot draw a clear line of sight to any of the target element's stands, then it is considered to be blocked and cannot be shot.
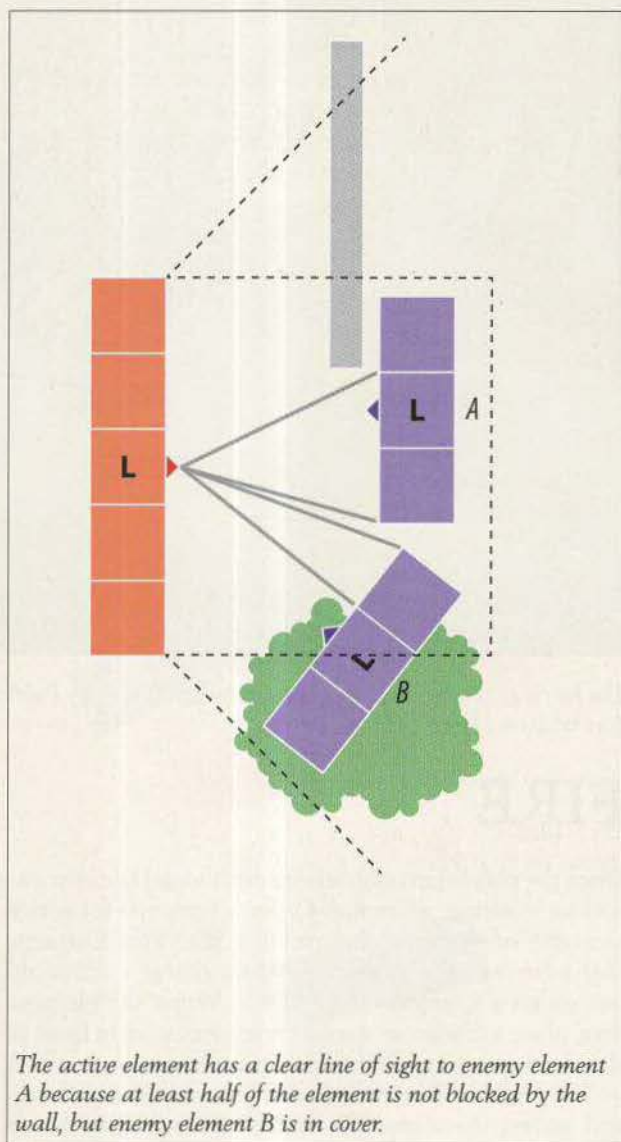
The active element has a clear line of sight to enemy element A because at least half of the element is not blocked by the wall, but enemy element B is in cover.

TARGET IS BEING SHOT IN THE FLANK

An element is considered to be shooting the flank of the target if at least half of the shooting element and its leader are completely within the target's flank.
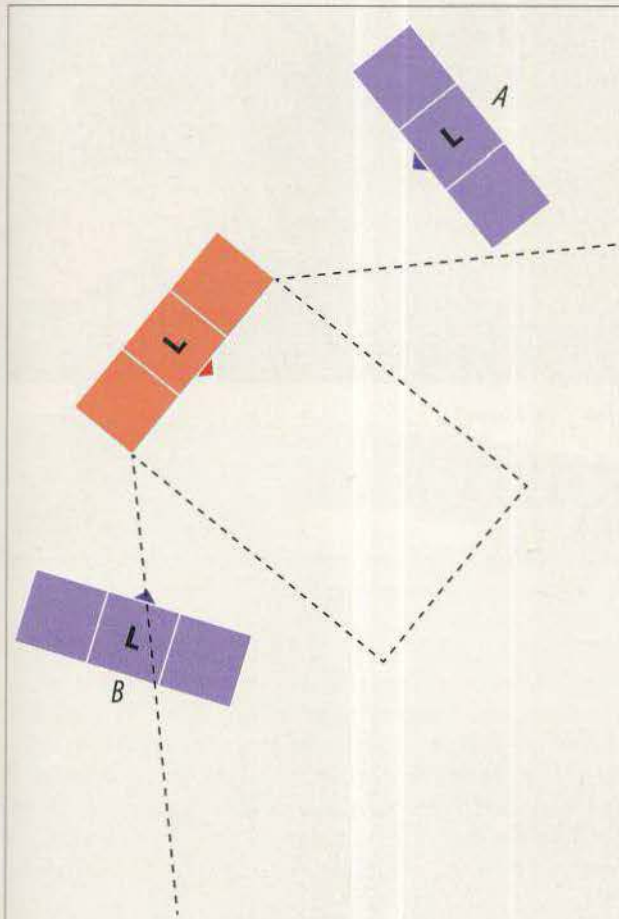
Element B is shooting the target element in the front because the leader is not fully in the flank. On the other hand, Element A will receive the bonus for shooting the target element in the flank.

FOR EACH DISORDER MARKER THE SHOOTING ELEMENT HAS

Officers and non-commissioned officers are required to maintain discipline within the ranks before, during, and after combat. When an element suffers Disorder Markers, it is the duty of the officers to reestablish order. This heavy burden takes time, so until elements can redress the ranks, the Disorder Markers and their penalties to shooting reflect this battlefield condition. For each Disorder Marker the shooting element is currently suffering from, remove 1d6 from the shooting dice pool.

Dice Pools of Zero or Below

When players participate in small-scale games, there may be instances after the modifiers have been applied when the shooting dice pool reaches zero or below. If this is the case, then the shooting element will always roll 1d6 but will be required to roll a 6 rather than a 5 or 6 to hit their target.

Split Fire and Firing at Multiple Targets

An element cannot split its fire during a single shooting order, but an element can fire at multiply elements throughout its activation as long as it adheres to the targeting rules above. Conditions on the battlefield may change from one order of shooting to another, and officers are competent enough to recognize new targets of opportunity. If there are target elements that satisfy all of the same conditions, allowing the player to choose which element to shoot, then the player may use one Combat Order to fire at one element and use another Combat Order to fire at a different element.

Ragged and Punishing Volleys

RAGGED VOLLEYS

An element that fires and rolls two or more 1s must subtract one hit from its roll. If there are no hits, then the ragged volley rule has no further effect.

PUNISHING VOLLEYS

If the shooting element rolls two or more 6s during one Combat Order, then the target element will receive a Disorder Marker as well as the hits.

If a player happens to roll two or more 1s and two or more 6s during the same roll, then the effects cancel each other out and only the hits apply to the target element.
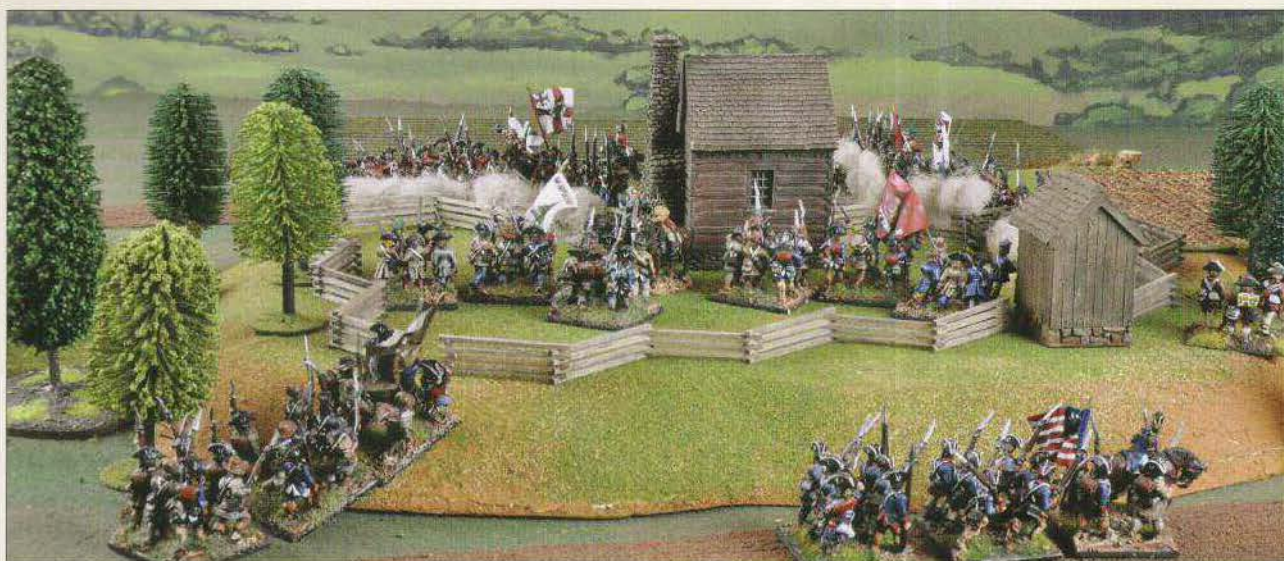
Muskets flare as American forces holding a hilltop farm come under fire. (Joe Moore)

WEAPONS AND RANGES

The armies serving in North America during the colonial period had relatively the same type of equipment and weapons, so having quality leadership became even more valuable. The most commonly used weapons during this time period have been selected and the ranges represent where the weapons were the most effective.

Weapons

Type	Range
Smoothbore Musket	12"
Rifled Musket	18"
Mixed Weapons	6"
Artillery ≤ 12lb guns	36"
Artillery > 12lb guns	48"
Siege Mortar	12" – 36"
Rockets (War of 1812 only)	12" – 48"

SMOOTHBORE MUSKET - 12" RANGE
The name and length of this common weapon may have changed throughout the ages, but its accuracy and overall effectiveness remained consistent throughout the various manufacturers. The vast majority of the soldiers involved in these wars were equipped with a smoothbore musket.

RIFLED MUSKET - 18" RANGE
The process of rifling a barrel was difficult and time-consuming, so these weapons were not readily available. There were several different types of specialty units that were armed with rifled muskets, and the grooved bores made these soldiers deadly accurate in combat. Elements armed with rifled muskets have an extended range of 18".

MIXED WEAPONS - 6" RANGE
There are other weapons that saw service on the battlefield that had a reduced effective range. Pistols, carbines, and bows are weapons that fall under the mixed weapons category.

Artillery

SOLID SHOT
Each time an artillery element uses a Combat Order to fire over 12", a solid shot ball will be used. If the shooting action causes any hits to the target element, then the target element will receive a Disorder Marker.

Solid Shot Penetration

When artillery is firing solid shot and a 6 is rolled to hit, then the player may roll another die to hit. The player may continue to roll another die as long as a 6 is rolled. Add up the total number of hits, including the new successful dice rolls, to determine the final number of hits the target element suffers. If the player is required to roll a 6 to hit after modifiers, it will still count as a penetrating hit if a 6 is rolled.

Raking Fire

If the artillery element is firing solid shot into the flank of a target element, then the solid-shot penetration will award new "to hit" dice on a roll of a 5 and 6 rather than just a 6.

GRAPE SHOT

When enemy elements are within 12" of an artillery element, then the artillery element may fire grape shot instead of solid shot. Each time a Combat Order is used to fire an artillery element and the target element is hit by grape shot, it will receive a Disorder Marker.

SWITCHING AMMUNITION

An artillery element may switch ammunition each time it fires, taking into consideration that the officer will call out the type of ammunition needed during the reload part of the Maneuver Ordering sequence. The artillery element must announce which type of ammunition it is firing before rolling any dice.
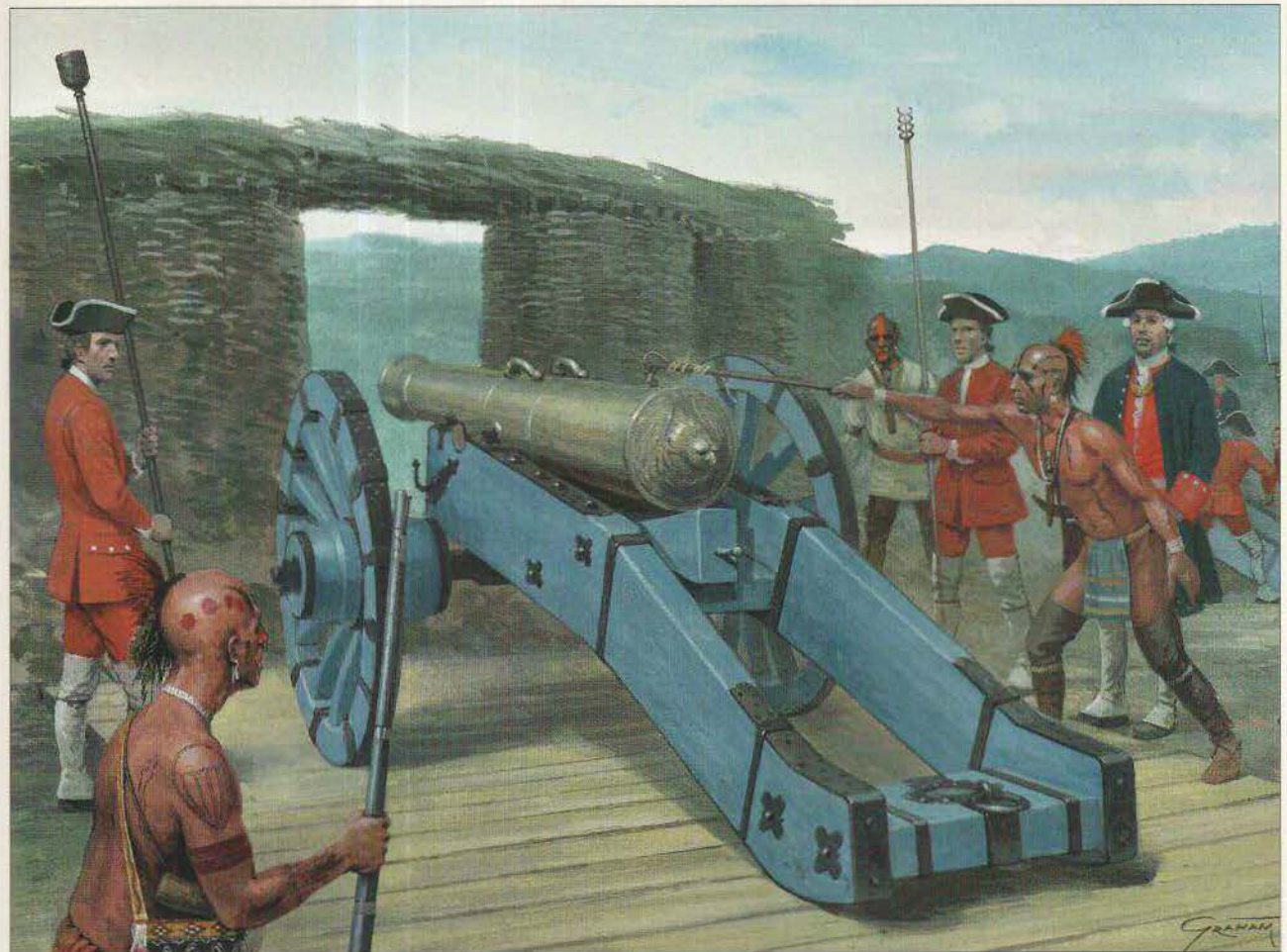
The French siege lines at Fort William Henry, by Graham Turner © Osprey Publishing Ltd. Taken from Campaign 260: Fort William Henry 1755–57.
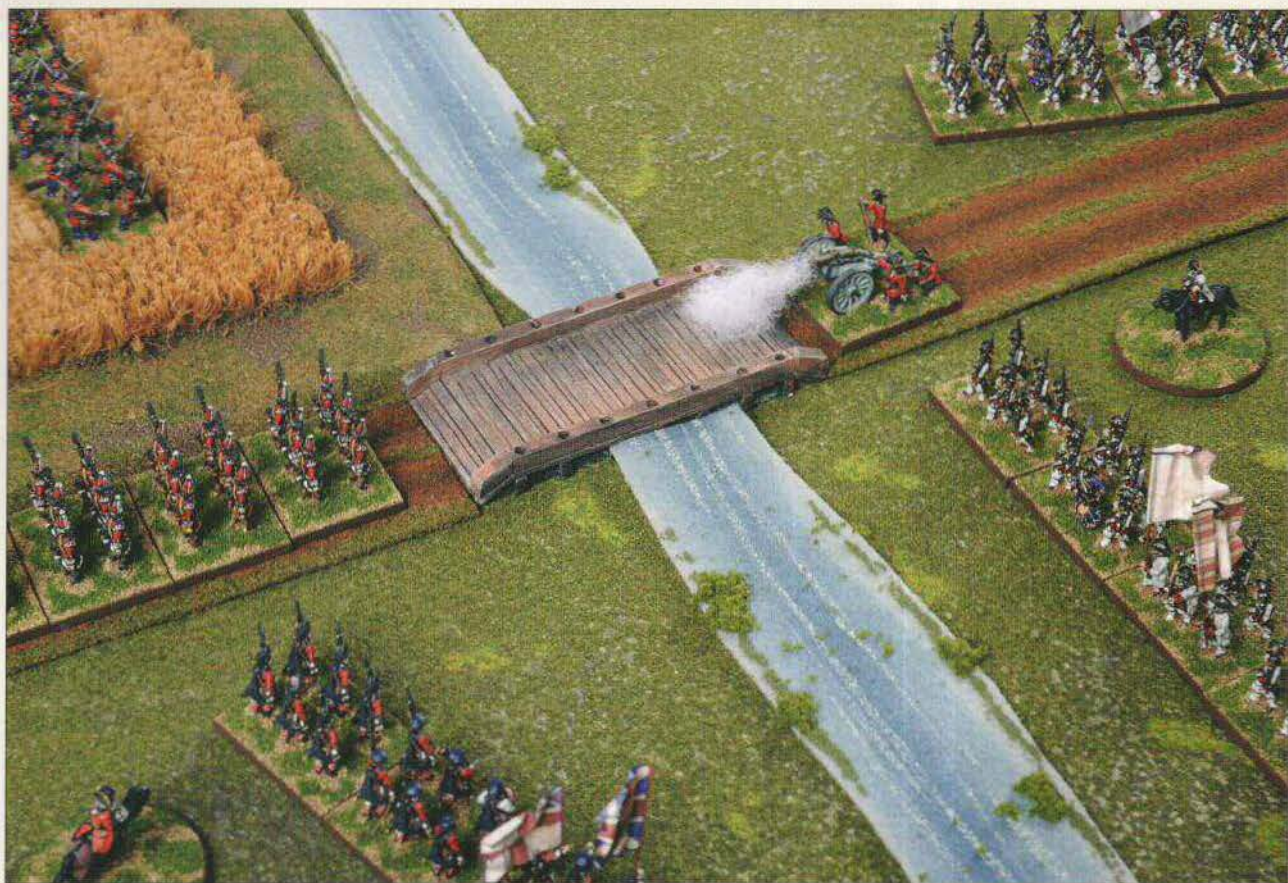
French artillery holds a bridge against the British. (Kevin Krause)

TARGETS OF OPPORTUNITY

Artillery pieces will always follow the target declaration rules when enemy elements are within the artillery element's Threat Zone. Artillery may ignore the closest target rule as long as there are no enemy elements within its Threat Zone. If there are no enemy elements within the artillery element's Threat Zone, it may choose to fire at any enemy element as long as the rest of the shooting rules are followed.

MORTARS

Mortars are a variant of an artillery element that has a different set of shooting rules, but has the same stats as an artillery element. Mortar artillery elements may target any enemy within their arc of sight as long as the leader can draw a line of sight to the target. When a mortar artillery element is shooting, it never suffers the penalty for the target element being in cover.

For each Combat Order that a mortar artillery element uses to shoot and hits its target, it will cause a Disorder Marker. Mortars cannot target any elements within 12" and may not target enemy elements if friendly elements are within 6" of the target. To determine if a friendly element is within 6" of the enemy target, the player will measure from any part of the friendly element to the closest part of the enemy element.

ROCKETS (WAR OF 1812 ONLY)

The unpredictable nature of rockets on the battlefield makes them more of a distraction for experienced elements and a weapon to fear for those elements that have never seen them in action. A rocket artillery element is an artillery element but does not follow the same rules for shooting.

The rocket artillery element may target any enemy within its arc of sight as long as the leader can draw a line

of sight to the target. Rocket artillery elements cannot target elements within 12" and may not target enemy elements if friendly elements are within 6" of the target. To determine if a friendly element is within 6" of the enemy target, the player will measure from any part of the friendly element to the closest part of the enemy element. For each rocket attack die that hits, it causes a Disorder Marker rather than a hit to the element's discipline.

SHOOTING RESULTS

Each time an element uses a Combat Order to shoot, the hits are immediately applied to the target element. If the target element suffers hits that are equal to or higher than their discipline rating, then the element will be forced to take a Discipline Morale Test. The Discipline Morale Test, with appropriate modifiers, will be conducted immediately following the application of the hits. If the test is failed, the element will conduct an orderly Withdraw towards the owning player's table edge, and if the Morale Test is passed the element will remain in place with the capabilities of continuing to fight.

When an element fails a Discipline Morale Test because of the hits it suffers during shooting, it will withdraw in the straightest path possible towards the player's table edge. The element will retire in good order, allowing the withdrawing element to continue to face the shooting element when its movement is complete.

When the element withdraws, it will turn for free, facing the player's table edge, and then retire d3 movement maneuvers directly towards the player's table edge. When its movement is complete, the withdrawing element will conduct a free turn to face the shooting element in the same manner that the element faced prior to its withdrawal. The player must conduct full-movement maneuvers in a direct path towards the table edge during the element's withdrawal. If the withdrawing element moves through or comes into contact with friendly or enemy elements, then it follows those appropriate rules. If the withdrawing element comes into contact with any scenery or linear obstacles, then it will follow the appropriate rules.

Once the element has completed its withdrawal, the player will remove all of its hits and downgrade its discipline to the next level.

If the withdrawing element is the active element, then once it has removed its hits and lowered its discipline level it will end its activation. Any remaining Maneuver or Combat Orders are lost, and it may not store any orders for a future Snap Fire and Counter-charge.

If the shooting was the result of a reaction such as a Snap Fire or Closing Fire, then the passive player may continue to react to the executed order, or the active element may continue its orders as long as it passed its Morale Test.

If the shooting element is the active element, it may continue to shoot or perform other orders as necessary, but each time the element shoots it will evaluate the results before moving on to the next order.
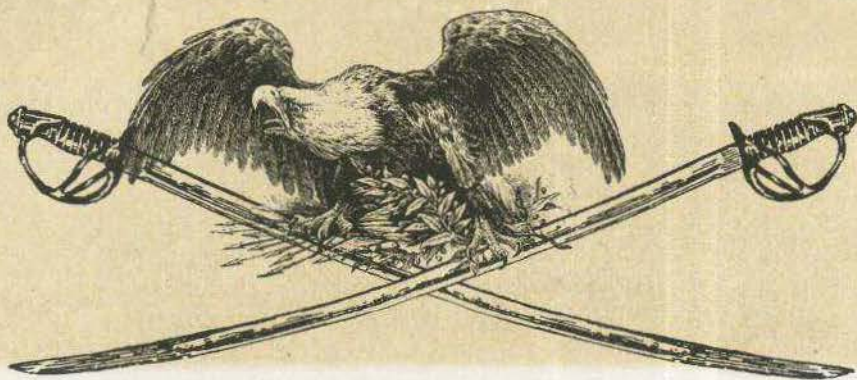
MELEE COMBAT

The cheapest and often most effective weapon of the 18th- and 19th-century battlefields was the bayonet. It was heavily feared and highly respected because in the properly trained hands of soldiers it redefined nations and created new countries. Melee combat will often produce faster results on the battlefield, but the risk of casualties increases as soldiers close with the enemy.

A player may spend one Maneuver Order to declare a charge maneuver or Counter-charge, depending on the situation. Regardless if the action is a charge or Counter-charge, the process for completing the order is the same. The player will measure to determine if the element has sufficient movement to complete the charge. When this measurement is made, players will double the normal movement of the element based on the formation that it is in when it declared the charge.

The charge maneuver is broken up into three steps consisting of the charging element's initial move, a pause in movement to allow the opposing players to react with their elements, followed by a final move into melee. Once an element has conducted a charge maneuver into contact with an enemy element, a melee combat must be conducted. The active player **must** spend one Combat Order to initiate a melee combat if they have any Combat Orders available.

If the element has no Combat Orders to initiate a melee, then the charging element will suffer a Disorder Marker and the elements will remain locked in melee until one of the elements in base contact is activated and issues a Combat Order to begin a melee. Whichever element is activated first must spend a Combat action to initiate the melee.

MELEE SEQUENCE

Provided below is a step-by-step breakdown of the procedures for conducting a normal charge and melee sequence. Special circumstances and interruptions such as Snap Fire or Counter-charges will be covered further below.

- The player declares a charge or Counter-charge Maneuver Order with their element against the closest enemy element. The closest enemy element must be the most visible target within the charging element's Threat Zone. If there are one or more elements that satisfy these conditions, then the charging player may decide which element to target. If there are no enemy elements within the charging element's Threat

Zone, then the charge may be declared against the closest and most visible enemy element within the charger's arc of sight.
- Artillery elements can never declare a charge.
- Elements in March Column can never declare a charge.
- Elements may only charge enemy elements if they are smaller in size or one size larger than themselves.
- Tiny elements may only charge other tiny and small elements.
- Small elements may only charge small and medium elements.
- Medium and large elements may charge any sized element.
- The charging player measures the charge distance. To

measure a successful charge, the player will measure from the leader of the charging element to the closest part of its intended target. If the target is within the charging element's movement, then a charge may be declared. Remember to double the movement for calculating a charge move.

• The charging element will begin its charge by conducting the initial movement towards its target. The charging element will rotate to place the target element's leader within the charging leader's Threat Zone, and then move in a straight line towards the target. The charging element will move its full normal movement rate based on its formation type unless it moves into contact with the target element, in which case it will halt its movement 1" before coming into contact with the target element.

The active element declares a charge against enemy element A and is 5" away. During the first movement of 3", the active element wheels so that the target element's leader is within the charging element's leaders Threat Zone.
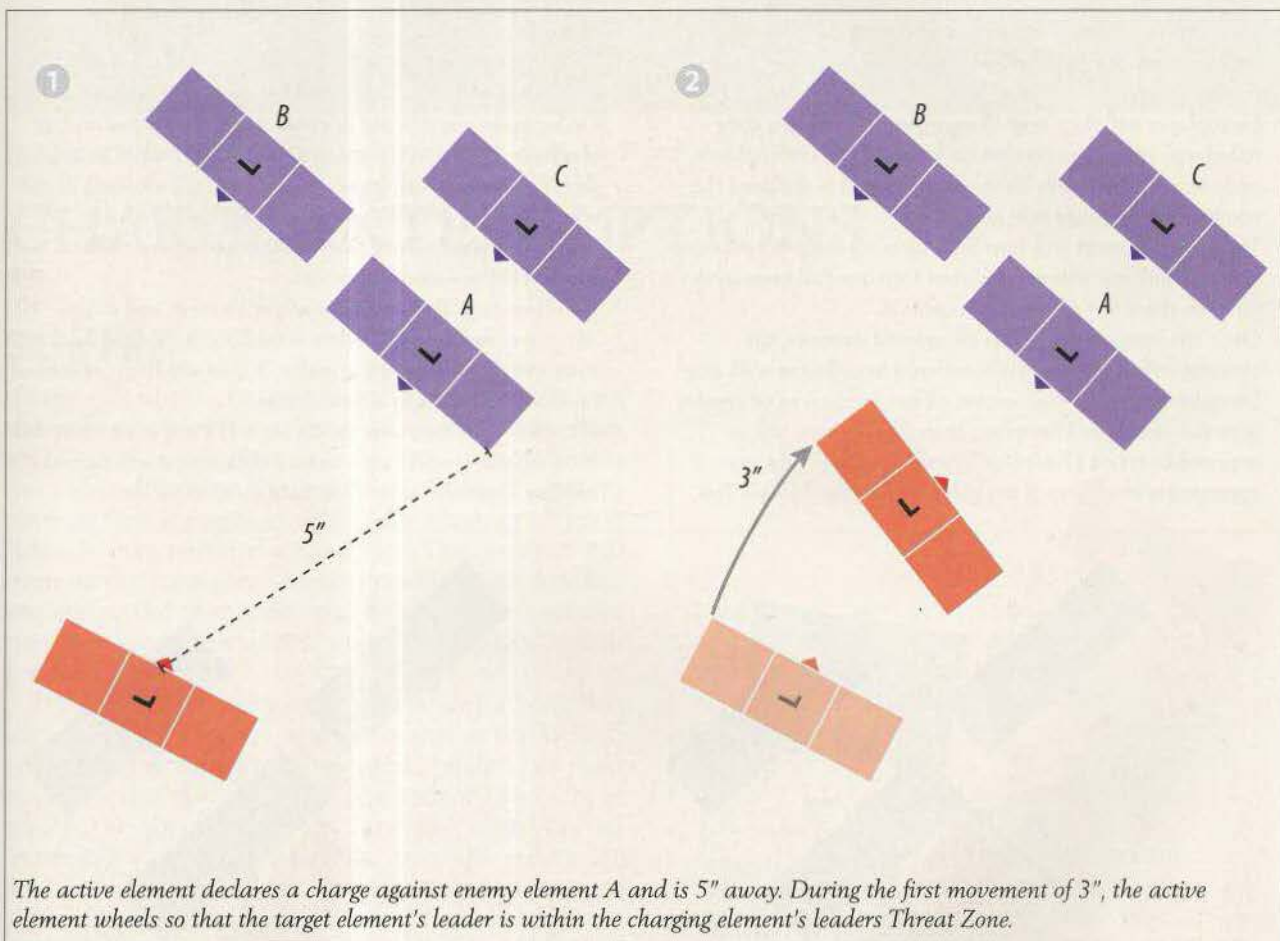
• The player controlling the target element will declare a charge reaction for the element that is being charged (Hold, Formation Change, Closing Fire, Counter-charge, or Withdrawal).

• The target element conducts its charge reaction, with any results applied immediately to the affected elements.

• If there are no Snap fires or Counter-charges declared by the opposing player, then the charging element will conduct its second movement, keeping the target element's leader within the charging leader's Threat Zone until it comes into base contact with the target element. During the second movement, the charging element does not wheel and moves in a straight line towards the target element until it comes into contact, and then it halts its movement. The elements will maintain their facing and neither element will realign itself to bring the stands flush against one another.

- The active element involved in the melee **must** spend a Combat Order to conduct a melee if the active element has a Combat Order available. If the active element does not have a Combat Order to spend, then it will suffer a Disorder Marker.
- Once the Combat Order has been spent, both players will place a pool of dice next to each element representing the number of dice they will role for the melee. Each element will start with 2d6, add their element's action dice and add or subtract dice based on the melee modifiers below.
- The players will roll the number of dice in their modified melee action dice pool and any results of 5+ (5 or 6) will result in a hit.
- Each player will then take the number of total hits they rolled and add in the combat results modifiers from the table below. The side with the higher result is declared the winner and the other side is the loser.
- The losing element will turn directly away from the winning element and will withdraw in rout step one full maneuver for each point the element lost combat.
- Once the losing element has completed its move, the element will apply the hits it suffered in melee as well as a Disorder Marker. If the number of hits is equal to or greater than the element's Discipline, then the element will be required to take a Discipline Morale Test, applying any appropriate modifiers. If the element fails the Morale Test,

the element will conduct another Withdraw move in rout step. If the losing element lost the melee combat resolution by a result greater than its discipline stat, then the element will lose an additional level of discipline. No Morale Test is required for losing a level of discipline in this way.
- The winning side will apply any hits it has suffered in melee and receive a Disorder Marker. If the winning side suffered a numbers of hits equal to or greater than its discipline, then it will take a Discipline Morale Test and apply the results immediately.
- If the winning side is the active element and it has not failed a Discipline Morale Test, it will receive a free Maneuver Order as long as it is not in contact with any other enemy elements. This free Maneuver Order may be used to conduct any Maneuver action legally available to the element. If the winning side's element withdraws because it failed its Discipline Morale Test, then it does not receive the free maneuver for winning combat.
- If the winning element is the active element and it has Maneuver or Combat Orders remaining, including the free maneuver for winning the melee, it may use them as normal, including conducting a new charge.
- If the element that won the melee is the active element and it remains in contact with enemy elements, it may spend another Combat Order to initiate another melee.

Enemy element A issues a closing fire charge reaction and puts two hits on the charging element. The charging element completes the second movement of the charge moving in a straight line. Enemy element A will have the support of both elements B and C during the impending melee.
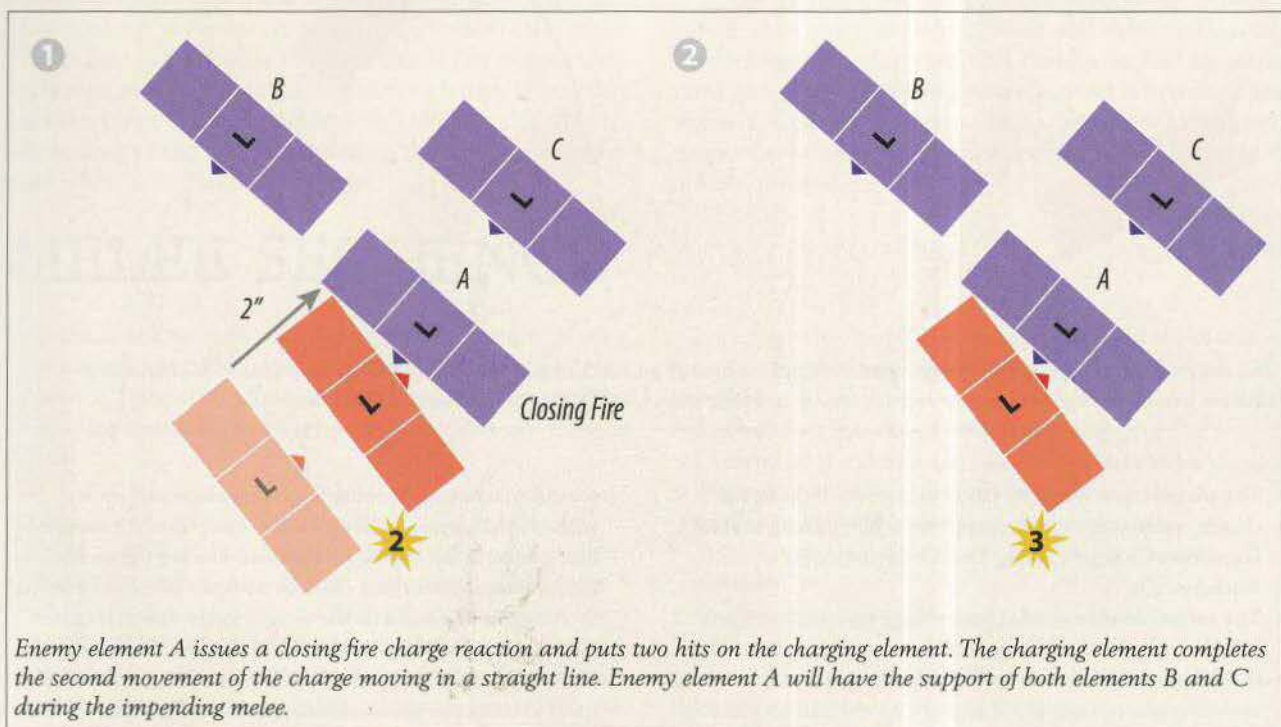
A massive melee between French and British forces during the French and Indian War. (Kevin Krause)

CHARGE INTERRUPTIONS

Snap Fire

At the end of the charging element's first movement, the opposing player may have elements in a position where they can perform a Snap Fire. If the element has a stored Combat Order and the charging element ends its first movement within the element's Threat Zone, it may perform a Snap Fire. The element will perform the same procedures as conducting a shooting sequence, and if the charging element receives fire then remove the Snap Fire token and replace it with a smoke marker.

If more than one element is performing a Snap Fire, then the player will pick one element at a time and apply the hits with any subsequent Morale Tests prior to conducting the next Snap Fire action. The order in which the Snap Fire is performed could play an important role in the outcome, since the results are applied immediately, so players will want to be strategic in deciding which elements fire first.

If the charging element survives the Snap Fire and does not withdraw, it may continue its second charge and move into contact with the target.

If the charging element suffers enough hits, lowering its discipline status to Shaken or Exhausted, then it must follow the normal rules for Shaken and Exhausted elements. The charging element will be required to evaluate whether or not the target element is eligible to be charged based on the conditions of the charging element's discipline becoming Shaken or Exhausted.
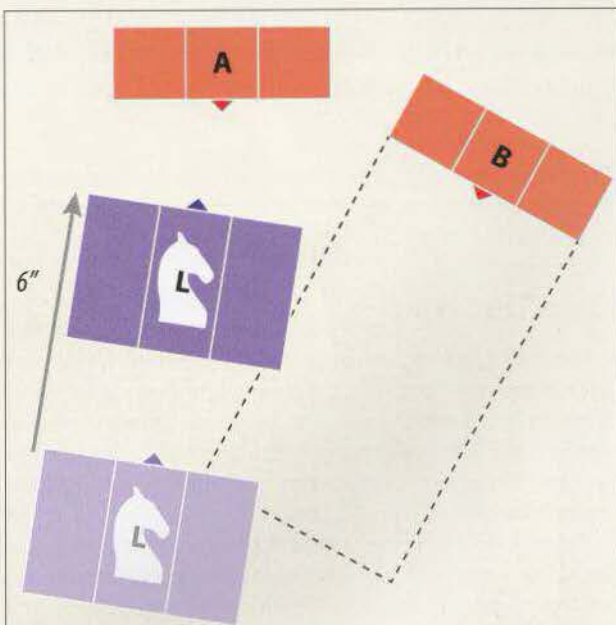
The cavalry element issues a charge against enemy element A, and after its first movement of 6" it ends within the Threat Zone of enemy element B who has a stored Combat Order. After the target element A finishes its charge reaction, element B may spend its Combat Order to perform a Snap Fire.

British infantry have seconds to act before the American cavalry charge thunders home. (Joe Moore)

This could result in the element halting its charge after the first movement because it is no longer eligible to conduct the charge.

Counter-charge

At the end of any of the active element's orders or after the first charge movement, the opposing player may have elements in a position where they can perform a Counter-charge. If the active element completes an order or finishes the first charge move within the Threat Zone of an enemy element that has a stored Maneuver Order and the active element is within charge range, then a Counter-charge could be declared. A Counter-charge may only be conducted against the active element that is causing the element to react.

All of the rules pertaining to declaring a charge apply to elements wishing to Counter-charge, plus there is an additional rule that pertains to element types. Infantry elements may only Counter-charge other infantry elements and cavalry elements may Counter-charge against any type of element.

The active element issues a charge and performs its first movement. The target element A decides to Counter-charge and its movement brings it into contact with the charging element.
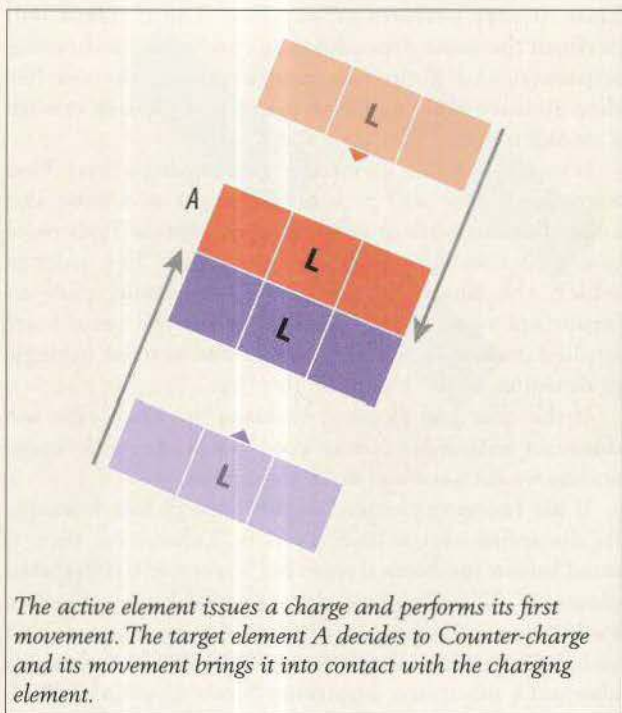
The passive element will remove the stored Maneuver Order and announce the Counter-charge. The step-by-step process of declaring a charge and the actions to complete the charge are then performed. The active element will be able to declare a charge reaction against the Counter-charging element as long as it is not already engaged.

If the active element chooses to withdraw from the Counter-charge, the player will follow the process for withdrawing as a charge reaction and then the element's activation will immediately end.

If multiple passive elements are eligible to declare a Counter-charge, then they are conducted one at a time, resolving each in turn before moving on to the next. Each Counter-charging element must be able to draw a line of sight to the active element and must be able to move into contact with the target element, following all of the rules for charging.

The charge of Horton's Dragoons, by Graham Turner © Osprey Publishing Ltd. Taken from Campaign 209: Niagara 1814.

Combined Snap Fires and Counter-charges

If the passive player has multiple elements conducting both Snap Fires and Counter-charges, then the passive player must choose in which order the interruptions are processed. The Snap Fires adhere to all the normal shooting rules including line of sight, friendly elements within the Fire Zone, and the inability to fire at enemy elements while engaged in melee.

The passive player will need to determine the order of priority in which elements will interrupt the active element's charge, taking into consideration the change in developments that have already influenced the charge move.

CHARGE REACTIONS

Charges during this time period were very predictable unless the army was surprised or weather conditions such as fog prevented clear visibility. The soldiers would lower their bayonet fixed muskets, often bellowing a mighty "huzzah!" before methodically advancing towards the enemy lines. Not every nation ascribed to this procedure, but no matter what the ritual was, it gave time for the recipients of the charge to determine their course of action.

Once the charging element has executed its first movement, the target element will announce its charge reaction and perform the actions required for the reaction.

The target element must declare and perform one of these options:

Formation Change

A Morale Test is required in order to successfully change formation prior to the charging element moving into contact. If the element failed the Morale Test, it will be unable to make a formation change and the element will receive a Disorder Marker. An element that already has at least one Disorder Marker cannot perform this order.

If the Morale Test is successful, the element will be able to conduct a Formation Change from the point where the charge distance was measured. The element will replace the stand that is closest to the charging element with the leader, and then the rest of the element will reform around the leader in whichever formation and facing the player ordered. The target element is considered to be fighting in this new formation with all of the advantages and disadvantages that apply.

If this Formation Change causes the element to interpenetrate friendly elements, then treat this element as the "active" element for purposes of resolving an interpenetration.

