

Fife and Drum Rules for the American Revolution (By James Purky)

Unit Type	Movement					Firing					Melee					Morale						
	March	Skirmish	Column	Line	Charge	Range	A	B	C	D	E	A	B	C	D	E	A	B	C	D	E	
Grenadiers/Guards/British Light Co.s	16"	<i>Lights only</i>	12"	10"	+3"	10"	9	7	6	5	3	9	7	6	5	3	9	8	7	5	3	
European Regulars	16"		10"	10"	+2"	8"	8	6	5	4	2	8	6	5	4	2	8	7	5	4	2	
Continental & Loyalists	14"	<i>Lights only</i>	10"	8"	+1"	8"	7	5	4	3	1	7	5	4	3	1	7	6	4	3	1	
Jagers/Riflemen	20"	16"	8"	~		16"	6	4	3	2	1	5	4	3	2	1	7	5	3	1	1	
Militia	12"	16"	8"	~		6"	5	3	2	1	1	7	4	3	2	1	6	5	3	1	1	
Indians (unformed)	20"	18"		+2"		6"	5	3	2	1	1	9	4	3	2	1	9	8	7	5	3	
Cavalry	28"	24"	20"	12"	+4"	4"	~	~	~	~	~	9	7	6	5	3	9	7	5	3	2	
Dismounted Cavalry	14"	16"	10"	8"	1"	4"	5	4	3	2	1	5	4	3	2	1	7	6	4	3	1	
						<i>short/long</i>	<i>S/L</i>	<i>S/L</i>	<i>S/L</i>	<i>S/L</i>	<i>S/L</i>											
Heavy Artillery (over 9 lbs.)	8"			1"		12"/48"	7/5'	6/4'	5/3'	4/2'	3/1'	<i>Artillery crew do not melee</i>					9	7	5	3	1	
Medium Artillery (6-8 lbs.)	10"			2"		10"/36"	7/5'	6/4'	5/3'	4/2'	3/1'						9	7	5	3	1	
Light Artillery (3-4 lbs.)	12"			3"		8"/24"	7/5'	6/4'	5/3'	4/2'	3/1'						9	7	5	3	1	
Amusettes	16"			4"		6"/20"	7/5'	6/4'	5/3'	4/2'	3/1'						9	7	5	3	1	

Turn Sequence
1. Initiative Die Roll
2. Rally Side A, then Side B
3. Movement Side A, then Side B
4. Firing Side B, then Side A
5. Melee Side A, then Side B
6. Leader & Reserve Moves Side B, then Side A

Initiative Die Roll
Each army commander rolls 1 D10 to determine which side moves or fires first. High roll wins choice of move first or fire first.
Exceptional army commanders may add +1 to die roll.

Shaken Status Effects:
Fire on Chart D
Melee on Chart D
Move at half rate.
Can not counter-charge.
Can not move for 1 turn in order to restore normal morale state.
Attached leader may rally any shaken unit.

Movement
Artillery: may move, unlimber/limber full or by halves in movement phase. <i>(i.e. move half/unlimber; limber/move half)</i>
Formations: March Column: 1 stand wide Attack Column: 2 stands wide Line: 3+ stands wide Skirmish: separate stands by 2"-4".
Direction: Units in column/ line move at 1/2 rate backwards, sideways. Prussians move obliquely at full rate less 2".
Terrain: Rough: half movement rate Very Rough: quarter movement rate Linear obstacle: half movement rate
Formation Notes: Skirmishers and artillery crew are considered "unformed". Routing units are "unformed". Secure flanks = another unit within 3" of <u>each</u> flank, or flanks resting on natural barrier (town, woods, walls). Change formation/facing at half effect, but may not do both on same turn.
Rout Movement: Cavalry: 24"; Infantry: 12"; Artillery: 10"
Evading: unformed units only.

Firing Procedure
Infantry: Roll 1 D10 per 4 figures firing from 2 ranks deep. <i>45 degree arc of fire from each front corner of base.</i>
Artillery (short range): Roll 2 D10 for each gunner (1st number shown in above table) <i>Use 45 degree arc of fire from front corner</i>
Artillery (long range): Roll 1 D10 for each gunner (2nd number shown in above table) <i>Use 45 degree arc from each front corner</i>
Chart A Square, flank/rear shots
Chart B Column, Limbered Artillery targets
Chart C Line formation targets
Chart D Skirmishers, unlimbered arty., Shaken units
Chart E Infantry/artillery in hard cover (entrenchments)
No Split Fire Allowed
Note: units taking hits from first fire phase must check morale before returning fire.

