



Tactical Rules for Early American Wars  
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**Turn Sequence:**

- ① Give Orders
- ② Declare Charges
- ③ First Fire
- ④ All Moves
- ⑤ Hold Fire
- ⑥ Melee
- ⑦ Rally (and recover stragglers)

A leader may issue 1d4 + Leader Rating orders each turn.

**Allowable Orders for Units:**

- |            |           |
|------------|-----------|
| Move       | Charge    |
| First Fire | Hold Fire |
| Hold       | Rally     |
| Form       |           |

Random Orders (1d20)				
Untrained	Green	Regular	Veteran	Random Order
1	1-2	1-3	1-2	move toward enemy/fire if in range
2-7	3-8	4-11	3-11	same as last turn
8-11	9-12	12-15	12-16	same as peer unit
12-16	13-17	16-18	17-19	halt
17-20	18-20	19-20	20	withdraw

Movement Distances (d6's)				
Training	Infantry	Cavalry	Artillery	
Untrained	2d6	2"+3d6	British Foot	4"+2d6
Green	4"+1d6	6"+2d6	British Horse	9"+2d6
Regular	5"+1d6	10"+1d6	U.S. Foot	2d6
Veteran	5"+1d6	10"+1d6	U.S. Horse	4"+2d6
<b>Retreat</b>	3d6	5d6	<b>Retreat</b>	As Above
<b>Modifiers</b>				Artillery Prolong:
Charge	+1d6	+2d6		3" minus (poundage/6)"
Skirmish	+1d6	+1d6		(1" min.)
Column	+4"	+2d6		
Road Column	+8"	+3d6		
Backwards or Sideways	x ½	x ½		
180° turn	-2"	-2"		
<b>Terrain</b>			U.S. Inf. or Cav. Formation	-3d6
Woods	-1d6	-2d6	Change/Mount/	-3d6
Rough	-2d6	-2d6	Dismount	impassible
Walls, Hedges	-1d6	-1d6	-5"	-2d6
Stream, Uphill	-1d6	-1d6		
Any 6 rolled on <i>any</i> die results in a straggler.			No stragglers due to movement!	
Total Distance = movement distance + modifiers + terrain modifiers. Minimum distance is 2" (1" for unlimbered artillery).				

Combat Effects Chart (1d20)																	
Number of Attack Points	X	X	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70
Die Roll ↓	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1 <small>Low on Ammo.</small>	0	0	0	0	0	0	0	0	1	2	3	4	5	6	6	7	7
2,3	0	0	0	1	1	1	1	1	2	3	4	5	6	7	7	8	8
4-6	0	0	1	1	2	2	2	2	3	4	5	6	7	8	8	9	9
7-10	0	0	1	1	2	2	3	3	4	5	6	7	8	9	9	10	10
11-14	0	1	1	2	2	3	3	4	5	6	7	8	9	9	10	10	11
15-17	1	1	1	2	2	3	4	5	6	7	8	9	10	10	11	11	12
18,19	1	1	1	2	3	4	5	6	7	8	9	10	11	11	12	12	13
20	1	1	2	3	4	5	6	7	8	9	10	11	12	12	13	13	14

Firing Procedure			Melee Procedure	
① Determine the starting column: Short range: Medium range: Long Range Mounted Low on Ammunition	<b>Infantry &amp; Cavalry</b> # figs X 2 # figures # figs X ¼ X additional ¼ X additional ½	<b>Artillery</b> lb. X 3 lb. X 1 lb. X ⅓ X ½	① Determine the starting column: All effectives of unit in direct contact.  <i>If the enemy is on the unit's flank or rear, it only counts half of its effectives.</i>	
② Modify <b>column</b>  You are untrained You are green You are regular You are veteran Initial volley (Infantry Only) Disciplined Inf. Bows	-2 -1 0 +1 +2 +1 -1	Enemy is in: Woods Rough Building Lt. Fort. Hvy. Fort. Through Skirmishers  Unlimbered Artillerists Skirmish	-1 -2 -3 -3 -5 -2  -4 -4	② Fire modifiers & ALSO: Charging (1st roll only) Cavalry vs. Infantry or Artillery Leader attached to unit Fighting up hill/down hill Outnumbered In column In road column  ☞ <i>not this for arty., this ☞</i> ☞ <i>not this for skirmish, this ☞</i>
③ Roll <b>1d20</b> and read number of losses inflicted. ● Odd numbered losses (e.g., 1, 3, 5...) are <b>stragglers</b> ● Even numbered losses (e.g., 2, 4, 6...) are <b>casualties</b> ☞ Against flank, double <b>stragglers</b> ☞ Against rear, triple <b>stragglers</b>			☞ Against column or square, all losses from fire after 1 are <b>casualties</b> ☞ Against square, all losses in melee after 1 are <b>casualties</b> ☞ U.S. artillery takes a maximum of one <b>straggler</b> per turn from fire but normal <b>stragglers</b> due to melee	