There are no penalties or movement restrictions for this Formation Change if the target element has stands placed in or behind scenery. If the Formation Change places the element into a position that takes advantage of scenery or defenses, then they will receive the bonuses in melee.
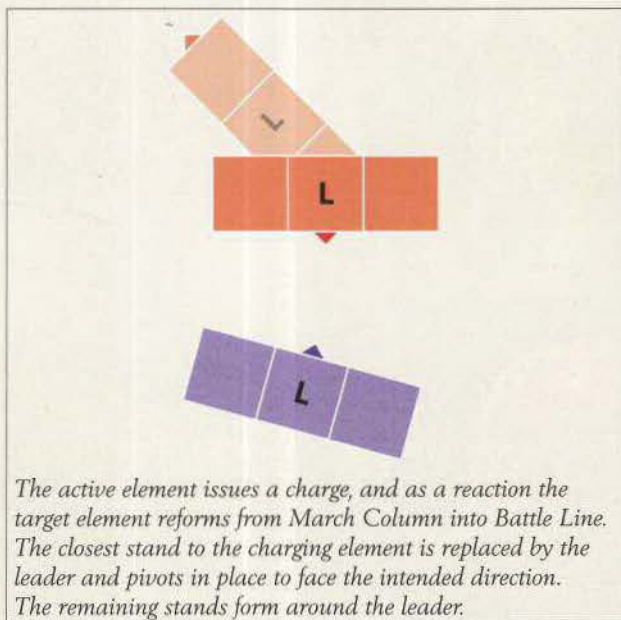
The active element issues a charge, and as a reaction the target element reforms from March Column into Battle Line. The closest stand to the charging element is replaced by the leader and pivots in place to face the intended direction. The remaining stands form around the leader.

Closing Fire

If the target element has loaded weapons and the charging element is within the target element's arc of sight, then it may declare a Closing Fire. Conduct a normal shooting sequence and apply the results immediately to the charging element before it completes its second charge movement. Place a smoke marker showing that the target element has fired.

If the charging element suffered a number of hits equal to or greater than its discipline, then it must successfully

pass a Discipline Morale Test to finish its charge move. If the Discipline Morale Test is failed, the charging element will be forced to withdraw and will end its activation after it conducts its withdrawal.

Counter-charge

If the charging element is within the target element's Threat Zone and within the charge range of the target element, then it may declare a Counter-charge reaction. Infantry elements may declare a Counter-charge against charging infantry and cavalry elements may declare a Counter-charge against charging infantry or cavalry.

CONDUCTING A COUNTER-CHARGE

Elements must be able to legally declare a charge in order to Counter-charge an element, which includes satisfying any line-of-sight and Discipline requirements before the Counter-charge is declared. For example, if a Shaken element intends on Counter-charging and fails its Morale Test, it will be unable to conduct the Counter-charge.

Infantry elements may issue a Counter-charge against other infantry elements if one of the following conditions applies:

* The infantry element has a stored Maneuver Order, and an infantry element ends an order or its first charge move inside the element's Threat Zone and within 6".
* The infantry element is the target of the charge and elects to Counter-charge as a charge reaction.

Cavalry elements may issue a Counter-charge against infantry, and other cavalry elements if one of the following conditions applies:

* The cavalry element has a stored Maneuver Order and an enemy element ends an order inside the cavalry element's Threat Zone and within 12".
* The cavalry element is the target of the charge and selects a Counter-charge as a charge reaction.

A Counter-charge may only be directed towards the active element. The sequence of events to complete a Counter-charge is the following:

* The active element has executed its first charge movement, or it ended an order within a passive element's Threat Zone.
* The passive player declares a Counter-charge with the target element first, then with any elements that have the active

element within their Threat Zone and have a stored Maneuver Order.
* Select a Counter-charging element and it will move exactly like a charging element's initial move in accordance with the normal charge rules above.
* The active element will announce charge reactions against any elements spending a Maneuver Order to perform a Counter-charge. As long as the active element is unengaged the active element's charge reactions are resolved one at a time as each Counter-charge is declared. The active element receives no charge reaction against the target element if it Counter-charges, since melee against this element was the original goal.
* If the active element remains unengaged and has not withdrawn, then it may conclude its movement into contact with the target element.

COUNTER-CHARGING ARTILLERY

Since artillery cannot declare charges there is no instance when a Counter-charge can be declared against them.

British forces go house to house looking for any spies or traitors against King and Country. (Front Rank Figurines)

LAND OF THE FREE

Hold

The target element will accept the charge.

Carry On

A charging element that has been Counter-charged elects to continue completing its charge move.

Withdraw

If the element's charge response is to withdraw from an attempted Charge or Counter-charge, then the element will retire in rout step directly away from the charging or Counter-charging element.

If the target element's withdrawal move takes the element outside of the charging element's second charge move measurement, then the active element must find a fresh enemy.

If the charging element decides to withdraw and moves outside of the Counter-charging element's second charge move measurement, then the Counter-charge is a failure. The Counter-charging element will not perform its second charge move and the active element's activation will end immediately.

WITHDRAW MOVE

An element that declares a Withdraw as a charge reaction may conduct a number of maneuvers equal to the die roll that is the same as their Group Commander's CP roll. For example, an element attempting to withdraw has a skilled Group Commander, so the element will roll 2d3 and pick the highest.

All Fit elements will add +1 to their result, representing the level of readiness and ability to react quickly.

The player may utilize any or all of the maneuvers to avoid the charge, but the movement must take the element directly away from the charging element. If the withdrawing element fails to move outside of the element's second charge movement range, then the withdrawing element will suffer a Disorder Marker and receive the charge as if it issued a Hold order. The withdrawing element will complete its move before determining if the second charge move is in range or not.

FRESH ENEMY

If a withdrawing element moves outside of the charging element's second charge movement, or the withdrawing element moves in such a way that friendly elements block the successful completion of the charge, then the charging element **must** redirect into a new valid target element. The new target element will be unable to declare a charge reaction as this redirection comes as a complete surprise. The active element will use its second charge movement in an attempt to contact a fresh enemy.

If there is no valid target, the active element will not use its second charge move but will be able to use its remaining Maneuver and Combat Orders per the normal rules.
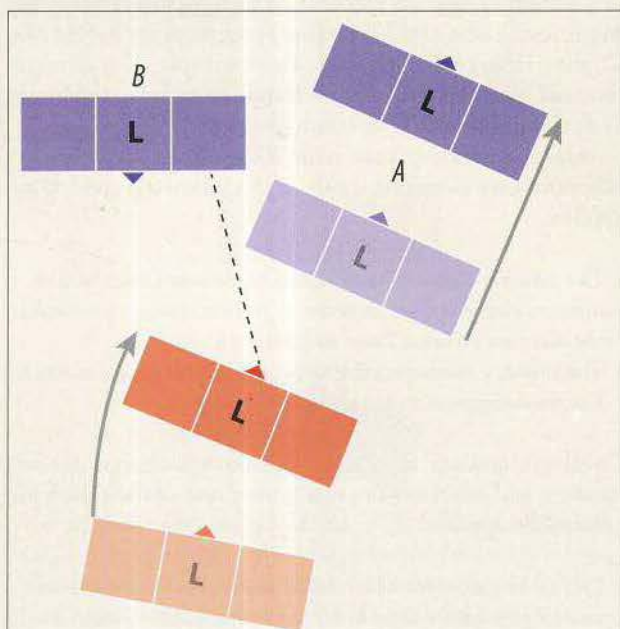
The active element declares a Charge and enemy element A decides to withdraw. If the second movement action brings the active element into contact with enemy element B, then it must declare a charge and spend its second movement against this fresh enemy.

CONDUCTING A MELEE

Once the elements have moved into contact with one another and the active player has spent a Combat Order, then both sides will create an Action dice pool. Each side will start with 2d6 and add in their respective element's Action dice, plus any modifiers that apply below. Once the dice pools have been established, both sides will roll all of the dice, and any rolls of a 5 or 6 will result in a hit.

Melee Modifiers

Below is the list of cumulative melee modifiers:

Melee Dice Modifiers (Cumulative)	
Initiated melee (used a Combat Order)	+2 Action Dice
Fighting melee in Battle Line	+2 Action Dice
Fighting in the enemy's flank	+2 Action Dice
Counter-charged	+1 Action Die
For each Disorder Marker	-1 Action Die
Exhausted element	-1 Action Die
Element in Support	½ Action Dice
Element in Close Support	Full Action Dice

MELEE RESULTS

After all the combat action dice have been rolled and the hits have been determined, both sides will add their combat resolution modifiers using the chart below.

The players will compare the values, and the side who scored the highest will win the combat. Refer to guidelines of winning and losing a melee above.

Melee Resolution Modifiers (Cumulative)	
Element fighting vs. unlimbered or March Column	+2
Battleline vs. Open Order or Warband	+1
Each successful hit against the enemy element	+1
Flank attack	+2
Fit vs. Exhausted element	+2
Fit vs. Shaken element	+1
Element is within SPI of Group Commander	+1
Commander is attached	+1
Element occupies defenses	+2
Element occupies high ground	+1

Melee around the British batteries, by Graham Turner © Osprey Publishing Ltd. Taken from Campaign 209: Niagara 1814.

Ties

When both sides' combat resolution score is the same, then the melee results in a tie. Both sides suffer a Disorder Marker and there are three possible outcomes that may take place at this point:

- If one or both of the elements have suffered a number of hits equal to or greater than their discipline level, they would require a Discipline Morale Test. If one or both of the elements fail their Morale Test, they will flee in rout step directly away from the element they were in melee with. If the elements pass their Morale Test then they will remain in melee.

- If both elements remain locked in melee, then the active element **must** spend another Combat Order to initiate another round of melee. Both players will need to reevaluate their melee modifiers and combat result modifiers because the previous melee may have altered the results.

- If both elements remain locked in melee but the active element does not have any more Combat Orders to initiate a melee, then the elements will remain in melee until one of the elements is activated. The first element that is activated **must** spend a Combat Order to initiate the melee. The active element does not receive any Disorder Markers if it cannot sustain a melee after the initial charge.

ARTILLERY IN MELEE

Unlimbered Artillery Engaged in Melee

An unlimbered artillery element may only hold or perform a closing fire as a Charge reaction. The unlimbered artillery element will fight in melee, but if it loses the element is Shattered and removed from play. The charging element is considered the winner and will follow the normal rules for winning a melee.

If the artillery element wins or ties the melee, it will suffer a disorder and apply its hits with any subsequent Discipline Morale Tests. Unlimbered artillery does not withdraw when it fails a Discipline Morale Test but it will downgrade a level of discipline.

Limbered Artillery the Target of a Charge

Limbered artillery must withdraw if they are the target of a charge.

If a limbered artillery element fails to withdraw outside the second charge movement of the charging element, then move the charging element into base contact per the normal charge rules. Once the charging element spends a Combat action to begin the melee, the limbered artillery element is automatically Shattered and removed from play. The charging element is considered to have won the melee, is issued a Disorder Marker, and awarded a free Maneuver action per the normal rules for winning a melee.

MELEE SPECIAL RULES

Melee Combats Engaged for More than One Round

Elements starting a new turn already engaged in melee must spend a Combat Order to conduct a melee. Only the active element may spend a Combat Order to initiate a melee.

Elements Charging into a Melee with Friendly and Enemy Elements

Elements already engaged in a melee have no opportunity for a Charge reaction and will automatically receive the charge.

Elements maneuvering into an existing melee may not shoot into the melee prior to charging.

Elements Supporting Melee

The linear warfare during the Age of the Musket required that units support each other to prevent the enemy from turning the army's flank. Formed regiments would often mutually support one another as they engaged the enemy on the battlefield. This system of support would boost Morale and provide assistance to any unit that was fighting in melee.

When a Combat Order is used to initiate a melee, both players may decide to involve other elements that are supporting the melee. An element in melee may be supported by up to three elements, as long as the supporting elements are within the flank and within 6" of the leader of the element in melee.

A supporting element will add half of its action dice, adding or subtracting any modifiers that may apply to the element. The supporting element's dice are added to the overall action dice pool for fighting in the melee.

If there are supporting elements that have any portion of their bases within 1" or within the Threat Zone of an enemy element in melee, then the element must support the melee. Under these conditions, the supporting element will give all of its Action dice, adding or subtracting any melee modifiers in support. This is commonly referred to as close support.

Elements that occupy a building cannot be supported in melee even if there are other friendly elements occupying the same building. On the other hand, an

element that is not occupying a building may be supported by an element or elements that occupy a building.

Elements in March Column, artillery elements that are Limbered, and elements that are Exhausted may never support a melee, regardless of the conditions.

Elements that support the main melee will be required to withdraw along with the element fighting in melee if their side loses the combat. They will withdraw following the same rules as the element involved in melee.

Every supporting element involved in the melee that was on the losing side will suffer one hit. The hits will be applied once the elements have withdrawn, and any subsequent Discipline Morale Tests will be taken after completing the Withdraw move.

Multiple Elements in Base-to-Base Contact

If there are multiple enemy elements in melee, the active element must spend a Combat Order to initiate a melee. The active player will select which enemy element to fight in melee and the remaining enemy elements in contact will provide close support for the combat.
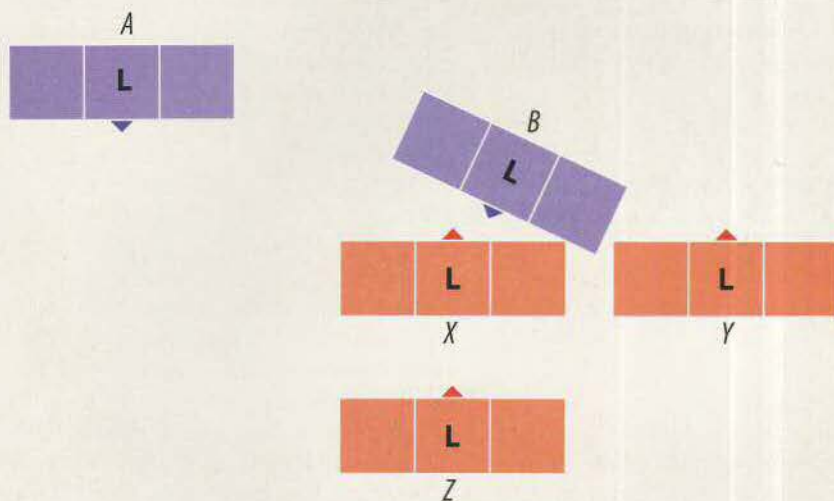
Element X spends a Combat Order to initiate a melee and elements Y and Z are supporting. Element Y is in close support, offering all of their Action dice, and element Z will provide only half of its Dction dice. Unfortunately for element B, element A is too far away to support.
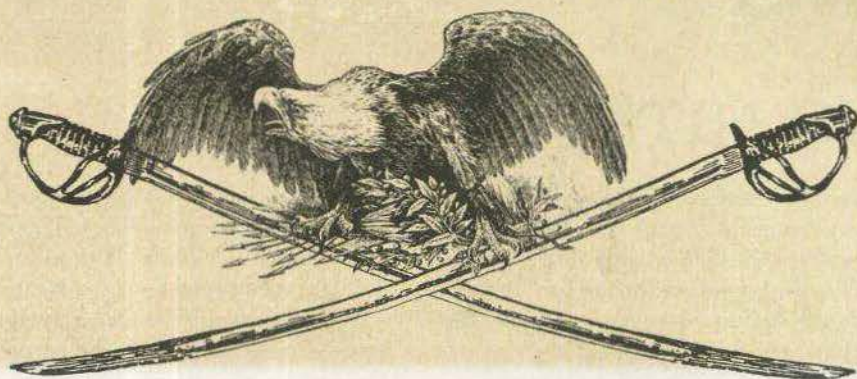
DISCIPLINE AND MORALE

An army is only as strong as the Discipline and Morale that it maintains in the field. The officers have a tremendous influence over the capabilities of their troops, but there are factors beyond their control that can influence the outcome of a battle. Excellent commanders can capitalize on the advantages and reduce the risks by proper troop placement and interlocking support. The Discipline and Morale of the elements in *Land of the Free* need to be carefully monitored, because a commander could easily lose his troops and the game if his force is not properly governed.

An element can suffer hits a multitude of ways, from shooting to melee. Hits represent the physical and psychological effects that combat offers during the course of the battle. Hits portray wounded, killed, exhausted, and mentally broken troops, generating an overall impact on a particular element or force. As the battle rages, the hits will continue to accumulate on elements until they finally break and become combat ineffective.

A French line standing firm and ready for whatever the British can throw at them. (Kevin Krause)

TAKING HITS

With the exception of a Rally order, there is no way to remove, pause, or permanently stop the collection of hits or the degradation of the element's discipline. When an element receives hits equal to or greater than its Discipline value, it will be forced to take a Morale Test. Whether the element reacts positively or negatively to the amount of physical and psychological damage it is suffering is determined by the element passing or failing the Morale Test.

If the test is passed, the element will continue to degrade to the next level of Discipline but will stand fast and not withdraw. If the Morale Test is failed, the element will lose a level of Discipline and withdraw in an attempt to remove itself from the danger. Immediately following the Morale Test, regardless of the results, the element will lose a level of Discipline and will immediately apply the negative effects of that Discipline level.

LEVELS OF DISCIPLINE

There are 4 stages of Discipline that a particular element may experience throughout the game, ranging from Fit to Shattered. Unless the players have designed a specific scenario starting elements with various discipline effects, or the players are using the advanced rules, all elements will begin the game Fit. Here is the order of discipline starting with the best level moving right to the worst Discipline status: Fit – Shaken – Exhausted – Shattered.

Fit

An element is well rested and prepared for combat. The soldiers may have never experienced the horrors of combat or they are veterans of several battles. Either way they walk into combat fresh and without any casualties or psychological trauma.

Shaken

An element that is Shaken will permanently remove one Combat Order from its normal allowance and suffer a -1 to all future Morale Tests. The effects of being shaken will be applied immediately.

A Shaken element must pass a Morale Test prior to declaring a Charge. If the Morale Test is passed, the element will be able to declare a Charge. If the Morale Test is failed, the element will be unable to charge and it will suffer a Disorder Marker. If the Shaken element fails the Morale Test to charge, it will continue to receive orders per the normal rules.

Exhausted

An element that becomes Exhausted will permanently remove one Action die and one Combat Order from its normal allowance as well as suffering a -1 to all future Morale Tests. These element modifiers include the effects of being Shaken, hence the loss of a Combat Order. The effects of being Exhausted are applied immediately.

An Exhausted element can only charge enemy elements if it successfully passes a Morale Test, and the charge will hit the flank of the target element. If the Morale Test is failed, the element will be unable to charge and it will suffer a Disorder Marker. An Exhausted element that fails a Morale Test to charge will continue to receive orders per the normal rules.

Exhausted elements that start an order in an enemy's Threat Zone may not move closer to any enemy element, but may move away or out of the Threat Zone. Exhausted elements cannot voluntarily move into an enemy's Threat Zone.

Exhausted elements cannot hold, contest, or control objectives, and are considered to be broken when calculating whether or not a group or force is broken.

Shattered

An element that is downgraded to a Shattered status is removed from play and considered broken.

MORALE TESTS

Whenever an element performs a specific order or suffers enough hits, it must take a Morale Test. Orders that require a Morale Test must be taken prior to the order taking place. If the test is passed, the element will be able to perform the requested order. If the Morale Test is failed, the element may not be able to perform the order and might also suffer other debilitating effects.

When the player is forced to take a Morale Test, they will roll two dice, adding them together with the modifiers below, and compare the result to the elements or commander Morale.

Morale Test Modifiers (Cumulative)	
Element is in March Column	-1 to Roll
Forced Order (after the first Forced Order)	-1 to Roll per Forced Order
Element has suffered excess hits	-1 to Roll per excess hit
Element is Shaken or Exhausted	-1 to Roll
Element is Disordered	-1 to Roll
Group is broken	-1 to Roll
Element is supported in the flank by Fit Element	+1 to Roll
Element is in Battle Line	+1 to Roll
Commander attached to the element	+1 to Roll
Element is in Cover	+1 to Roll
Element is in Defenses	+1 to Roll

There are three types of Morale Test that elements may experience during the game. Failing any type of Morale Test will automatically remove any stored Maneuver or Combat Orders that the element was hoping to use at a later point.

The first type of Morale Test, if failed, results in no negative consequences other than the inability to perform the action. These **Morale Tests** consist of the following:

- Declaring an Inspirational Charge.
- Declaring a Concentrated Volley.
- Rallying an element.

The second type of Morale Test result in the element receiving a Disorder Marker if it fails the test. This Morale Test is commonly referred to as a **Disorder Test** because of the associated negative result. The actions that require a Disorder Morale Test are the following:

- Issuing a Forced Order.
- Declaring a Formation Change as a charge reaction.
- Declaring a charge with a Shaken element.
- Declaring a charge in the flank of an enemy element with an Exhausted element.

The final type of Morale Test is taken when the element's Discipline value has been met or exceeded by hits throughout the game. If the element fails this Morale Test, then the element will lose a level of discipline and be forced to withdraw. If the element reaches a Shattered status, it is removed from play rather than withdrawing. This test is also called a **Discipline Test**, and the element is required to take a Morale Test when one of the following conditions is met:

- The element has suffered a number of hits ≥ the elements discipline value.
- Element's group is broken.

American militia head back home. (Wargames Factory)

WITHDRAWING

There are two types of Withdraw moves that an element is likely to perform during a game. The type of movement is determined by what caused the element to withdraw. The two types of withdrawal moves are retiring in good order and retiring in rout step.

Retiring in Good Order

An element retiring in good order will move its required amount of maneuvers and will continue to face in the same direction that it faced prior to the withdrawal. The withdrawal will move the retiring element directly towards the player's table edge. An element will retire in good order whenever it fails a Discipline Morale Test resulting from hits caused by shooting.

An element that fails a Discipline Morale Test because of hits from shooting will receive a free turn to face the players table edge and retire d3 maneuvers. Once the move is complete the element will turn around to face in relatively the same direction.

Retiring in Rout Step

An element retiring in rout step must face in the direction of its movement as it moves away from the enemy. The element will maintain its current formation and will receive a free turn to retire in rout step. The retiring element will always turn directly away from the cause of its withdrawal and move its required distance. An element will always retire in rout step if it fails a Discipline Morale Test immediately following melee, or if the group is broken.

An element's first retiring move when fleeing from melee or withdrawing from a charge will always be directly away from the enemy element forcing the fleeing move. If there are any additional fleeing moves after the initial one, then the remaining withdrawal moves will be towards the player's table edge.

If the element fails a Discipline Morale Test because the group is broken they will retire directly towards the players table edge. If an element fails a Discipline Morale Test, the element will lose one level of discipline and retire in d3 Maneuvers in rout step.

Artillery Withdrawing

When unlimbered artillery elements suffer enough hits to cause a Discipline Morale Test but will still lower their level of Discipline, they will automatically pass the Morale Test. Unlimbered artillery elements that are part of a broken group will not retire if they fail a Discipline Morale Test but they will continue to lose a level of Discipline. Limbered artillery elements react exactly like infantry and cavalry elements when they are forced to withdraw.

RALLY

A Force Commander may issue a Rally order to any element within his sphere of influence. A Group Commander may issue a Rally order to any element within his group and within his sphere of influence. The commander must spend one Command Point, move into base contact with the element's leader attempting to rally, and the element must pass a Morale Test in order to rally successfully.

A Rally order is issued after group Discipline Morale Tests but right before the player intends on activating the element. If the order is passed, the effects of the Rally are applied immediately. If the element passes, it may perform one of three actions:

- The rallied element may remove all Disorder Markers.
- The rallied element may remove its current hits.
- If the element has no hits, it may upgrade its Discipline level from Exhausted to Shaken. Naturally, the element's discipline should be Exhausted in order to take advantage of

this Rally option. An element may never upgrade from Shaken to Fit once an element has become Shaken.

A commander that issues a Rally order may not use his command points for any other element while it is attached to a rallying element. The commander is too busy attempting to rally and can't use his leadership skills elsewhere. For the rest of the turn the commander may continue to use his CPs to influence the element he is attached to but no one else.

Regardless if the element passes the Rally test or not, the element will receive an unmodified Maneuver Order and an unmodified Combat Order to perform actions for the turn. The one Maneuver and Combat Order the element receives reflects the -1 Combat action for being Shaken or Exhausted, so players will not reduce the element's Combat Order to zero. The commander must attach himself to the rallying element until it activates in the following turn, regardless of the results.

EXCESS HITS

An element may suffer hits from shooting or melee that exceed its Discipline value during a given order or element's activation. When this occurs, the element will not suffer the additional hits but will accrue a -1 modifier to its impending Discipline Morale Test for each hit suffered over its Discipline value.

Once the Discipline Morale Test has been taken, the element will degrade to the next Discipline level and all

of the hits will be removed from the element. For example: A Fit element has a Discipline value of 2 and suffers 3 hits from a shooting element. The element will suffer 2 hits and will be forced to take a Discipline Morale Test with a -1 modifier for suffering excess hits. Once the test has been taken, the element will degrade to Shaken and remove all 3 hits.

BROKEN GROUPS

At the start of each turn when a Group Commander and his group is activated the player will check its status to determine if it is broken. Any element that has been Shattered, removed from play, or starts the group activation Exhausted counts as broken for purposes of determining a broken group. If there are more broken elements than there are non-broken elements when the group is activated, then the group is considered broken.

The elements within the group will be required to take immediate Discipline Morale Tests before any element is activated. If the element passes the Discipline Morale

Test, the element may activate and function as normal for the turn. If the element fails the Morale Test, it will lose a level of Discipline and retire d3 maneuvers in rout step towards the player's table edge.

Elements failing a Discipline Morale Test because its group is broken do not receive any Maneuver and Combat Orders when it is activated. The element may only receive orders by the group or Force Commander if they issue Command Points such as a Rally or Forced Order.

In the subsequent turns, the group will continue to check its status and the elements will be required to take

The battle of Princeton, by Graham Turner © Osprey Publishing Ltd. Taken from Campaign 203: Trenton and Princeton 1776–77.

new Discipline Morale Tests if the group remains broken. A group could be broken one turn and remove its broken status by the start of the following turn. This is the nature of warfare, as one minute victory is assured and then the next minute the army is calling a full retreat.

Broken Forces

At the start of the turn, prior to rolling for initiative, if the force has more broken groups than unbroken groups the signal for a ceasefire will take place and the game will immediately end. The player with a broken force will concede the game regardless of any other victory conditions.

SUPPORTED ELEMENTS

An element that is supported will gain confidence and become less likely to fold under the pressure of combat. The reputation of a unit of soldiers is continuously scrutinized by fellow countrymen, who often encourage the men to stand their ground.

An element gains a Morale bonus when a friendly element is within 6" and the friendly element's Discipline level is Fit. The distance is measured from any part of the leader of the element forced to take the Morale Test to the closest part of the friendly element in support. The bonus is only gained once, no matter how many elements fulfill this condition. Elements in other Discipline statuses other than Fit have become too concerned with their own Morale to lend support to another struggling element.

DISORDER MARKERS

Throughout the game elements will receive punishing volleys, cannon-ball shots, and become disorganized from various other battlefield conditions. Maintaining an element's formation is of paramount importance for officers, so when battlefield conditions threaten the integrity of the unit they must work diligently to reestablish order. To represent the difficulty for officers to keep order on the battlefield, an element will receive Disorder Markers throughout the game.

Disorder Markers are cumulative, so each time a new event occurs to cause a Disorder Marker the element will keep accruing them until the element spends Maneuver Orders to remove them or a commander issues a Rally Order. During game play Disorder Markers will hinder an element's performance by minimizing its ability to maneuver, reducing its combat effectiveness and lowering its Morale.

If an element is activated and has Disorder Markers, then it must first make every attempt to remove them before any other orders can occur. For each Disorder Marker the element must spend one Maneuver Order to remove it.

If the element has more Disorder Markers than Maneuver Orders, then it may perform other actions such as firing its ranged weapons or conducting a melee, but only after the element spends as many Maneuver Orders as possible to remove the Disorder Markers.

An element that has Disorder Markers may be issued a Forced Order to perform a Maneuver or Combat Order as long as the element spent its normal maneuver allowance to remove as many Disorder Markers as possible.

Elements may spend maneuver actions to remove Disorder Markers throughout their activation, but remember if an element starts the turn with Disorder Markers it must attempt to remove as many as possible before performing any other action.

LEAVING THE FIELD OF BATTLE

There are many instances when an element may involuntarily leave the table. Under most circumstances, the departure will be caused by elements withdrawing from either failing a Discipline Morale Test or fleeing from melee.

If the element's Discipline level is Fit or Shaken, and it has a movement that takes any portion of its stands off the table, then it must immediately take a Morale Test. If the test is passed, the element will remain on the table touching the board edge where it almost left the table. If the Morale Test is failed, the element will be removed from the board and is considered Broken for group Morale and Victory Points purposes.

If the element is Exhausted and has any portion of its stands move off the board edge, then it is removed from play and considered Broken for group Morale and Victory Points purposes.
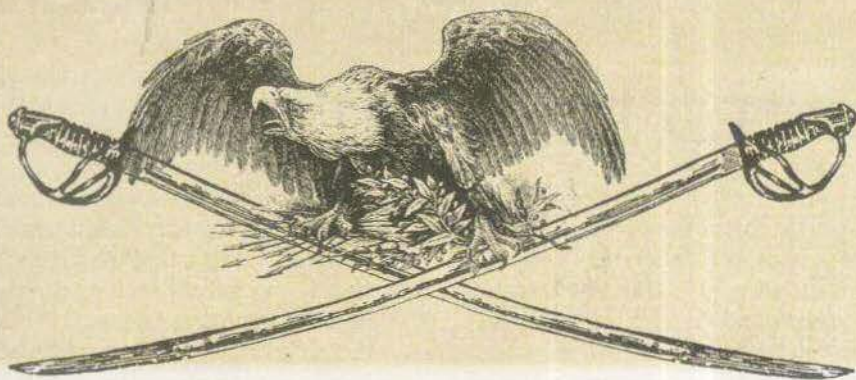
SCENERY

Scenery plays an integral part in wargaming, whether it signifies movement restrictions, provides cover for the troops, or makes the table more appealing to the players. No matter the reason, players should understand what all of the scenery represents prior to starting the game. Not every player has the same collection of scenery, so the scaling may not always be accurate from one gaming table to the next. The following scenery rules are provided as a guideline for consistency, so players are welcome to manipulate the rules as necessary for their gaming enjoyment.

Scenery provides advantages and disadvantages for elements wishing to move into, behind, or next to the terrain. Scenery may impact an element's movement, but will often provide a defensive position for it to fight from. There are two main types of scenery on a *Land of the Free* battlefield, linear obstacles and area terrain.

LINEAR OBSTACLES

Linear obstacles consist of various types of terrain such as man-made stone walls, fences, and entrenchments, or naturally made obstacles like hedges. These obstacles typically break up line of sight and provide cover for those elements who wish to take up defenses behind them. Elements interacting with linear obstacles are required to either be on one side or the other regardless of the element's formation and may never straddle or stop on a linear obstacle.

If any part of an element comes into contact with a linear obstacle, it will stop and must spend Maneuver Orders to cross it if it wishes to continue its movement.

An element is considered to receive the benefits of cover if at least half of the element including the leader's stand is blocked by or behind the linear obstacle.

Moving up to and over Linear Obstacles

Linear obstacles that are less than the height of the foot soldiers count only as cover and may be crossed.

Linear obstacles that are the equal to or taller than the height of the soldiers block line of sight and may not be crossed.

When an element moves up to a linear obstacle, the element must stop once any part of the element comes into contact regardless of the movement it has remaining.

An element is required to spend one Maneuver Order to cross a linear obstacle unless it is in March Column, when it requires two Maneuver Orders to cross. These maneuvers must be spent during the same activation, and elements may be given a Forced Order for one or both of the maneuvers necessary to cross the linear obstacle. If the Forced Order is failed, the element will remain on the side of the linear obstacle it began the turn and will end its turn immediately.

Once the element spends the appropriate maneuvers to cross the linear obstacle, the element is placed directly on the opposite side with the back of its stands touching the linear obstacle. The element must maintain its formation, and it is placed directly across from its point

The Black Watch storms the French entrenchments at Ticonderoga, by Patrice Courcelle © Osprey Publishing Ltd. Taken from Campaign 76: Ticonderoga 1758.

of origin on the opposite side of the linear obstacle. The element will receive one Disorder Marker for crossing the linear obstacle and may continue to receive orders as per the normal rules.

If the element is in March Column, then the last stand is placed touching the linear obstacle with the remaining element placed in March Column facing in the same direction prior to it crossing the linear obstacle.

Occupying a Linear Obstacle

Elements that would like to take advantage of the cover from a linear obstacle and have the ability to shoot over the linear obstacle without suffering any penalties must have their stands adjacent to the linear obstacle. The linear obstacle must be less than the height of the foot soldiers in order for the element to draw a proper line of sight and shoot over it.

Elements may form to a linear obstacle in order to represent them utilizing the cover. An element will move up to the linear obstacle and once it comes into contact the element will halt and conform to the linear obstacle. This does not require a Maneuver Order, and is merely part of the element's movement to come into contact with the linear obstacle. This may cause the element to break its current formation, which is acceptable, but as soon as the element departs from the linear obstacle it will "dress the ranks" and move back into the formation it was in before it occupied the linear obstacle.

Elements may "wrap" themselves around a linear obstacle if they decide to occupy a bend or corner of the scenery. The element may elect to shoot in this manner, but regardless of the positioning of the stands the element will target and shoot at enemy elements following the normal shooting procedures.

Crossing Linear Obstacles in Tight Spaces

There may be instances when an element is located in a confined space and will find it difficult to move towards or cross a linear obstacle in its current formation. Elements may use their myriad of orders to successfully navigate a linear obstacle, including orders such as turning.

For example: an element in March Column on a road with walls on both the left and right hand sides. The element can turn to face the wall, cross the wall, receive a Disorder Marker, and turn to maintain its March Column facing in the original direction.

Linear Obstacles too Short for an Element

Elements may move up to a linear obstacle and find that not all the stands will have the benefit of the cover. As long as at least half of the stands, including the leader, are behind the linear obstacle, then the element will receive the advantages of cover.

Shooting over a Linear Obstacle

An element that is lined up against a linear obstacle may shoot over it without suffering the penalties of a target being in cover. The linear obstacle must be less than the height of the soldiers who are firing behind it. Elements lined up against a linear obstacle do not need to rotate in order to place the target within its Threat Zone, as long as the rest of the shooting rules are followed.

Shooting through a Linear Obstacle

An element wishing to target an enemy element that has a linear obstacle within the line of sight will suffer a penalty for the target being in cover. The linear obstacle must be shorter than the height of the soldiers firing in order for the element to be a valid target.

The element shooting element A will receive a penalty for element A being in cover, but if element A returns fire it will also suffer the penalty of its target being in cover. On the other hand, element B will receive cover from enemy fire, but since element B is against the wall their target will not receive any cover.
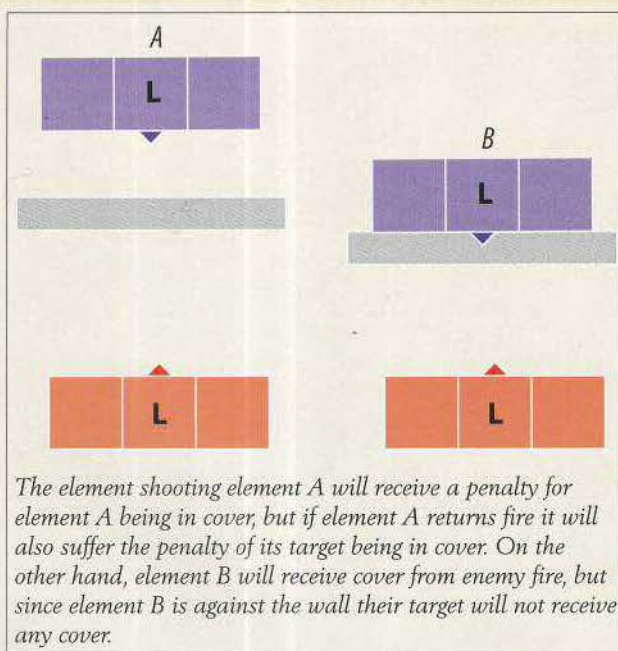
Charging a Linear Obstacle

An element wishing to charge an enemy element that has taken position behind the linear obstacle will measure the distance from the leader to the base of the linear obstacle. If the charge is successful, the charging element will occupy one side of the linear obstacle with the target element on the opposite.

The procedures for charging into a melee remain the same, with one exception. If the charging element moves into contact with the linear obstacle during the first movement it will not need to conduct its second movement, but the opposing player will still have an opportunity to declare a charge reaction and utilize Snap Fires and Counter-charges in between the movements.

If the charging element wins the melee, it may use its free maneuver to cross the obstacle. The maneuver will cause the element to receive a Disorder Marker on top of the Disorder Marker for fighting in a melee.

Charging Across a Linear Obstacle

Elements wishing to charge an enemy that is on the opposite side of a linear obstacle but not against it must first cross the linear obstacle prior to declaring the charge. An element may not cross a linear obstacle during a charge maneuver.

Militia takes up position behind a fence line. (Wargames Factory)

AREA TERRAIN

The North American landscape was littered with vast forests, large swamps, rolling hills, mountain ranges, and huge tracts of farmland. To simplify the effects that the various types of scenery would have on game play, they have all been grouped into area terrain.

If any part of the element comes into contact with area terrain, then the entire element will suffer the movement penalties if any apply. For this reason the area terrain should be delineated by an outline of some kind. The area terrain could be marked by using string, a specially designed template, or scenery showing the boundaries. The templates can be made of various materials such as felt, cardstock, wood, plastic, or even paper. Texture and scenery-making materials can be added to the templates to give a look that is indicative of the area terrain that the players are attempting to create.

Differences in Area Terrain

There are going to be instances when players will agree that the area of terrain will restrict movement but not line of sight, or vice versa. For example, rocky ground or a plowed field might hinder an element's movement, but the scenery is not high enough to block line of sight. The visibility is incredibly limited in high crops like corn, but the element could easily maintain its formation while navigating the field. The players should discuss the scenery before the game begins in order to avoid any confusion during play.

Occupying Area Terrain

An element is considered to occupy area terrain and
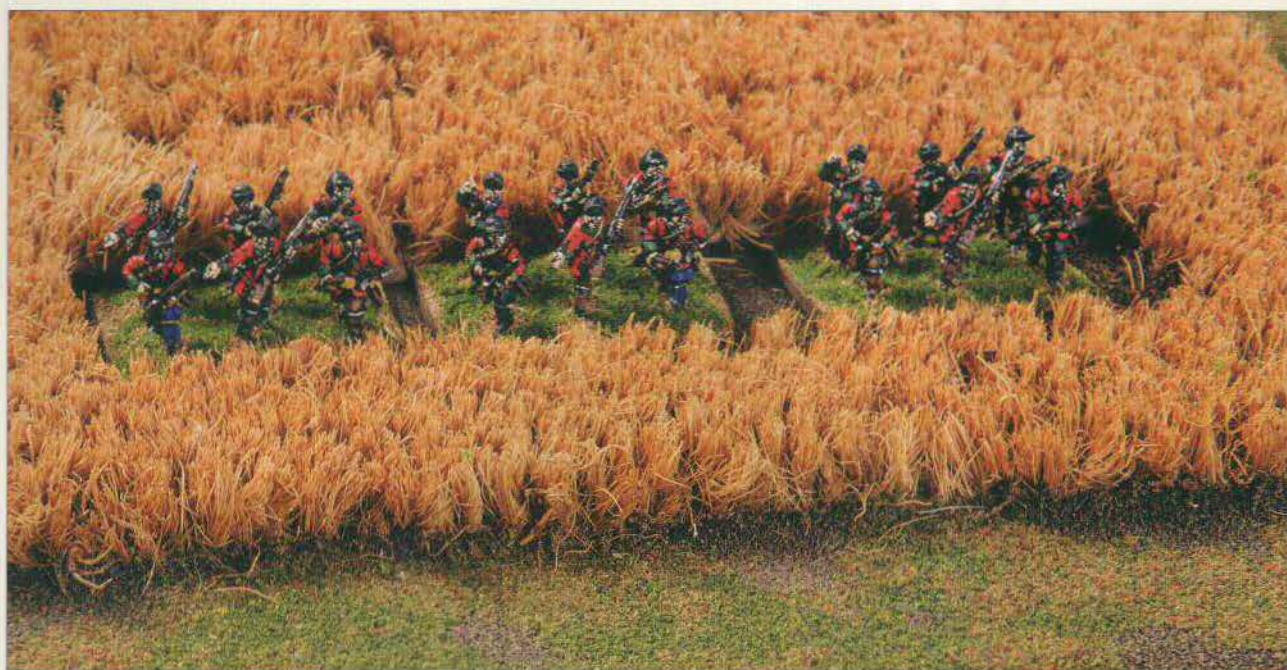
British forces occupy a cornfield. (Kevin Krause)

receives the bonus of cover if at least half of the element's stands, including the leader stand, are in or touching the area terrain.

Line of Sight into, through, and out of Area Terrain

Elements that are considered to be occupying area terrain have their line of sight and Threat Zone restricted to 6". Elements wishing to draw a line of sight to an element occupying area terrain will have their line of sight reduced to 6". There may be instances when multiple linear obstacles and area terrain are within line of sight to the target. The advantages of cover do not stack, so once a target element benefits from cover it does not matter how much cover they have.

If an element does not have enough stands to be considered occupying area terrain, then the element's line of sight and Threat Zone will be unaltered and it will not receive any of the benefits of occupying area terrain.

As long as at least half the element's stands and the leader are overlapping the area-terrain border or touching the area-terrain border, then the element will

The element in the woods is in cover and has its visibility reduced to 6". The enemy element will also have a 6" range of visibility because it is fully in cover. The other element skirting the woods will benefit from cover, but its visibility is not hindered.
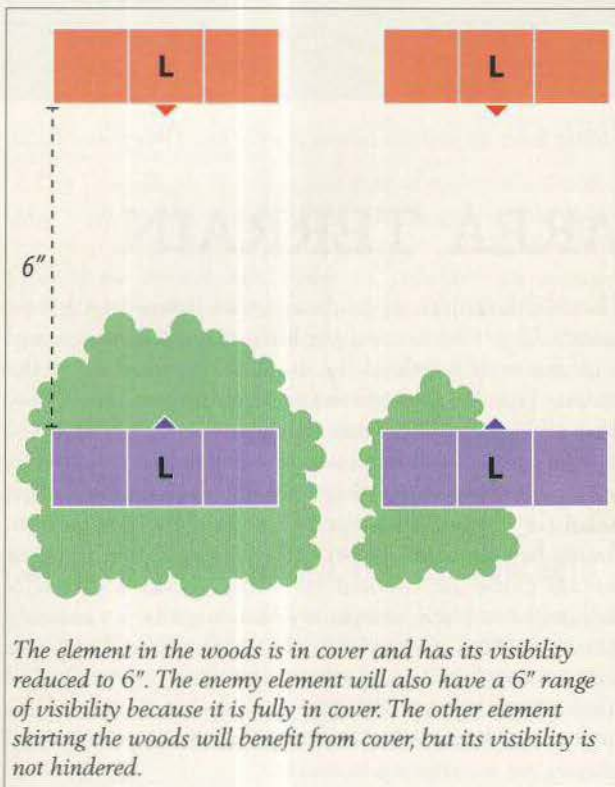
receive the benefits of occupying area terrain and it will have its normal line of sight and Threat Zone. Elements occupying area terrain and having a normal line of sight and Threat Zone will also suffer from enemy elements being able to draw a normal line of sight against them.