Melee (2 Rounds only)
Procedure: Roll 1 D10 for every 4 figures in melee (2 ranks deep)
Chart A Major Advantage: square vs cavalry, cavalry vs unformed infantry; any flank or rear attack, any formed vs unformed, infantry in cover vs cavalry. Double dice for flank/rear attack.
Chart B Minor Advantage: infantry uphill or behind cover vs infantry; cavalry vs cavalry caught at the halt. Cavalry vs infantry w/o secure flanks, vs. Shaken .
Chart C Equal
Chart D Minor Disadvantage: infantry downhill or vs infantry behind cover, infantry w/o secure flanks vs cavalry, cavalry at the halt vs charging cavalry, Shaken .
Chart E Major Disadvantage: cavalry vs square, any unformed vs formed, cavalry vs infantry in cover, any flank/rear attack.
Rout status Units that go shaken in melee retire a full column move to rear facing enemy.
Cavalry Countercharge: target of the charge must pass morale test in order to countercharge. Otherwise is "at halt". Cavalry melees last 1 round. If no winner, both sides retreat 24".

Morale
Procedure: Roll 2 D10 if in open Add 1 D10 if in cover Add 1 D10 if flanks secured Add 1 D10 if leader attached Roll 2 D10 to rally
Large units > 40 figures add 3 to cumulative hits in charts below
Chart A suffered 1-4 cumulative hits
Chart B 5-8 cumulative hits
Chart C 9-10 cumulative hits or attempting to rally
Chart D 11-12 cumulative hits
Chart E 13+ cumulative hits or in melee vs unit on A Chart
Fail on 1 Die: shaken
Fail on 2 Dice: rout
When rolling more than 2 dice, always use 2 lowest rolls.
Removal of units when: * fail to rally from rout (1 attempt) * shaken units that rout * unit is reduced to 1 infantry or 2 cavalry stands.

Artillery Functions & Firing artillery may do 2 functions per turn, one of which may be firing. **Chart Difference**s if two charts apply to the same unit, start at Chart C and then move up/down by the net difference (i.e. Chart A is 2 levels above Chart C and Chart D is down one level from so the net difference is +1 level from Chart C, which would be Chart B.)

Cavalry Melee Procedure - all melees last tworound only

- 1) Charger must test morale to see if it will charge.
- 2) Defender will test morale if the Charger passes its morale test.
- 3) If Defender morale test results in "Shaken" status, it will melee "at the halt". Rout result is an immediate rout move.
- 4) If both sides pass morale, then a melee occurs.
- 5) if both sides pass their morale test post-melee, then both sides must retire a full move in Shaken status, facing the enemy.
- 6) Cavalry melee winner (only) must take a Cavalry Pursuit test at the conclusion of the cavalry melee.
- 7) both sides move to Shaken status post-melee unless the Charger rallies on the spot.

Infantry vs. Infantry and/or Cavalry Melee Procedure - all melees last one round only

- 1) Charging unit(s) must test morale to determine if they will charge.
- 2) Defender will test morale if the Charger passes its morale test.
- 3) If Defender morale test results in "Shaken" status, it will immediately fall back a full move, facing the enemy. Rout result move is immediate. Defender in Good order will add one D10 to its melee dice in lieu of firing at the Charger.
- 4) If both sides pass their morale test, then a melee occurs.
- 5) The side with the most casualties loses the melee. Loser tests morale to determine rout/shaken status. The Winner never tests morale.
- 6) In the event of a TIE result in the melee (i.e. both sides have same number of casualties), the Defender will hold its ground, but be Shaken, and the Attacker will retire Shaken.
- 7) NOTE: Melee loser will still fall back Shaken even if it passes the morale test with two Good dice results.
Winner will also become Shaken post-melee.

Infantry do not pursue post-melee

Post Melee Cavalry Pursuit – the winner of the melee will roll one D6 die after the conclusion of melee per the results in the table below:

D6 Die Roll	Result	Morale Status	Post Melee Move
1 to 2	Pursue opponent immediately!	Shaken	14-20" +12"
3 to 4	Return to own lines with back to enemy	Shaken	14-20" +12"
5	Hold position	Shaken	None
6	Rally Now - change facing/formation as needed	Good	None

NOTE: incremental movement of up to 12-inches is provided to the melee winner on a D6 die roll of 1, 2, 3 or 4.

Evading A Charge

Only "unformed" units such as artillery crew, light infantry and light cavalry are allowed to Evade a charge. If the Charger can make contact in half a move or less, then the Target unit can not evade.

Charge into a Flank or Rear

Any unit that is charged in its flank or rear will offer no resistance to the charge. It will first test morale and if it passes then the Charger gets to roll for melee casualties.
The Target of the charge does not get to fight back if charged in the flank or rear.

Officer or Leader Casualties (Roll one D10)

D10 Roll	Officers' Fate
1-2	Close call! Grazing wound - no effect.
3-4	Missed!
5-6	Light wound - move at half speed remainder of game
7-8	Severe wound - no movement for two turns
9	Taps! - Officer killed. Next man up.
10	Officer killed by round shot. If it is army commander, all units within 12" of the officer take a morale check.

This test is applied only when a mounted officer figure is attached to the unit.