Roll to Close or Stand (1d20)		
Roll on 1d20	To Close	To Stand
≤ 1	Halt 3" away, 1d4 stragglers	Retreat charge move away from the enemy
2-6	Halt 3" away, 1d4 stragglers, ¼ volley	Stand, but take 1d4 stragglers
7-11	Halt 3" away, ¼ volley	
≥ 12	Close!	Stand!
①Roll 1d20. ②For Closing, subtract total <i>losses</i> from fire this turn. ③For Standing, subtract total <i>casualties</i> on the unit.		
④Modifiers (close/stand)	You are untrained -4/-4 You are green -2/-2 You are regular +0/+0 You are veteran +2/+2 You are charging +3/NA Leader attached +2x LR	Enemy is in woods or rough -1/NA Enemy is in building or fortifications -3/NA Enemy (but not you) in skirmish +3/NA Attacking/Attacked on flank or rear +4/-2
Cav. vs. Inf./Artillery (not in square)	+2/NA	
Cav vs. Inf.(in square)	-3/NA	
Mounted Cav. vs. Mounted Cav.	+3/-3	

Weapon Ranges (in inches)			
Weapon	Short	Medium	Long
<i>Ad hoc</i> Weapons	0-2	2.1-4	4.1-7
Musket	0-4	4.1-8	8.1-14
Rifle	none	0-12	12.1-18
Rifled Musket	0-6	6.1-15	15.1-24
Carbine/Bows	0-3	3.1-5	5.1-8
Pistol/Spears	none	0-1	1.1-2
≤3lb. Arty.	0-4	4.1-8	8.1-16
≤6lb. Arty.	0-5	5.1-11	11.1-22
≤12lb. Arty.	0-7	7.1-13	13.1-26
≤24lb.Arty.	0-8	8.1-16	16.1-32

Passing Through Friendly Units		
Moving Unit   Passing Through+	Unformed	Formed
Unformed	No effects	Formed unit takes 1d4 stragglers
Formed (not charging)	No effects	Both units take 1d4 stragglers
Formed (charging)	Unformed unit takes 1d4 stragglers	Both units take 1d4 stragglers

Roll to Rally or Rout (1d20)		
Roll on 1d20	To Rally	To Rout
≤2	Retreat again	Retreat! Plus take 1d4 additional stragglers
3-7	Remain broken in current position	Retreat!
8-12	Recover 1d4 stragglers, but do not rally	Take 1d4 stragglers
≥ 13	Rally! Form in any facing and formation	No effect
Modifiers to die roll:	You are untrained -∞ You are green -2 You are regular +0 You are veteran +2	Leader attached +LR Unit routed through you -4 Peer unit routed past -1 Enemy on flank -2 Enemy on rear -4
Behind friendly troops	+3	
+ Effectives	+ #	
- Stragglers	- #	
Behind any cover	+2	

Recovering Stragglers	Undisturbed Hold	If the unit fired or participated in melee this turn
Untrained and Green	1d4 + LR	((1d4 + LR) ÷ 2) rounded down
Regular and Veteran	1d6 + LR	((1d6 + LR) ÷ 2) rounded down

Irregular Unit Morale Rating Test (1d20)		
Die Roll	Result	Modifiers
1-2	Unit is untrained and routs	Facing Regulars in the open -1 Enemy on Flank -3
3-5	Unit is untrained and takes 1d4 stragglers	Supported by Regulars +2 Surprised/Ambushed -1 Defending home +2 Charged by enemy with bayonets and this unit has none -1
6-10	Unit is untrained but holds	In the open 0
11-15	Unit is Green and takes 1d4 stragglers	In woods +1
16-18	Unit is Green but holds	In buildings/light fortifications +2
19-20	Unit is Regular	In heavy fortifications +3

Irregular Unit Reaction Test (1d20)				
Die roll (+ leader's LR) ☞	≤2	3-6	7-11	≥ 12
Irregulars ordered to move out of cover	Withdraw	Hold but take 1d4 stragglers	Hold	Obey
Irregulars ordered to charge regulars				
Regulars ordered to move into woods				