Elements cannot draw a line of sight into, through, or out of area terrain to target an element, no matter how narrow the area of terrain may be. There is too much interference for an element on one side of area terrain to shoot or charge a target element on the other side. The area terrain will block line of sight between the two enemy elements.

Moving into, through, and out of Area Terrain

The formation of the element will determine its ability to navigate area terrain either with ease or difficulty.

Elements in Open Formation have left spacing in between the soldiers in order to widen their frontage, reduce casualties, and maneuver around obstacles. Each Maneuver Order an element in open formation spends moving into, through, or out of area terrain will reduce its movement by 1".

Elements in battle-line formation enjoy the benefits of increased Morale and an increased fighting prowess in melee, but this formation is cumbersome when attempting to keep formation over a broken landscape. Elements in Battle Line will have their movement value halved per Maneuver Order when moving into, through, or out of area terrain.

March Column provides an element with a narrow frontage, but is not the ideal formation for fighting. The narrow frontage allows the formation to find deer paths or other trails through area terrain, but the length of the formation slows down its ability to clear area terrain quickly. An element in March Column may only move half its movement value per Maneuver Order when moving into, through, or out of area terrain.

The Indian right flank at Fallen Timbers, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 256: Fallen Timbers 1794.

Shooting into, through, and out of Area Terrain

Elements wishing to shoot into, through, or out of area terrain are bound by the same restrictions as drawing a proper line of sight. Shooting ranges are reduced to 6" if the shooting element draws a line of sight through area terrain.

Charging into, through, and out of Area Terrain

Charging into, through, and out of area terrain is restricted by the line of sight that the element has when it declares the charge. If the charging element draws a line of sight through area terrain, then it has a 6" visibility.

When declaring a charge into or out of area terrain, the element will only suffer the movement penalties for both movements as long as one or both movements are in area terrain.

BUILDINGS

Players may want to incorporate buildings into their wargames, and there is a myriad of manufacturers in the marketplace, with some of them offering interiors and removable roofs, and others providing simply one-piece castings. Regardless of the type, the players should determine before the game begins what the buildings represent and what their capacity is to hold elements. If players elect to allow the buildings to be occupied, then they will operate using the following rules:

Building Sizes and Occupation Limits

Players could place templates representing an area that one or more buildings might occupy. The size of the template would dictate the number of elements that could occupy that space at a given time. This will allow players to design the template to meet the needs of their game, as well as provide an opportunity to create some great hobby projects. By cutting or designing templates to the sizes below, players will generate some clear parameters for buildings just by knowing the sizes of each building template.

- 3" square template or building – Tiny
- 6" square template or building – Small
- 9" square template or building – Medium
- 12" square template or building – Large

Buildings have the same classification of sizes as elements, so players will determine whether a building is tiny, small, medium, or large. Elements that are the same size or smaller than the building size may occupy it, but only one

element may occupy a building at any given time. For example, a large building may be occupied by a single element of any size, but may not be occupied by two elements that are smaller in size.

Occupying a Building

Only infantry and dismounted cavalry elements may occupy a building. Artillery elements may occupy a building if the building was within the deployment area during setup and if the occupation is agreed upon by both players.

A sense of logic should dictate the deployment of artillery, such as the element being placed in a barn or in a courtyard that is surrounded by multiple buildings. Artillery placed in a building during setup may not be moved for the remainder of the game.

The element wishing to occupy a building must move up to the building and stop its movement once it comes into contact with the building or template, regardless of the movement it has remaining. Once the element is in contact with the template or building, the element must spend a Maneuver Order to occupy the building.

The location of the doorways or openings on the building or template is irrelevant because the Maneuver Order spent to occupy the building reflects the element's ability to move into the building in the most efficient manner possible.

When the element occupies the building it is considered to be in Open Order, with a few exceptions. The element no longer needs to spend Maneuver actions to move within the building, since the element is considered to have positioned its troops along all of the windows, doorways, and openings. The element occupying

British Provincial troops defend a blockhouse from French frontiersmen. (Galloping Major)
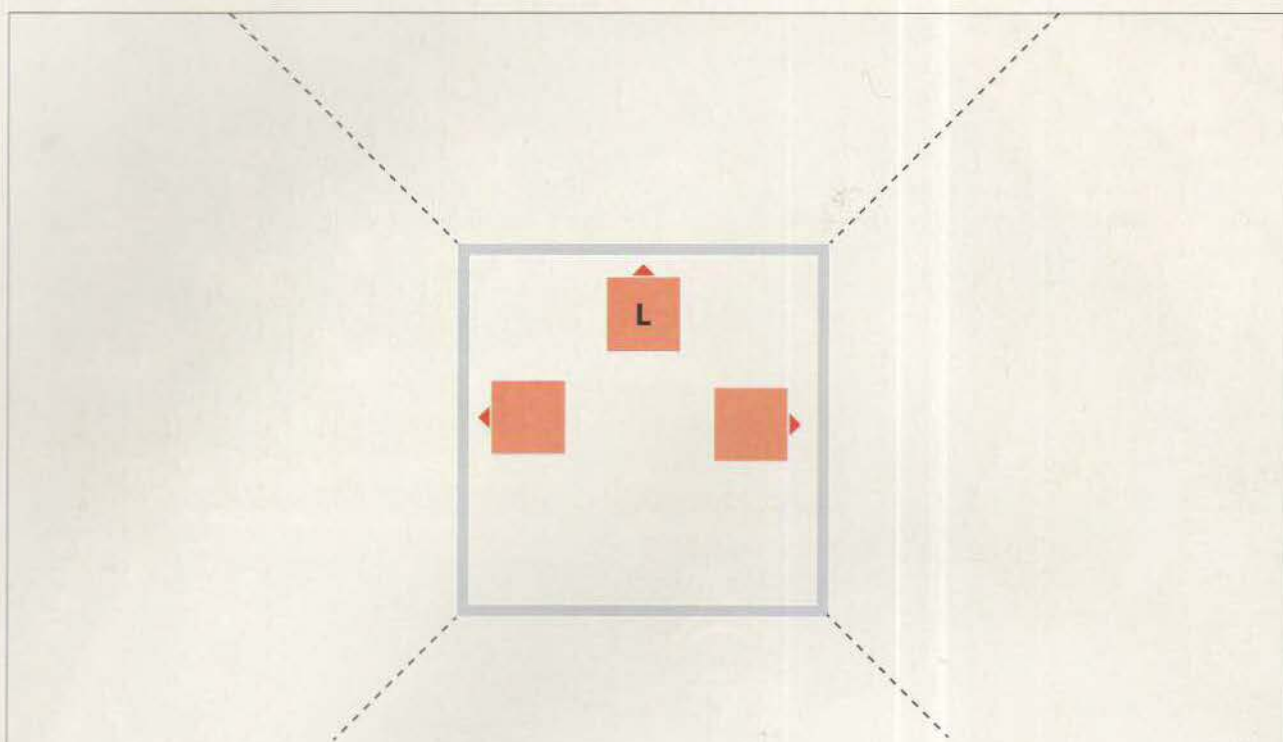
An element occupies a building placing its stands on three sides. Their arc of sight is based on the edges of the building.

a building does not have a flank, so enemy elements will never receive any bonuses for a flank attack.

Players will measure to and from the building or template sides rather than the element occupying the building when determining distances for shooting and charging.

Elements occupying a building have their firepower and their ability to react to an enemy's movement dramatically reduced. To this end, elements that occupy a building have no Threat Zone, so they will be unable to conduct Snap Fires or announce Counter-charges. Elements in a building cannot be supported if they are fighting in a melee, but they can support other melees if they are within range.

Exiting a Building

An element wishing to exit a building must spend a Maneuver Order and place the element in any formation as long as the element is touching the building or template. The element will suffer a Disorder Marker once it has exited the building, and may continue to receive orders per the normal rules. The player may select which side the element will exit the building, as long as the element does not contact or overlap any enemy or friendly elements.

Shooting from a Building

Elements that occupy a building will have visibility and line of sight on all sides of the building regardless of the actual locations of the doors, windows, and openings. When the element wishes to shoot, it will spend a Combat Order and may select up to two target elements, ignoring the normal targeting rules.

The sides of the buildings are used to determine the element's arc of sight, and the line of sight is measured from the center of each building side.

Once all the targets and sides of the building have been selected for shooting, the player will create a dice pool for the element, adjusting the pool for any Disorder Markers. The player may then allocate the remaining dice in the pool to each target ensuring that a minimum of 1d6 is selected for each target. After the dice have been

divided for each target, the target shooting modifiers will be applied based on the conditions of each target.

Shooting into a Building

Elements shooting at a target occupying a building will follow the normal shooting rules and modifiers, except that the element will draw a line of sight and measure to the building instead of the element occupying the building. The positioning of the doors, windows, and openings are inconsequential for purposes of targeting as long as the element can draw a line of sight to the building. An element that occupies a building is considered to be in cover when targeted for shooting.

British loyalists attempt to defend their well-sited encampment from the American militia. (Joe Moore)

ARTILLERY SOLID SHOT, MORTARS, AND ROCKETS TARGETING BUILDINGS

Artillery elements using solid shot, mortars, and rockets targeting an enemy element inside a building do not suffer any penalties for the element occupying cover.

Charging an Occupied Building

Only infantry or dismounted cavalry elements may declare a charge against elements that occupy a building. The normal rules apply for players wishing to have an element charge an appropriate target, but the distance is measured to the building rather than the element occupying the building.

Conducting a melee against an element that occupies a building is performed using the normal rules, except both the charging element and element occupying the building will roll half of their Action dice rounded up before adjusting their dice pool with the melee modifiers.

The element occupying the building is considered to be in a defensive position.

When resolving the combat resolution, the winner and loser will be determined using the normal rules, with the following exceptions:

* The element occupying the building will not withdraw if it loses combat and it will not suffer a Disorder Marker for fighting in a melee, but all other conditions for losing a combat apply.
* The charging element will remain in contact with the building if it wins combat and may continue to use Combat Orders to initiate a melee.
* The element occupying the building will only withdraw from the building if it leaves voluntarily, fails a Discipline Morale Test, or is Shattered.
* If the element occupying the building loses a melee and withdraws because it failed a Discipline Morale Test, then the winning element may occupy the building immediately regardless if it is the active element or not. This is a free movement and does not count as the free Maneuver Order if the winner is the active element.

HILLS

High ground is of paramount importance during combat, as it provides fantastic viewpoints of the battlefield and allows artillery a vantage point to protect the infantry advance. Artillery during this time period was not incredibly accurate, and the risk of hitting their own troops by firing over their heads was too great. Placing artillery on hills to fire over their own forces lowered the risk, depending on their distance to target.

Artillery Shooting from Hills

If cannon artillery elements are on higher ground, are attempting to fire at a target, and there are friendly elements within the Fire Zone, then the following conditions must be met to allow the shooting to take place:

* The friendly elements cannot be within the shooting artillery element's Threat Zone.
* The friendly elements cannot be within the target element's Threat Zone.

Mortar and rocket artillery elements follow their normal shooting rules when on a hill.

Infantry and Cavalry Shooting from Hills

If infantry and cavalry elements are firing from a hill they will follow the normal line of sight and shooting rules.

Hills and Line of Sight

The easiest and most efficient way to check line of sight when hills are involved is for the players to lower their heads and get a soldier's-eye view of their line of sight. If the hills block line of sight or provide cover for an element, then this will be the easiest way to determine the situation.
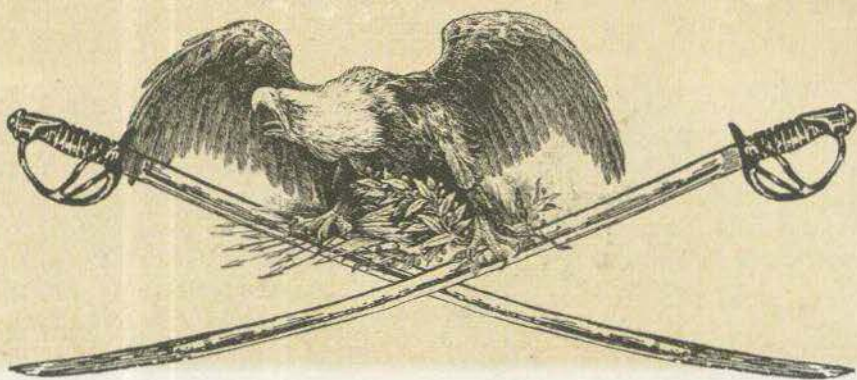
ADVANCED RULES

The Advanced Rules are provided to allow players to create more historically accurate forces, and present a more elaborate resource management system. There are four sections to the advanced rules, allowing the players to utilize and design force lists to create a diverse selection of troops and add new strategies to game play. The first section adds in special element rules or "upgrades," enabling the players to create elements more specific to the war they are playing. The second section provides a number of special skills and abilities which are offered by the special element rules, and which give elements more tactical options. The third section is a list of historical units that fought in each specific war covered in this book. The unit types are listed along with the suggested upgrade, either giving the players to freedom to follow those guidelines or to alter those ideas by selecting a different upgrade for a particular unit type. The final section offers optional rules that the players may want to bring to the table to offer new challenges.

SPECIAL ELEMENT RULES

The Special Element Rules section provides a list of special element types that were common on the battlefields of the late 18th and early 19th centuries. Players have the ability to create their own force lists using the special element types and the point costs associated with them. Designing a force list is as easy as utilizing the standard element list and adding or subtracting the appropriate points cost for changing the desired special element type.

Each special element entry provides the legal formations the element may use during game play and which element types may be upgraded. The player will select an element type from the standard element lists, and in the case of infantry elements all upgrades are added to the points cost for smoothbore musket infantry.

When designing a special force list, players may select one upgrade from the list of special element rule types for each element. The Hessian upgrade is the only exception because a player may upgrade an infantry element to have both the Hessian and Grenadier special rules. The force may contain multiple elements that have the same upgrade type, as long as it does not exceed the percentage restriction listed. The restrictions are listed as a percentage under each entry which is based on the number of total elements in the force, dropping any remainders. For example, a player designs a special force list of 9 elements and would like to include grenadiers. This force may have two elements in the force that are grenadiers (9 x .25 dropping remainders = 2)

Additional Ranks

During the campaign season, detachments were often formed to complete various tasks, and when confronted with the enemy they would combine their strength and fight in numbers. An element may add the additional ranks special rule to increase its resiliency and provide a little more firepower.

+10 POINTS PER ELEMENT

* **Restrictions:** Large elements only

Resilient

The additional ranks rule allows elements to ignore the first two hits it suffers during the game regardless of the source of the hit.

Numbers

The additional numbers creates more firepower and the ability to overwhelm an enemy in melee. For this reason, an element with numbers adds +2d6 when it shoots and fights in melee combat.

Dragoons

Soldiers such as dragoons were equipped with shorter-barreled muskets called carbines, allowing them to reload much more efficiently from the saddle, but the shorter barrels reduced their effective range. Dragoons were also often equipped with flintlock pistols and swords to be used in melee or when closing with the enemy. Dragoon carbines and pistols are considered mixed weapons and have a range of 6", but dragoons may fire and reload while mounted.

+5 POINTS PER ELEMENT.

* **Restrictions:** Cavalry elements only
* **Formations available:** Any
* **Special Skills:** Mixed weapons, Inspirational Charge (mounted only)

Elite

Elite elements are highly respected by their fellow countrymen and revered by the enemy. They are often led by highly effective veteran officers with the ability to anticipate battlefield conditions.

+5 POINTS PER ELEMENT

* **Restrictions:** Infantry elements only. No more than 25 percent of the elements in the force may be elite.
* **Formations available:** Any

Esprit de Corps

Elite elements are highly trained and often contain a large proportion of Veteran troops. They may reroll any Morale Test that they are required to take. The element must reroll both dice, and the second result will stand regardless of the result. The second result cannot be influenced in any way, including Command Points, to reroll a Morale Test die. The player must decide if they would like to utilize the Elite element's reroll of both dice, or attach a commander and reroll one die. Choose either the Encouraging Words Order or the Esprit de Corps special rule but the element cannot use both.

Grenadiers

The tallest and most skilled soldiers of the time were selected to become part of the grenadiers. Regiments or battalions often had one company of grenadiers, and the European powers would consistently combine the grenadier companies of several battalions to form a converged grenadier battalion. They were a formidable sight on the battlefield, and were aggressive attackers and stalwart defenders.

+5 POINTS PER ELEMENT

* **Restrictions:** Infantry elements only. No more than 25 percent of the elements in the force may be Grenadiers.
* **Formations available:** Any
* **Special Skills:** Inspirational Charge, Carry On!, Vanguard

Hessians

The British Crown had deployed its forces all over the world, and it was in short supply of troops to defend its colonial expansion. German city states and principalities sympathetic to the British were enlisted as mercenaries to help defend their interests in North America. The German mercenaries, commonly referred to as Hessians because of the large number of soldiers hailing from the area called Hesse, marched and fought in very disciplined tight formations consisting of three ranks. The Hessians were unfamiliar with the North American landscape and

The Fusilier Regiment von Lossberg at White Plains, by Graham Turner © Osprey Publishing Ltd. Taken from Campaign 192: New York 1776.

were accustomed to the large open battlefields of Europe. The strict discipline and drill of the Hessians made them slightly more cumbersome on the battlefield, but they tended to have well timed volleys.

+5 POINTS PER ELEMENT
- **Restrictions:** Infantry elements only
- **Formations available:** Any

German Ranks
The densely-packed formations and impeccable timing of the German mercenaries often gave them very intense volleys. German mercenaries fire as if using the Concentrated Volley order, which may allow them to reroll their misses during their very first shooting action of each turn's activation, and may ignore any Ragged Volley results during this first fire. However, any German mercenaries with the German Ranks rule will reduce their number of Maneuver Orders by one.

Variety
Hessians sent a wide variety of troop types to North America, and if players wish to field Hessians they may select from the list below:

- **Musketeers and Fusiliers:** The standard rank and file of the German mercenaries that fought in North America. These troop types have no additional rules or upgrades except for the Hessian rules above.
- **Grenadiers:** The Hessian grenadiers performed and operated very similarly to their English-speaking ally. To upgrade a Hessian element to grenadiers, it is an additional +5 points. A Hessian grenadier element will have the Hessian and Grenadier upgrades.
- **Jägers:** The German huntsmen acted as scouts and were armed with the deadly rifle. Even though Jägers were German mercenaries, they operated with a lot more freedom and fought in looser formations. For this reason Jägers do not pay for the Hessians upgrade nor do they receive the German Ranks special rule, but they can be upgraded to Riflemen if the players would like a more accurate representation of their capabilities on the gaming table.
- **Artillery:** The Hessians brought with them all sorts of artillery, and their crew functioned similarly to their western European counterparts. Their artillery is no different than the artillery players can purchase in the standard force list. Hessian artillery operate very exactly like any other artillery so they do not need to pay for the Hessian upgrade nor receive the German Ranks special rule.

Indians

The Native Americans, or Indians as they are commonly referred to, were settled in North America long before the Europeans had arrived. As France and England began to develop the eastern seaboard of the New World, the Indians were traded with to improve their chances of survival. As war erupted, the Indian nations allied themselves with the nation that would aid their own interests the most. The Indian warriors proved to be irreplaceable scouts, and when massed together into a warparty they were a formidable force.

+5 POINTS PER ELEMENT
* **Restrictions:** Infantry elements only
* **Formations available:** Open Order (Warband), March Column (Indian File)
* **Special Skills:** Ambush, Woodsmen, Scouts, Mixed Weapons, Vanguard, Inspirational Charge (Warcry)

War on the Run
When Indian elements have spent all of their Maneuver Orders they may elect to spend Combat Orders for use as Maneuver Orders. For each Combat Order that is used in this way, the element must take a Disorder Morale Test, and if the test is failed the element receives a Disorder Marker. Unlike failing a Forced Order, the Indian element may continue to spend Combat Orders for Maneuver Orders even if it fails a Morale Test.

Distrust
Indians often do not have the same objectives in combat as their European allies. European and American commanders considered Indians to be unreliable and treated them accordingly. Indians cannot be issued a Command Point, nor will they act upon an action that requires a Command Point to be used if they are among a mixed group. A mixed group would consist of Indians and any other element that is not an Indian element or does not have the Indian Allies Special Skill.

Warparty
If a group consists of entirely Indian elements or Indian Allies, then the Group Commander will be a trusted Indian sympathizer. The commander of the group will be allowed to issue Command Points to any of his elements per the normal rules. If all of the groups consist of Indians and Indian allies, then the Force Commander will be an Indian Ally. The player may have the Force Commander use his Command Points to influence any element in the force.

Preserve the Nation
Indian warriors allying themselves with the Western powers is completely voluntary, so they often will flee from the battle or withdraw from a situation where there is a high risk of casualties. For this reason Indian elements suffer a -1 to the die roll when performing Discipline Morale Tests.

Light Dragoons

Light dragoons grew out of necessity, in order to have properly trained mounted troops perform tasks such as scouting and picket duty. They moved and operated in looser formations, gathering intelligence and quickly reporting their discoveries back to the officers with the core force. Light dragoons carried the same equipment that the dragoons carried, fulfilling many of the same roles once battle was commenced.

+5 POINTS PER ELEMENT
* **Restrictions:** Infantry and Cavalry elements only
* **Formations available:** Open Order, March Column
* **Special Skills:** Mixed Weapons, Scouts, Vanguard, Carry On!

Light Infantry

Every nation had specially-trained soldiers who were responsible for setting pickets and advancing ahead of the main force. Their duties could be searching for the enemy, engaging the enemy to pin them into place, or rooting out ambushes. The soldiers were typically shorter and more agile than your average soldier, allowing them to navigate scenery more easily and provide a smaller target to the enemy.

+5 POINTS PER ELEMENT
* **Restrictions:** Infantry elements only
* **Formations available:** Any
* **Special Skills:** Scouts, Vanguard

Militia

Armies of all nations filled their ranks with the farmers and merchants from the local areas. Better known as militia, these groups of part-time soldiers maintained a questionable reputation on the battlefield.

-5 POINTS PER ELEMENT
* **Restrictions:** Infantry and Cavalry elements only

- **Formations available:** Any
- **Special Skills:** Self-preservation, Cumbersome

Militia Riflemen

Militia fortunate enough to own a rifle were grouped into formations that became deadly opponents on the battlefield. Their increased range and accuracy made them important assets, but their commitment and resolve were constantly being questioned. Riflemen were not very enthusiastic about close-quarters fighting nor were they equipped to fight in melee, so they chose to withdraw when the enemy got too close.

+5 POINTS PER ELEMENT

- **Restrictions:** Infantry and Cavalry elements only. No more than 25 percent of the elements in the force may be Militia Riflemen.

- **Formations available:** Any
- **Special Skills:** Rifle, Marksmen, Cumbersome, Self-preservation

Minutemen

The American countryside was filled with volunteers who would drop their daily activities at the sound of the call to arms. Within minutes they would be equipped for battle and ready to march to war.

+5 POINTS PER ELEMENT

- **Restrictions:** Infantry elements only. No more than 25 percent of the elements in the force may be Minutemen.
- **Formations available:** Open Order, March Column
- **Special Skills:** Self-preservation, Ambush, Scouts

American militia formed up into a firing line. (Wargames Factory)
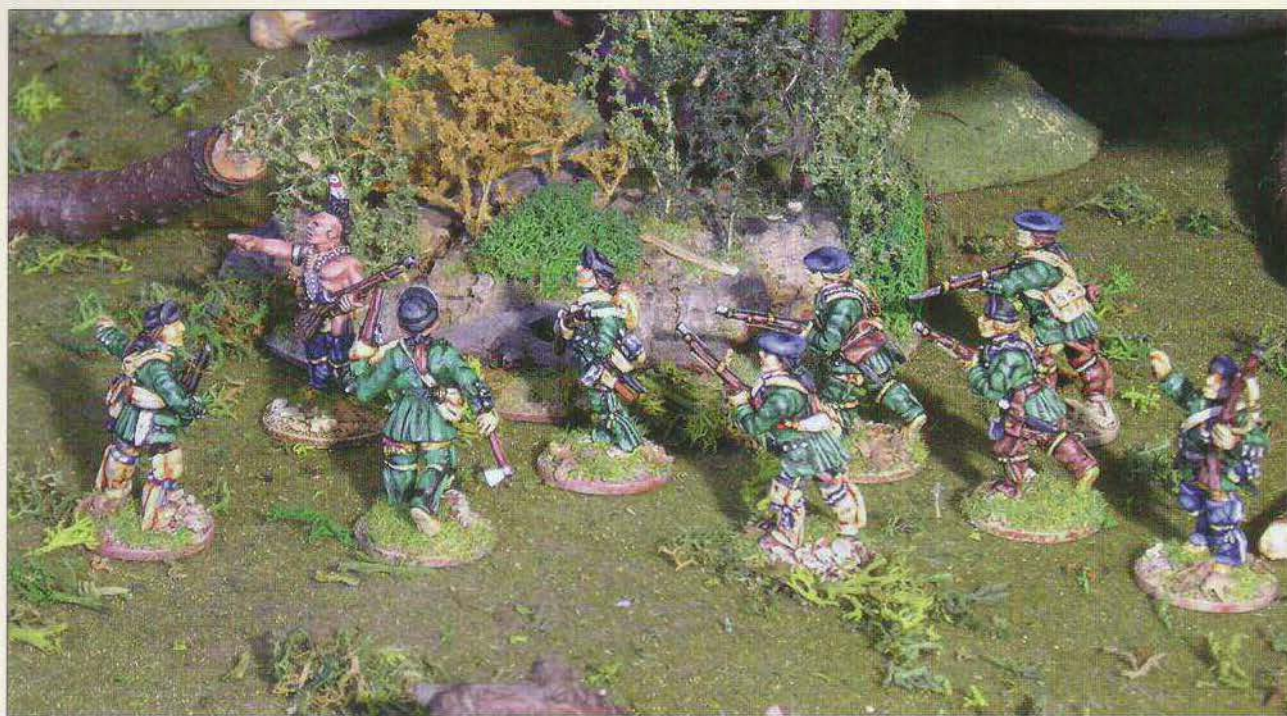
Rangers out on a scouting patrol. (Galloping Major)

Rangers / Frontiersmen

The frontier of the New World provided history with some very colorful individuals and these people fought for survival each and every day. When war threatened everyone's way of life, these frontiersmen stepped forward to defend their homes and livelihood. These frontiersmen or rangers conducted war in a more brutal and "uncivilized" fashion, using guerrilla tactics and psychological warfare to convince their enemy that fighting was too costly an endeavor.

+5 POINTS PER ELEMENT

- **Restrictions:** Infantry elements only
- **Formations available:** Open Order, March Column
- **Special Skills:** Scouts, Woodsmen, Vanguard, Ambush, Carry On!

Riflemen

The vast majority of the weapons during the late 18th and early 19th centuries consisted of a smoothbore barrel, making the trajectory of the musket ball very unpredictable and erratic. Trappers and hunters often crafted their own rifles, carving a network of spiraled grooves down the barrel that allowed the musket ball to shoot considerably straighter. The rifling increased the range of the flintlock, but made it more time consuming to reload. In the trained hands of a marksman, the rifle became one of the deadliest weapons for the time.

+10 POINTS PER ELEMENT

- **Restrictions:** Infantry and Cavalry elements only. No more than 25 percent of the elements in the force may be Riflemen.
- **Formations available:** Open Order, March Column
- **Special Skills:** Rifle, Marksmen, Scouts, Cumbersome

Fear of Cold Steel

Rifles were designed for hunting animals, so there was no need for a bayonet. As a military weapon, the rifle was very deadly at range but no match when on the receiving end of a bayonet charge. Riflemen elements must perform a Morale Test in order to declare a charge reaction other than Withdraw, and must pass a Morale Test in order to declare a charge.

SPECIAL SKILLS

Several special elements will have related skills, so rather than creating clever names for each type of ability and making them unique to each element, a more general approach was decided. Learning special skills and abilities can be a daunting task, but these factors can make games more fun and interesting.

Creating a more generic list of skills enables players to learn the abilities faster and know exactly how they are played regardless of the elements involved. These skills are integrated into the element upgrades above and cannot be added to an element for a particular points cost. Of course, players may want to create their own special elements and are encouraged to do so, but this list is for reference purposes only if players are worried about a gaming standard.

Ambush

No battle would be complete without a hint of surprise or deception. The European powers in North America wanted to bring Old-World tactics to the New-World continent, but the thick wilderness and unsettled landscape forced them to reevaluate their fighting style.

The forces quickly realized that the terrain was perfect for setting ambushes, and each nation took their opportunities when the situation presented itself.

Scenarios will dictate if elements are allowed to ambush and which player can set an element in ambush. The player may elect to keep the element off the table, hidden in ambush, or choose to deploy all of their forces using the normal scenario deployment rules. If the scenario does not mention ambushers, then only elements with the special ambush rule may choose to ambush in the game. Only one element per side may be selected to ambush unless the scenario dictates otherwise.

The ambushing element may be deployed on any turn, and to reveal the ambush the player will follow the procedures below:

- The group that the ambushing element belongs to is activated along with the Group Commander.
- The ambushing element is activated when the player would like it to ambush.
- Place the ambushing element in any formation inside the player's deployment zone or in the battlefield area.
- Activate the element and perform orders.

A British column is ambushed as it exits the woods. (Kevin Krause)

When an ambushing element is deployed, it may be placed anywhere within the player's deployment zone or within the battlefield area.

The ambushing element must be placed outside of 12" from any enemy element unless the element is placed occupying area terrain, occupying a building or behind a linear obstacle. If the ambushing element is deployed to occupy area terrain, in a building, or behind a linear obstacle, then it must be placed outside of 6" from any enemy elements.

The ambushing element may be placed in any formation, following the normal rules of play, and may face in any direction. Once the ambushing element has been placed, the player will activate and issue orders to the ambushing element.

Carry On!

Elements with the Carry On! rule typically had very capable officers within the ranks and tended to adjust to battlefield conditions regardless of who was in charge. For this reason, they are not required to Regroup like other elements when they are activated without a Group Commander. Elements with the Carry On! rule may continue to operate without a commander only if the Group Commander has been killed. If a Group Commander is present, the element must be within his SPI to receive orders.

Cumbersome

Cavalry spent an immense amount of time training not only mounted but dismounted to hone their skills on the battlefield. There were several mounted militia and riflemen units that were used as effective scouts, but it was far easier to dismount to fire efficiently and reload their muskets.

For this reason, elements with the Cumbersome rule must dismount from their horses in order to spend a Maneuver Order to reload.

Inspirational Charge

An element with Inspirational Charge is highly motivated to close with the enemy and inflict as much damage as possible or force a quick retreat. The element may yell, scream, or cause a spectacle, hoping to instill fear before the impact of the charge. If the element has initiated melee by using a Combat Order, it may reroll all of its

dice that failed to hit. A commander may not use Encouraging Words to reroll a reroll.

Marksmen

Riflemen can be very accurate and severely impact Morale when officers become specific targets. If an officer is attached to an element that is hit by a riflemen element, the shooting player will receive a +1 to the roll when determining if the attached commander is hit.

Marksmen will also cause a Disorder Marker if at least one 6 is rolled for shooting. If a punishing volley is rolled (two of more sixes) when shooting, the target element will receive a total of two Disorder Markers.

Mixed Weapons

The Mixed Weapons skill represents elements that would be equipped with shorter-ranged weapons such as pistols, bows, and carbines. Elements with the mixed weapons rule have a 6" range for shooting.

Rifles

Riflemen elements have their shooting range increased to 18", but because of the slow nature of their reload time they will have one less Maneuver Order. To reflect the deadly nature of the men trained with rifles, the element's Threat Zone is increased to 18".

Scouts

Elements with the Scout ability often are sent far ahead of the rest of the force in order to detect ambushes, locate the enemy, find suitable food and shelter, or establish an advantageous area for the rest of the army to deploy.

Ambushes may not be revealed within 18" and within the arc of sight of an element that has the Scout ability.

Due to the nature of their fighting style and their preponderance for moving rapidly, Scouts can never form into Battle Line.

Self-preservation

Soldiers with specific battlefield tasks were not always drilled properly or consistently enough to withstand the physical and mental impact of a bayonet or saber charge. Their role or shortage of equipment often left them

Militia seek shelter behind a stockade's defenses. (Galloping Major)

without bayonets, so these troops would tend to run at the first sign of an impending charge. If an element with self-preservation fights in melee, it does not receive any of the advantages for fighting in Battle Line.

Elements with Self-preservation were not interested in seeing the battle to conclusion. They would either perform their appointed tasks and retire, or the troops did not have the iron will to fight any longer than their officers' expectations. To reflect the element's wavering discipline, it will start the game Shaken rather than Fit.

Vanguard

A Vanguard element never needs to check to see if it's within the SPI of a commander to receive orders. It cannot receive Command Points unless it is within the Sphere of Influence of the commander issuing the orders.

Woodsmen

Woodsmen have spent the majority of their life trapping, hunting, and living in the wilderness of the "New World." They are familiar with how to navigate the thick forest and ambush their prey in strategic locations.

INDIAN ALLIES

Woodsmen have developed a long-standing relationship with the American natives and they have cooperated and traded together for several years. Any groups that consist entirely of Indians and Woodsmen are considered a Warparty.

WILDERNESS GUIDES

Woodsmen are experts in survival tactics in the thickly forested parts of North America and prefer to operate in looser formations taking advantage of their surroundings.
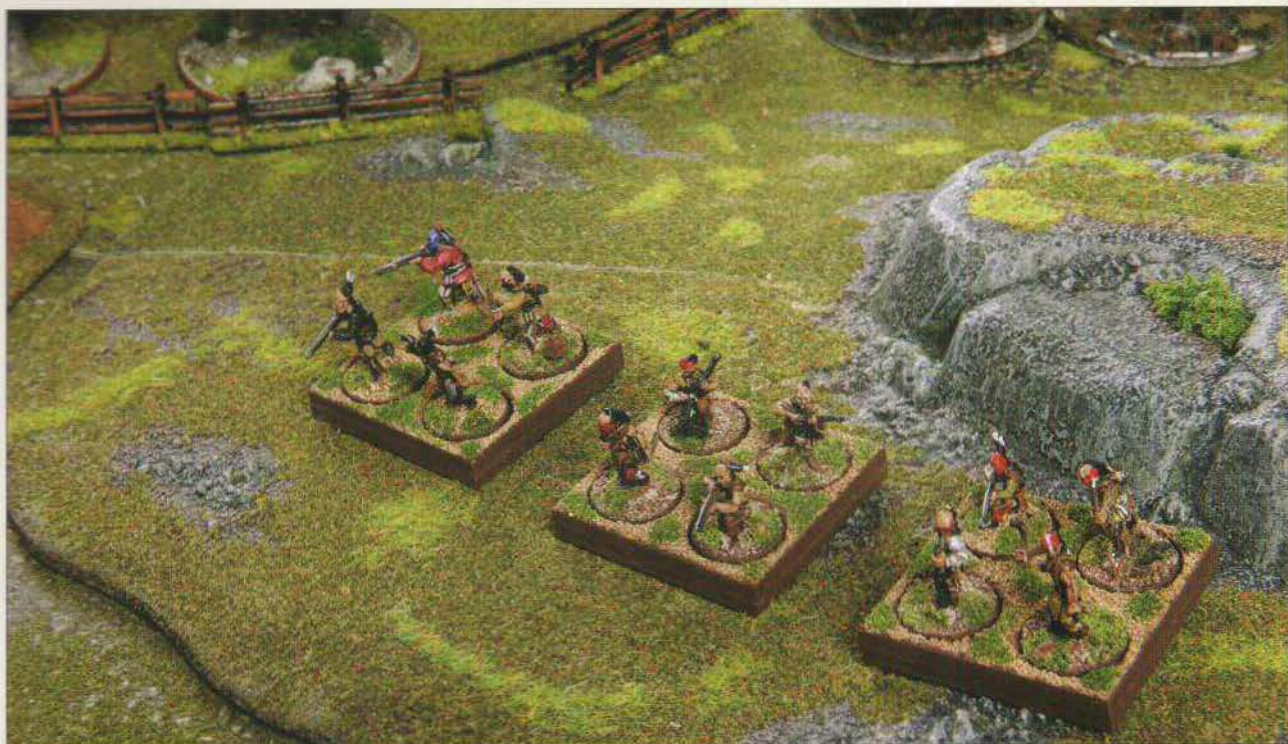
A small group of Indians could easily navigate the woodland landscape and set ambushes for unwary enemies. (Kevin Krause)

For this reason woodsmen can never form into Battle Line.

Woodsmen elements can move through wooded area terrain faster than other elements because of the years spent navigating the difficult landscape. Woodsmen do not suffer any movement penalties for moving through wooded area terrain. Woodsmen will be affected as normal if they attempt to move into any other types of area terrain, buildings, or linear obstacles.

HISTORICAL ELEMENTS

To give players a better understanding of the types of troops that were involved and the skills they offered on the battlefield, the elements have been broken down by war and nation. This will give player a nice guide when selecting which upgrades best represent the types of soldiers they would like to field in the game.

French and Indian War (1754-63)

BRITISH FORCES

- British Line Infantry
- British Grenadiers – **Grenadiers**
- British Light Infantry – **Scouts**
- British Highlanders – **Elite**
- Royal Artillery – cannons and howitzers
- Provincial Artillery
- Colonial Rangers – **Rangers/Frontiersmen**
- Provincial Infantry
- Frontier Militia – **Militia**
- Indians – **Indians**
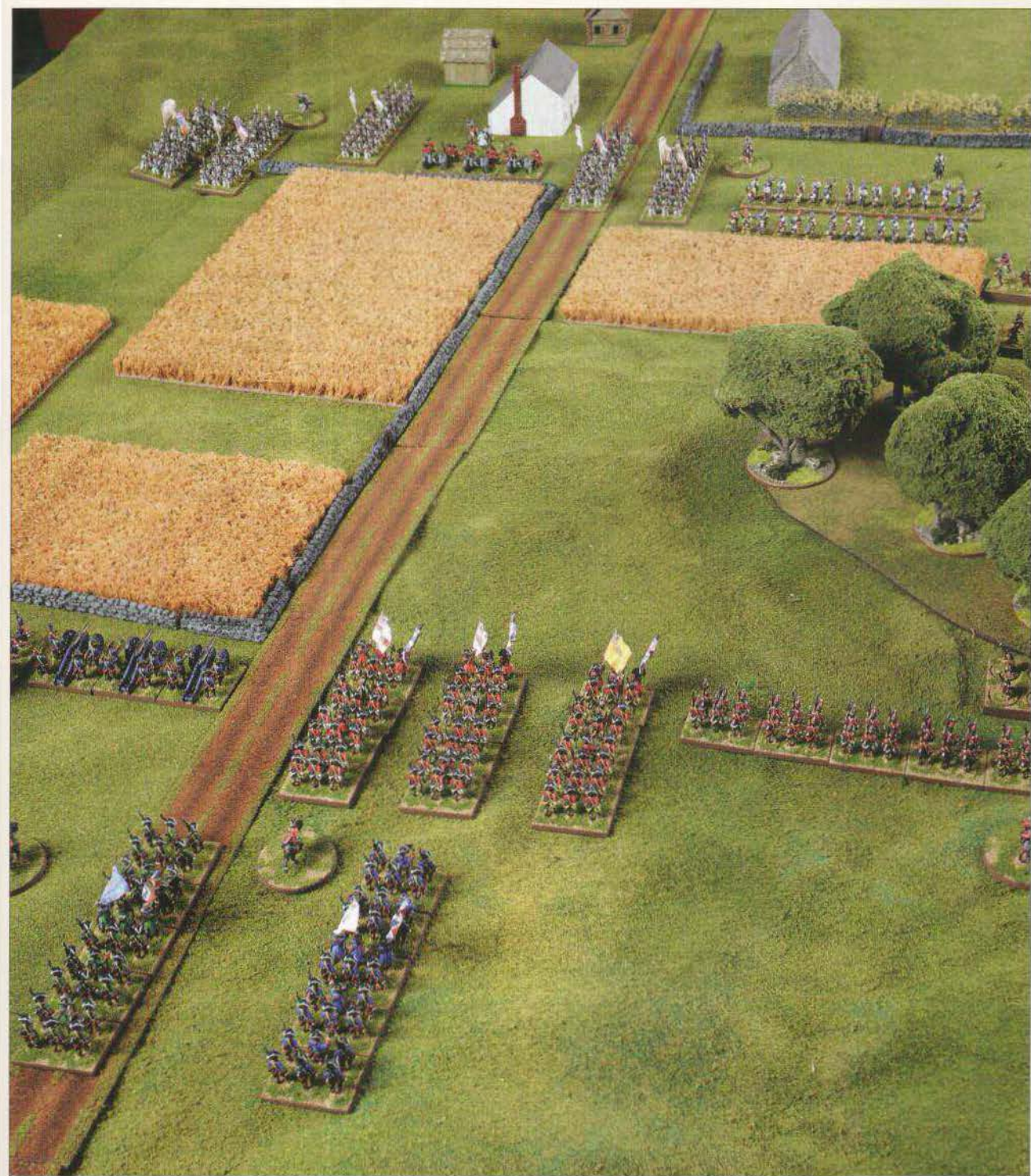
A large British force marches on to the plains of Abraham preparing to attack the French defending Québec. (Kevin Krause)

FRENCH FORCES
- French Fusiliers
- French Chasseurs – **Light Infantry**
- French Grenadiers – **Grenadiers**
- French Artillery – cannons and howitzers

- Campagnies Franches de la Marine – **Rangers/Frontiersmen**
- French Militia – **Militia**
- French Frontiersmen (Coureur De Bois) – **Rangers/Frontiersmen**
- Indians – **Indians**

American Revolution (1775-83)

AMERICAN FORCES
- Continental Infantry
- Continental Grenadiers – **Grenadiers**
- Continental Light Infantry – **Light Infantry**
- Continental Marines – **Elite**
- Continental Artillery – cannons and howitzers
- State and Local Artillery – cannons and howitzers
- American Riflemen – **Militia Riflemen**
- American Minutemen – **Minutemen**
- American Militia – **Militia**
- American Mounted Militia – **Militia**
- American Mounted Riflemen – **Militia Riflemen**
- Continental and State Dragoons – **Dragoons**
- Continental and State light dragoons – **Light Dragoons**
- Indians – **Indians**

FRENCH FORCES (AMERICAN ALLIES)
- French Fusiliers
- French Chasseurs – **Light Infantry**
- French Grenadiers – **Grenadiers**
- French Hussars – **Light Dragoons**
- French Lancers – **Dragoons**
- French Artillery – cannons and howitzers

BRITISH FORCES
- British Marines – **Elite**
- British Line Infantry
- British Light Infantry – **Light Infantry**
- British Grenadiers – **Grenadiers**
- British Highlanders – **Elite**
- British Artillery – cannons and howitzers
- British Rangers – **Rangers/Frontiersmen**
- Queens Rangers – **Rangers/Frontiersmen**
- British Legion Dragoons – **Dragoons**
- British Light Dragoons – **Light Dragoons**
- Loyalists
- Mounted Loyalists
- Indians – **Indians**

GERMAN FORCES ("HESSIANS" - BRITISH ALLIES)
- Hessian Musketeers – **Hessians**
- Hessian Fusiliers – **Hessians**
- Hessian Grenadiers – **Hessians, Grenadiers**
- Hessian Jägers – **Riflemen**
- Hessian Artillery – cannons and howitzers

Northwest Indian War (1785-95)

AMERICAN FORCES
- American Infantry
- American Light Infantry – **Light Infantry**
- American Riflemen – **Riflemen**
- American Artillery – cannons and howitzers
- American Militia – **Militia**
- American Mounted Militia – **Militia**
- American Militia Riflemen – **Militia Riflemen**
- American Mounted Riflemen – **Militia Riflemen**
- American Dragoons – **Dragoons**
- American Light Dragoons – **Light Dragoons**
- Indians – **Indians**

CONFEDERATION OF NATIVE AMERICAN FORCES
- Canadian Infantry
- Canadian Militia – **Militia**
- Canadian Riflemen – **Militia Riflemen**
- Indians – **Indians**

War of 1812 (1812-15)

AMERICAN FORCES
- American Infantry
- American Grenadiers – **Grenadiers**
- American Light Infantry – **Light Infantry**
- American Marines – **Elite**
- American Riflemen – **Riflemen**
- American Militia – **Militia**
- American Militia Riflemen – **Militia Riflemen**
- American Dragoons – **Dragoons**
- American Light Dragoons – **Light Dragoons**
- American Mounted Militia Riflemen – **Militia Riflemen**
- American Artillery – cannons, howitzers, rocket batteries
- Indians – **Indians**

BRITISH FORCES
- British, Canadian and West Indian Infantry
- British, Canadian and West Indian Grenadiers – **Grenadiers**
- British, Canadian and West Indian Light Infantry and Voltigeurs – **Light Infantry**
- British Highlanders – **Elite**
- British Marines – **Elite**
- Canadian Militia – **Militia**
- British and Canadian Dragoons – **Dragoons**
- British Light Dragoons – **Light Dragoons**
- Royal Artillery – cannons, howitzers, rocket batteries
- Indians – **Indians**

OPTIONAL RULES

Players may want to add more complexity to their games, giving them an opportunity to really stretch their skills as a general. This section is dedicated to rules that players may want to discuss and use once they have a better understanding of the core rules.

