

AMERICAN ARMY SHEET (1775-1783) v3.1

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Line Infantry	18-24	Musket (12")	3	4	3	Skirmishers, Steady	19
"State" Line Infantry	18-24	Musket (12")	3	3	3	Skirmishers	15
Militia	18-24	Musket (12")	2	3	2	Militia, Skirmishers	9
Light Infantry (Muskets)	18-24	Musket (12")	4	3	4	Light Infantry	25
Light Infantry (Rifles)	12-18	Rifle (18")	4	2	3	Light Infantry	20
Infantry Detachment	6-8	Musket (12")	2	2	2	Light Infantry	12
Rifle Detachment	6-8	Rifle (18")	2	2	2	Light Infantry	14
Militia Detachment	6-8	Musket (12")	2	1	1	Light Infantry, Militia	7
Militia Rifle Detachment	6-8	Rifle (18")	2	1	1	Light Infantry, Militia	8
Native Detachment	6-8	Musket (12")	1	3	2	Headstrong, Light Infantry	13
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Light Dragoons	9-12	Sabre	-	4	3	Carbines, Light Cavalry	22
Militia Cavalry	9-12	Sabre	-	3	2	Carbines, Light Cavalry, Militia	14
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13
ARTILLERY UNITS	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (48")	1	2	2	Canister	20
Heavy Artillery	1	Cannon (54")	2	2	2	Canister	28
Light Artillery	1	Cannon (36")	1	1	2	Canister, Galloper Guns, Light Artillery	16

ARMY SPECIAL RULE

Linear Tactics: Infantry units from this army that are in an attack column formation have a move distance of 9" and cannot take an assault action unless they finish the move in contact with an enemy unit that is in cover or that can only be reached by crossing a bridge or ford. This rule does not apply to native detachment units.

UNIT OPTIONS

Amulette: Infantry detachments can be equipped with Amulettes. They gain the Amulette rule and cost an extra 2 points.

Elite Units: Units can be elite. An elite unit can have up to 1 added to its fire value for 3 extra points (or 6 extra points if artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 4 extra points.

Entrenchments: Infantry and artillery that are deployed at the start of a battle can have the entrenchments special rule for an extra 5 points each.

Understrength Units: Infantry and cavalry units apart from detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

FATE CARDS

Any	Act on Initiative. You can play any card to allow 1 unit from a brigade that failed an activation test or that did not receive a message to take an action.	7	Directed Fire. Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the attacking unit. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
King	Loose Files. Play this card when a brigade successfully activates. Add 6" to the move distance of its units for the rest of the phase.	6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
Queen	National Pride. Play this card after a friendly player fails a valour test or fortitude test. They can reroll the failed test. If the rerolled test is successful, friendly players can reroll failed valour or fortitude tests for the rest of that turn.	5	Stubborn. Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss).
Jack	Home Ground. Play this card in your fate phase. Pick 1 terrain feature. Add 1 to valour tests for friendly units within 3" of the terrain feature for the rest of the battle.	4	Breakthrough. Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).
10	Capture. Play this card in your fate phase. Pick 1 enemy controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.	3	Confusion. Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.
9	Surprise Attack. Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.	2	Tide of Battle. Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
8	Inspiration. Play this card after a friendly unit fails a valour test or brigade fails a fortitude test. The test is passed.	Ace	All Out Attack. Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

UNIT SPECIAL RULES

Amusette

When this unit shoots, the commanding player can say it will use its amusettes instead of using skirmishers. If it does so, it has a fire value of 1 and a range of 36", but it cannot carry out an action in the same turn. Units using skirmishers can lend support to a unit that is using amusettes and vice-versa.

Canister

A unit that has the canister special rule **can either fire normally or it can use the following special rules:**

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- Count it as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

Carbines

This unit can use its carbines to skirmish (see the Skirmishers special rule). Carbines have a fire value of 1 and a range of 12" (which includes the modifiers for skirmishing).

Entrenchments

This unit counts as being entrenched until it moves, assaults, retreats or reforms. Add 1 to the melee value of an entrenched unit, subtract 2 from hit rolls for attacks that target it in the fire phase, and it wins tied fights unless its opponent is also entrenched.

Galloper Guns

This unit has a move distance of 8" when unlimbered. In addition, it can carry out a move or retreat action even if it has fired in the same turn.

Headstrong

If the target of a melee attack made by this unit routs or retreats and there are visible enemy units that it can move into contact with, this unit must carry out an assault and fight for a second time. Subtract 1 from its melee value the second time it fights in the same turn. It does not assault again if it defeats the second opponent.

Light Artillery

Subtract 1 from hit rolls if the main attacker is light artillery (the modifier does not apply if light artillery is only lending support).

Light Cavalry

This unit has the Open Order special rule. In addition, add 2 to messenger tests for it.

Light Infantry

The following rules apply to a Light Infantry unit:

- It has the Open Order and Skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is in defensible terrain.
- It can occupy defensible terrain after it has made a move or retreat.

Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

Open Order

This unit can be set up in a deployed formation called open order. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order even if they are not from the same brigade.

Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

Steady

Units with this rule do not rout automatically when defeated by enemy cavalry unless this unit is shaken, outflanked **or in open order**.

DESIGN NOTES

Amusettes: The amusette, sometimes referred to as a hackbut, rampart musket or wall gun, was a heavy rifle that fired lead shot of about 1lb in weight. They were heavy and unwieldy weapons but could engage targets at considerable range.