

French and Indian War quick rules/American Rev War

Roll to see who moves first

Player A charges and moves plus 1D6 Charge pass morale to go in

Player B charges and Moves plus 1D6 Charge pass morale to go in

Both players fire.

Check morale for melees fight melees

Check morale and place rings for losses

Movement Chart: plus 1D6 for entire army

| Unit type | Movement |
|------------------------|-------------------|
| Infantry in Line | 9 inches |
| Infantry in Column | 12 inches |
| Infantry Road Column | 15 inches |
| Guns Prolong | 1 inch and Fire |
| Guns Limbered | 12 inches no fire |
| General Foot | 12 inches |
| General Mounted | 18 inches |
| Light Infantry/Indians | 12 inches |

Modifiers:

Cross stream, Fence and going up a hill –1 inch each

Woods –3 inches off movement

Lights and Indians ignore woods and hills fence etc.

Simply move the unit from the center of the unit you must advance in a straight line.

Fire Chart: 1D20 Roll per base per fig on gun

| Range | Infantry/Rifles | Guns 2pd | Guns 6pd |
|-------------|-----------------|----------|----------|
| 6 inches | 1-6 1-8 | 1-16 | 1-18 |
| 7-12 inches | 1-4 1-6 | 1-14 | 1-16 |
| 13-18 | 1-2 1-4 | 1-12 | 1-14 |
| 19-24 | ---- 1-2 | 1-10 | 1-12 |
| 25-36 | | 1-8 | 1-10 |
| 37-48 | | 1-6 | 1-8 |
| | | | |

Modifiers:

Firing at Fence and woods –1

Firing at a house/ Fort -2

Firing at flank or column +2

Elite +1

Indians –2

Militia -1

Roll of a 1 to hit if officer is present roll on officer chart.

Melee roll 1D6 per base add officer modifiers and terrain
Defending hill +1, fences+1, started the charge +1, foot officer +1, Mounted officer +2
attack flank +1, Indians +2, Elite +1, Militia -2 Defending home +1
High die wins takes 1D6 for losses hold or take the area
Loser suffers 2D6 and retreats 12 inches broken morale if was attacked by Indians roll
one extra die for loss if Indians pass a second moral check after losses.

Morale Check:

Roll 2D6 that number or less

Officer foot +1

Mounted +2

cover +1

Guns roll 1D6 for the guns. Each figure is worth 2 pts.

Special rules: morale is 8 to start.

Indians moral roll 1 D6 each time to check -1 on this if in open plus 1 if in woods

If Indians are in anyway testing for a melee plus 1 on the chart.

1-2 -1 on roll

3-4 0

5-6 +1

Officer hit:

When you lose a base or fight a melee roll 1 D6 if six is rolled officer is dead

Morale chart: 2D6 number or less

Elite 10 value

Line 9 values

Indians/Militia 8 value

Towns folk 7 value **poor militia**