Drawing Commander Ratings from a Bag

Players can decide prior to the game beginning what mix of commander ratings are eligible for both sides. The players would look at both forces, determine which side has the most commanders, and add one to that number. Then the players will determine out of that number how many incompetent, competent, skilled and highly skilled commanders there will be available.

Place the number of tokens representing these commanders in a bag, and the first player will draw a token for each commander. Replace the tokens and the second player will repeat the process, drawing one token for each commander. This process will eliminate the randomness of the die roll and keep the commander ratings more balanced for a game.

Unlimbered Artillery Engaged in Melee

Rather than having unlimbered artillery completely destroyed after losing or tying a melee, players could make capturing guns a more competitive aspect of the game. These rules would replace the unlimbered artillery engaged in melee rules.

An unlimbered artillery element may only issue a Hold or perform a Closing Fire order as a charge reaction. The unlimbered artillery element will fight in melee, but if it loses or ties the crew will abandon their guns. If the artillery element is Shattered, it is destroyed and removed from play as per the normal rules.

If the artillery crew abandons its guns, place a marker to represent the fleeing crew, the number of hits it has suffered, and their Discipline level status behind the nearest infantry element that is in the flank and within 12" of the artillery element.

Remove the guns and place an objective marker where the leader of the artillery element was located. As long as the objective marker remains on the table it will count as an objective marker for Victory Point purposes.

If there are no infantry elements that fit these conditions, then the artillery crew will run off the board and will not return for the rest of the game. The artillery element is considered Broken for Morale and Victory Point purposes, so no objective marker is placed.
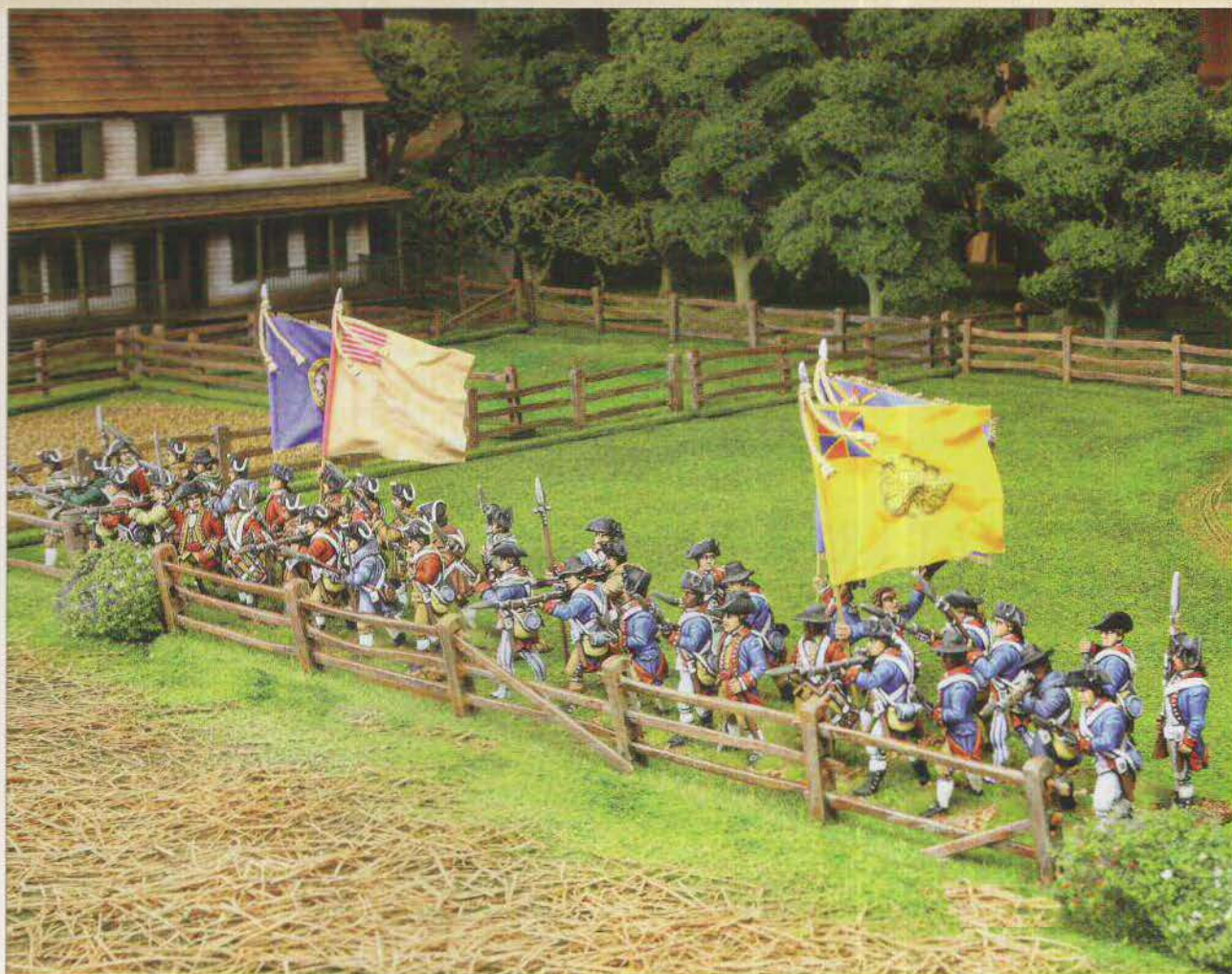
Continental infantry take position behind a split-rail fence. (Front Rank Figurines)

RECOVERING THE GUNS

If the infantry containing the artillery crew moves to within 6" of the objective marker representing the artillery element and there are no enemy elements within 6" (see controlling objectives for more rules), the artillery crew will take a Morale Test using their own Morale in an attempt to recover the guns. The Morale Test is conducted at the end of the infantry element's actions that the artillery crew is attached to. Commanders may use their CPs to influence the Morale Test, and the commander will attach himself to the infantry element rather than the artillery crew.

If the Morale Test is passed, place the artillery crew marker next to the objective. The artillery crew may do nothing for the rest of the turn. During the next turn the artillery element may be activated as per the normal rules, so replace the objective marker with the artillery element leader and redeploy the remaining stands into proper formation. The artillery element will receive its normal Maneuver and Combat Orders based on its status once activated.

If the Morale Test is failed, the artillery crew will remain with the infantry element and may attempt another Morale Test the following turn, as long as all the conditions above continue to apply.

If at any point the artillery crew has passed its Morale Test and are next to the artillery objective when it is contested or controlled by the enemy, the artillery crew

will flee once again to the nearest friendly infantry element within 12" of the objective. If there are no suitable infantry elements the artillery crew will flee the board and the artillery element becomes Broken. Remove the objective marker; the artillery crew and the artillery element is considered destroyed for Morale and victory-point purposes.

Ammunition Shortage

During the winter months, the soldiers, their wives, children, and townsfolk were preparing for the thaw and the spring campaign to begin. This down time allowed the soldiers to fill up their cartridge boxes with ammunition, because once on campaign they were not sure when they would receive supplies.

Every time an element fires a volley in a turn, the player should roll a different colored die. If the result of that die is a 1, then place a "low on ammunition" marker next to the element. If another 1 is rolled when the element is low on ammunition, then the element has run out of ammunition and may not fire any more during the game.

Limited Ammunition

Players may want to give every element in their force a limited number of shots for the game. Experience playing the game will help determine the best numbers to assign for limited ammunition, and if players would like to make the games more challenging they could even assign different values to each element to reflect a historical campaign or just to make things more challenging.

Multiple Elements Occupying a Single Building

Players may want to use villages, towns, or larger buildings in their games. Having the flexibility to have more than one element occupy and defend buildings might be important to represent particular battles. The following rules would replace the standard rules of only having one element regardless of size occupying a building

- 3" square template or building –This tiny template would allow one tiny element to occupy this building.
- 6" square template or building – Considered a small template, this would allow two tiny elements or one small element to occupy the space.
- 9" square template or building – The medium template can allow three tiny elements, one small element, one medium element, or one small and one tiny element.
- 12" square template or building – The large template can have four tiny elements, two small elements, one medium element, one large element, one small element and two tiny elements, or one tiny element and one medium element.

Players may want to create larger templates for towns or place several various-sized templates together, so players have the freedom to alter the rules to accommodate their scenery collection.

Elements moving into or out of a building follow the same basic rules and may select which side to face when the element enters the building.

Each element that is activated within the same building may shoot using the normal building rules. The soldiers will step back to reload their muskets and allow soldiers who are loaded to move into the opening to maintain a constant fire.

When the building is targeted for shooting, the side with the elements in the building must select the order and divide the hits as evenly as possible among all of the elements occupying the building.

If the building is charged, the active player may select which element to engage and the remaining elements in the building will provide Close Support. Elements may not occupy a building until all enemy elements are removed, so if the building is occupied by multiple elements they must all be forced to withdraw or they all become Shattered.

Rally to Fit

If players wish to extend the length of their games or want specific elements to be a little tougher on the battlefield, they could allow elements to rally their Discipline level up to Fit.
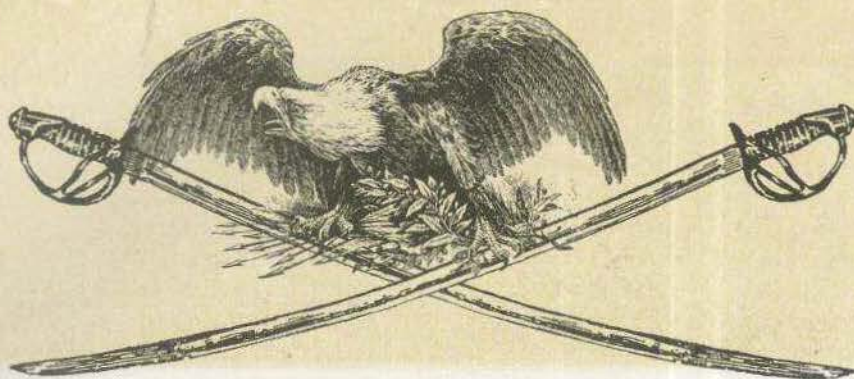
SCENARIOS

The battles that were fought in North America during the colonial period could be categorized based on the overall objectives of the campaign. *Land of the Free* offers nine pre-designed scenarios that players can use to play one-off games or create a full campaign of battles.

SCENARIO GUIDELINES

Below is an explanation of terms that are used in the scenarios and have been provided in one area for simplicity and easy reference.

Game Length

Land of the Free games are played over 6 turns unless the scenario states otherwise.

Table

Tables can be of any size that players agree to, but the most commonly-used table sizes are 4'–6' wide and 4'–8' long. Players will deploy their forces from opposite table edges unless otherwise mentioned, and players should discuss the size of the gaming table based on how big a battle they would like to play.

Victory Points

Players will receive points for each element they shatter or that is considered broken by the end of the game. If one side has their force broken at the start of any turn, the game will immediately end and the player whose force is broken has lost the game.

Each player will calculate the points of their force that is shattered or broken at the end of the game and compare their points value with their opponent. The player who had less of their force destroyed will be declared the victor.

In order to determine the overall level of victory for the game, the winner will divide the force points value of the game by the point difference between both forces and multiply the result by 100 to get an overall percentage. The winning player will receive the first listed number on the Victory Points Table and the losing player receives the second listed number. In the case of a tie then both players will receive a Victory Points score of 3.

Major Victory	6:2	If the points difference is > 25% of the overall points of the game
Minor Victory	5:2	If the points difference is > 10% but < 25% of the overall points of the game
Marginal Victory	4:2	If the points difference is < 10% of the overall points of the game
Tie	3:3	Both players have the same amount of Victory Points

Reserves

On the turn mandated by the scenario or starting on turn 2 if the scenario does not mention a turn, players will activate one Group Commander who is held in reserve and place him touching along their own table edge or the designated table edge in the scenario. The Group Commander cannot be placed within 12" of an enemy element. When the player activates the Group Commander, they will roll for his Command Points, then begin to activate the elements by moving them on to the board within the Group Commander's SPI. The initial movement of each element is measured from the board edge. Once the elements have finished their activations, the Group Commander will move as per the normal rules.

Starting on the following turn, if the player has any more groups in reserve they will select another Group Commander and his elements, and follow the deployment rules above.

Each turn a new Group Commander and his elements that are held in reserve will be activated and moved on to the board until the entire force is deployed on to the table.

If the entire force is held in reserve, the Force Commander may be brought on to the table with any Group Commander. When the player places the Force Commander on the player's board edge, they will roll for his command points. The Force Commander will be able to move at the end of the turn once all of the groups have been activated as per the normal rules. Once the Force Commander is on the table, he will be able to add his CPs to the initiative roll.

Groups and elements held in reserve continue to count as part of the force for group and force Morale purposes.

Controlling Objectives

A player controls an objective if they have an element within 6" of the objective and the opponent does not. If both sides have at least one element that is capable of controlling an objective then the objective is considered to be contested.

An element is considered within 6" if the leader is within 6" of the objective and the element's Discipline is Fit or Shaken. Elements can be Disordered and still control or contest objectives.

The objective can be of any size as long as all the objectives are the same size and both opponents agree on the size of the objective markers.

Victory Conditions

Victory is first determined at the end of turn 6 unless one or both of the forces have been broken prior to the end of turn 6. The player who ends turn 6 in control of more objectives than their opponent will win the game. If a player's force is broken before turn 6 ends, then the other player will automatically control all the objectives.

Major Victory	6:2	If the winning player controls all the objectives by the end of the game
Minor Victory	5:2	If the winning player controls two or more objectives more than their opponent by the end of the game.
Marginal Victory	4:2	If the winning player controls one objective more than their opponent by the end of the game.

If at the end of the game both forces control the same number of objectives, then the game will use **Victory Points** to determine the winner.

Random Scenario Table

Players wishing to randomly determine which scenario to play may roll 2d6 and consult the chart opposite:

2	Frontal Assault
3-4	Flank Attack
5	Hold the Ground
6	Reconnoiter
7	Take the Field
8	Meeting Engagement
9	Surrounded
10-11	Ambush
12	Frontal Assault

TAKE THE FIELD

Background

Two forces collide on the field of battle attempting to gain control of an objective or key landmark in the area. The mission could be to secure food and supplies for the army, capture enemy resources, or provide security for a major road or waterway. The battle is often a clash between reconnaissance forces that quickly escalates with the hopes of demoralizing or destroying the enemy army.

Objective

Your mission is to push the enemy force off of the field of battle and maintain dominance in the area.

Setup

Both players roll a die and the player who has more Scout elements will receive a +1 to their roll. If both players have no Scout elements or both sides have the same amount of Scout elements, then no bonus is awarded. The player who rolls higher will become the Attacker and will determine which table edge (East, West, North, South) they will deploy from, and the side who rolled lower, the Defender, will deploy from the opposite table edge.

The Attacker will place one objective in the battlefield, followed by the Defender placing one objective in the battlefield. The Attacker will place a second objective in the battlefield, but it cannot be within 12" of any other objective. The Defender will place a second objective in the battlefield area, but it cannot be within 12" of any other objective.

The Attacker will begin by placing the first group, including the Group Commander, no further than 12" from their own table edge. The Defender will place one of their groups, including the Group Commander, no further than 12" from their own table edge. Both sides will continue to alternate placing entire groups until all the groups have been placed. All elements must be set up within the sphere of influence of their respective Group Commander, and once both sides have placed all of their groups, beginning with the attacker both sides will place their Force Commanders.

Roll for initiative using the normal rules.

Victory Conditions

Controlling Objectives rule.

British forces aim to capture a vital river crossing from the French. (Kevin Krause)

Table Option A
North: 4–8'

Deployment Zone A 12"

West: 4–6'

East: 4–6'

Deployment Zone B 12"

South: 4–8'

Table Option B
North: 4–8'

West: 4–6'

Deployment Zone A

Deployment Zone B

East: 4–6'

12"

12"
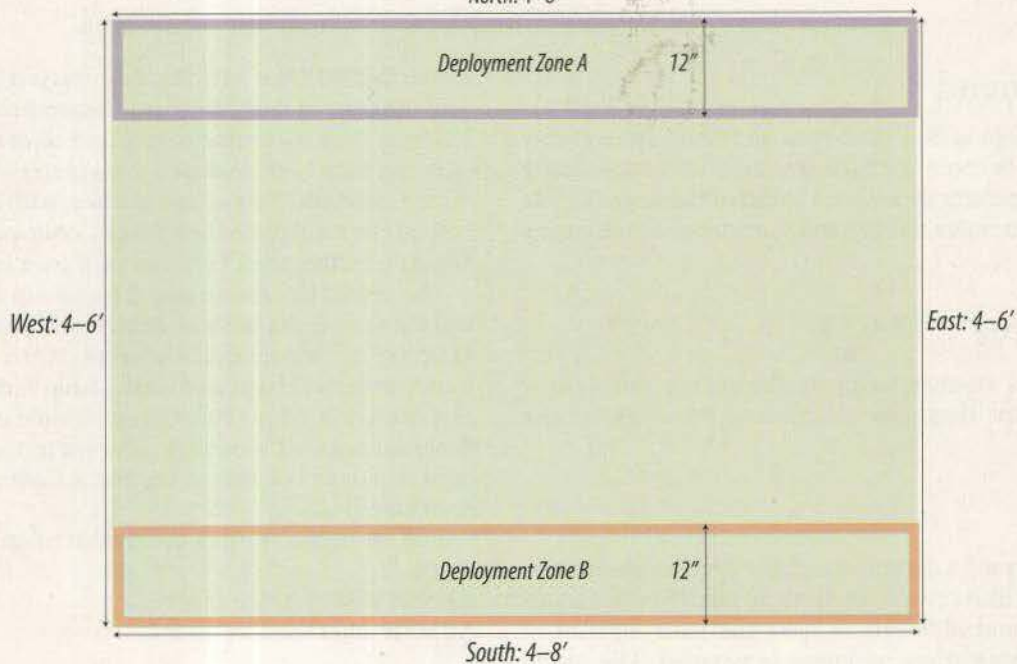
South: 4–8'
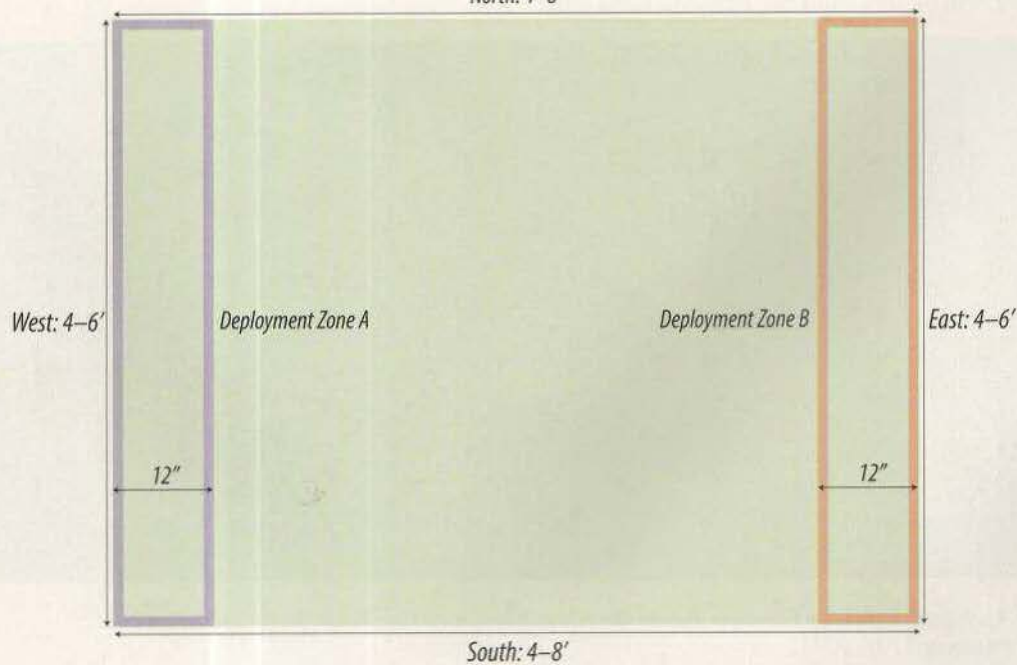
RECONNOITER

Background

The campaign season has begun and finding the enemy can often become a challenge. Small reconnaissance forces and pickets are sent out ahead of the main body in order to determine the size and consistency of the enemy force.

Objective

Both forces attempt to locate the enemy and destroy them before they can establish themselves on the battlefield.

Setup

Both players roll a die and the player who has more Scout elements will receive a +1 to their roll. If both players have no Scout elements or have the same amount of Scout elements, then no bonus is awarded. The player who rolls higher will become the Attacker and will determine which table edge (East, West, North, South) they will deploy from, and the player who rolled lower, the Defender, will deploy from the opposite table edge.

Starting with the Attacker, both players will alternate deploying any of their Vanguard elements no further than 12" from their own table edge. Once all of the Vanguard elements have been deployed, each player will roll for his force Command Points, and starting with the Attacker both players will place their Force Commander on to the board no further than 12" from their own table edge.

The rest of the groups and their Group Commanders will remain off the table in **Reserves**. If a group consists entirely of Vanguard elements, then its Group Commander will be placed on the table within 12" of the player's table edge. The Group Commander will be deployed once all Vanguard elements in the group have been deployed but before the Force Commanders have been placed.

Roll for initiative using the normal rules.

RESERVES

Attacker and Defender Turn 1.

Victory Conditions

Victory Points rule.

The battle of Assunpink Creek, by Graham Turner © Osprey Publishing Ltd. Taken from Campaign 203: Trenton and Princeton 1776–77.

Table Option A

North: 4–8'

Deployment Table Edge A

West: 4–6'

East: 4–6'

Deployment Table Edge B

South: 4–8'

Table Option B

North: 4–8'

West: 4–6' Deployment Table Edge A

Deployment Table Edge B *East: 4–6'*

South: 4–8'

HOLD THE GROUND

Background

Taking and holding ground is essential to a successful campaign that contributes to the overall victory. The forces take to the field in an attempt to hold vital pieces of real estate such as towns, hills, fords, or critical road junctures.

Objective

Three objectives are placed on the table, and the player who controls the most objectives by the end of the game or breaks the opposing force will win the game.

Setup

Both players roll a die and the player who has more Scout elements will receive a +1 to their roll. If both players have no Scout elements or have the same amount of Scout elements, then no bonus is awarded. The player who rolls higher will become the Attacker and will determine which table edge (East, West, North, South) they will deploy from, and the player who rolled lower, the Defender, will deploy from the opposite table edge.

The players will place one objective in the center of the gaming table and then the Attacker will place an objective anywhere in the battlefield area, as long as the objective is at least 12" away from both players' table edges and the center objective. The Defender will place a third objective in the battlefield area at least 12" away from both players' table edges and at least 12" away from the other two objectives.

STARTING THE GAME

Both players will start with their entire force off the table. Both players will roll a d6 to determine initiative. Players will not add in their Force Commanders' CPs because they are not on the table.

The active player will pick a Group Commander and his group to activate. Once the group is selected, the player will place the Group Commander anywhere touching their own board edge and roll for the Group Commander's CPs.

All elements within the group must enter the board within the SPI of their Group Commander, and the initial movement is measured from the table edge. The Group Commander will move once all elements within the group have completed their orders.

Once the active player has finished issuing orders to their group, the active player will pass the initiative and the new active player will pick a Group Commander and his group to perform the same sequences as above.

The players will continue to alternate selecting groups and follow the placement and movement rules as mentioned above. Once all groups have been placed by both players, the Attacker will move their Force Commander onto the table, measuring from the player's own table edge. The Defender will move their Force Commander onto the board following the same procedures as the Attacker. Force commanders will not generate any CPs for the first turn since they will not enter the game until the end of the turn.

Victory Conditions

Controlling Objectives rule.

Table Option A
North: 4–8'

Deployment Table Edge A

West: 4–6'

● Objective

East: 4–6'

Deployment Table Edge B
South: 4–8'

Table Option B
North: 4–8'

West: 4–6'

Deployment Table Edge A

● Objective

Deployment Table Edge B

East: 4–6'
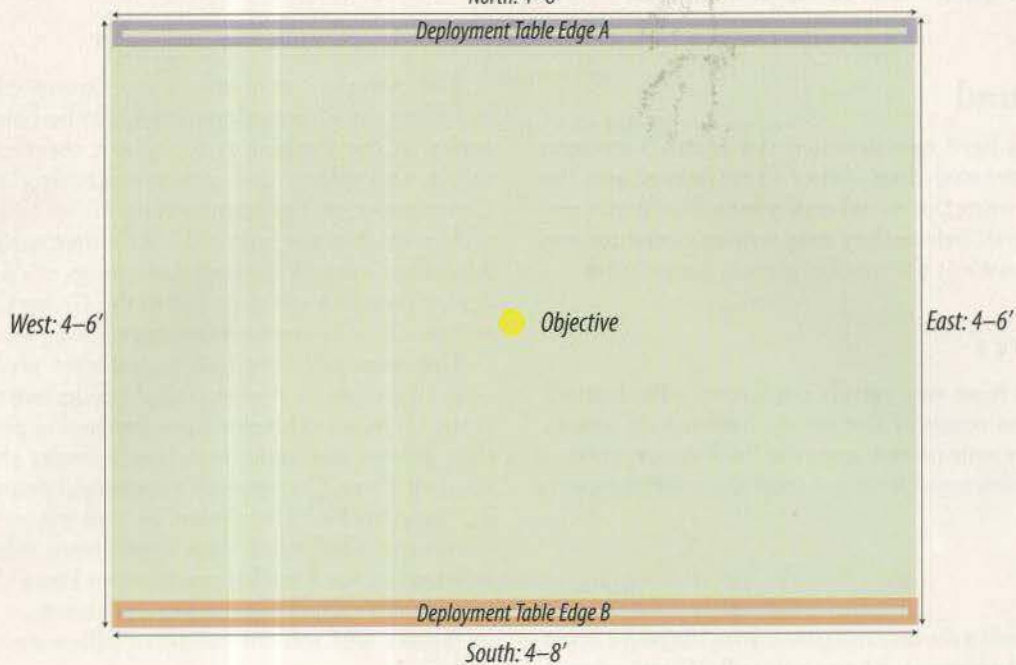
South: 4–8'

FLANK ATTACK

Background

Commanders have miscalculated the enemy's strength and underestimated their ability to maneuver into the flank. Anticipating the mistakes of your subordinates and correcting them before they cost serious casualties and perhaps the battle is the mark of a great commander.

Objectives

The Attacker must successfully implement a flank attack and destroy as much of the enemy before help arrives. The Defender aims to anticipate the flank attack, prevent massive casualties, and hold out until the reinforcements arrive.

Setup

Both players roll a die and the player who has more Scout elements will receive a +1 to their roll. If both players have no Scout elements or have the same amount of Scout elements, then no bonus is awarded. The player who rolls higher will become the Attacker and will determine which table edge (East, West, North, South) they will deploy from, and the player who rolled lower, the Defender, will deploy from the opposite table edge.

The Defender will place three objectives anywhere in their deployment zone as long as the objectives are not within 12" of each other.

The Attacker may select one group of elements, including the Group Commander, to be held in reserve acting as the flanking group. Next, the Defender will select and place one group, including the Group Commander, on the board within 12" of the Defender's table edge, but not within 12" of either side table edge. After the Defender deploys their group, the Attacker will deploy their first group, including the Group Commander, within 12" of their own table edge.

The sides will continue to alternate placing groups until all groups have been placed (excluding the flanking group). Once both sides have finished deploying all of their groups, beginning with the Defender they will roll for their Force Commander's command points, followed by the Attacker. The Defender will place their Force Commander following their deployment rules as above, followed by the Attacker placing their Force Commander adhering to their deployment rules above.

Players will roll for initiative following the normal rules.

RESERVES

Flanking Group: Turn 3
The flanking group may be deployed along any table edge except for the Defender's table edge.

Victory Conditions

Controlling Objectives rule.

Table Option A
North: 4–8'

12"

12"

Defender Deployment Zone

12"

12"

12"

12"

West: 4–6'

East: 4–6'

Attacker Deployment Zone

12"

South: 4–8'

Table Option B
North: 4–8'

12"

12"

West: 4–6'

Attacker Deployment Zone

Defender Deployment Zone

East: 4–6'

12"

12"

12"

12"

12"
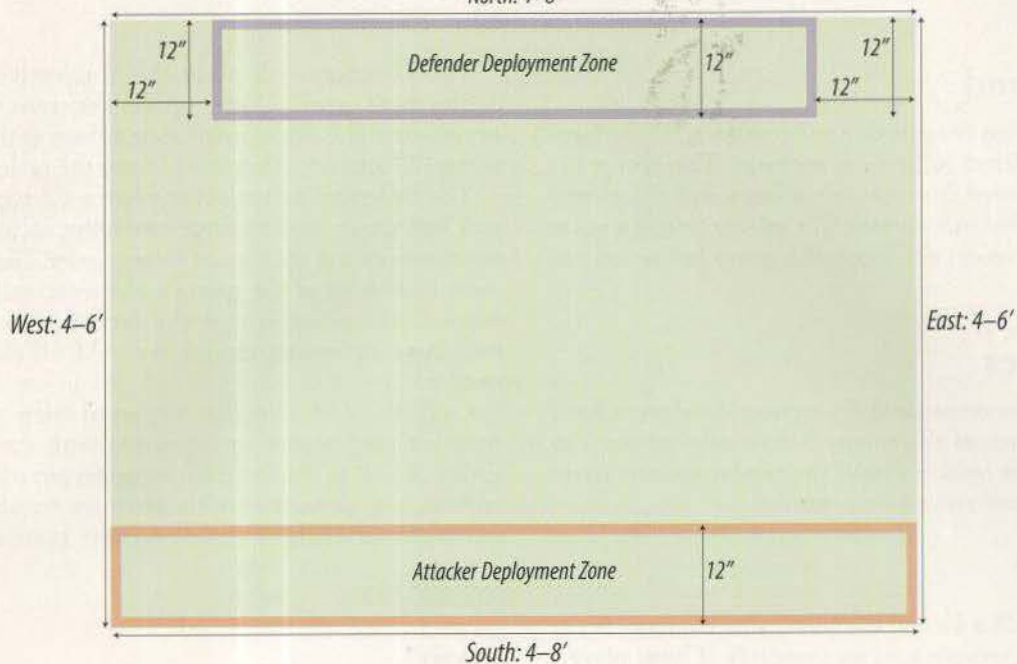
South: 4–8'
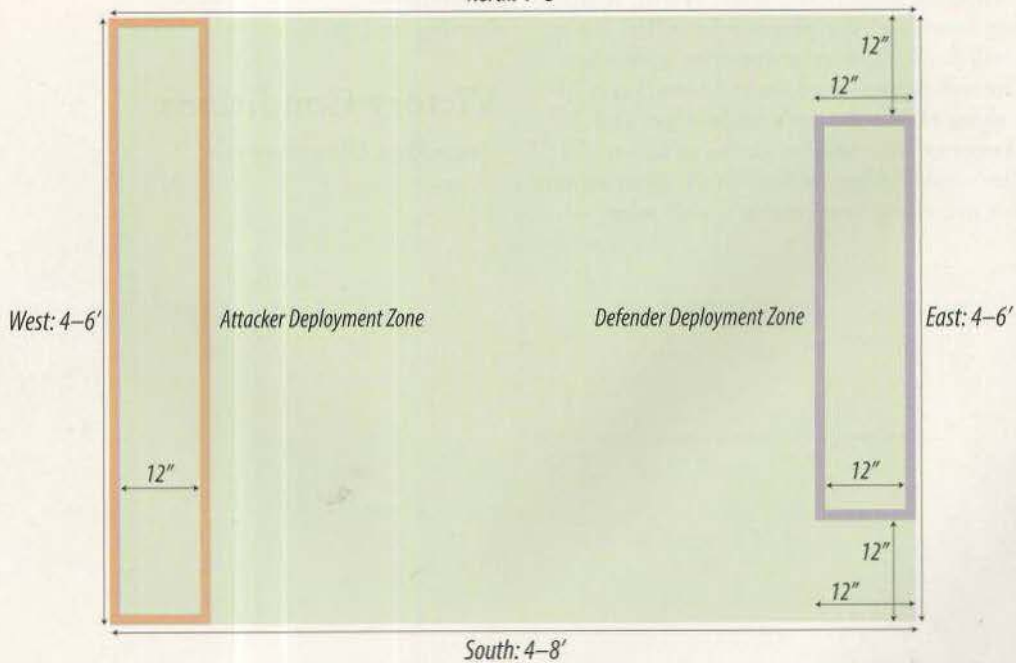
SURROUNDED

Background

The situation has become dire and one group of the force has been ordered to protect an asset. The group has become separated from the main body and the enemy wishes to exploit this mistake. The enemy force moves in quickly to surround and crush the group before aid can arrive.

Objectives

The Attacker must successfully capture the objective and destroy as much of the enemy before help arrives. The Defender must hold out until the reinforcements arrive and save the surrounded elements.

Setup

Both players roll a die and the player who has more Scout elements will receive a +1 to their roll. If both players have no Scout elements or have the same amount of Scout elements, then no bonus is awarded. The player who rolls higher will become the Attacker and will determine which table edge (East, West, North, South) they will deploy from, and the player who rolled lower, the Defender, will deploy from the opposite table edge.

The Defender will create a deployment zone that is 24" wide running along the Defender's table edge, and 36" long. The deployment zone will be placed in the middle of the Defender's table edge so that there is an equal amount of space extending to each side's table edge.

The Defender will place three objectives in their deployment area. These objectives can be placed anywhere in the deployment zone as long as they are not within 12" of each other and 6" from the table edge.

The Defender will select the Force Commander and pick one group in their force to deploy, including all of the elements and the Group Commander. The Defender must deploy all of the group's elements, including the Force Commander, within the deployment zone. The remaining defending groups are held off the table in reserve.

Once the Defender has deployed their group, the Attacker may deploy any elements with the Vanguard ability as well as the Force Commander anywhere on the table as long as no enemy elements are within 18". The rest of the attacking force will start the game in reserve.

RESERVES

Attacker
Starting on Turn 1 and may use any board edge except for the Defender's board edge.

Defender
Starting on Turn 2.

Victory Conditions

Controlling Objectives rule.

Table Option A
North: 4–8'

West: 4–6'

Defender Deployment Zone

36"

24"

East: 4–6'

Attacker Deployment Table Edge

South: 4–8'

Table Option B
North: 4–8'

West: 4–6'

Attacker Deployment Table Edge

36"

Defender Deployment Zone   24"

East: 4–6'
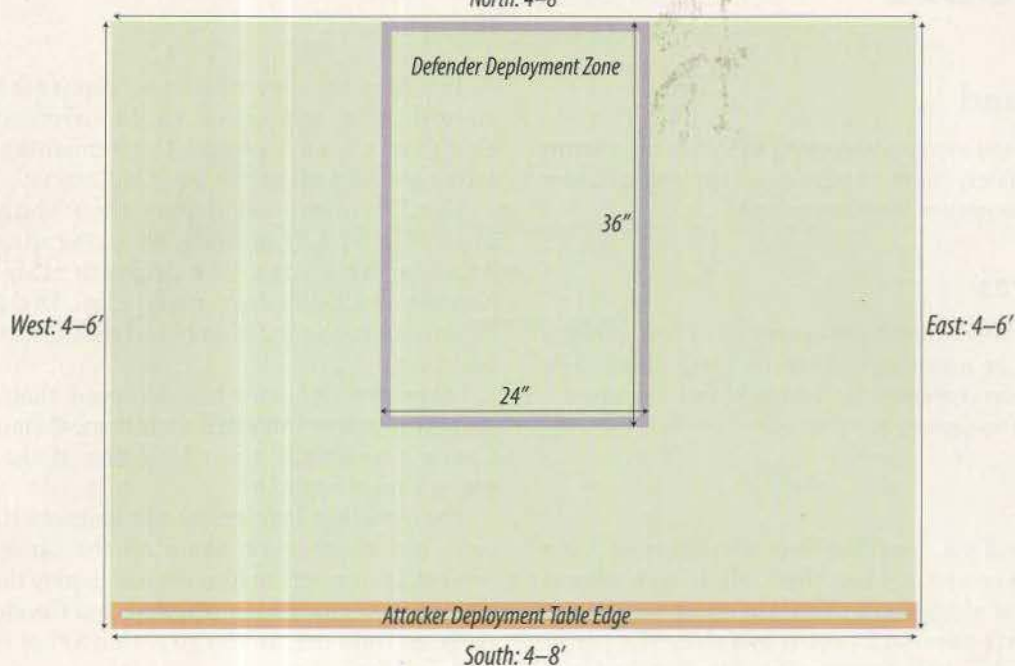
South: 4–8'
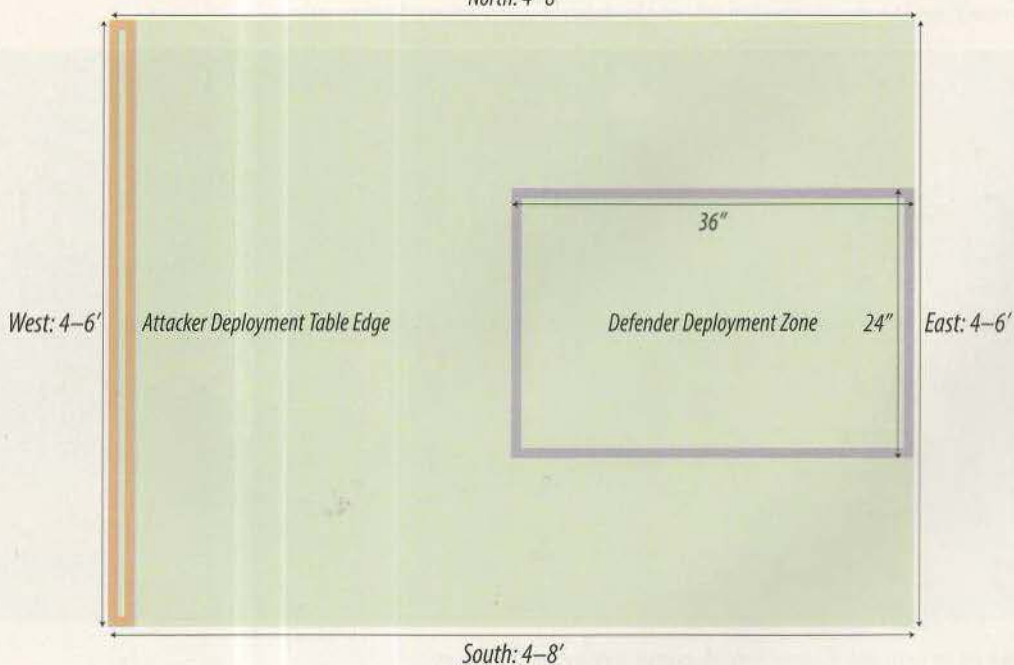
AMBUSH

Background

A force is on the march attempting to locate the enemy, but unfortunately they are lying in ambush and are waiting for the proper moment to strike.

Objectives

The Attacker will ambush the enemy and cause as many as casualties as possible, seeking to break them. The Defender must survive the ambush and organize a counterattack to destroy the enemy.

Setup

Both players roll a die and the player who has more Scout elements will receive a +1 to their roll. If both players have no Scout elements or have the same amount of Scout elements, then no bonus is awarded. The player who rolls higher will become the Attacker and will determine which table edges (East-West, North-South) they will deploy from, and the player who rolled lower, the Defender, will deploy from the Defender's deployment zone running down the length of the table.

The Attacker may select two elements to place in ambush and announces to the Defender which elements are ambushing. The remaining attacking forces are held off of the table in Reserve.

The Defender will deploy their entire force in March Column, if possible, all facing the same non-Attacker table edge. The opposite table edge will become the Defender's table edge. The Defender's deployment zone is 24" wide and runs the length of the table.

