

"Fife & Drum" Rules for the American Revolution

(By James Purky)

Unit Type	Movement					Firing					Melee					Morale					
	Road	March	Skirmish	Column	Line	Square	Range	A	B	C	D	E	A	B	C	D	E	A	B	C	D
Grenadiers/Guards/Light Cos.	16"	Lights only	12"	10"	3"	8"	9	7	6	5	3	9	7	6	5	3	9	8	7	5	3
British/Hessian/French Regulars	16"		12"	10"	2"	8"	9	6	5	4	2	9	6	5	4	2	9	6	5	4	2
Continental & Loyalists	14"		10"	8"	1"	8"	8	5	4	3	1	8	5	4	3	1	8	5	4	3	1
Riflemen/Jagers (unformed)	20"	16"		6"		18"	7	5	4	2	1	7	4	3	2	1	7	4	3	1	1
Militia	12"	16"	8"	6"		8"	6	4	3	2	1	6	4	3	2	1	6	4	3	2	1
Indians (unformed)	20"	18"				6"	5	3	2	1	~	8	4	3	2	1	5	3	2	1	1
Cavalry	28"	24"	20"	12"		4"	4	3	2	1	~	9	6	5	4	2	8	6	5	4	2
Heavy Artillery (over 9 lbs.)	8"			1"		12"/48"	7/5'	6/4'	5/3'	4/2'	3/1'	6	3	2	1	1	9	7	5	3	1
Medium Artillery (6-8 lbs.)	10"			2"		10"/36"	7/5'	6/4'	5/3'	4/2'	3/1'	6	3	2	1	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'	6	3	2	1	1	9	7	5	3	1
Amusettes (1lb.)	16"			3"		8"/36"	7/5'	6/4'	5/3'	4/2'	3/1'	6	3	2	1	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 (then morale) Side B, then Side A
5. Melee (then morale) Simultaneously
6. 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 or aggressive army commanders such as Tarleton, Wayne, Cornwallis, Arnold, etc. may add +1 to die roll.

Artillery Functions:
May do 2 functions and still fire (limber, move, unlimber, prolong)

Movement
Command Radius: units > 24" from leader it may only move 1/2.
Formations: March Column: 1 stand wide Attack Column: 2 stands wide Line: 3+ stands wide Skirmish: separate stands by 2"-4".
Change Formation: Penalty of half movement rate for ending formation.
Direction: Units in column/line move at 1/2 rate backwards, sideways.
Rout: 16" Inf. / 24" Cavalry
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 each flank, or flanks resting on natural barrier (town, woods, walls).

Skirmish Notes:
Skirmishers may evade a full move or fire and evade a half move, but they must test morale after evading.

Firing Procedure
Infantry: Roll 1 D10 per 4 figures firing from 2 ranks deep. 45 degree arc of fire from each front corner of base.
Artillery (short range): Roll 2 D10 for each gunner (1st number shown in above table) Use 45 degree arc of fire from front corner
Artillery (long range): Roll 1 D10 for each gunner (2nd number shown in above table) Use 45 degree arc from each front corner
Chart A Square, flank/rear shots
Chart B Column, Limbered Artillery targets
Chart C Line formation targets
Chart D Skirmishers, unlimbered artillery Light cover (fences or walls).
Chart E Infantry/artillery in hard cover (entrenchments) Shaken units move down one chart

Optional Skirmisher Rules:
Each skirmisher figure rolls 1 D10 and scores hit on roll of 2 or less. Range=18" (use only for groups of 6 or less figures)

Melee
Procedure: Roll 1 D10 for every 4 figures in melee (2 stands 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. Bayonets versus no bayonets.
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.
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 status.
Chart E Major Disadvantage: cavalry vs square, any unformed vs formed, cavalry vs infantry in cover, any flank/rear attack. No bayonets vs. bayonets.

Units that go shaken in melee retire a full column move to rear facing enemy. All melees last 2 rounds. If no winner, both sides retreat full column move.

Routed units are removed upon contact by a charging unit.

Morale
Procedure: Roll 2 D10 if in open Roll 3 D10 if in cover Roll 3 D10 if flanks secure Roll 4 D10 if in cover & secure Add 1 D10 if leader attached Add 1 D10 if unit ≥ 30 figures Roll 2 D10 to rally
Chart A suffered 1-4 cumulative hits
Chart B 5-7 cumulative hits
Chart C 8-10 cumulative hits or attempting to rally from Rout
Chart D 11-12 cumulative hits in melee vs unit on B Chart
Chart E 13+ cumulative hits 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. Remove units that fail to rally from rout. Remove units that are reduced to 1 infantry or 2 cavalry stands, or 1 skirmish figure.

Shaken units that fail to rally on 2 dice will Rout!