Once the Defender has deployed their force, the Attacking player will place their Force Commander and Group Commanders touching one of the Attacking player's table edges.

The Attacker may reveal the ambushes during any turn, but must reveal them on the same turn. The remaining elements in Reserve will deploy the turn after the ambushes have been revealed, and the elements will move on from the table edge within SPI of their Group Commander.

Victory Conditions

Victory Points rule.

American militia lie in wait for a wary British patrol. (Wargames Factory)

Table Option A

North: 4–8'

Attacker Deployment Table Edge

West: 4–6'

Defender Deployment Zone   24"

East: 4–6'

Attacker Deployment Table Edge

South: 4–8'

Table Option B

North: 4–8'

West: 4–6'

Attacker Deployment Table Edge

Defender Deployment Zone

Attacker Deployment Table Edge

East: 4–6'

24"
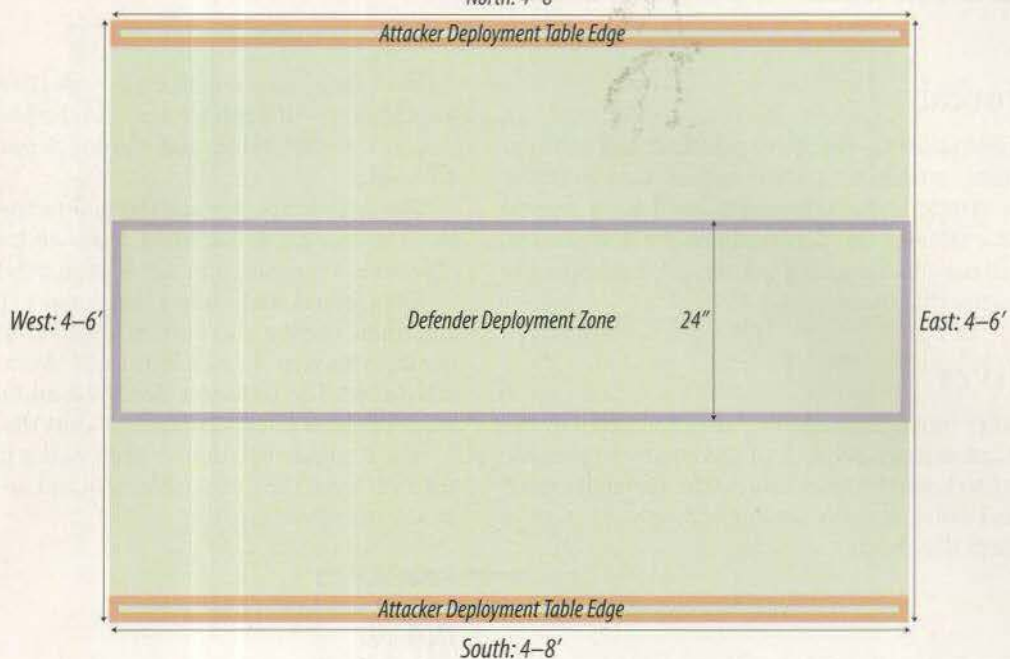
South: 4–8'
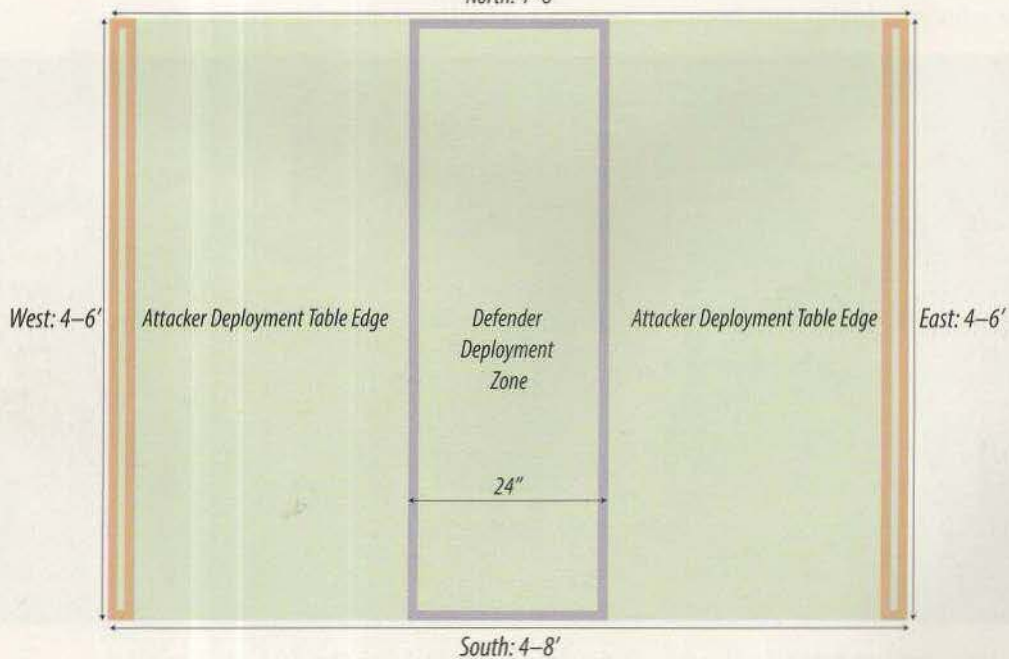
FRONTAL ASSAULT

Background

One force has taken up defensive positions and fortified their location, establishing a stronghold that must be taken. The attacking force prepares itself for a frontal assault and evaluates the fortifications for a weakness. Casualties in the attacking force will mount, but hopefully the ends justify the means.

Objectives

The Attacker must successfully capture one of the objectives and destroy as much of the enemy as possible while trying to keep the force intact. The Defender must hold out and cause as many casualties as possible on the Attacker until they break.

Setup

Both players roll a die and the player who has more Scout elements will receive a +1 to their roll. If both players have no Scout elements or have the same amount of Scout elements, then no bonus is awarded. The player who rolls higher will become the Attacker and will determine which table edge (East, West, North, South) they will deploy from, and the player who rolled lower, the Defender, will deploy from the opposite table edge.

The Attacker will place three objectives anywhere in the Defender's deployment zone as long as the two objectives are not within 12" of each other.

The Defender will select one group to place in reserve and then deploy the rest of their force within their deployment zone no further than 24" from the Defender's table edge. The elements deployed on the table will be placed behind linear obstacles to start the game.

The Attacker will deploy their entire force no further than 12" from their own table edge and no closer than 18" to any enemy element.

RESERVES

Defender
Starting on Turn 2.

Victory Conditions

Controlling Objectives rule.

American militia attacks a British loyalist force on King's Mountain in South Carolina. (Joe Moore)

Table Option A
North: 4–8'

Defender Deployment Zone   24"

West: 4–6'   East: 4–6'

Attacker Deployment Zone   12"

South: 4–8'

Table Option B
North: 4–8'

West: 4–6'   East: 4–6'

Defender Deployment Zone   Attacker Deployment Zone

24"   12"
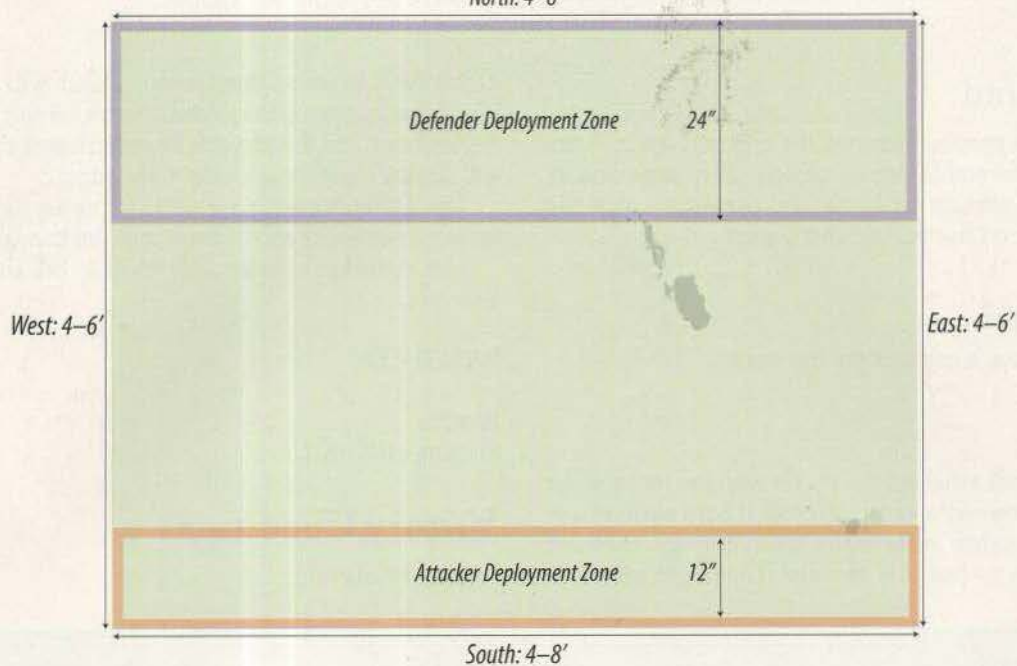
South: 4–8'
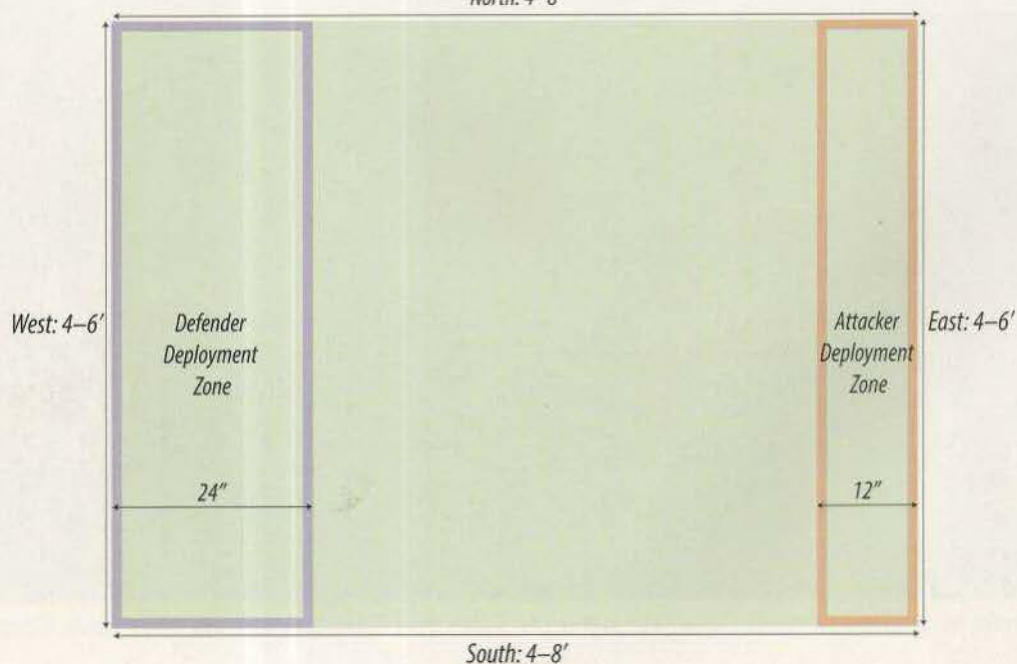
MEETING ENGAGEMENT

Background

One force has properly scouted the area and selected the land that is favorable for its troops. The commanders prepare their soldiers for battle and patiently watch the enemy march on to the field and deploy.

Objectives

Both forces attack and destroy the enemy.

Setup

Both players roll a die and the player who has more Scout elements will receive a +1 to their roll. If both players have no Scout elements or have the same amount of Scout elements, then no bonus is awarded. The player who rolls higher will become the Defender and will determine which table edge (East, West, North, South) they will deploy from, and the player who rolled lower, the Attacker, will deploy from the opposite table edge.

The Defender will deploy their entire force on the table no further than 12" from their table edge.

The Attacker's force will remain off the table in Reserves.

RESERVES

Attacker
Starting on Turn 1.

Victory Conditions

Victory Points rule.

Bladensburg Bridge, by Graham Turner © Osprey Publishing Ltd. Taken from Campaign 259: The Chesapeake Campaigns 1813–15.

Table Option A
North: 4–8'

Deployment Zone A

12"

West: 4–6'

East: 4–6'

Deployment Table Edge B

South: 4–8'

Table Option B
North: 4–8'

West: 4–6'

Deployment Zone A

Deployment Table Edge B

East: 4–6'

12"
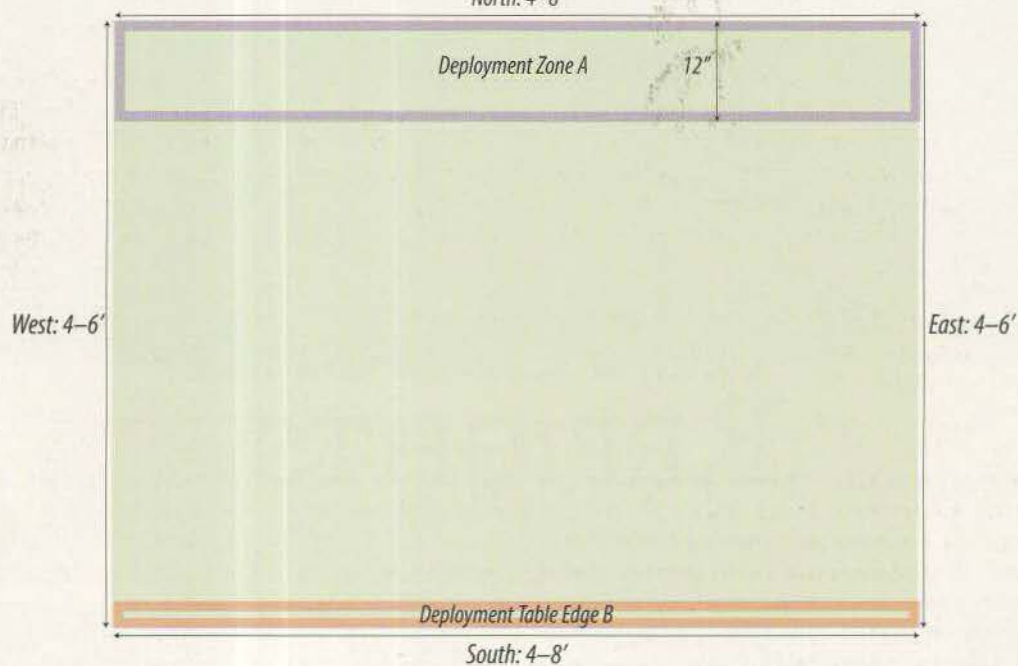
South: 4–8'
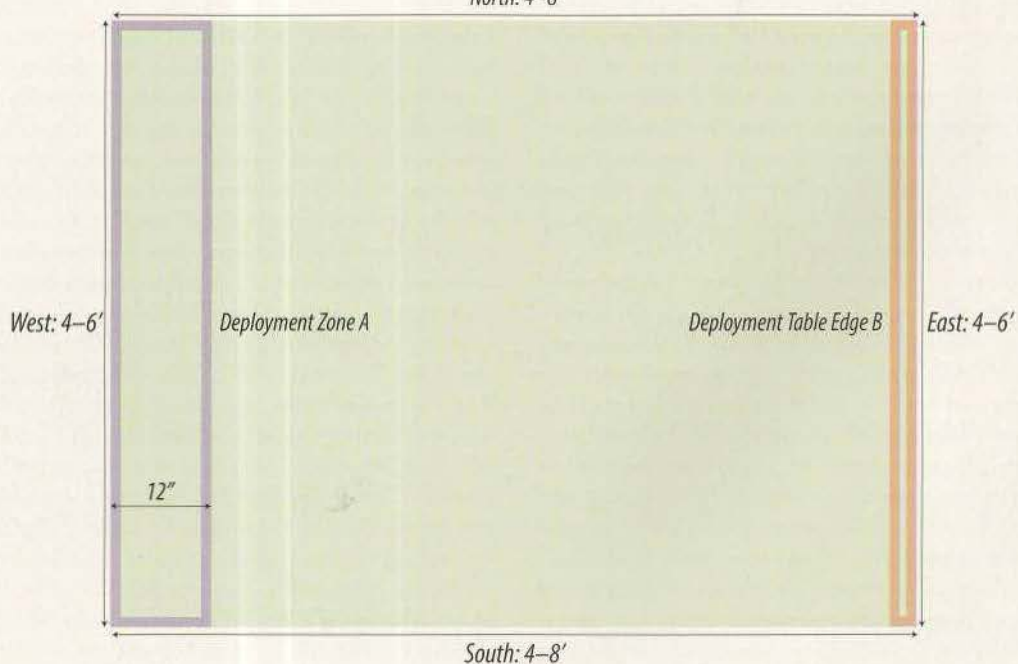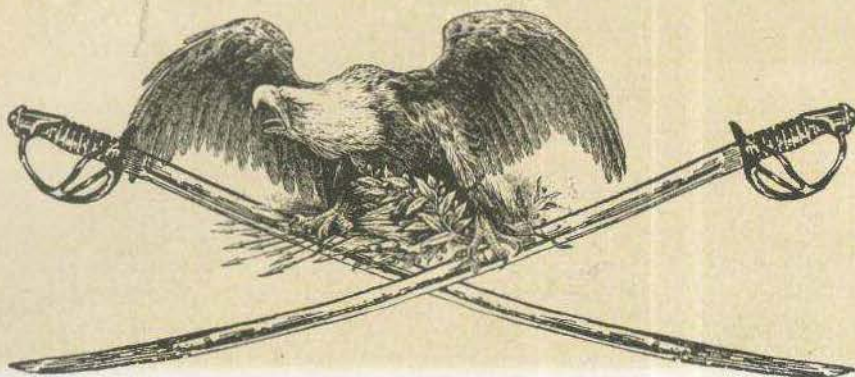
HISTORICAL REFIGHTS

Collecting and playing historical wargames provides gamers with the opportunity to utilize battles already fought as inspiration to build their forces. This section provides several historical refights that players can use as a basis for gaming their favorite moments in history. Players will notice that each battle has a brief background describing the reason for the fight, a suggested scenario that players could use for setup, an order of battle for the forces involved, and a map showing the disposition of the troops. Players that are students of history may find discrepancies or inaccuracies with some of the information provided, so please feel free to alter these refights to accommodate your own gaming needs. History is very subjective, and although the information here may not satisfy everyone, its intention is to bring enjoyment and new concepts to the wargaming table.

The background of the battle has been intentionally left vague, allowing the players to conduct their own research to determine which part of the battle they would like to concentrate on the most. For many players the outcome of the battles selected may be well known, but for those players who are just starting to learn about these wars in North America it will be a fun exercise first to play the refights and then to read about who actually won the battle. Playing your own game and then discussing the particulars of each player's performance compared to the officers of the day will generate endless conversation and perhaps the need to switch roles and replay the game. The intent of the background is to provide the stage upon which the players will act out the event and determine your own outcome.

The recommended scenarios for each refight can be used to accompany the order of battle or in place of the historical dispositions of the forces. This gives the players an endless amount of options, allowing them to change their deployments and play out "what if" scenarios based on the difficult decisions that the commanders were confronted with during battle. Players may decide to select a particular refight and choose a scenario other than the one selected, and that is perfectly acceptable. There is no right or wrong answer when it comes to a gaming group's enjoyment, as this section merely provides the players with more options for fun.

The order of battle is an attempt to collect as much information about the forces that were present during each selected engagement. The element types are organized based on the standard force list, so players may want to add in special element upgrades to create a different gaming dynamic. The orders of battle were translated to fit the *Land of the Free* rules, and interpretations were often made based on either the limited amount of information found or altered to fit into the force organization. Since these orders of battle are based on history, players will find that the balance of the game may be skewed. Rather than this becoming a hindrance, players should embrace the challenge and enjoy the freedom to alter their games, inserting special rules or the random events that plagued the battlefields of history. For players wishing to create

British and American forces clash along a rural road. (Joe Moore)

their own historical refights or to better understand the process, here is the breakdown of how each size was determined for the elements:

1-49 troops	Tiny element
50-99 troops	Small element
100-199 troops	Medium element
200+ troops	Large element

If players decide to write their own historical refights, the scale may change depending on the size of the battle. For the purposes of this book, the larger battles of each war were selected to inspire the players to refight these epic events in history. Gamers may want to start with smaller engagements to allow their collections to grow, or they may truly enjoy the personal nature of the skirmishes that impacted the events of the larger battles.

A map detailing the deployment of the forces is provided to use as a guideline, and shows the approximate area the units were formed during the battle. The maps also provide a rough layout of the type of scenery that was present on the day of the engagement, enabling players to lay out their gaming table accordingly. Not every type of scenery has been provided, so players may want to extrapolate from the details of the battlefield.

Finally, all of the commanders' ratings have been intentionally left blank to allow the players either to randomly determine the ratings or to discuss logical skill ratings based on the commanders' performance during each particular battle.

For players wishing to write their own historical refights and kindly offer them for other gaming groups to enjoy, they can submit them to **lotfwargaming@outlook.com**.

Submitted historical refights will be posted on **www.landofthefreewargaming.blogspot.com** for everyone to play, review and edit.

Map Key

≈	Swamps	⊠	Buildings
⊞	Hills	✝✝✝	Cemetery
🌳	Woods	⬚ ⊕	Tents
⬚	Water	▥	Defenses
≋	Fields	⎌	Debris (logs, branches etc.)
🍀	Orchards	◣	Fallen trees
═	Roads	✳ ✳ ✳	Abatis
⟩⟨	Bridges	▭	Deployment area for a Group
≡	Fords	▭	or Force Commander
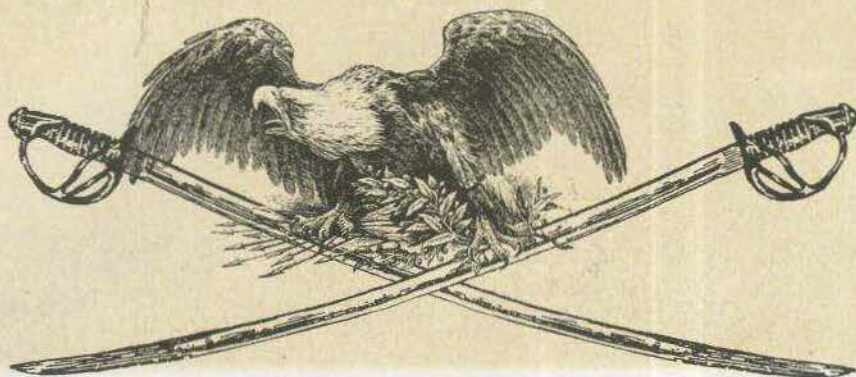
THE FRENCH AND INDIAN WAR (1754–63)

BATTLE OF THE MONONGAHELA

July 9, 1755, Fort Duquesne, Pennsylvania

As the newly appointed commander-in-chief of British forces in North America, Major-General Edward Braddock set out from Cumberland, Maryland on May 29, 1755 with the objective of capturing Fort Duquesne from the French. The fort dominated the Ohio River Forks, controlling the vital waterways in the Ohio territory.

During weeks of traversing the wilderness, Braddock's forces were plagued with difficulties that slowed their advance to Fort Duquesne. On July 9, the British marching in column came within 10 miles of Fort Duquesne when they encountered French Captain Daniel Liénard de Beaujeu and his troops sallying forth from the fort to check the British advance.

SCENARIO: MEETING ENGAGEMENT

British Forces

ATTACKER
British Force Commander: Major-General Edward Braddock and Lieutenant Robert Orme

Group Commander: Colonel Sir Peter Halket
* Large infantry element – 44th Halket's Regiment of Foot
* Medium artillery element – Royal Artillery 6lbs battery

Group Commander: Colonel George Washington
* Small infantry element – Captain William Peronee's Virginia Rangers (militia)
* Small infantry element – Captain Wagner's Virginia Rangers (militia)
* Small infantry element – Captain Adam Steven's Virginia Rangers (militia)

Beaujeu

Dumas

Halket | Washington

Braddock

Gage

Langlade's Group is held in ambush
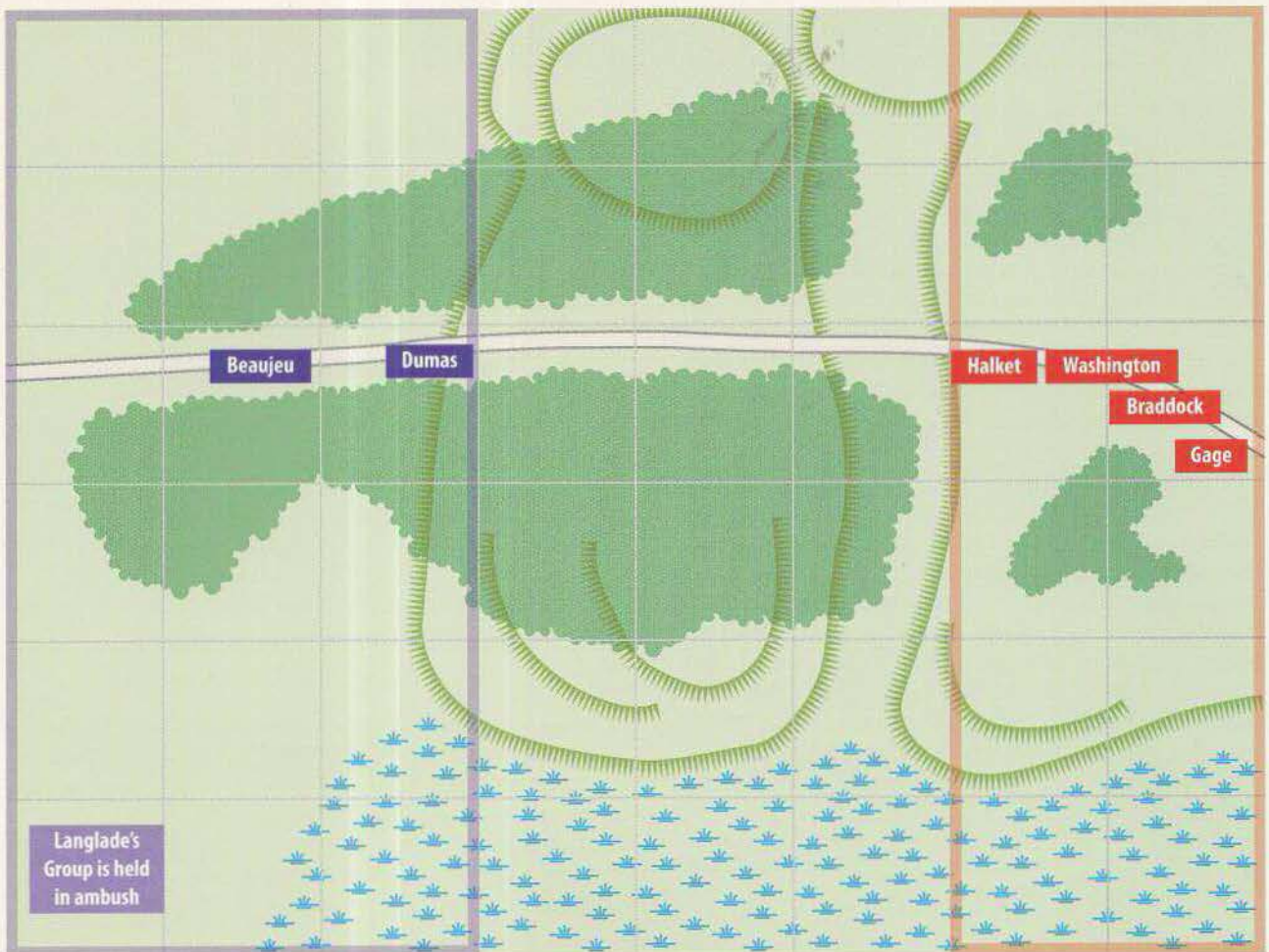
Small infantry element – Captain William Polson's Virginia Carpenters (militia)
- Small cavalry element – Captain Robert Stewart's Virginia Troop of Horse Rangers

Group Commander: Lieutenant-Colonel Thomas Gage
- Medium artillery element – Royal Artillery howitzer battery
- Small artillery element – Royal Artillery 12lbs battery
- Small artillery element – Royal Artillery 6lbs battery
- Large infantry element – 48th Dunbar's Regiment of Foot

French Forces

DEFENDER
French Force Commander: Captain Daniel-Hyacinthe-Marie Liénard de Beaujeu

Group Commander: Captain Jean-Daniel Dumas
- Medium infantry element – Companies Franches de la Marine
- Medium infantry element – Canadian militia

Group Commander: Charles de Langlade
- Large infantry element – Indians
- Large infantry element – Indians
- Large infantry element – Indians

BATTLE OF TICONDEROGA

July 8, 1758, Fort Carillon, New York

The war in North America for the British had been marked with defeat after defeat. These setbacks, along with their losses in Europe, forced Prime Minister William Pitt to devise a new British strategic plan involving more offensive campaigns against France's holdings in North America. General James Abercrombie was assigned the task of attacking French Canada from the Champlain Valley, and capturing Fort Carillon was vital in order to prevent France from using it as a staging point for future invasions.

France celebrated its earlier victories, but by the end of 1757 it was becoming severely outmatched in manpower and resources. The British Navy was preventing adequate French reinforcements from arriving from France, and a conflict in overall strategy between the commanding French general, Louis-Joseph de Montcalm, and New France's governor, Marquis de Vaudreuil, created further issues. By June 1758, Vaudreuil sent Montcalm with an army from Québec and headed towards Fort Carillon with the hopes of defending their interests in the area.

SCENARIO: FRONTAL ASSAULT

British Forces

ATTACKER
British Force Commander: General James Abercrombie

Group Commander: Lieutenant-Colonel Francis Grant
* Large infantry element – 42nd Highland Regiment of Foot (Black Watch)
* Large infantry element – 46th Regiment of Foot (Duke of Cornwall)
* Large infantry element – Bagley's Massachusetts Regiment
* Large infantry element – Delancy's New York Regiment

Group Commander: Lieutenant-Colonel John Donaldson
* Large infantry element – 44th Regiment of Foot (Essex)
* Large infantry element – 55th Regiment of Foot (Border Regiment)
* Large infantry element – Partridge's Massachusetts Battalion of Light Infantry
* Large infantry element – Williams' Massachusetts Regiment

Group Commander: Lieutenant-Colonel William Haviland
* Large infantry element – 27th Regiment of Foot (Inniskilling)
* Large infantry element – I./60th Royal American Regiment of Foot
* Large infantry element – IV./60th Royal American Regiment of Foot
* Large infantry element – Rugles' Massachusetts Regiment
* Large infantry element – Dotey's Massachusetts Regiment

Group Commander: Colonel Thomas Gage
* Large infantry element – 80th Regiment Light Infantry (Gage)
* Large infantry element – Rogers' Rangers
* Large infantry element – Bradstreet's Batteaumen

Group Commander: Lieutenant-Colonel John Bradstreet
* Large infantry element – Johnson's New Jersey Regiment
* Large infantry element – Lyman's 1st Connecticut Regiment
* Large infantry element – Whiting's 2nd Connecticut Regiment
* Large infantry element – Fitch's 3rd Connecticut Regiment
* Large infantry element – Wooster's 4th Connecticut Regiment

French Forces

DEFENDER
French Force Commander: General Louis-Joseph de Saint Véran, Marquis de Montcalm

Group Commander: Major-General François de Gaston, Chevalier de Lévis
* Large infantry element – II./La Reine Battalion
* Large infantry element – II./Béarn Battalion
* Large infantry element – II./Guyenne Battalion
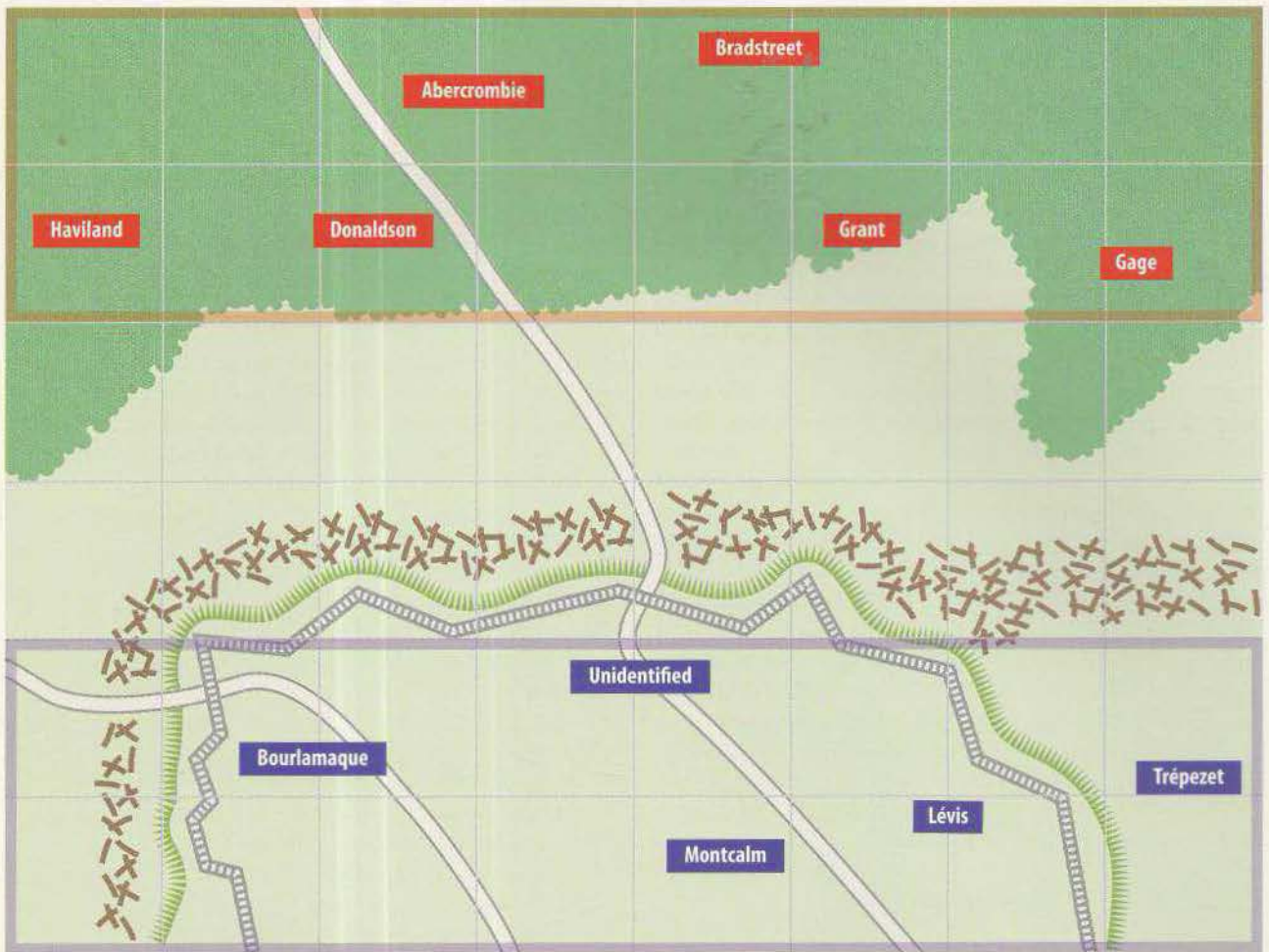
Group Commander: Unidentified commander
* Large infantry element – I./Berry Battalion
* Large infantry element – II./Royal Roussillon Battalion
* Medium artillery element – Canonniers-Bombardiers de la Marine
* Medium infantry element – Converged grenadiers battalion

Group Commander: Colonel François-Charles de Bourlamaque
* Large infantry element – II./La Sarre Battalion
* Large infantry element – II./Languedoc Battalion
* Medium artillery element – Canonniers-Bombardiers de la Marine

Group Commander: Captain Trépezet
* Large infantry element – Duprat Volunteers
* Large infantry element – Bernard Volunteers
* Large infantry element – Compagnies Franches de la Marine
* Large infantry element – Canadian militia

BATTLE OF THE PLAINS OF ABRAHAM

September 13, 1759, Québec, Canada

During 1758 and 1759, the British armies renewed attacks against the French in northeastern North America. The British capture of Louisbourg in August of 1758 allowed eastern Canada to fall under the control of England, and it opened a sea channel to attack Québec. After a series of naval engagements and the French preparing Québec for the inevitable siege, British Major-General James Wolfe made his first attempt to land troops at the Battle of Beauport (Battle of Montmorency). The beach assault was an utter disaster for Wolfe, and for the rest of the summer the British raided French settlements in an attempt to goad Marquis de Montcalm into the open. Montcalm was undeterred, and during a lengthy siege French forces were redeployed, anticipating another British landing.

Unfortunately, Montcalm did not consider the possibility of a British landing upstream on the St Lawrence River, and in the early morning hours of September 13 Wolfe and his army disembarked at L'Anse-au-Foulon. French sentries at a nearby encampment were quickly overrun, and by the time the sun rose the British army had established a strong foothold at the top of the cliffs. The British marched towards the Plains of Abraham and were met by Montcalm and the French.

SCENARIO: TAKE THE FIELD

British Forces

ATTACKER

British Force Commander: Major-General James Wolfe

Group Commander: Louisbourg Grenadiers Ensign Henry Browne (22nd Foot)
- Small infantry element – 22nd Whitmore's Foot Grenadiers
- Small infantry element – 40th Barrington's Foot Grenadiers
- Small infantry element – 45th Robinson's Foot Grenadiers
- Large infantry element – 35th Otway's Foot

Group Commander: Brigadier-General Robert Monckton
- Small artillery element – Light field gun
- Large infantry element – 28th Bragg's Foot
- Medium infantry element – 43rd Kennedy's Foot
- Medium infantry element – 48th Webb's Foot

Group Commander: Brigadier-General James Murray
- Medium infantry element – 47th Lascelle's Foot
- Large infantry element – 78th Fraser's Highlanders
- Small artillery element – Light field gun
- Medium infantry element – 58th Anstruther's Foot

Group Commander: Brigadier-General George Townsend
- Medium infantry element – 15th Amherst's Foot
- Medium infantry element – 2nd/60th Royal American Foot
- Medium infantry element – 3rd/60th Royal American Foot

French Forces

DEFENDER

French Force Commander: Louis-Joseph de Saint Véran, Marquis de Montcalm

Group Commander: Adjutant-General Jean-Daniel Dumas
- Medium artillery element – Field guns
- Medium infantry element – Montréal militia
- Medium infantry element – Québec militia
- Medium infantry element – II./La Sarre
- Small infantry element – Light infantry
- Medium infantry element – Native Americans

Group Commander: Major-General François de Gaston, Chevalier de Lévis
- Medium infantry element – II./Langeudoc
- Large infantry element – II./Béarn
- Medium artillery element – Field guns

Group Commander: Brigadier-General Étienne-Guillaume de Senezergues de la Rodde
- Large infantry element – II./Guyenne
- Medium infantry element – II./Royal Roussillon
- Medium infantry element – Montréal militia
- Medium infantry element – Trois-Rivières militia
- Medium artillery element – Field guns
- Medium infantry element – Native Americans

Montcalm

Dumas

Lévis

La Rodde

Townsend

Murray

Monckton

Browne

Wolfe
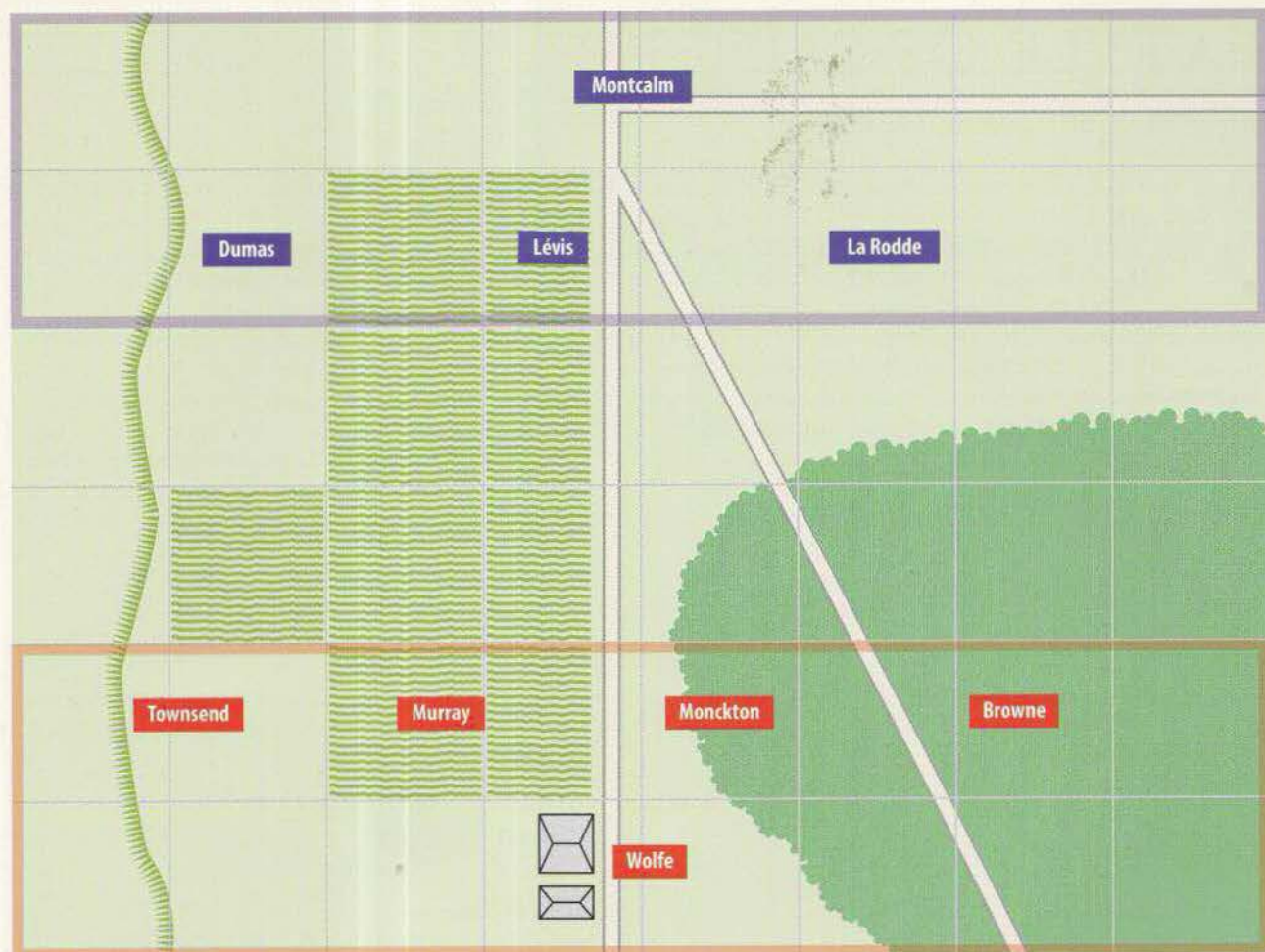
The battle on the Plains, by Gerry Embleton © Osprey Publishing Ltd. Taken from Campaign 121: Quebec 1759.

BATTLE OF SAINTE-FOY

April 28, 1760, Québec, Canada

The French have suffered crippling defeats over the past two years, losing critical assets such as Louisbourg, Fort Duquesne, Fort Carillon, Fort Niagara, and the citadel of Québec. General François de Gaston, Chevalier de Lévis, wanted to retake Québec before the anticipated French fleet was due to arrive in the spring of 1760.

The British commanding officer of Québec, General James Murray, decided he did not have adequate forces to defend the city, so he went on the offensive, attacking the French on the fields outside of Québec.

SCENARIO: MEETING ENGAGEMENT

French Forces

ATTACKER

French Force Commander: General François de Gaston, Chevalier de Lévis

Group Commander: Lieutenant-Colonel Dalguier
* Large infantry element – II./La Sarre Regiment
* Large infantry element – II./Béarn Regiment
* Large infantry element – Militia
* Large infantry element – Militia

Group Commander: Charles de Plantavit de Margon La Pause
* Large infantry element – II./Royal Roussillion Regiment
* Large infantry element – II./Guyenne Regiment
* Large infantry element – Militia
* Large infantry element – Militia

Group Commander: Captain Louis Legardeur de Repentigny
* Large infantry element – Compagnies Franches de la Marine Battalion
* Large infantry element – Compagnies Franches de la Marine Battalion
* Large infantry element – Militia
* Medium infantry element – Indians
* Medium infantry element – Indians

Group Commander: Colonel François-Charles de Bourlamaque
* Large infantry element – II./Berry Regiment
* Large infantry element – III./Berry Regiment
* Large infantry element – Militia
* Large infantry element – Militia

Group Commander: Colonel Pierre-André Gohin, Comte de Montreuil
* Large infantry element – II./La Reine Regiment
* Large infantry element – II./Langeudoc Regiment
* Large infantry element – Militia
* Large infantry element – Militia
* Large infantry element – Montréal militia

Group Commander: Captain Louvricourt and Captain Duverny
* Small artillery element – artillery field gun battery
* Small artillery element – artillery field gun battery
* Small artillery element – artillery field gun battery

British Forces

DEFENDER
British Force Commander: General James Murray

Group Commander: Captain Sir John Dalling
* Medium infantry element – Converged Light Infantry Battalion
* Medium infantry element – Converged Grenadier Battalion
* Large artillery element – Royal Artillery field gun battery

Group Commander: Lieutenant-Colonel Ralph Burton
* Large infantry element – 48th Regiment of Foot (Webb)
* Large infantry element – 15th Regiment of Foot (Amherst)
* Large infantry element – 58th Regiment of Foot (Anstruther)
* Large infantry element – 2/60th Regiment of Foot (Royal American)
* Large artillery element – Royal Artillery field gun battery
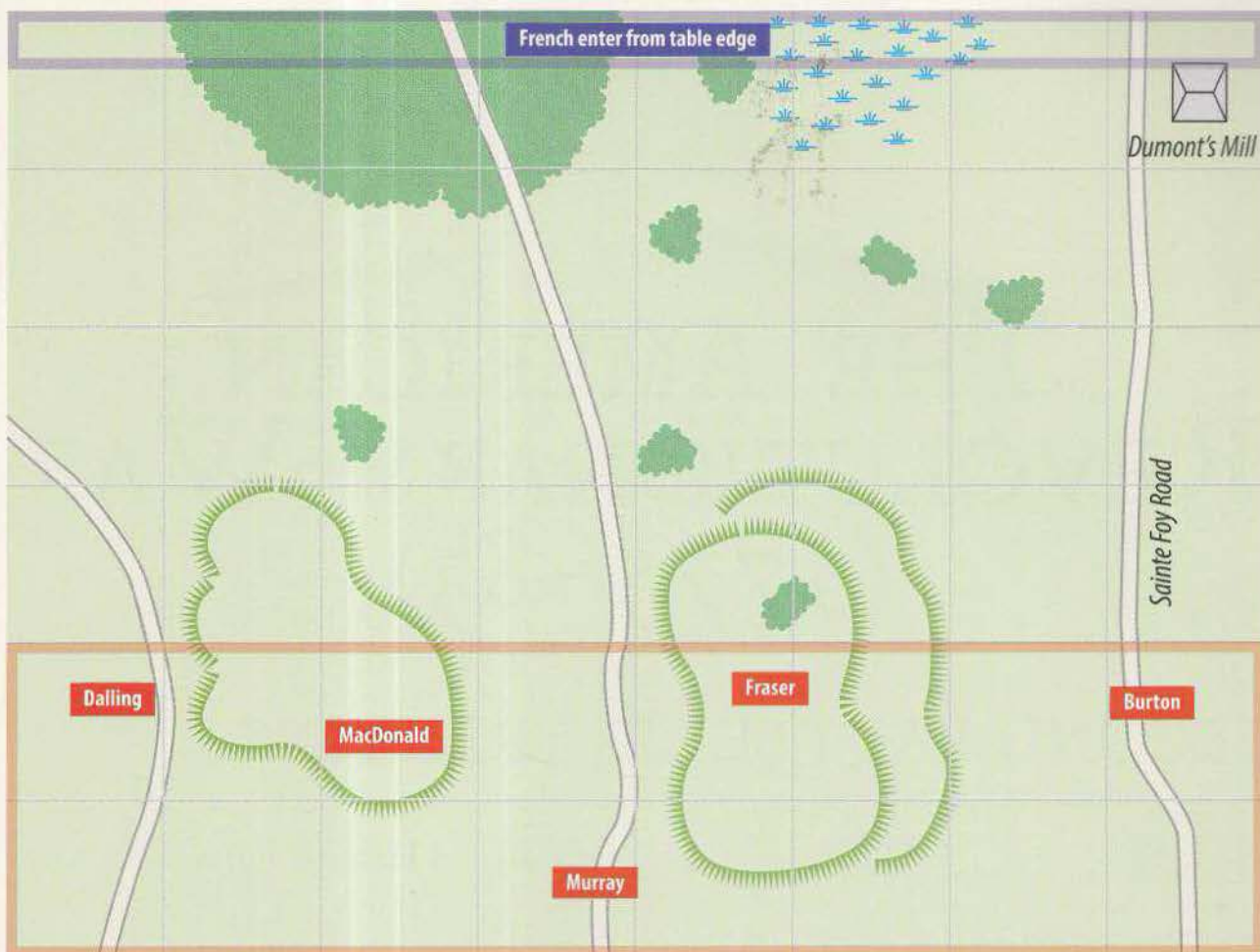
Group Commander: Major-General Simon Fraser
- Large infantry element – 43rd Regiment of Foot (Kennedy)
- Large infantry element – 47th Regiment of Foot (Lascelle)
- Large infantry element – 78th Regiment of Foot (Fraser's Highlanders)
- Large infantry element – 28th Regiment off Foot (Bragg)
- Large artillery element – Royal Artillery field gun battery

Group Commander: Major Donald MacDonald
- Small infantry element – Hazen's Rangers
- Large infantry element – 35th Regiment of Foot (Otway)
- Large infantry element – 3/60th Regiment of Foot (Royal American)
- Medium artillery element – Royal Artillery field gun battery
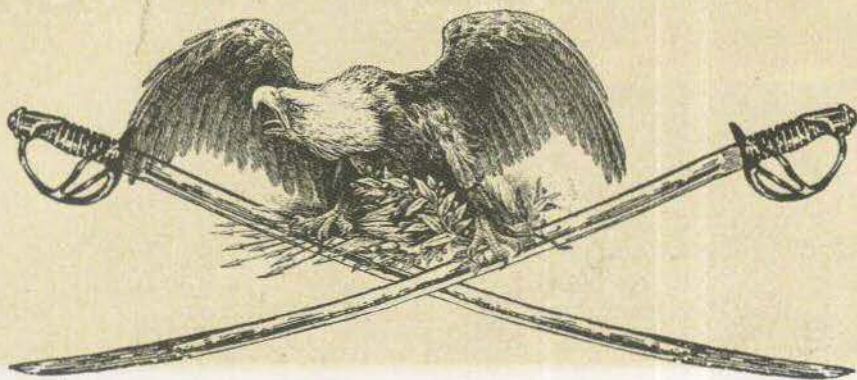
THE AMERICAN REVOLUTIONARY WAR (1775–83)

SECOND BATTLE OF TRENTON

January 2, 1777, Trenton, New Jersey

Following the American victory over the Hessian garrison in Trenton, New Jersey, Washington relocated his forces to Trenton on the south side of the Assunpink Creek. Enlistments for most of the soldiers were ending on December 31 1776, so Washington made an appeal to encourage them to stay one month longer. The majority of the troops acquiesced to his request and on January 1, 1777 the troops began to build earthworks in preparation for the inevitable British attack.

General Cornwallis was convinced to attack the Americans by General James Grant and Colonel Carl von Donop, so with over 5000 troops the combined British and Hessian force set off from Princeton towards Trenton.

SCENARIO: MEETING ENGAGEMENT

British and Hessian Forces

ATTACKER
British Force Commander: Lieutenant-General Charles Cornwallis
Group Commander: Major-General James Grant, Light Infantry Brigade
- Infantry element – 1st Battalion Light Infantry
- Infantry element – 2nd Battalion Light Infantry
- Infantry element – 42nd Regiment of Foot (Royal Highland Regiment)
- Infantry element – 71st Regiment of Foot (Scottish Regiment)
- Artillery element – Royal Artillery Battery, 4th Battalion

Group Commander: Lieutenant-Colonel Henry Monckton, Guards Brigade
- Infantry element – 1st Battalion Grenadiers
- Infantry element – 2nd Battalion Grenadiers
- Infantry element – 2nd Battalion Guards
- Artillery element – Royal Artillery Battery, 4th Battalion

British enter from roads

Howell House

Fermoy

Scott

Apple orchard

Old Barracks

Assunpink Creek

Angell

Mifflin

Ewing

Newcombe

Washington

Cadwalader
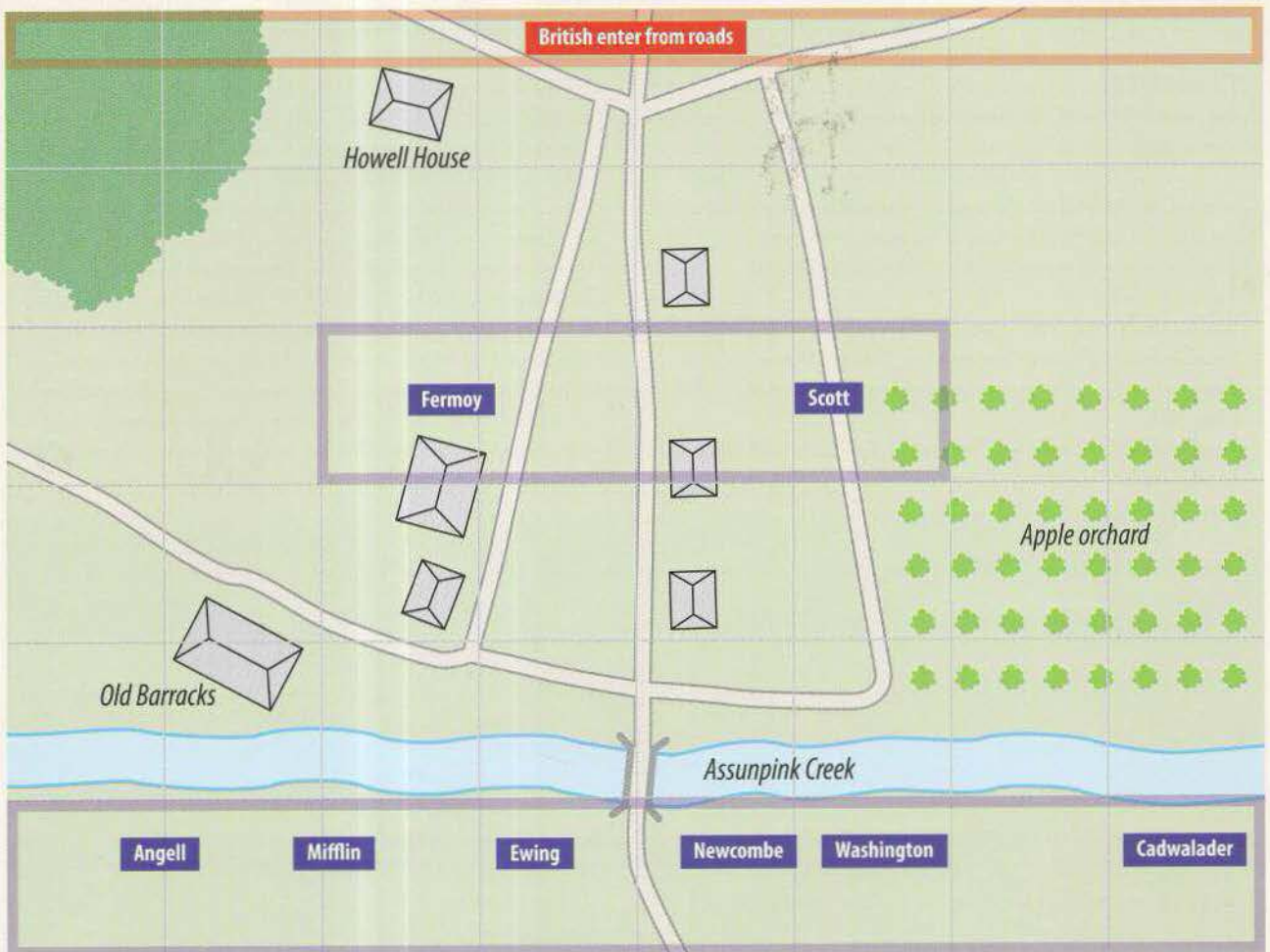
Group Commander: Colonel Carl von Donop, Hessian Brigade
* Infantry element – Grenadier Battalion von Köhler
* Infantry element – Grenadier Battalion von Linsingen
* Infantry element – Grenadier Battalion von Minnigerode
* Infantry element – Grenadier Battalion von Block
* Infantry element – Fusilier Battalion von Loos
* Artillery element – Hessian Artillery Battery

Group Commander: Lieutenant-Colonel Robert Abercromby
* Infantry element – Johann Ewald's Jäger
* Infantry element – Friedrich Lorey's Jäger
* Cavalry element – 16th Light Dragoons
* Cavalry element – 16th Light Dragoons

Group Commander: Brigadier-General Alexander Leslie, 2nd Brigade
* Infantry element – 5th Regiment of Foot
* Infantry element – 28th Regiment of Foot
* Infantry element – 35th Regiment of Foot
* Infantry element – 49th Regiment of Foot
* Artillery element – Royal Artillery Battery, 4th Battalion

American Forces

DEFENDER

American Force Commander: General George Washington

Group Commander: Brigadier General Hugh Mercer, Mercer's Brigade (not present at the battle)
* Small infantry element – 1st Maryland Continental Regiment
* Small infantry element – 1st Pennsylvania Rifle Regiment
* Small infantry element – Maryland Rifle Battalion
* Small infantry element – 1st Delaware Continental Regiment
* Small infantry element – 1st Virginia Continental Regiment
* Small artillery element – Eastern Company, New Jersey State Artillery

Group Commander: Colonel Charles Scott, Stephen's Brigade
* Medium infantry element – 4th Virginia Continental Regiment
* Medium infantry element – 5th Virginia Continental Regiment
* Medium infantry element – 6th Virginia Continental Regiment

Group Commander: Brigadier-General Matthias Alexis Roche de Fermoy, Fermoy's Brigade
* Large infantry element – Pennsylvania German Regiment
* Large infantry element – 1st Pennsylvania Continental Regiment
* Medium infantry element – 2nd Company, Pennsylvania State Artillery

Group Commander: Major-General John Sullivan, Sullivan's Division (not present at the battle)
* Small infantry element – 5th New Hampshire Continental Regiment
* Small infantry element – 2nd New Hampshire Continental Regiment
* Small infantry element – 8th New Hampshire Continental Regiment
* Small infantry element – 1st Massachusetts Continental Regiment
* Small infantry element – 4th Massachusetts Continental Regiment
* Small artillery element – New York State Company of Artillery

Group Commander: Brigadier-General Arthur St Clair, St Clair's Brigade (not present at the battle)
* Small infantry element – 19th Connecticut Continental Regiment
* Small infantry element – 14th Massachusetts Continental Regiment (Marblehead)
* Small infantry element – 23rd Massachusetts Continental Regiment
* Small infantry element – 16th Massachusetts Continental Regiment
* Small infantry element – 22nd Connecticut Continental Regiment
* Small infantry element – 6th Battalion Connecticut State Troops
* Small infantry element – 13th Massachusetts Continental Regiment

Group Commander: Brigadier-General James Ewing, Ewing's Brigade of Pennsylvania Militia of the Flying Camp
* Small infantry element – Cumberland County Regiment
* Small infantry element – Lancaster County Regiment
* Small infantry element – Cumberland County Regiment
* Small infantry element – York County Regiment
* Small infantry element – Chester County Regiment
* Small infantry element – Bucks County Detachment

Group Commander: Brigadier-General John Cadwalader, Cadwalader's Philadelphia Associator's Brigade
* Large infantry element – Philadelphia Militia
* Large infantry element – Philadelphia Rifle Battalion
* Large infantry element – Philadelphia Light Infantry
* Small infantry element – Kent County Delaware Militia Company
* Small infantry element – United States Marine Company
* Medium artillery element – 2nd Company of Artillery, Philadelphia Associators

Group Commander: Major Israel Angell, Hitchcock's Brigade
* Small infantry element – Lippitt's Rhode Island Regiment
* Small infantry element – 2nd Rhode Island Continental Regiment
* Small infantry element – 1st Rhode Island Continental Regiment
* Small infantry element – 4th Massachusetts Continental Regiment
* Small infantry element – 12th Massachusetts Continental Regiment

- Small artillery element – Massachusetts Company of Continental Artillery

Group Commander: General Thomas Mifflin, Mifflin's Brigade
- Large infantry element – 2nd Pennsylvania Continental Regiment
- Large infantry element – 4th Pennsylvania Continental Regiment
- Large infantry element – 10th Pennsylvania Continental Regiment
- Large infantry element – 11th Pennsylvania Continental Regiment
- Large infantry element – 12th Pennsylvania Continental Regiment

Group Commander: Colonel Silas Newcombe, Griffin's New Jersey Militia Brigade
- Small infantry element – Cumberland County Militia
- Small infantry element – Cumberland County Militia
- Small infantry element – Gloucester County Militia
- Small infantry element – Gloucester County Militia
- Small infantry element – Salem County Militia

American militia hold their position. (Front Rank Figurines)

BATTLE OF PRINCETON

January 3, 1777, Princeton, New Jersey

The day before General George Washington and his army repulsed a British attack at Assunpink Creek, and under the cover of darkness, the American army slipped away from General Lord Cornwallis' force. A small detachment of men were left behind to keep the fires burning and continue construction on earthworks to fool the British into thinking the Americans were digging in for a prolonged fight.

As dawn broke, the American army had relocated and moved toward Princeton in order to attack the garrison and capture the town. En route to their destination, the American army stumbled across British forces already on the march to reinforce Cornwallis in Trenton.

SCENARIO: RECONNOITER

American Forces

ATTACKER

American Force Commander: General George Washington

Group Commander: Brigadier-General Hugh Mercer, Mercer's Brigade
* Small infantry element – 1st Maryland Continental Regiment
* Small infantry element – 1st Pennsylvania Rifle Regiment

- Small infantry element – Maryland Rifle Battalion
- Small infantry element – 1st Delaware Continental Regiment
- Small infantry element – 1st Virginia Continental Regiment
- Small artillery element – Eastern Company, New Jersey State Artillery

Group Commander: Brigadier-General John Cadwalder, Cadwalder's Philadelphia Associator's Brigade
- Large infantry element – 1st Battalion Philadelphia Militia
- Large infantry element – 2nd Battalion Philadelphia Militia
- Large infantry element – 3rd Battalion Philadelphia Militia
- Medium infantry element – Philadelphia Rifle Battalion
- Medium infantry element – Philadelphia Light Infantry

Group Commander: Major-General Nathaniel Greene
- Medium infantry element – Kent County Delaware Militia Company
- Medium infantry element – United States Marine Company
- Small artillery element – 2nd Company of Artillery, Philadelphia Associators

Group Commander: Brigadier-General Arthur St Clair, St Clair's Brigade
- Medium infantry element – 1st Massachusetts Continental Regiment
- Medium infantry element – 4th Massachusetts Continental Regiment
- Medium infantry element – 14th Massachusetts Continental Regiment
- Medium infantry element – 23rd Massachusetts Continental Regiment
- Medium infantry element – 16th Massachusetts Continental Regiment
- Medium infantry element – 13th Massachusetts Continental Regiment

Group Commander: Major-General John Sullivan
- Medium infantry element – 5th New Hampshire Continental Regiment
- Medium infantry element – 2nd New Hampshire Continental Regiment
- Medium infantry element – 8th New Hampshire Continental Regiment
- Medium infantry element – 22nd Connecticut Continental Regiment
- Medium infantry element – 19th Connecticut Continental Regiment
- Medium infantry element – 6th Battalion Connecticut State Troops

Group Commander: Brigadier General Mathias Fermoy, Fermoy's Brigade
- Large infantry element – Pennsylvania German Regiment
- Large infantry element – 1st Pennsylvania Continental Regiment
- Small artillery element – New York State Company of Artillery

Group Commander: Major Israel Angell, Hitchcock's Brigade
- Small infantry element – Lippitt's Rhode Island Regiment
- Small infantry element – 2nd Rhode Island Continental Regiment
- Small infantry element – 1st Rhode Island Continental Regiment
- Small infantry element – 4th Massachusetts Continental Regiment
- Small infantry element – 12th Massachusetts Continental Regiment
- Small artillery element – Massachusetts Company of Continental Artillery

British Forces

DEFENDER
British Force Commander: Lieutenant-Colonel Charles Mawhood, 4th Brigade

Group Commander: Major Samuel Bradstreet
- Large infantry element – 40th Regiment of Foot
- Large infantry element – 17th Regiment of Foot
- Small infantry element – 16th Light Dragoons – dismounted
- Small infantry element – Light Infantry

Group Commander: Major Cornelius Cuyler
- Medium infantry element – 55th Regiment of Foot
- Small infantry element – 42nd Regiment of Foot (Royal Highland Regiment)
- Tiny cavalry element – 16th Light Dragoons
- Tiny infantry element – Grenadiers

Group Commander: Unidentified commander
- Medium artillery element – Royal Artillery light battery
- Medium artillery element – Royal Artillery light battery
- Medium artillery element – Royal Artillery light battery

BATTLE OF BRANDYWINE

September 11, 1777, Brandywine Creek, Pennsylvania

General William Howe, along with approximately 16,500 British and German troops, embarked on a sea journey that landed them in northern Maryland in late August 1777. They soon began marching towards Philadelphia, encountering light American resistance at the Battle of Cooch's Bridge in Newark, Delaware. The battle in Delaware became a running engagement as both forces deployed their light infantry in order to ascertain the overall strength of the opposing force.

General Washington had deployed his 16,000 soldiers further north along the Brandywine Creek and they had been fortifying several of the ford crossings. General Howe split his forces into two divisions, with Lieutenant-General Knyphausen commanding one group and General Howe along with Major-General Cornwallis leading the other. Knyphausen's division was engaged with the Americans for a short time in front of Chadd's Ford, but was ordered to posture his troops in front of the Americans and wait for Howe's flank attack to begin.

Birmingham
Meeting House

Agnew

Grey

Von Donop

Howe

Matthew

Smallwood

Jones' Ford

Wistar's Ford

de Borré

Scott

Woodford

Sullivan

Conway

Maxwell

Brinton's Ford
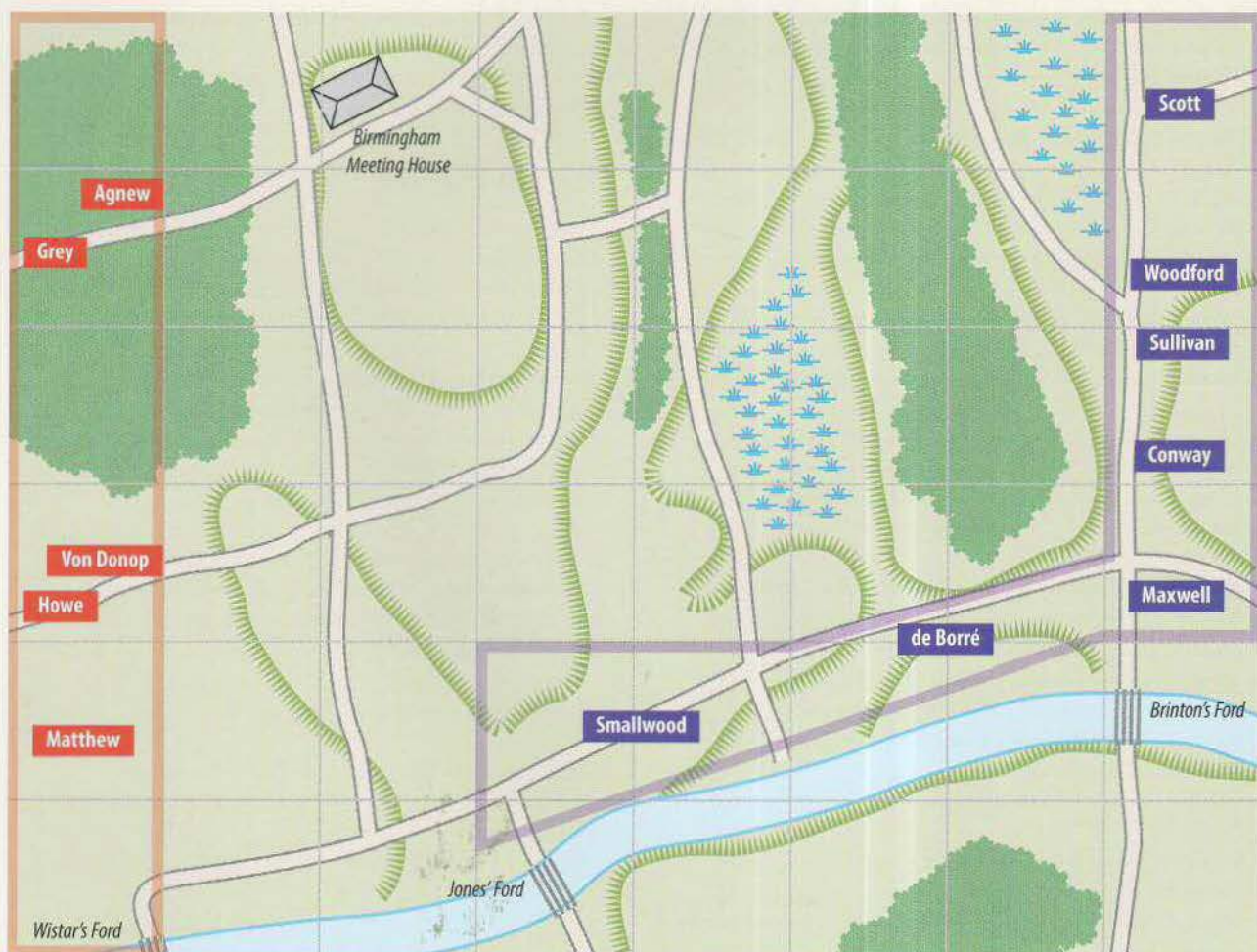
SCENARIO: FLANK ATTACK

British and Hessian Forces

ATTACKER

Left Wing – Flanking Force
British Force Commander: General William Howe and Lieutenant-General Lord Charles Cornwallis

Group Commander: Brigadier-General Edward Matthew, Guards Brigade
* Large infantry element – 1st Foot Guards Battalion
* Large infantry element – 2nd Foot Guards Battalion
* Large infantry element – 1st Light Infantry Battalion
* Large infantry element – 2nd Light Infantry Battalion
* Large infantry element – 1st Grenadiers Battalion
* Large infantry element – 2nd Grenadiers Battalion

Group Commander: General Charles Grey, 1st Earl of Grey, 3rd Brigade
* Large infantry element – 15th Regiment of Foot
* Large infantry element – 17th Regiment of Foot
* Large infantry element – 42nd Regiment of Foot
* Large infantry element – 44th Regiment of Foot
* Medium artillery element – 6lb cannon battery
* Large cavalry element – 16th Light Dragoons

Group Commander: Brigadier-General James Agnew, 4th Brigade
* Large infantry element – 33rd Regiment of Foot
* Large infantry element – 37th Regiment of Foot
* Large infantry element – 46th Regiment of Foot
* Large infantry element – 64th Regiment of Foot
* Medium artillery element – 6lb cannon battery

Group Commander: Colonel Carl von Donop, Hessian Brigade
* Large infantry element – Linsing Grenadier Battalion
* Large infantry element – Minningerode Grenadier Battalion
* Large infantry element – Lengerke Grenadier Battalion
* Large infantry element – Hessian Jägers
* Large infantry element – Anspach Jägers
* Medium artillery element – Hessian 12lb cannon battery

Right Wing
Not used in this refight but provided for completeness and for larger games

Force Commander: Lieutenant-General Wilhelm von Knyphausen

Group Commander: Major-General Johann Daniel Stirn, Hessian Brigade
* Large infantry element – Erbprinz Infantry Regiment
* Large infantry element – Donop Infantry Regiment
* Large infantry element – Mirbach Infantry Regiment

Group Commander: Major-General John Vaughan, 1st Brigade
* Large infantry element – 4th Regiment of Foot
* Large infantry element – 23rd Regiment of Foot
* Large infantry element – 28th Regiment of Foot
* Large infantry element – 49th Regiment of Foot

Group Commander: Major-General James Grant, 2nd Brigade
* Large infantry element – 5th Regiment of Foot
* Large infantry element – 10th Regiment of Foot
* Large infantry element – 27th Regiment of Foot
* Large infantry element – 40th Regiment of Foot
* Large infantry element – 55th Regiment of Foot

Group Commander: Major John Wemys, Advance Guard
* Large infantry element – Queen's Rangers
* Small infantry element – Ferguson's Rifle Corps
* Large cavalry element – 16th Light Dragoons

Group Commander: Major-General Alexander Leslie, 71st Regiment of Foot
* Large infantry element – 1st/71st Regiment of Foot
* Large infantry element – 2nd/71st Regiment of Foot
* Large artillery element – Royal Artillery 6lb battery
* Medium artillery element – Royal Artillery 5.5in. howitzer battery

American Forces

DEFENDER
Sullivan's Wing
American Force Commander: Major-General John Sullivan

Group Commander: Colonel William Smallwood, 1st Maryland Brigade
- Medium infantry element – 1st Maryland Regiment
- Medium infantry element – 3rd Maryland Regiment
- Medium infantry element – 7th Maryland Regiment
- Large infantry element – 1st Delaware Regiment

Group Commander: Brigadier-General Chevalier Philippe Hubert Preudhomme de Borré, 2nd Maryland Brigade
- Medium infantry element – 2nd Maryland Regiment
- Medium infantry element – 4th Maryland Regiment
- Medium infantry element – 6th Maryland Regiment
- Large infantry element – 2nd Canadian Regiment

Force Commander: Major-General Adam Stephen (divisional commander but could be used in gameplay)

Group Commander: Brigadier-General William Woodford, 3rd Virginia Brigade
- Medium infantry element – 3rd Virginia Regiment
- Medium infantry element – 7th Virginia Regiment
- Medium infantry element – 11th Virginia Regiment
- Medium infantry element – 15th Virginia Regiment

Group Commander: Brigadier-General Charles Scott, 4th Virginia Brigade
- Medium infantry element – 4th Virginia Regiment
- Medium infantry element – 8th Virginia Regiment
- Medium infantry element – 12th Virginia Regiment
- Medium infantry element – Grayson's Additional Continental Regiment
- Medium infantry element – Patton's Additional Continental Regiment

Force Commander: Major-General William Alexander, Lord Stirling (divisional commander but could be used in gameplay)

Group Commander: Brigadier-General William Maxwell, New Jersey Brigade
- Medium infantry element – 1st New Jersey Regiment
- Medium infantry element – 2nd New Jersey Regiment
- Medium infantry element – 3rd New Jersey Regiment
- Medium infantry element – 4th New Jersey Regiment

Group Commander: Brigadier-General Thomas Conway, 3rd Pennsylvania Brigade
- Medium infantry element – 3rd Pennsylvania Regiment
- Medium infantry element – 6th Pennsylvania Regiment
- Medium infantry element – 9th Pennsylvania Regiment
- Medium infantry element – 12th Pennsylvania Regiment
- Medium infantry element – Spencer's Additional Continental Regiment

Main Body
Not used in this refight but provided for completeness and for larger games.

Force Commander: Major-General George Washington

Group Commander: Colonel Thomas Proctor
- Small artillery element – 4th Continental Artillery Regiment 6lb gun battery
- Medium artillery element – 4th Continental Artillery Regiment 4lb gun battery
- Small artillery element – 4th Continental Artillery Regiment 8in. mortar

Group Commander: Brigadier-General William Maxwell, Light Infantry Corps
- Medium infantry element – Light Infantry Company
- Medium infantry element – Light Infantry Company
- Medium infantry element – Light Infantry Company
- Medium infantry element – Light Infantry Company
- Medium infantry element – Light Infantry Company

Group Commander: Brigadier-General Francis Nash, North Carolina Brigade
- Medium infantry element – 1st North Carolina Regiment
- Medium infantry element – 2nd North Carolina Regiment
- Medium infantry element – 3rd North Carolina Regiment
- Medium infantry element – 4th North Carolina Regiment
- Medium infantry element – 5th North Carolina Regiment
- Medium infantry element – 6th North Carolina Regiment
- Medium infantry element – 7th North Carolina Regiment
- Medium infantry element – 8th North Carolina Regiment
- Medium infantry element – 9th North Carolina Regiment

Force Commander: Major General John Armstrong, Sr (divisional commander but could be used in gameplay)

Lieutenant-General Wilhelm von Knyphausen times his advance across Chadd's Ford perfectly and pushes into the flank of the Continental Army. (Joe Moore)

Group Commander: Brigadier-General James Potter, Pennsylvania Militia Brigade
- Medium infantry element – Pennsylvania Militia
- Medium infantry element – Pennsylvania Militia
- Medium infantry element – Pennsylvania Militia
- Medium infantry element – Pennsylvania Militia
- Medium infantry element – Pennsylvania Militia

Group Commander: Lieutenant Colonel John Lacey, Pennsylvania Militia Brigade
- Medium infantry element – Pennsylvania Militia
- Medium infantry element – Pennsylvania Militia
- Medium infantry element – Pennsylvania Militia
- Medium infantry element – Pennsylvania Militia
- Medium infantry element – Pennsylvania Militia

Force Commander: Major-General Nathanael Greene (divisional commander but could be used in gameplay)

Group Commander: Brigadier-General Peter Muhlenberg, 1st Virginia Brigade
- Large infantry element – 1st Virginia Regiment
- Large infantry element – 5th Virginia Regiment
- Large infantry element – 9th Virginia Regiment
- Large infantry element – 13th Virginia Regiment
- Large infantry element – German Battalion

Group Commander: Brigadier-General George Weedon, 2nd Viriginia Brigade
- Large infantry element – 2nd Virginia Regiment
- Large infantry element – 6th Virginia Regiment
- Large infantry element – 10th Virginia Regiment
- Large infantry element – 14th Virginia Regiment
- Large infantry element – Pennsylvania State Regiment

Force Commander: Brigadier-General Anthony Wayne (divisional commander but could be used in gameplay)

Group Commander: Colonel Thomas Hartley, 1st Pennsylvania Brigade
- Large infantry element – 1st Pennsylvania Regiment
- Large infantry element – 2nd Pennsylvania Regiment
- Large infantry element – 7th Pennsylvania Regiment
- Large infantry element – 10th Pennsylvania Regiment
- Large infantry element – Hartley's Additional Continental Regiment

Group Commander: Colonel Richard Humpton, 2nd Pennsylvania Brigade
- Large infantry element – 4th Pennsylvania Regiment
- Large infantry element – 5th Pennsylvania Regiment
- Large infantry element – 8th Pennsylvania Regiment
- Large infantry element – 11th Pennsylvania Regiment

BATTLE OF GERMANTOWN

October 4, 1777, Germantown, Pennsylvania

The American losses at the Battle of Brandywine on September 11 and the Battle of Paoli on September 20 allowed the British forces under Sir William Howe to occupy their final objective, Philadelphia, Pennsylvania. After capturing the capital of the rebellious colonies, Howe decided to split his sizable force, leaving the bulk of his army in Germantown, Pennsylvania and a garrison of around 3,000 troops in Philadelphia.

General George Washington learned of the British army's division and decided that the best course of action was to attack the main force at Germantown. Washington split his force into four columns, converging on the British positions under the cover of a heavy morning fog.

SCENARIO: MEETING ENGAGEMENT

British and Hessian Forces

DEFENDER
Picket
Group Commander: Brigadier-General Sir William Erskine
* Medium infantry element – 40th Regiment of Foot
* Large infantry element – 1st Light Infantry Battalion
* Large infantry element – 2nd Light Infantry Battalion

Right Wing
Force Commander: General Sir William Howe

Group Commander: Brigadier-General Edward Matthew, Guards Brigade
* Large infantry element – 1st Foot Guards Battalion
* Large infantry element – 2nd Foot Guards Battalion

Group Commander: Major-General John Vaughan, 1st Brigade
* Large infantry element – 4th Regiment of Foot
* Large infantry element – 28th Regiment of Foot
* Large infantry element – 49th Regiment of Foot

Group Commander: Major-General James Grant, 2nd Brigade
* Large infantry element – 5th Regiment of Foot
* Large infantry element – 27th Regiment of Foot
* Large infantry element – 55th Regiment of Foot

Group Commander: Lieutenant-General Lord Charles Cornwallis and Lieutenant-Colonel Henry Monckton
* Large infantry element – 1st Grenadiers Battalion
* Large infantry element – 2nd Grenadiers Battalion
* Large infantry element – Queen's Rangers
* Medium cavalry element – 16th Light Dragoons

Left Wing
Force Commander: Lieutenant-General Wilhelm von Knyphausen

Group Commander: Lieutenant-Colonel Ludwig von Wurmb
* Large infantry element – Hessian Jägers
* Large infantry element – Anspach Jägers

Group Commander: General Charles Grey, 1st Earl of Grey, 3rd Brigade
* Large infantry element – 15th Regiment of Foot
* Large infantry element – 17th Regiment of Foot
* Large infantry element – 44th Regiment of Foot

Group Commander: Brigadier-General James Agnew, 4th Brigade
* Large infantry element – 33rd Regiment of Foot
* Large infantry element – 37th Regiment of Foot
* Large infantry element – 46th Regiment of Foot
* Large infantry element – 64th Regiment of Foot

Group commander: Major-General Johann Daniel Stirn, Hessian Brigade
* Large infantry element – Erbprinz Infantry Regiment
* Large infantry element – Donop Infantry Regiment

Group commander: Colonel Carl von Donop, Hessian Brigade
* Large infantry element – Linsing Grenadier Battalion
* Large infantry element – Minningerode Grenadier Battalion

Von Donop

Matthew

Vaughn

Grant

Cornwallis

Howe

Stim

Germantown

Agnew

Knyphausen

Americans enter from table edge

Chew House

Erskine

Grey

von Wurmb

American Forces

ATTACKER

American Force Commander: Major-General George Washington

Right Wing Militia
Group Commander: Brigadier-General John Armstrong, Sr
- Large infantry element – Pennsylvania Militia
- Large infantry element – Pennsylvania Militia
- Large infantry element – Pennsylvania Militia
- Large infantry element – Pennsylvania Militia
- Medium artillery element – Militia artillery light gun battery
- Large infantry element – 1st Philadelphia City Troop

Right Wing Continentals
Force Commander: Major-General John Sullivan (divisional commander but could be used in gameplay)

Group Commander: Colonel John Hoskins Stone, 1st Maryland Brigade
- Medium infantry element – 1st Maryland Regiment
- Medium infantry element – 3rd Maryland Regiment
- Medium infantry element – 7th Maryland Regiment
- Large infantry element – 1st Delaware Regiment

Group Commander: Colonel Moses Hazen, 2nd Maryland Brigade
- Medium infantry element – 2nd Maryland Regiment
- Medium infantry element – 4th Maryland Regiment
- Medium infantry element – 6th Maryland Regiment
- Large infantry element – 2nd Canadian Regiment

Force Commander: Brigadier-General Anthony Wayne (Divisional commander but could be used in gameplay)

Group Commander: Colonel Thomas Hartley, 1st Pennsylvania Brigade
- Medium infantry element – 1st Pennsylvania Regiment
- Medium infantry element – 2nd Pennsylvania Regiment
- Medium infantry element – 7th Pennsylvania Regiment
- Medium infantry element – 10th Pennsylvania Regiment
- Medium infantry element – Hartley's Additional Continental Regiment

Group Commander: Colonel Richard Humpton, 2nd Pennsylvania Brigade
- Medium infantry element – 4th Pennsylvania Regiment
- Medium infantry element – 5th Pennsylvania Regiment
- Medium infantry element – 8th Pennsylvania Regiment
- Medium infantry element – 11th Pennsylvania Regiment

Group Commander: Brigadier-General Thomas Conway, 3rd Pennsylvania Brigade
- Medium infantry element – 3rd Pennsylvania Regiment
- Medium infantry element – 6th Pennsylvania Regiment
- Medium infantry element – 9th Pennsylvania Regiment
- Medium infantry element – 12th Pennsylvania Regiment

Group Commander: Colonel Theodorick Bland
- Medium cavalry element – Delaware Horse
- Medium cavalry element – 1st Continental Light Dragoons
- Medium cavalry element – 4th Continental Light Dragoons

Left Wing Militia
Group Commander: Colonel William Smallwood, Maryland Militia Brigade
- Large infantry element – Maryland Militia
- Large infantry element – Maryland Militia
- Large infantry element – Maryland Militia
- Large infantry element – Maryland Militia
- Large infantry element – Maryland Militia

Group Commander: Brigadier-General David Forman, New Jersey Militia Brigade
- Large infantry element – New Jersey Militia
- Large infantry element – New Jersey Militia
- Large infantry element – New Jersey Militia
- Large infantry element – New Jersey Militia
- Large infantry element – New Jersey Militia

Left Wing Continentals
Force Commander: Major-General Nathanael Greene (divisional commander but could be used in gameplay)

Group Commander: Brigadier-General Peter Muhlenberg, 1st Virginia Brigade
- Large infantry element – 1st Virginia Regiment
- Large infantry element – 5th Virginia Regiment
- Large infantry element – 9th Virginia Regiment
- Large infantry element – 13th Virginia Regiment

Group Commander: Brigadier-General George Weedon, 2nd Virigina Brigade
- Large infantry element – 2nd Virginia Regiment
- Large infantry element – 6th Virginia Regiment
- Large infantry element – 10th Virginia Regiment
- Large infantry element – 14th Virginia Regiment
- Large infantry element – Pennsylvania State Regiment

Group Commander: Brigadier-General Alexander McDougall, Connecticut Brigade
- Medium infantry element – 2nd Connecticut Regiment
- Medium infantry element – 4th Connecticut Regiment
- Medium infantry element – 5th Connecticut Regiment
- Medium infantry element – 7th Connecticut Regiment

Force Commander: Major-General Adam Stephen (divisional commander but could be used in gameplay)

Group Commander: Brigadier-General William Woodford, 3rd Virginia Brigade
- Medium infantry element – 3rd Virginia Regiment
- Medium infantry element – 7th Virginia Regiment
- Medium infantry element – 11th Virginia Regiment
- Medium infantry element – 15th Virginia Regiment

Group Commander: Brigadier-General Charles Scott, 4th Virginia Brigade
- Medium infantry element – 4th Virginia Regiment
- Medium infantry element – 8th Virginia Regiment
- Medium infantry element – 12th Virginia Regiment

Group Commander: Brigadier-General Count Kazimierz Pulaski
- Tiny cavalry element – Pulaski Legion Lancers
- Small cavalry element – Pulaski Legion Light Dragoons
- Large infantry element – Pulaski Legion Light Infantry

Reserves

Force Commander: Major-General William Alexander, Lord Stirling (divisional commander but could be used in gameplay)

Group Commander: Brigadier-General Francis Nash, North Carolina Brigade
- Medium infantry element – 1st North Carolina Regiment
- Medium infantry element – 2nd North Carolina Regiment
- Medium infantry element – 3rd North Carolina Regiment
- Medium infantry element – 4th North Carolina Regiment

- Medium infantry element – 5th North Carolina Regiment
- Medium infantry element – 6th North Carolina Regiment
- Medium infantry element – 7th North Carolina Regiment
- Medium infantry element – 8th North Carolina Regiment
- Medium infantry element – 9th North Carolina Regiment

Group Commander: Brigadier-General William Maxwell, New Jersey Brigade
- Medium infantry element – 1st New Jersey Regiment
- Medium infantry element – 2nd New Jersey Regiment
- Medium infantry element – 3rd New Jersey Regiment
- Medium infantry element – 4th New Jersey Regiment

Group Commander: Brigadier-General Henry Knox
- Small artillery element – Pennsylvania Artillery 6lb battery
- Small artillery element – Pennsylvania Artillery 4lb battery

The British advance is disordered, represented by the bases being moved slightly out of formation. (Joe Moore)

BATTLE OF KING'S MOUNTAIN

October 7, 1780, York County, South Carolina

British Major Patrick Ferguson of the 71st Regiment of Foot traveled to North Carolina in early September 1780 to bolster the ranks of the Loyalist militia in order to secure the flanks of Lord Cornwallis' army. During his time in North Carolina, Major Ferguson issued several challenges to the local Patriot militia to surrender their arms or suffer the consequences of being a traitor to the crown. The warnings did not go unheeded, as Patriot militia colonels James Johnston, William Campbell, John Sevier, Joseph McDowell, and Isaac Shelby rallied their forces for an attack on Ferguson and his men.

Major Ferguson received intelligence of the impending attack and decided to retreat to the safety of Lord Cornwallis' much larger force. Along the march, the Loyalists camped on the top of King's Mountain less than a day's march from the main army. The American patriots caught up with Ferguson and attacked, achieving complete surprise.

SCENARIO: SURROUNDED

British Forces

DEFENDER

British Force Commander: Major Patrick Ferguson, 71st Foot

Group Commander: Loyalist Captain Abraham DePeyster
- Medium infantry elements: North Carolina Loyalists
- Medium infantry elements: North Carolina Loyalists
- Medium infantry elements: North Carolina Loyalists

Group Commander: Loyalist Officer Alexander Chesney
- Medium infantry elements: South Carolina Loyalists
- Medium infantry elements: South Carolina Loyalists
- Medium infantry elements: South Carolina Loyalists

Group Commander: Unidentified Loyalist commander
- Medium infantry elements: North Carolina Loyalists
- Medium infantry elements: South Carolina Loyalists
- Medium infantry elements: New York Loyalists

American Forces

ATTACKER

American Force Commander: Colonel William Campbell – Virginia Militia

Group Commander: Colonel Benjamin Cleveland
- Small infantry element: North Carolina Militia
- Small infantry element: North Carolina Militia
- Small infantry element: North Carolina Militia
- Small infantry element: North Carolina Militia

Group Commander: Lieutenant-Colonel Frederick Hambright and Major Joseph McDowell
- Small infantry element: North Carolina Militia
- Small infantry element: North Carolina Militia

Group Commander: Colonel John Sevier
- Small infantry element: Washington District Militia (Modern-day NW Tennessee)
- Small infantry element: Washington District Militia
- Small infantry element: Overmountain Men, riflemen militia
- Small infantry element: Overmountain Men, riflemen militia

Group Commander: Colonel James Williams
- Small infantry element: North Carolina Militia
- Small infantry element: North Carolina Militia

Group Commander: Colonel Isaac Shelby
- Small infantry element: Washington District Militia (Modern day NW Tennessee)
- Small infantry element: Washington District Militia
- Small infantry element: Overmountain Men, riflemen militia
- Small infantry element: Overmountain Men, riflemen militia

Group Commander: Colonel Arthur Campbell
- Small infantry element: Virginia Militia
- Small infantry element: Virginia Militia
- Small infantry element: Virginia Militia
- Small infantry element: Virginia Militia
- Small infantry element: Virginia Militia
- Small infantry element: Virginia Militia

British have no reserves

DePeyster

Chesney

Ferguson

Unidentified

Americans enter from 3 table edges
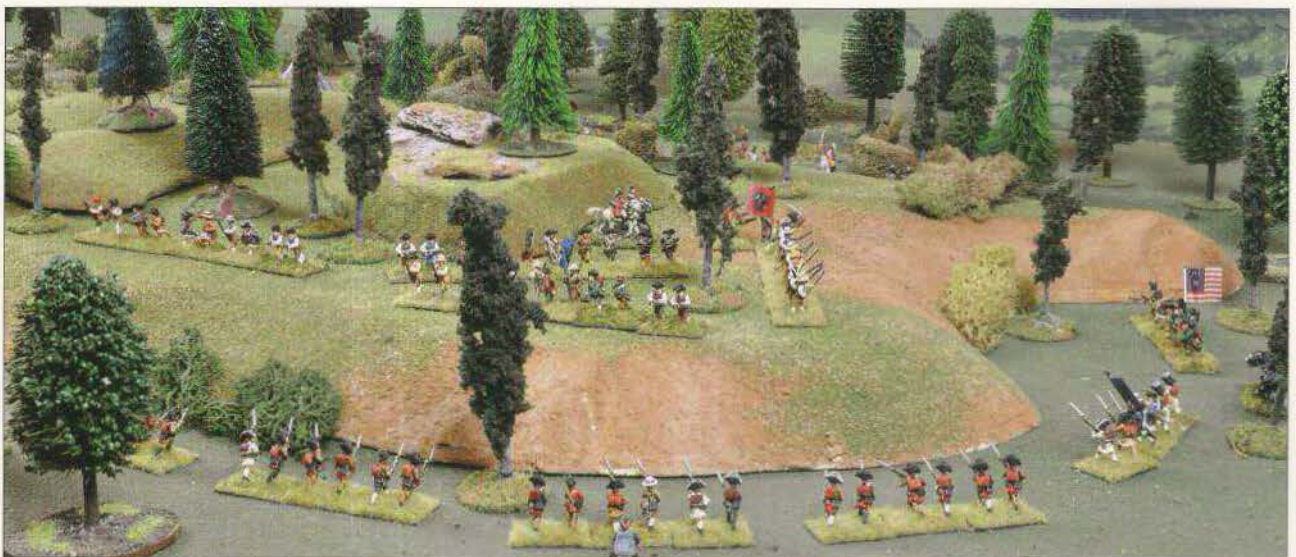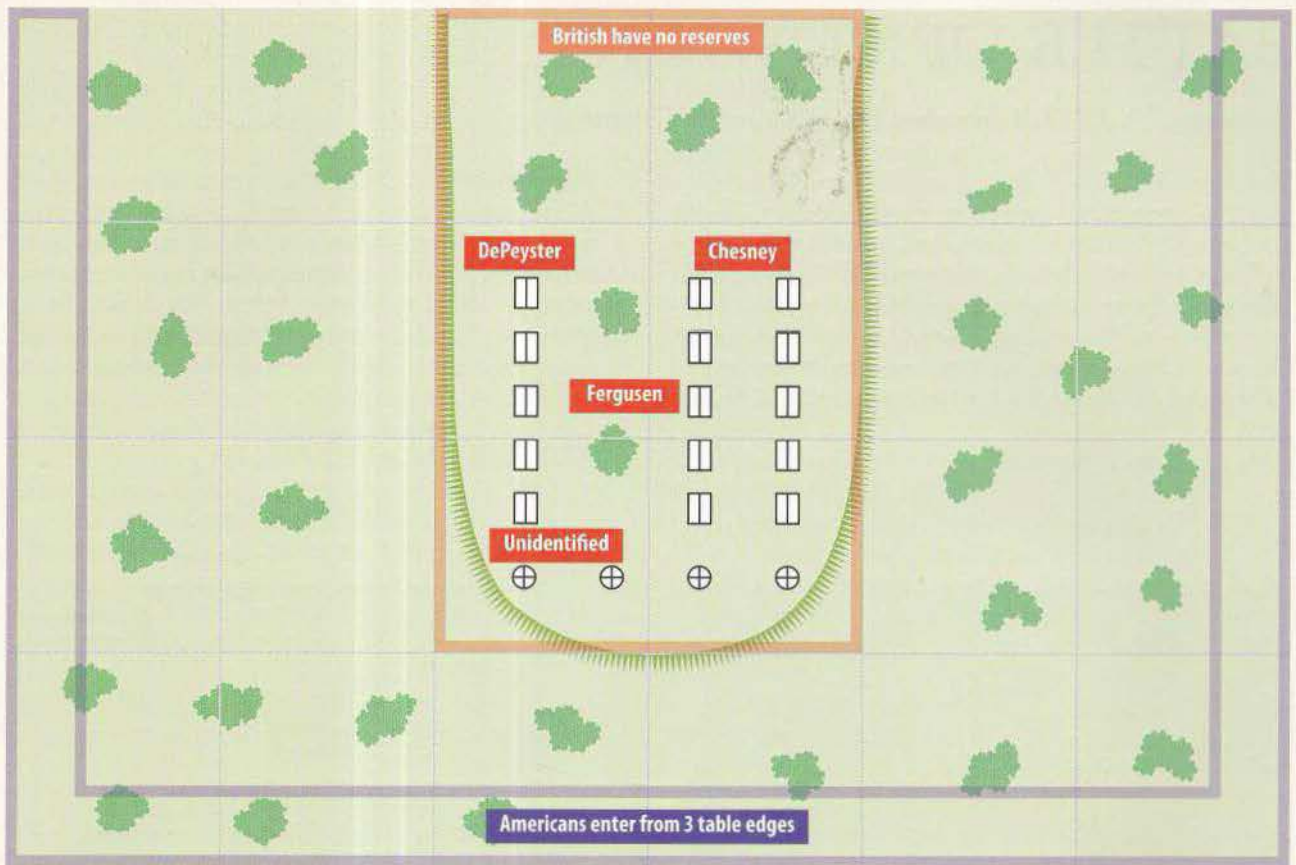
American militia surround King's Mountain and attack the Loyalist camp. (Joe Moore)

BATTLE OF COWPENS

January 17, 1781, Cherokee County, South Carolina

The Americans were reeling from the loss of two armies and the important port city of Charleston, South Carolina in May 1780. Major-General Nathanael Greene had sent orders to Brigadier-General Daniel Morgan to take a detachment of troops west of the Catawba River in an effort to raise local morale and forage for supplies. During his trip, Morgan recruited new militia units, and by the end of December his force reached the Pacelet River.

The British Lord Cornwallis wanted to invade North Carolina, but he looked at Morgan's growing numbers as a legitimate threat that needed to be dealt with immediately. He had received rumors that Morgan was planning to attack the British fort at Ninety Six, South Carolina, so Cornwallis ordered 26-year-old Lieutenant-Colonel Banastre Tarleton to seek out Morgan's army and destroy it.

SCENARIO: TAKE THE FIELD

British Forces

ATTACKER
British Force Commander: Lieutenant-Colonel Banastre Tarleton

Group Commander: Captain David Ogilvie
* Medium cavalry element: British Legion
* Medium cavalry element: British Legion

Group Commander: Captain Francis Gildart and Lieutenant Harry Nettles
* Small cavalry element: 17th Light Dragoons
* Small cavalry element: 17th Light Dragoons

Center Group Commander: Captain Charles Stewart
* Small artillery element: 3lb artillery battery
* Small artillery element: 3lb artillery battery
* Large infantry element: British Legion

Left Flank Group Commander: Major Timothy Newmarsh and Major Archibald MacArthur
* Medium infantry element: 7th Royal Fusiliers
* Large infantry element: 71st Regiment of Foot, Fraser's Highlanders

Right Flank Group Commander: Captain James McDonald
* Small infantry element: 16th Regiment of Foot light infantry
* Small infantry element: 71st Regiment of Foot, Fraser's Highlanders light infantry
* Small infantry element: Loyalist Prince of Wales' American Regiment light infantry

American Forces

DEFENDER
American Force Commander: Brigadier-General Daniel Morgan

Group Commander: Lieutenant-Colonel John Eager Howard
* Small infantry element: Delaware Continentals
* Small infantry element: Virginia Continentals
* Small infantry element: Maryland Continentals
* Small infantry element: Maryland Continentals
* Small infantry element: Maryland Continentals

Group Commander: Captains John Lawson, Joseph Pickens and Henry Connelly
* Small infantry element: Virginia State troops
* Small infantry element: South Carolina State troops
* Small infantry element: North Carolina State troops

Group Commander: Major Francis Triplett and Captain James Tate
* Medium infantry element: Virginia Militia
* Small infantry element: Virginia Militia
* Small infantry element: South Carolina Militia

Group Commander: Colonel Joseph McDowell
* Small infantry element: Georgia Militia Riflemen
* Large infantry element: North Carolina Militia Riflemen

Group Commander: Colonel Andrew Pickens
* Medium infantry element: Spartan Regiment under Lieutenant-Colonel Benjamin Roebuck
* Medium infantry element: Spartan Regiment under Colonel John Thomas
* Large infantry element: Little River Regiment under Lieutenant-Colonel Joseph Hayes
* Large infantry element: Fair Forest Regiment under Colonel Thomas Brandon

Group Commander: Lieutenant-Colonel William Washington and Major James McCall
* Small cavalry element: 1st and 3rd Continental Light Dragoons
* Small cavalry element: North Carolina and Virginia State Dragoons
* Small cavalry element: South Carolina Dragoons

BATTLE OF GUILFORD COURT HOUSE

March 15, 1781, Greensboro, North Carolina

After the British loss at the Battle of Cowpens, Lieutenant-General Lord Charles Cornwallis was determined to destroy Nathanael Greene's army. Losing the light infantry at Cowpens forced Cornwallis to abandon vital supplies in order to maintain a nimble pursuit after the Americans. Unfortunately, Cornwallis' efforts to catch Greene were unsuccessful, and the American army escaped across the Dan River into Virginia.

With no supplies and in hostile territory, Cornwallis needed to refit his army, so he moved to his base camp in Hillsborough, North Carolina in an attempt to recruit more Loyalists into the ranks. The current abysmal state of the British army under Cornwallis and the news surrounding Pyle's massacre deterred many Loyalists from turning out.

On March 14, 1781 word had reached Lord Cornwallis that Greene and his army were encamped at Guilford Court House. Rousing the troops early in the morning on March 15, the British forces set out before breakfast and arrived at Guildford by midday to force a fight.

SCENARIO: MEETING ENGAGEMENT

British Forces

ATTACKER
British Force Commander: Lieutenant-General Lord Charles Cornwallis

Group Commander: Major-General Alexander Leslie
* Large infantry element – 2nd Battalion, 71st Regiment of Foot
* Large infantry element – Regiment von Bose
* Medium artillery element – Captain MacLeod's Company

Group Commander: Lieutenant-Colonel James Webster
* Large infantry element – 23rd Regiment of Foot
* Large infantry element – 33rd Regiment of Foot
* Medium infantry element – Light Infantry Company (Guards)
* Small infantry element – Hesse Cassel Jäger Company

Group Commander: Colonel Charles O'Hara
* Large infantry element – 1st Battalion Foot Guards
* Large infantry element – 2nd Battalion Foot Guards
* Medium infantry element – Grenadier Foot Guards Company
* Small artillery element – Smith's Company
* Small cavalry element – British Legion Cavalry
* Small infantry element – British Legion Cavalry

American Forces

DEFENDER
American Force Commander: Major-General Nathanael Greene

Group Commander: Colonel Otho Williams
* Medium infantry element – 1st Maryland Regiment
* Medium infantry element – 2nd Maryland Regiment
* Medium artillery element – Singleton's Company (deployed out of SPI)

Group Commander: Brigadier-General Isaac Huger
* Medium infantry element – 4th Virginia Regiment
* Medium infantry element – 5th Virginia Regiment
* Medium artillery element – Finley's Company

Group Commander: Brigadier-General John Butler
* Small infantry element – North Carolina Militia
* Small infantry element – North Carolina Militia
* Small infantry element – North Carolina Militia
* Small infantry element – North Carolina Militia
* Small infantry element – North Carolina Militia

Group Commander: Brigadier-General Thomas Eaton
* Small infantry element – North Carolina Militia
* Small infantry element – North Carolina Militia
* Small infantry element – North Carolina Militia
* Small infantry element – North Carolina Militia
* Small infantry element – North Carolina Militia

Group Commander: Brigadier-General Ambrose Ramsey
* Small infantry element – North Carolina Militia
* Small infantry element – North Carolina Militia
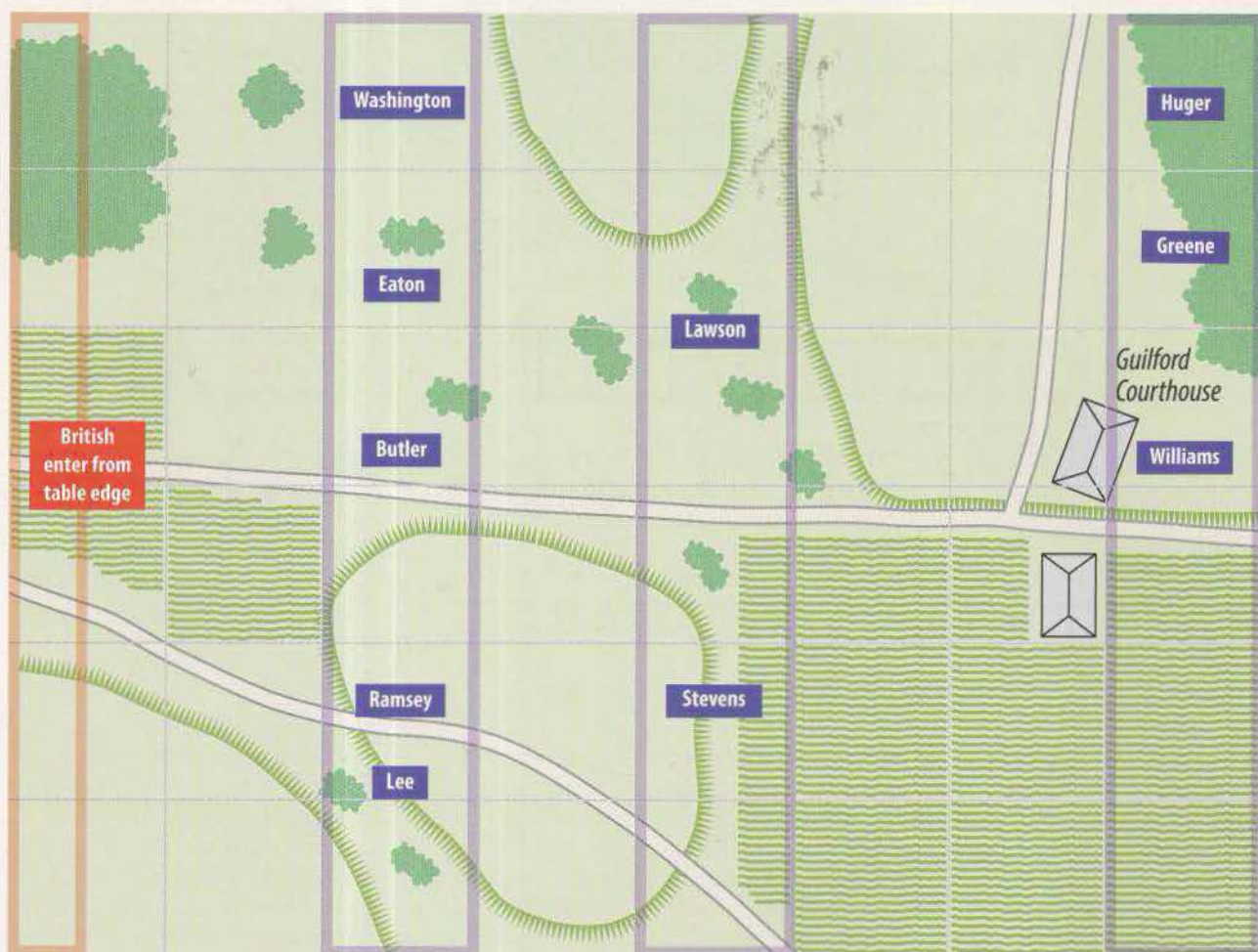
- Small infantry element – North Carolina Militia
- Small infantry element – North Carolina Militia
- Small infantry element – North Carolina Militia

Group Commander: Brigadier-General Robert Lawson
- Medium infantry element – Virginia Militia
- Medium infantry element – Virginia Militia
- Medium infantry element – Virginia Militia

Group Commander: Brigadier-General Edward Stevens
- Medium infantry element – Virginia Militia
- Medium infantry element – Virginia Militia
- Medium infantry element – Virginia Militia
- Medium infantry element – Virginia Militia

Group Commander: Lieutenant-Colonel William Washington
- Small cavalry element – 1st/3rd Continental Light Dragoons
- Small cavalry element – North Carolina Light Horse Regiment
- Small cavalry element – North Carolina Dragoons
- Small infantry element – Delaware Continentals
- Small infantry element – Virginia Continentals
- Small infantry element – Virginia Rifles

Group Commander: Lieutenant-Colonel Henry Lee
- Small cavalry element – Lee's Legion
- Small infantry element – Lee's Legion
- Small infantry element – Virginia Continentals
- Small infantry element – Virginia Rifles
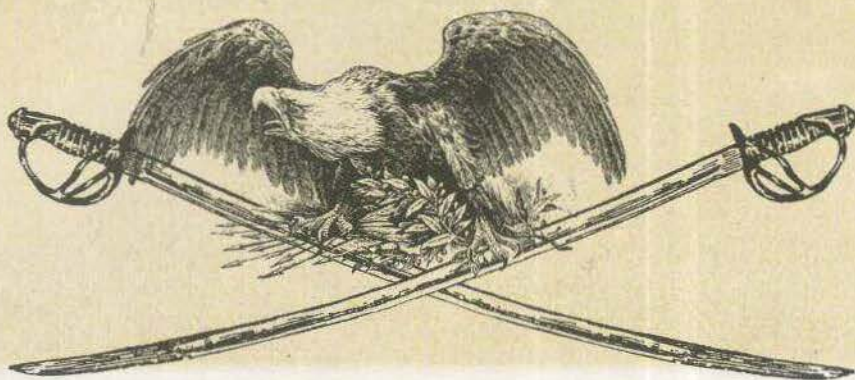
NORTHWEST INDIAN WAR (1785–95)

BATTLE OF THE WABASH

November 4, 1791, Northwest Territory

The 1783 Treaty of Paris ended the American Revolutionary War, and the American Indian tribes sympathetic to the British cause were treated as a defeated nation. England recognized the new United States as the sovereign over all the land east of the Mississippi River; however, the American Indians were not active participants of this agreement. During the late 1780s, American travelers and settlers instigated Indian attacks in the Northwest Territory, forcing President George Washington in 1791 to deploy General Arthur St Clair to remove the American Indian threat.

St Clair was ordered by Washington to begin the campaign during the summer months, but because of various logistical and supply issues the US army did not move out of Fort Washington, today's Cincinnati, Ohio,

until October 1791. The march took its toll on the army, as illness and desertions brought the force from over 2,000 men to under 1,700 fit for duty on November 3, 1791. The army camped on an elevated meadow near modern-day Fort Recovery, Ohio, at the headwaters of the Wabash River. The campsite was not fortified, even though American Indians were spotted moving in the surrounding forest.

On the morning of November 4, the American army stacked their weapons and paraded to their morning meals. The American Indian force, consisting of more than 1,400 warriors, sprang into action and surprised the unprepared American camp.

SCENARIO: SURROUNDED

Oldham's Group held in reserve; will enter from table edge

Huger

Darke

Heart

St. Clair

Truman

Gibson

Indians enter from 3 table edges

Confederation of Native American Forces

ATTACKER

Western Confederacy American Indian Force
Commander: Mishikinaakwa (Little Turtle)

Group Commander: Wapacomegat
* Medium infantry element – Ottawa
* Medium infantry element – Ojibwa
* Medium infantry element – Potawatomi

Group Commander: Weyapiersenwa (Blue Jacket)
* Medium infantry element – Miami
* Large infantry element – Shawnee
* Large infantry element – Delaware

Group Commander: Buckongahelas
* Large infantry element – Wyandot
* Small infantry element – Mingo
* Small infantry element – Cherokee

Miami Indians at the Wabash ravine, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 240: Wabash 1791.

American Forces

DEFENDER
American Force Commander: Major-General Arthur St Clair

Group Commander: Lieutenant-Colonel George Gibson
* Medium infantry element – 1st Maryland Regiment
* Medium infantry element – 2nd Maryland Regiment

Group Commander: Brigadier-General Isaac Huger
* Large infantry element – Eastern Pennsylvania Battalion
* Large infantry element – Western Pennsylvania Battalion
* Medium infantry element – New Jersey Battalion
* Medium artillery element – Company of Captain Mahlon Ford

Group Commander: Captain Alexander Truman
* Medium infantry element – Dismounted companies of dragoons
* Small infantry element – Rifle Company of Pennsylvania Militia

Group Commander: Major Jonathan Heart
* Small infantry element – Company of Captain Robert Kirkwood
* Small infantry element – Company of Captain Samuel Newman
* Small infantry element – Company of Captain Patrick Phelon
* Small infantry element – Company of Lieutenant Russell Bissell, Jr

Group Commander: Lieutenant-Colonel William Darke
* Large infantry element – Maryland Battalion
* Medium infantry element – Combined Virginia and Overmountain Battalion
* Medium artillery element – Company of Captain James Bradford

Group Commander: Lieutenant-Colonel William Oldham
* Small infantry element – Company of Captain James Ellis
* Small infantry element – Company of Captain Presley Gray
* Small infantry element – Company of Captain James Lemon
* Small infantry element – Company of Captain George Madison
* Small infantry element – Company of Captain John Thomas
* Small infantry element – Company of Captain Samuel Wells

BATTLE OF FALLEN TIMBERS

August 20, 1794, Northwest Territory

The major loss of the American army at the Battle of the Wabash resulted in President Washington's request for Major-General Arthur St Clair's resignation. President Washington placed Major-General "Mad" Anthony Wayne in charge to raise a new army and destroy Indian resistance to American expansion. Wayne realized that inadequate training and poor discipline were the main reasons for failure in the previous campaigns, so he spent most of 1793 preparing for a new offensive.

The new Legion of the United States left Fort Washington (Cincinnati, Ohio) in 1793 and secured its route by building forts along its march towards Indian Territory. The Americans arrived near present-day Toledo, Ohio on August 20, 1794, and found a large force of American Indians had taken up a defensive position along the Maumee River.

SCENARIO: MEETING ENGAGEMENT

Confederation of Native American Forces

DEFENDER
Western Confederacy American Indian Force Commander: Weyapiersenwa (Blue Jacket)

Group Commander: Egushwa and Little Otter
* Large infantry element – Ottawa
* Small infantry element – Ojibwa
* Small infantry element – Potawatomi

Group Commander: Buckongahelas
* Small infantry element – Miami
* Large infantry element – Shawnee
* Large infantry element – Delaware

Group Commander: Captain William Caldwell
* Large infantry element – Wyandot
* Small infantry element – Mingo and Mohawks
* Small infantry element – Volunteer companies of refugees
* Small infantry element – Company of Captain Daniel Mckillip
* Small infantry element – Company of Captain Charles Smith

American Forces

ATTACKER
American Force Commander: Major-General Anthony Wayne

Group Commander: Major John Mills
* Medium infantry element – Advance Irregular Guard
* Medium infantry element – Rear Irregular Guard
* Large cavalry element – Dragoon Squadron
* Medium artillery element – Company of Captain Mahlon Ford
* Medium artillery element – Company of Captain Moses Porter
* Medium infantry element – Light Infantry and Scout Companies

Group Commander: Lieutenant-Colonel John Hamtramck
* Medium infantry element – 2nd Sublegion
* Large infantry element – 4th Sublegion
* Medium infantry element – Rifle Battalion

Group Commander: Brigadier-General James Wilkinson
* Medium infantry element – 1st Sublegion
* Large infantry element – 3rd Sublegion
* Medium infantry element – Rifle Battalion

Group Commander: Major-General Charles Scott
* Large infantry element – Battalion of Major Notley Conn
* Large infantry element – Battalion of Major William Russell
* Medium infantry element – Advance Scout Battalion of Major William Price
* Large infantry element – Battalion of Major Aquila Whitaker
* Large infantry element – Battalion of Major John Caldwell
* Large infantry element – Battalion of Major Nathan Houston

Egushwa &
Little Otter

Maumee River

Blue Jacket

Buckongahelas

Americans
enter from
table edge

Caldwell

Fallen Timbers
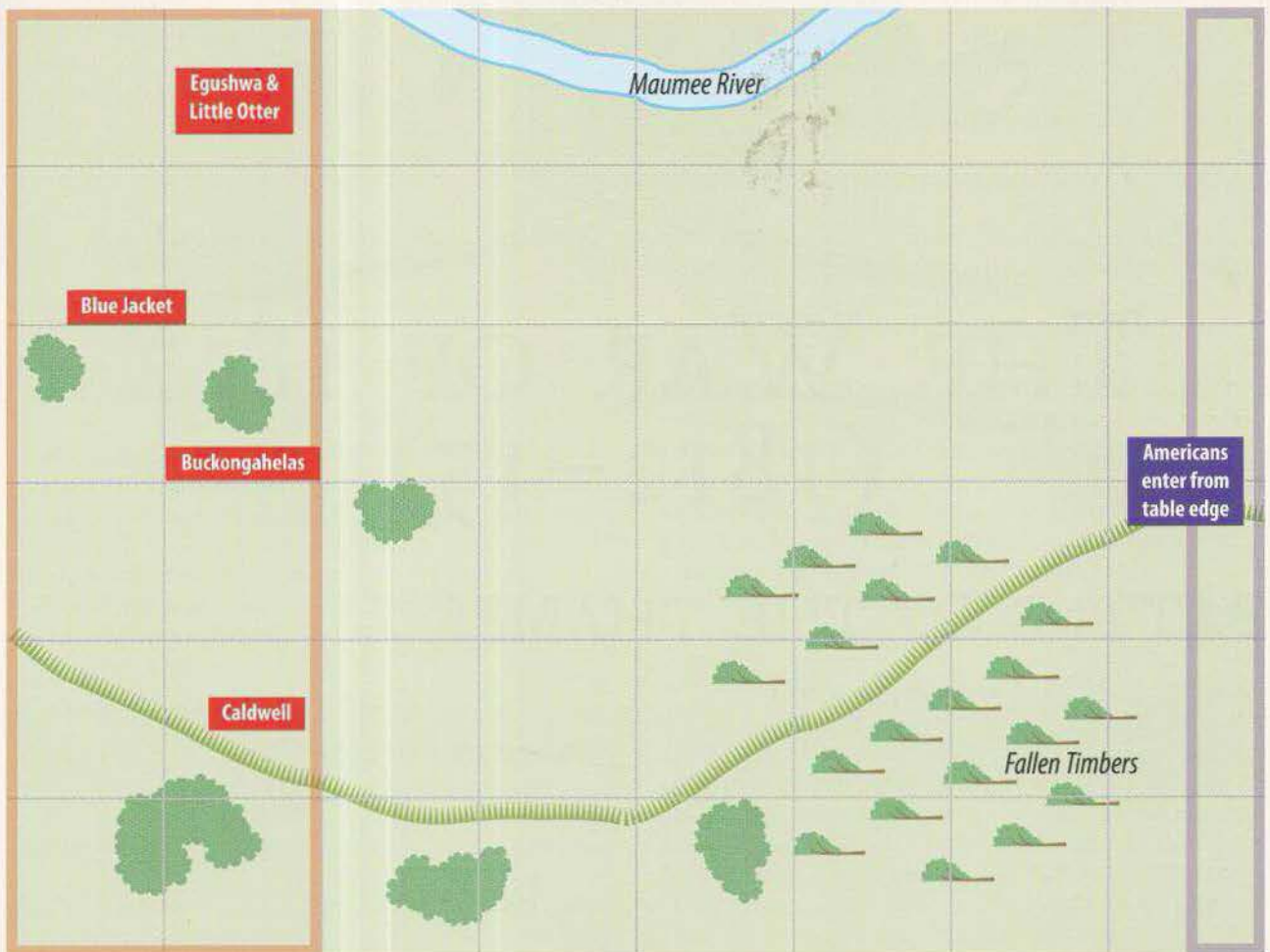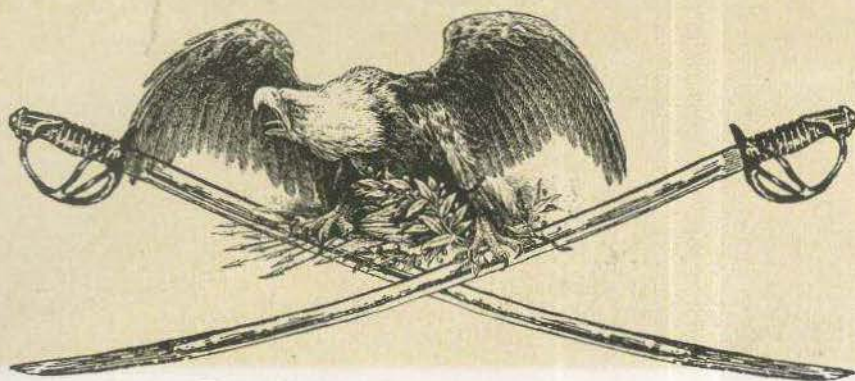
THE WAR OF 1812 (1812–15)

BATTLE OF THE THAMES

October 5, 1813, Chatham, Ontario

During December 1812 through to the fall of 1813, the American Army of the Northwest was busy attempting to reclaim Detroit and capture Fort Amherstburg back from the British. Holding these strategic locations was vital for control over Lake Erie, which the British had dominated since the start of the war. An American squadron under Master Commandant Oliver Hazard Perry entered Lake Erie and forced a naval action, resulting in a complete American victory. The naval victory and blockade of Amherstburg precipitated an attack on land by US commander General William Henry Harrison.

British Major-General Henry Proctor realized his position at Fort Amherstburg was untenable, and without the support of artillery and the lack of provisions he was forced to withdraw to Moraviantown. The Americans advanced to Moraviantown and, without fortifying their position, the British forces were awaiting battle.

SCENARIO: TAKE THE FIELD

American Forces

ATTACKER
American Force Commander: William Henry Harrison

Group Commander: Colonel George Trotter, 1st Brigade
* Medium infantry element – 1st Kentucky Infantry Regiment – Militia
* Medium infantry element – 2nd Kentucky Infantry Regiment – Militia

Group Commander: Brigadier-General John Edward King, 3rd Brigade
* Medium infantry element – 5th Kentucky Infantry Regiment – Militia
* Medium infantry element – 7th Kentucky Infantry Regiment – Militia

Group Commander: Brigadier-General James Allen, 4th Brigade
* Medium infantry element – 6th Kentucky Infantry Regiment – Militia
* Medium infantry element – 7th Kentucky Infantry Regiment – Militia

Group Commander: Brigadier-General David Chiles, 2nd Brigade
- Medium infantry element – Kentucky Infantry Regiment – Militia
- Medium infantry element – 4th Kentucky Infantry Regiment – Militia

Group Commander: Brigadier-General Samuel Caldwell, 5th Brigade
- Medium infantry element – 9th Kentucky Infantry Regiment – Militia
- Medium infantry element – 10th Kentucky Infantry Regiment – Militia

Group Commander: Colonel Richard Mentor Johnson
- Large cavalry element – Kentucky Mounted Riflemen
- Large cavalry element – Kentucky Mounted Riflemen

Group Commander: Governor Isaac Shelby
- Medium infantry element – 27th US Infantry
- Medium infantry element – 11th Kentucky Infantry Regiment – Militia

British Forces

DEFENDER
British Force Commander: Major-General Henry Procter

Group Commander: Lieutenant-Colonel Augustus Warburton
- Large infantry element – 1st/41st Regiment of Foot (Welsh)
- Large infantry element – 2nd/41st Regiment of Foot (Welsh)
- Medium infantry element – Local militia
- Medium artillery element – Royal Artillery 6lb battery

Group Commander: Tecumseh
- Medium infantry element – Shawnee Indians
- Medium infantry element – Shawnee Indians

Group Commander: Roundhead
- Medium infantry element – Wyandot Indians
- Medium infantry element – Wyandot Indians

BATTLE OF CRYSLER'S FARM

November 11, 1813, Cornwall, Ontario

This engagement was part of the Saint Lawrence Campaign, one part of a two-pronged attack to capture Montreal. After the Battle of the Chateauguay, Major-General Wade Hampton turned in his resignation, leaving the US advance in doubt. Along the second line of attack, Major-General James Wilkinson moved his army along the St Lawrence River and disembarked near Ogdensburg.

The British Corps of Observation, under the leadership of Lieutenant-Colonel Joseph Wanton Morrison, was dispatched to intercept the American advance. Along the route Morrison was reinforced, and on November 10 the army encamped near Crysler's Farm two miles away from the American force. In the early morning hours of November 11, gunfire broke out on the water between opposing boats as well as on the land amongst scouting parties.

SCENARIO: TAKE THE FIELD

British Forces

ATTACKER
British Force Commander: Lieutenant-Colonel Joseph Wanton Morrison

Group Commander: Major Frederick Heriot
* Medium infantry element – Canadian Voltigeurs
* Tiny infantry element – Mohawk Indians
* Tiny infantry element – Leeds Militia Riflemen

Group Commander: Lieutenant-Colonel Thomas Pearson
* Medium infantry element – 49th Regiment of Foot light and grenadier companies
* Medium infantry element – Canadian Fencibles
* Small artillery element – Canadian Provincial Artillery

Group Commander: Lieutenant-Colonel Charles Plenderleath
* Medium infantry element – 49th Regiment of Foot center companies
* Large infantry element – 2/89th Regiment of Foot 6 companies
* Medium infantry element – 2/89th Regiment of Foot 3 companies
* Medium artillery element – Royal Artillery 6lb battery

American Forces

DEFENDER
American Force Commander: Brigadier-General John Parker Boyd

Group Commander: Colonel Isaac Coles, 1st Brigade
* Medium infantry element – 12th US Infantry
* Medium infantry element 13th US Infantry
* Medium artillery element – US Artillery 6lb battery
* Medium cavalry element – 2nd US Dragoons

Group Commander: Brigadier-General Leonard Covington, 3rd Brigade
* Medium infantry element – 9th US Infantry
* Medium infantry element – 16th US Infantry
* Medium infantry element – 25th US Infantry

Group Commander: Brigadier-General Robert Swartwout, 4th Brigade
* Medium infantry element – 11th US Infantry
* Medium infantry element – 14th US Infantry
* Medium infantry element – 21st US Infantry
* Small artillery element – US Artillery 6lb battery

Group Commander: Brigadier-General Jacob Brown, 2nd Brigade
* Medium infantry element – 6th US Infantry
* Medium infantry element – 15th US Infantry
* Medium infantry element – 22nd US Infantry

Heriot

Plenderleath

Morrison

Crysler's Farm

Pearson

Brown

Swartwout

Boyd

Covington

Coles
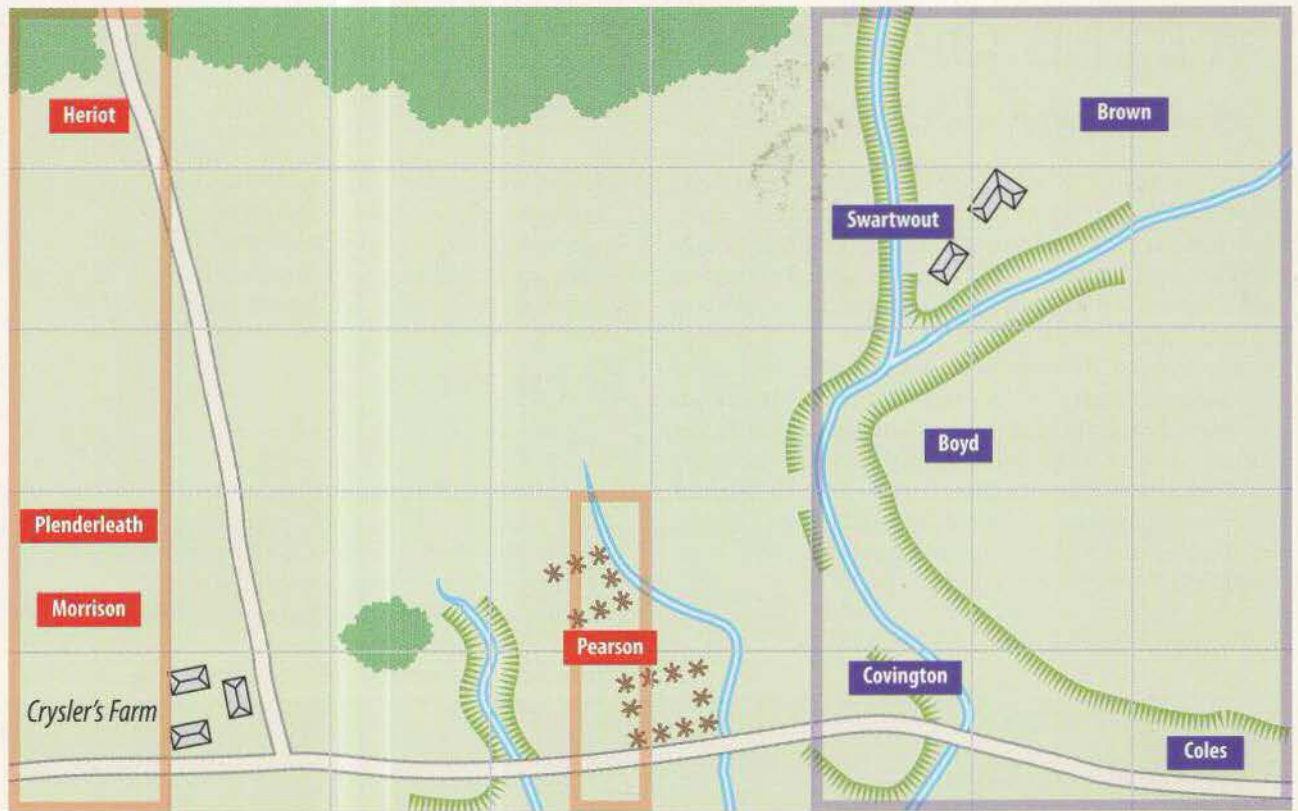
Using the farmhouse for cover, Indian scouts lead American Provincials around the enemy's flank. (Galloping Major)

BATTLE OF CHIPPAWA

July 5, 1814, Chippawa, Upper Canada

The war in Europe was favoring the Sixth Coalition and France was close to defeat. The impending victory enabled England to transfer the veterans of the Peninsula War to protect British interests in Canada. The United States was eager to claim victory prior to these British troops arriving in North America.

Early in July, Major-General Jacob Brown massed his army near the Niagara River and by July 3 the Americans had taken Fort Erie. The following day, the US forces pushed forward and encountered British defenses established on the far bank of Chippawa Creek. A short exchange of gunfire occurred, but the need for the Americans to celebrate the 4th of July postponed the real battle until the next day.

SCENARIO: MEETING ENGAGEMENT

American Forces

DEFENDER
American Force Commander: Major-General Jacob Brown

Group Commander: Brigadier-General Winfield Scott, 1st Brigade
* Large infantry element – 9th US Infantry Regiment
* Large infantry element – 22nd US Infantry Regiment
* Large infantry element – 11th US Infantry Regiment
* Large infantry element – 25th US Infantry Regiment
* Small infantry element – 21st US Infantry Regiment
* Medium infantry element – US Artillery 12lb battery

Group Commander: Brigadier-General Peter B. Porter, 3rd (Militia) Brigade
* Large infantry element – 5th Pennsylvania Militia
* Small infantry element – Canadian Volunteers
* Large infantry element – Six Nations Warriors

Group Commander: Major Jacob Hindman
* Medium artillery element – US Artillery 6lb battery
* Medium artillery element – US Artillery 12lb battery
* Small artillery element – US Artillery 5.5in. howitzer battery
* Small cavalry element – US Light Dragoons

British Forces

ATTACKER
British Force Commander: Major-General Phineas Riall

Group Commander: Lieutenant-Colonel John Gordon
* Medium cavalry element – 19th Light Dragoons
* Large infantry element – 1st Battalion, 1st Regiment of Foot (The Royal Scots)
* Large infantry element – 1st Battalion, 8th Regiment of Foot (The King's)
* Large infantry element – 100th Regiment (Prince Regent's County of Dublin)

Group Commander: Captain James Mackonochie
* Medium artillery element – 6lb battery
* Medium artillery element – 24lb battery
* Small artillery element – 5.5in. howitzer battery

Group Commander: Lieutenant-Colonel Thomas Dickson
* Medium infantry element – Western Nations Natives
* Large infantry element – Grand River Nations Natives
* Large infantry element – 2nd Lincoln Regiment of Militia

Dickson   Mackonochie   Riall   Gordon

Ussher's Farm

Americans enter from table edge

Lieutenant-Colonel Mawhood personally leads the attack as the British forces push the Americans off the hill, but not before Continental reinforcements arrive. (Joe Moore)

BATTLE OF NIAGARA FALLS

July 25, 1814, Niagara Falls, Canada

The British loss at the Battle of Chippawa forced the British troops to fall back to the safety of Fort George, out of the reach of the American force. For most of July, Major-General Jacob Brown's US army waited in Queenston for proper naval support and continued to be harassed by Canadian militia and Indians.

On July 24, Brown retired his army to the Chippawa River in order to secure supplies before his advance west to Burlington. British light infantry and militia shadowed the American withdrawal and halted at Lundy's Lane just 4 miles north of Chippawa. The Americans began their advance on July 25, and in the early evening the US forces came into the view of the British army preparing its positions.

SCENARIO: MEETING ENGAGEMENT

American Forces

ATTACKER
American Force Commander: Major-General Jacob Brown

Group Commander: Brigadier-General Winfield Scott, 1st Brigade
* Large infantry element – 9th US Infantry
* Large infantry element – 11th US Infantry
* Large infantry element – 25th US Infantry
* Large infantry element – 22nd US Infantry

Group Commander: Brigadier-General Eleazar W. Ripley, 2nd Brigade
* Medium infantry element – 1st US Infantry
* Large infantry element – 21st US Infantry
* Large infantry element – 23rd US Infantry

Group Commander: Brigadier-General Peter B. Porter, 3rd (Militia) Brigade
* Large infantry element – 5th Pennsylvania Militia
* Large infantry element – Swift's Regiment of Detached New York Militia
* Small infantry element – Canadian Volunteers
* Medium infantry element – New York Volunteer Dragoons (dismounted)

Group Commander: Major Jacob Hindman
* Medium artillery element – 6lb battery
* Medium artillery element – 12lb battery
* Small artillery element – 5.5in. howitzer battery
* Small cavalry element – US Light Dragoons

British Forces

DEFENDER
British Force Commander: Lieutenant-General Sir Gordon Drummond and Major-General Phineas Riall

Group Commander: Lieutenant-Colonel Thomas Pearson, 2nd or Light Brigade
* Small cavalry element – 19th Light Dragoons
* Tiny cavalry element – Provincial Light Dragoons
* Large infantry element – Glengarry Light Infantry
* Large infantry element – Incorporated Militia Battalion of Upper Canada

Group Commander: Lieutenant-Colonel Love Parry, 1st Militia Brigade
* Small infantry element – 1st Lincoln Regiment
* Small infantry element – 2nd Lincoln Regiment
* Small infantry element – 4th Lincoln Regiment
* Small infantry element – 5th Lincoln Regiment
* Small infantry element – 2nd York Regiment

Group Commander: Lieutenant-Colonel Christopher Hamilton, 2nd Militia Brigade
- Tiny infantry element – 1st Norfolk Regiment
- Tiny infantry element – 2nd Norfolk Regiment
- Small infantry element – 1st Essex Regiment
- Small infantry element – 1st Middlesex Regiment
- Tiny infantry element – Caldwell (Western) Rangers

Group Commander: Lieutenant-Colonel Joseph Morrison, Forts Column
- Large infantry element – Western and Grand River Nations Natives
- Medium infantry element – 1st Battalion, 1st Regiment (The Royal Scots)
- Small infantry element – 1st Battalion, 8th Regiment (The King's)
- Small infantry element – 41st Regiment, Light Company
- Large infantry element – 89th Regiment
- Small artillery element – 24lb battery

Group Commander: Colonel Hercules Scot, 1st Brigade
- Large infantry element – 1st Battalion, 8th Regiment (The King's)
- Large infantry element – 103rd Regiment
- Medium infantry element – 104th Regiment grenadiers and lights (New Brunswick)

Group Commander: Captain James Mackonochie
- Medium artillery element – 6lb battery
- Small artillery element – 5.5in. howitzer battery

BATTLE OF BLADENSBURG

August 24, 1814, Bladensburg, Maryland

By April 1814, Napoleon Bonaparte had been defeated and sent to the island of Elba, freeing up large numbers of British troops for the war in North America. Lieutenant-General Sir George Prevost, commander-in-chief of British forces in North America, designed a dual invasion of the United States. He would personally lead one attack from Canada into New York, and he placed Major-General Robert Ross in charge of an army made entirely of veterans from the Peninsula War to invade the Chesapeake Bay area.

After creating some diversions along the Potomac River and sending some smaller boats to threaten Baltimore, the British intentions were made clear by landing at Benedict, Maryland on August 19. By August 23, the British army was in a position to move on either Washington or Baltimore, but Ross decided to rest and organize his troops before the final push.

US Brigadier-General William Winder ordered his army to march south, with a few small skirmishes occurring along the way. Winder realized that Bladensburg was the key to defending Washington, because it lies along the most accessible route to the capital and Baltimore. While the British rested and prepared to engage the Americans, Winder deployed his troops and awaited the arrival of the British.

SCENARIO: MEETING ENGAGEMENT

British Forces

ATTACKER
British Force Commander: Major-General Robert Ross

Group Commander: Colonel William Thornton, 1st (Light) Brigade)
- Medium infantry element – 85th Regiment of Foot (Bucks Volunteers Light Infantry)
- Large infantry element – Converged Light Battalion (1/4th Foot, 21st Foot, 1/44th Foot)
- Medium infantry element – Royal Marines
- Large artillery element – Rocket Detachment of Royal Marine Artillery
- Medium infantry element – Colonial Marines

Group Commander: Colonel Arthur Brooke, 2nd Brigade
- Large infantry element – 4th Regiment of Foot (King's Own)
- Large infantry element – 44th Regiment of Foot (East Essex)

Group Commander: Colonel Patterson, 3rd Brigade
- Large infantry element – 21st Regiment of Foot (Royal North British Fusiliers)
- Large infantry element – 2nd Battalion, Royal Marines
- Large infantry element – Composite Battalion, Royal Marines

American Forces

DEFENDER
American Force Commander: Brigadier-General William H. Winder

Group Commander: Commodore Joshua Barney
- Medium infantry element – US Marines
- Large infantry element – US Navy personnel
- Small artillery element – Navy 18lb battery
- Medium artillery element – USMC 12lb battery
- Medium cavalry element – Regiment of Light Dragoons
- Large infantry element – US infantry battalion

Group Commander: Brigadier-General Walter Smith
- Large infantry element – District of Columbia 1st Regiment of Militia
- Large infantry element – District of Columbia 2nd Regiment of Militia
- Medium infantry element – District of Columbia Rifles
- Small cavalry element – District of Columbia Dragoons
- Large artillery element – The Washington Irish Artillery

Group Commander: Lieutenant-Colonel Jacob Kramer
- Medium infantry element – Navy Yard Rifles
- Large artillery element – The District of Columbia Militia Artillery
- Medium infantry element – District of Columbia Rifles
- Medium infantry element – Detachment of Captain Maynard
- Medium infantry element – Detachment of Captain Waring

Group Commander: Brigadier-General Tobias Stansbury
- Large infantry element – Baltimore County 1st Regiment of Militia
- Large infantry element – Baltimore County 2nd Regiment of Militia
- Large infantry element – 5th Baltimore City Regiment
- Medium infantry element – Baltimore Rifles, 1st Battalion
- Large artillery element – Baltimore Militia Artillery

Group Commander: Colonel William Beall
- Large infantry element – Annapolis Militia
- Large infantry element – Maryland State Militia
- Large cavalry element – Harford County Light Dragoons
- Medium cavalry element – Virginia Militia Dragoons
- Large infantry element – 60th Virginia Militia Regiment
- Medium infantry element – The James City Light Infantry

BATTLE OF PLATTSBURGH

September 6-11, 1814, Plattsburgh, New York

Fresh troops arriving from Europe bolstered England's ability to launch new offensives, and Lieutenant General Sir George Prévost wanted to attack Lake Champlain up the Richelieu River. The target of British operations was to capture Plattsburgh, New York, which was a staging area for US troops.

Brigadier-General Alexander Macomb maintained a small garrison in Plattsburgh, and many of the militia under his command lacked the armaments to be considered fit for duty. Many of the militia were set to the task of digging trenches and building fortifications in preparation for the British attack.

SCENARIO: FRONTAL ASSAULT

British Forces

ATTACKER
British Force Commander: Lieutenant-General Sir George Prévost and Major-General Sir Francis de Rottenburg

Group Commander: Major-General Thomas Brisbane, 2nd Brigade
- Small infantry element – 2nd/8th Regiment of Foot (King's)
- Medium infantry element – 13th Regiment of Foot (Somersetshire)
- Medium infantry element – 49th Regiment of Foot (Hertfordshire)
- Medium infantry element – Swiss Régiment de Meuron
- Medium infantry element – Voltigeurs Canadiens
- Medium infantry element – Chasseurs Canadiens
- Large artillery element – Royal artillery – 6lb Congreve rocket, 5.5in. mortars

Group Commander: Major-General Manley Power, 3rd Brigade
- Large infantry element – 3rd Regiment of Foot (The Buffs)
- Medium infantry element – 5th Regiment of Foot (Northumberland)
- Large infantry element – 1st/27th Regiment of Foot (Inniskilling)
- Medium infantry element – 58th Regiment of Foot (Rutlandshire)

- Large artillery element – Royal Artillery – 6lb, Congreve rocket, 5.5in. mortars
- Medium cavalry element – 19th Light Dragoons

Group Commander: Major-General Frederick Robinson, 1st Brigade
- Medium infantry element – 3rd/27th Regiment of Foot (Inniskilling)
- Medium infantry element – 39th Regiment of Foot (Dorsetshire)
- Medium infantry element – 76th Regiment of Foot (Hindoostan)
- Medium infantry element – 88th Regiment of Foot (Connaught Rangers)
- Large artillery element – Royal Artillery – 6lb, Congreve rocket, 5.5in. mortars

Group Commander: Captain Dominique Dusharme (Indian ally)
- Small infantry element – Mohawk Indians
- Small infantry element – Mohawk Indians

American Forces

DEFENDER
American Force Commander: Brigadier-General Alexander Macomb

Group Commander: Major John E. Wool, 3rd Regular Brigade
- Medium infantry element – 4th and 13th US Infantry Regiment
- Medium infantry element – 6th and 34th US Infantry Regiment
- Small infantry element – 29th US Infantry Regiment
- Small infantry element – 30th US Infantry Regiment
- Small infantry element – 31st US Infantry Regiment
- Small infantry element – 33rd US Infantry Regiment
- Medium artillery element – 2nd US Artillery
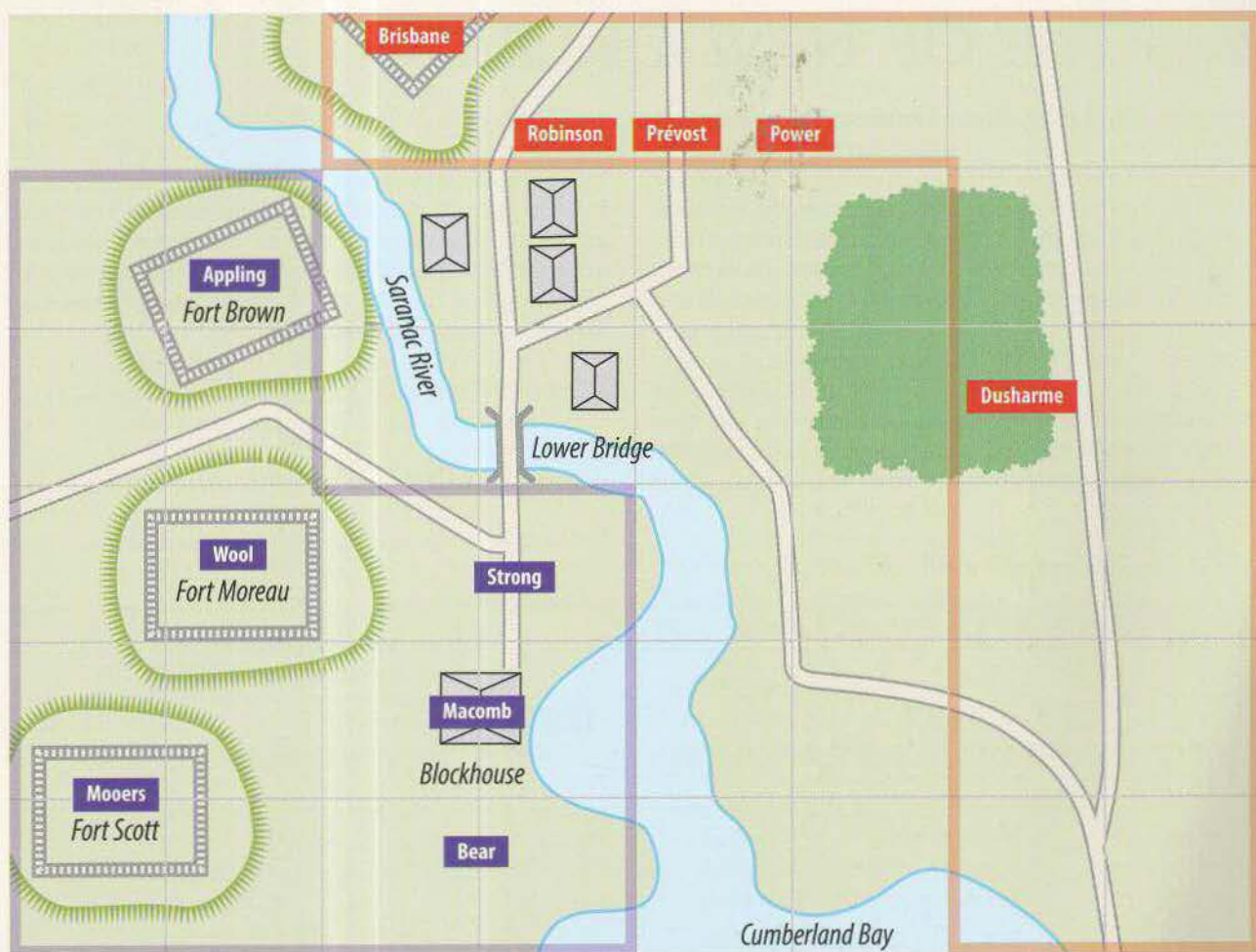
Group Commander: Major-General Benjamin Mooers, 3rd New York Brigade
- Medium infantry element – 7th New York Militia Regiment
- Small infantry element – 8th New York Militia Regiment
- Small infantry element – 9th New York Militia Regiment
- Small infantry element – 3rd New York Rifle Battalion
- Medium cavalry element – 7th New York Light Dragoons
- Medium artillery element – 2nd US Artillery

Group Commander: General Samuel Strong, 1st Vermont Brigade
- Medium infantry element – 1st Vermont Militia Regiment
- Medium infantry element – 2nd Vermont Militia Regiment
- Medium infantry element – 3rd Vermont Militia Regiment
- Medium artillery element – 2nd US Artillery

Group Commander: Henry Bear
- Small infantry element – Oneida Indians
- Small infantry element – Seneca Indians

Group Commander: Major Daniel Appling
- Medium artillery element – US Light Artillery battery
- Medium artillery element – US Light Artillery battery
- Small infantry element – 4th US Rifle Regiment

BATTLE OF NEW ORLEANS

January 8, 1815, New Orleans, Louisiana

The British were intent on capturing some of the territory that the United States had recently acquired from the French in the Louisiana Purchase, so they placed their sights on New Orleans. The Americans were busy fortifying their position to protect New Orleans, and when the British arrived on December 23, 1814 they began probing the US line for weaknesses. A few reconnaissance-in-force attacks were made against the American fortifications, and during the breaks in action the US commanders had strengthened their position by adding several gun batteries.

The British guns arrived and an artillery duel broke out on New Year's Day, but British Major-General Sir Edward Pakenham was resolved to wait until all of his forces arrived. On January 8 the assembly of the British army was complete, and in the early morning hours they launched a two-pronged assault.

SCENARIO: FRONTAL ASSAULT

Harrison — Jackson — Adair — Morgan's Group on west bank; not active in battle — Coffee

Plauché — Ross — Carroll

Levee

Swamp

Ditch

Thorton — Keane — Mitchell — Lambert — Gibbs — Dickson
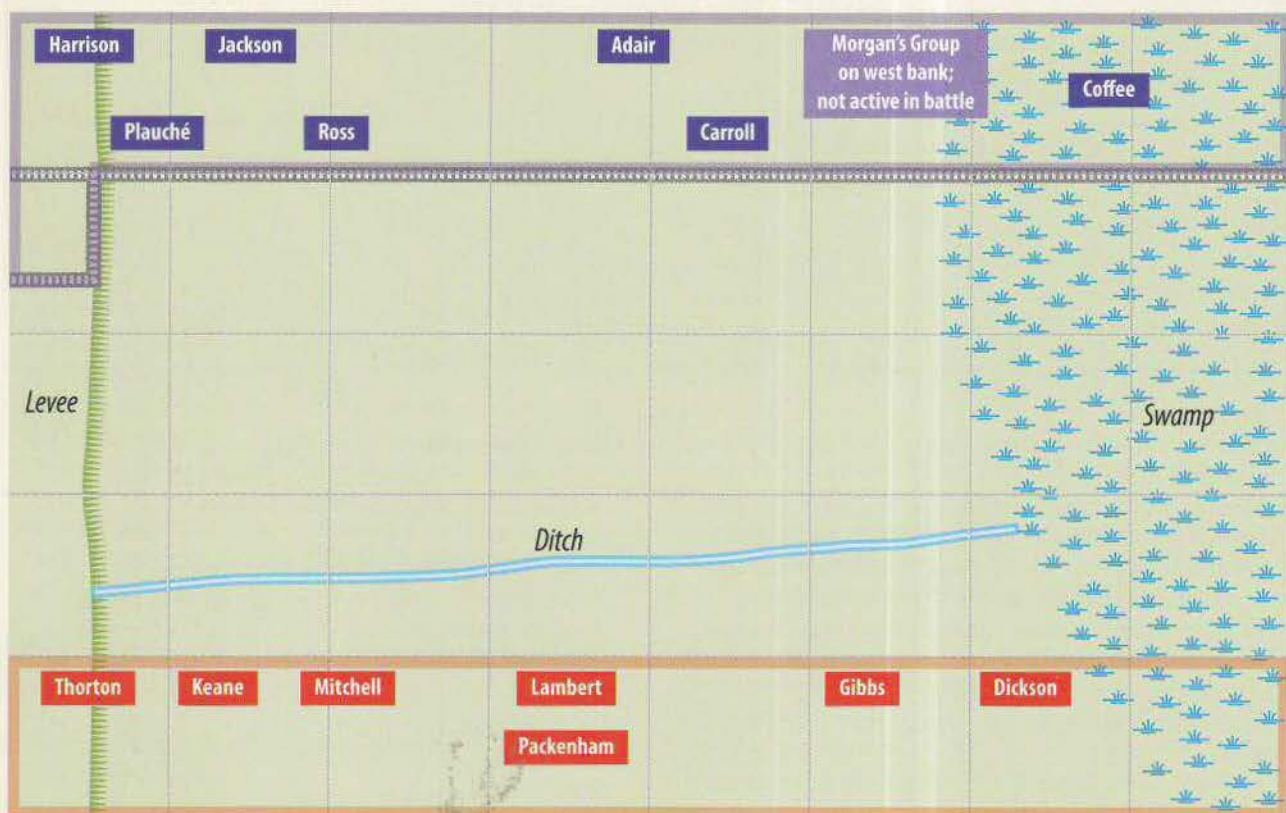
Packenham

British Forces

ATTACKER
British Force Commander: Major-General Sir Edward Michael Pakenham

Group Commander: Major-General John Lambert, 1st Brigade, Reserves
- Large infantry element – 14th Light Dragoons (dismounted)
- Large infantry element – 7th Regiment of Foot (Royal Fusiliers)
- Large infantry element – 43rd Regiment of Foot (Monmouth Light Infantry)
- Large infantry element – 5th West India Regiment

Group Commander: Major-General Samuel Gibbs, 2nd Brigade, Right Wing
- Large infantry element – Battalion of Light Companies (4th, 44th, 21st, and 5th West India)
- Large infantry element – 4th Regiment of Foot (King's Own)
- Large infantry element – 21st Regiment of Foot (Royal Scots Fusiliers)
- Large infantry element – 44th Regiment of Foot (East Essex)
- Large infantry element – 95th Regiment of Foot (Rifles)

Group Commander: Major-General John Keane, 3rd Brigade, Left Wing
- Large infantry element – Battalion of Light Companies (7th, 93rd, 43rd)
- Large infantry element – 93rd Regiment Foot (Sutherland Highlanders)
- Large infantry element – 1st West India Regiment
- Large infantry element – 95th Regiment of Foot (Rifles)

Group Commander: Lieutenant William Thornton, 85th Regiment of Foot (West Bank)
- Large infantry element – 85th Regiment of Foot (Bucks Light Infantry)
- Medium infantry element – Royal Marines
- Medium infantry element – Sailors

Group Commander: Lieutenant-Colonel Alexander Dickson
- Medium artillery element – Royal Artillery 18lb battery
- Medium artillery element – Royal Artillery 9lb battery
- Medium artillery element – Royal Rocket Corps

Group Commander: Major John Mitchel
- Medium artillery element – Royal Artillery 6lb battery
- Medium artillery element – Royal Artillery 9lb battery
- Medium artillery element – Royal Artillery 3lb battery

American Forces

DEFENDER
American Force Commander: Major-General Andrew Jackson

Group Commander: Major-General William Carroll, Carroll's Brigade
- Large infantry element – 1st Regiment West Tennessee Militia
- Large infantry element – 2nd Regiment West Tennessee Militia
- Large infantry element – 3rd Regiment West Tennessee Militia
- Small artillery element – Lieutenant Samuel Spotts 12lb Battery #6
- Small artillery element – Brigadier General Carrigues Fleaujac 18lb Battery #7

Group Commander: Brigadier-General John Coffee, Coffee's Brigade
- Large infantry element – 1st Regiment West Tennessee Volunteer Mounted Gunmen
- Large infantry element – 2nd Regiment West Tennessee Volunteer Mounted Gunmen
- Small artillery element – Unidentified Corporal of 9in. howitzer Battery #8

Group Commander: Brigadier-General John Adair, Adair's Brigade
* Large infantry element – Slaugher's Kentucky Militia
* Large infantry element – Gray's Kentucky Militia Regiment
* Large infantry element – Mitchusson's Kentucky Militia
* Medium artillery element – Captain Henry Perry 6lb Battery #5

Group Commander: Brigadier-General David Morgan (West Bank)
* Medium infantry element – Naval Battalion
* Large infantry element – Louisiana Militia Battalion
* Large infantry element – Grey's Kentucky Militia Regiment

Group Commander: Colonel George T. Ross, Ross' Brigade
* Large infantry element – 7th US Infantry
* Large infantry element – 44th US Infantry
* Small infantry element – US Marines
* Small artillery element – Lieutenant Dauqemeny de Marant 6lb Redoubt Battery
* Medium artillery element – Captain Enoch Humphrey's 12lb Battery #1
* Small artillery element – Navy Lieutenant Charles E. Crowley 32lb Battery #4

Group Commander: Major Jean Baptiste Plauché, Louisiana Militia and Volunteers
* Small infantry element – Jugeat's Choctaws
* Large infantry element – Lacoste's Free Men of Color
* Medium infantry element – Daquin's Free Men of Color
* Large infantry element – Plauché's Uniformed Militia
* Small artillery element – Navy Lieutenant Otho Norris 24lb Battery #2
* Medium artillery element – Captain Dominique Youx 24lb Battery #3

Group Commander: Major- General William Henry Harrison
* Medium cavalry element – Hind's Mississippi Mounted Rifles
* Large infantry element – Harrison's Kentucky Militia Battalion
* Medium cavalry element – Ogden's Troop 1st US Dragoons
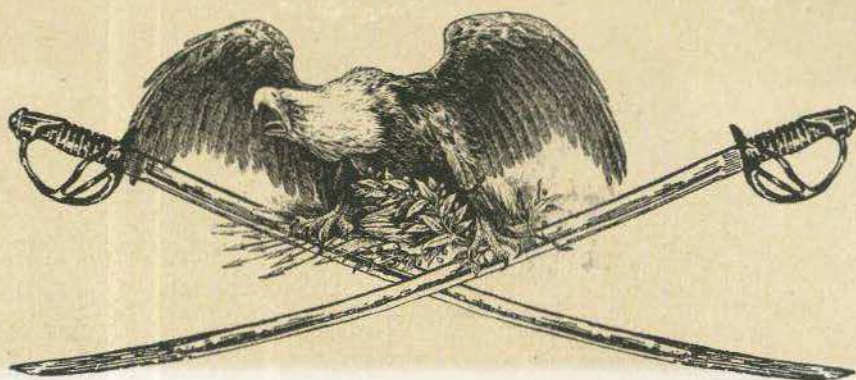
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Useful Links

For more reading material, game and hobby content, as well as companies who supported this project check out:

- www.landofthefreewargaming.blogspot.com
- www.frontrank.com
- www.gallopingmajorwargames.com
- www.wargamesfactory.com
- www.hartofwar001.blogspot.com
- www.ironheartartisans.com
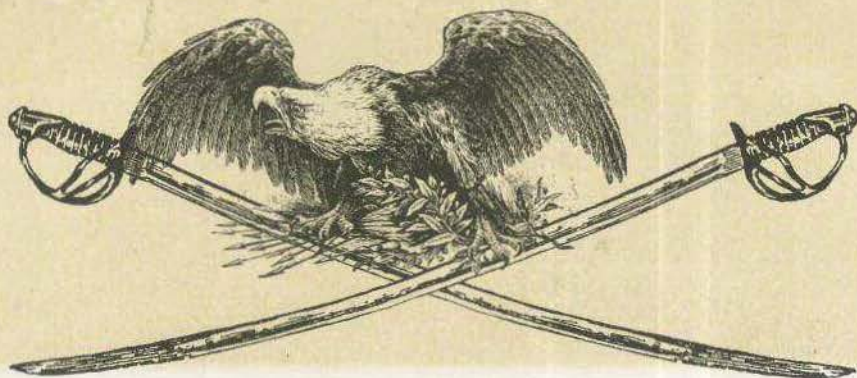
QUICK REFERENCE CHARTS

Elements

ELEMENT STATISTICS

Infantry

Size	Maneuver	Combat	Discipline	Morale	Action	Points
Tiny	3	3	1	7+	1	10
Small	3	3	2	7+	2	15
Medium	3	3	3	7+	4	25
Large	3	3	4	7+	6	35

Cavalry

Size	Maneuver	Combat	Discipline	Morale	Action	Points
Tiny	3	2	1	7+	1	15
Small	3	2	2	7+	2	20
Medium	3	2	3	7+	4	30
Large	3	2	4	7+	6	45

Artillery

Size	Maneuver	Combat	Discipline	Morale	Action	Points
Small	2	2	2	7+	2	20
Medium	2	2	3	7+	3	25
Large	2	2	4	7+	4	30

ADVANCED RULES

Ambush	May ambush in any scenario. Ambush placed outside 12" of enemy elements or outside 6" if in area terrain or behind a linear obstacle. Cavalry and Artillery may not ambush.
Carry On!	Elements are not required to Regroup.
Cumbersome	Elements must dismount in order to reload.
Distrust	Cannot use CPs if Indian elements belong to a mixed group
Esprit de Corps	Reroll morale test dice
Fear of Cold Steel	Morale test required to charge or not withdraw
German Ranks	One less Maneuver and fires as if using the Concentrated Volley order
Indian Allies	Count as a member of a Warparty
Inspirational Charge	Reroll misses in melee
Marksmen	Add +1 to hit rolls for killing attached commander. Target element receives a disorder if a single 6 is rolled for shooting.
Mixed Weapons	6" shooting range.
Numbers	Element receives +2d6 Action dice
Preserve the Nation	Discipline Morale Tests at -1
Resilient	Element ignores first two hits it suffers in the game
Rifles	18" range and threat zone. One less Maneuver action
Scouts	No ambushes within 18" and arc of sight. Cannot form Battle Line
Self-preservation	Element starts game Shaken. No action dice modifiers in melee for Battle Line.
Vanguard	No SPI required to receive orders but get no CPs
War on the Run	Use Combat Actions as Maneuvers. Take Morale test, if the element fails it suffers Disorder. May continue to receive orders even if it fails the test.
Warparty	Groups of Indian and Indian Ally elements may use GPs
Wilderness Guides	Cannot form Battle Line, No movement penalties for wooded area terrain

Element Upgrades (one per element*)	Points	Restrictions	Special Skills
Additional Ranks	+10	Large elements only	Resilient, Numbers
Dragoons	+5	Cavalry elements only	Mixed Weapons, Inspirational Charge
Elite	+5	Infantry elements only; 25% of force maximum	Esprit de Corps
Grenadiers*	+5	Infantry elements only; 25% of force maximum	Inspirational Charge, Vanguard, Carry On!
Hessians*	+5	Infantry elements only	German Ranks
Indians	+5	Infantry elements only	War on the Run, Vanguard, Mixed Weapons, Scouts, Distrust, Warparty, Ambush, Woodsmen, Preserve the Nation, Inspirational Charge
Light Dragoons	+5	Infantry and Cavalry elements only	Mixed Weapons, Scouts, Vanguard, Carry On!
Light Infantry	+5	Infantry elements only	Scouts, Vanguard
Militia	-5	Infantry and Cavalry elements only	Self-preservation, Cumbersome
Militia Riflemen	+5	Infantry and Cavalry elements only; 25% of force maximum	Rifles, Self-preservation, Cumbersome, Marksmen
Minutemen	+5	Infantry elements only; 25% of force maximum	Self-preservation, Ambush, Scouts
Rangers / Frontiersmen	+5	Infantry elements only	Scouts, Woodsmen, Vanguard, Ambush, Carry On!
Riflemen	+10	Infantry and Cavalry elements only; 25% of force maximum	Rifles, Marksmen, Scouts, Cumbersome, Fear of Cold Steel

*Hessians may be combined with Grenadiers for +10 points total.

Turn Sequence

1. Players roll Force Commander CPs
2. Roll d6 + CPs +1 for player with more scout elements. High roll wins Initiative
3. Winner decides to be Active or Inactive
4. Active player activates group and rolls CPs
5. Activate each element within the group.
6. Move group commander last.
7. Inactive player becomes Active Player and repeat steps 4-6
8. Turn ends when all groups have activated
9. Move Force Commanders starting with player who took first initiative

Orders

INFANTRY ORDERS

- Move 1" backwards in the flank
- Move 3" + oblique move
- Move 6" in March Column + oblique move & charge moves
- Change Formation
- Turn left, right, or about face

- Reload
- Store a Maneuver Order for counter-charge
- Store a Combat Order for snap fire
- Cross linear obstacle
- Shoot
- Melee

CAVALRY ORDERS

- Move 3" backwards in the flank
- Move 6" + oblique
- Move 9" in March column + oblique
- Move 12" on a charge move
- Change Formation
- Mounting & Dismounting

- Turn left, right, or about face
- Reload
- Store a Maneuver Order for counter-charge
- Store a Combat Order for snap fire
- Cross linear obstacle
- Shoot
- Melee

ARTILLERY ORDERS

- Move 3" unlimbered (≤ 12lbs guns)
- Move 1" unlimbered (> 12lbs guns)
- Move 9" limbered
- Change Formation

- Reload – unlimbered only
- Store a Combat Order for snap fire
- Shoot

Commanders

Roll d6	Commander Ratings	
	Skill Rating	Command Points (CPs)
1	Incompetent Commander - Morale: 8 / SPI: 12"	d3-1 Points
2-3	Competent Commander - Morale: 7 / SPI: 12"	d3 Points
4-5	Skilled Commander - Morale: 7 / SPI: 18"	2d3 Points (pick the highest die)
6	Highly Skilled Commander - Morale: 6 / SPI: 18"	d3+1 Points

COMMAND POINTS (MUST USE COMMANDER MORALE)

- Forced Order – Force element to perform a new action (Disorder Morale test)
- Encouraging Words – reroll action or morale die (Commander must attach to the element)
- Wait for my Command – Assign a Combat or Maneuver Order
- Field Promotion - appoint a new commander
- Inspirational Charge – reroll misses in melee (Morale test & Commander must attach to the element)
- Concentrated Volley – reroll misses in a single shooting order, may ignore Ragged Volley (Morale test & Commander must attach to the element)
- Rally – remove Hits, remove all Disorders, or upgrade from Exhausted to Shaken if there are no Hits (Morale test & Commander must attach to the element)

Shooting Combat

SHOOTING SEQUENCE

- Check arc and line of sight.
- Determine threat and declare target.
- Check range to target.
- Turn to face.
- Check firing lane for friendly elements.
- Fire.

WEAPONS

Type	Range
Smoothbore Musket	12"
Rifled Musket	18"
Mixed Weapons	6"
Artillery ≤ 12lb guns	36"
Artillery > 12lb guns	48"
Siege Mortar	12" – 36"
Rockets (War of 1812 only)	12" – 48"

SHOOTING MODIFIERS (6+ TO HIT)

Shooting Dice Modifiers (Cumulative)	
Target in cover	-1 die
Target is in Open Order or Warband formation	-1 die
Target is at long range (over 12")	-1 die
Target is at point-blank range (up to 3")	+1 die
Target is being shot in the flank	+1 die
For each Disorder Marker the shooting element has	-1 die
Firing grapeshot (artillery only)	+2 dice

SPECIAL SHOOTING RULES

- **Ragged Volley** – Shooter rolls 2+ 1s – Take away one hit.
- **Punishing Volley** – Shooter rolls 2+ 6s – Target suffers Disorder.

Melee Combat

MELEE SEQUENCE

* Active player declares charge
* Element moves directly towards target
* Defender declares charge reaction
* Defender conducts charge reaction
* Check for Snap Fire and Counter-charges
* Move charging element into contact
* Attacker spends one Combat Order to fight
* Both players create Action dice pools
* Roll to hit needing 5+
* Add up combat resolution

* Loser: withdraws, applies Hits & Disorder, Morale test if needed
* Winner: applies Hits & Disorder, Morale test if needed
* If Active element wins may have free Maneuver Order and continues activation
* Tie: Elements remain in melee
* Take morale tests as needed

MELEE CHARGE REACTIONS

* **Formation Change** – Requires Disorder Morale Test
* **Closing Fire** – Shooting if target is loaded
* **Withdraw** (Limbered artillery must select)
* **Counter-charge** (Infantry may only counter-charge Infantry)
* **Hold**

MELEE MODIFIERS

Melee Dice Modifiers (Cumulative)	
Initiated melee (used a Combat Order)	+2 Action Dice
Fighting melee in Battle Line	+2 Action Dice
Fighting in the enemy's flank	+2 Action Dice
Counter-charged	+1 Action Die
For each Disorder Marker	-1 Action Die
Exhausted element	-1 Action Die
Element in Support	½ Action Dice
Element in Close Support	Full Action Dice

Melee Resolution Modifiers (Cumulative)	
Element fighting vs. unlimbered or March Column	+2
Battleline vs. Open Order or Warband	+1
Each successful hit against the enemy element	+1
Flank attack	+2
Fit vs. Exhausted element	+2
Fit vs. Shaken element	+1
Element is within SPI of Group Commander	+1
Commander is attached	+1
Element occupies defenses	+2
Element occupies high ground	+1

Discipline and Morale

MORALE TEST OCCURRENCES

Morale Tests
* Inspirational Charge
* Concentrated Volley
* Rally

Discipline Morale Tests
* Hits ≥ Discipline
* Group is broken

Disorder Morale Tests
* Forced Order
* Charging when Shaken
* Charging when Exhausted
* Formation change – charge reaction

MORALE MODIFIERS

Morale Test Modifiers (Cumulative)	
Element is in March Column	-1 to Roll
Forced Order (after the first Forced Order)	-1 to Roll per Forced Order
Element has suffered excess hits	-1 to Roll per excess hit
Element is Shaken or Exhausted	-1 to Roll
Element is Disordered	-1 to Roll
Group is broken	-1 to Roll
Element is supported in the flank by Fit Element	+1 to Roll
Element is in Battle Line	+1 to Roll
Commander attached to the element	+1 to Roll
Element is in Cover	+1 to Roll
Element is in Defenses	+1 to Roll

DISCIPLINE STATUS
Shaken
* -1 Combat Order
* -1 Morale (See Morale Test Modifiers)
* Must pass Disorder Morale Test to declare a charge

Exhausted
* -1 Combat Order and -1 Action die
* -1 Morale (See Morale Test Modifiers)
* Must pass Disorder morale test to declare charge in the flank
* Cannot move towards an enemy while in an enemy's threat zone
* Cannot move into enemies threat zone
* Cannot hold an objective
* Considered broken for Group Morale

Terrain

AREA TERRAIN MOVEMENT
* **Open Formation:** -1" per Maneuver Order
* **Battle Line:** ½ movement per Maneuver Order
* **March Column:** ½ movement per Maneuver Order

FORCE COMMANDER

Name				Rating	
Command Points		Morale		SPI/Move	
Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6

GROUP COMMANDERS

Name				Rating	
Command Points		Morale		SPI/Move	
Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6

Name				Rating	
Command Points		Morale		SPI/Move	
Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6

Name				Rating	
Command Points		Morale		SPI/Move	
Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6

Name				Rating	
Command Points		Morale		SPI/Move	
Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6

Name				Rating	
Command Points		Morale		SPI/Move	
Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6

ELEMENTS

Size	Group Commander	Element Type	Maneuver	Combat	Discipline	Morale	Action	Points	Special

ELEMENTS

Size	Group Commander	Element Type	Maneuver	Combat	Discipline	Morale	Action	Points	Special

LAND OF THE FREE

WARGAMES RULES FOR
NORTH AMERICA 1754-1815

The 18th Century saw European nations set upon the New World – America – with a fury, carving out settlements from the frontier wilderness and expanding ever further, bringing contact, trade and conflict with the native tribes. America was vast, but not large enough to satisfy the ambitions of Great Britain and France, and war for dominance was inevitable. The French and Indian War ended with Great Britain triumphant but deep in debt. The unfair taxes that the British government subsequently forced upon the American colonies sparked a cultural revolution that soon erupted into full rebellion. After almost eight years, the American Revolutionary War concluded with the emergence of the United States. This new nation faced trials from the start, not least further clashes with the native tribes and a new war with Britain – the War of 1812 – but soon stood strong on the road towards becoming a world power.

Designed to capture the tactics and atmosphere of the battlefields of late-18th and early 19th-century North America, *Land of the Free* is a miniatures wargame that embraces this tumultuous time. The simple, but challenging, rules have been developed with flexibility in mind, and can accommodate both small skirmishes and large engagements. With scenarios and force lists for the French and Indian War (1754–63), the American Revolutionary War (1775–83), the Northwest Indian War (1785–95), and the War of 1812 (1812–15), *Land of the Free* is a dynamic, versatile game that allows gamers to recreate the battles that birthed a nation.