



Toy Soldier Wargame Rules

Second Edition

by Ken Cliffe

<http://allthekingsmentoyssoldiers.com>

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"ATKM" Second Edition

You hold in your hands a new and revised edition of the **All the King's Men** rules. It's been a few years since the first edition was published. We've played many, many games since then. We've heard lots of feedback and ideas from players like you. We still love the original rules, and folks familiar with them will see many of the same concepts here. But given all the great input we've received, we thought it was time to re-release the whole set, incorporating all the slight changes and new interpretations we've gathered. Many of these additions come from a page of optional rules on our website. Others are brand new. Thanks to everyone who contributed ideas!

Perhaps the biggest change is a basic game that we recommend for young or starting players. It captures the mood of the horse-and-musket era, but is simple and fast. That also makes the basic rules ideal for staging battles with several players, or running games at conventions.

After the basics, we present advanced rules. These are all options that you can add as you please, or as suits the period you're portraying. There were simply some weapons and tactics in the American Civil War that hadn't been developed yet in the Seven Years War, for example. You can also pick and choose among these optional rules to create the kind of games you want to play.

We hope you like what you see.



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Toy Soldier Wargame Rules Second Edition

Rank upon rank of troops arrayed before you in brilliant colors. Flags wave above a martial din, proclaiming regiments' allegiance. Cannons bellow, muskets volley and hooves pound while soldiers march toward glorious battle. The joy of standing in a general's shoes and reliving history. It's warfare in the horse-and-musket era, but no one gets hurt in this warfare because it's fought with toy soldiers.

Collecting and maneuvering miniature soldiers has been practiced for millennia, whether among the pharaohs of Egypt, in the war room of Frederick the Great, or by the hand of author HG Wells. But collecting and playing with toy soldiers isn't restricted to kings and innovators. We do it today, whether as quality time with our kids or a way to bond with graying buddies.

All the King's Men is a humble addition to this wonderful pastime, a set of rules used to moderate how the

soldiers in your collection march, fire and bare steel in mock battle. These rules have been kept simple in scope and presentation, yet designed to be satisfyingly complicated in use. They're easy to learn, but putting your strategy into effect soon proves a challenge. You can move, fire and melee with your troops, but at what price? And therein lies the dilemma of being a general. Ordering men into battle is easy. Dealing with the results is the hard part.

This game is designed for battles in what's generally called the horse-and-musket era, a period from approximately the early 18th century through the late 19th century. Firearms are the prevailing weapons of the time, whether cannons, muskets or the emerging rifle. Armor once worn into battle has been dispensed with, but a man riding a charging horse with sword outstretched is still a devastating weapon. The notion of armies doing battle beyond each other's sight is unimaginable. In these times, fire, steel, courage and gallantry win the day.

All the King's Men is designed for play with 54mm toy soldiers. Miniatures are fielded individually, whether infantry, cavalry, skirmishers or artillery. You can play with your figures straight from the box, or paint them up to exacting detail and mount each man on a small base.

Your battlefield can consist of a kitchen table or living room carpet. Or it can be a wide table covered with a green cloth and realistic-looking terrain, all in scale with your troops.

You can play games about fictional armies determined to go to war. Or you can study historical conflicts and portray them on the table with forces representing the armies that actually fought. Your battles can be small skirmishes with only a few units per side, or grand battles with dozens of battalions vying to win the field. **All the King's Men** allows for all possibilities, capturing the spirit of the tactics, strategies and technology of the horse-and-musket era. The goal is a fun time playing with toy soldiers.

That said, the number of living soldiers represented by a single toy soldier is not specified in these rules. Nor is the real-world distance represented by an inch on your battlefield. The space allowed by your table, combined with the distances that cannons and muskets fire, influence the numbers of troops you'll put into play.

All the King's Men is for use with any toy soldiers. Our *Army in a Box* sets certainly provide their own, but anything from your 18th- or 19th-century collection, plastic or metal, will do. The more the merrier!

What You Need to Play

The following tools are required for use with this game. Many of them are provided in an *Army in a Box* set. Others are household items or are available in your collection of games.

- Individually based 54mm figures, anywhere from a few dozen to a couple hundred.
- A general or leader figure for each player in an army.
- Some standing casualties — soldiers getting shot and in the process of falling down. Or these could be replaced with other kinds of markers such as small stones upon which all players agree. These pieces are called “disorder markers.”
- A normal deck of playing cards.
- A measuring tape or ruler in inches. One per player is suggested.
- Three different colored dice (d6's): green, yellow and red. Beyond these three dice, several other ordinary white ones are required. As many as a dozen.
- Small beads or other markers to be placed with units. Markers should be green, yellow and red to match the colored dice. As many as one such marker per unit is needed in each color. (So, if you have six units of troops in your army, you need six green, six yellow and six red markers.) These are called “resolve counters.”
- Poker chips or other record-keeping tools to represent “command points.”

- If you want to go so far, materials to represent a battlefield on which to fight. A green tablecloth, strips of paper to represent roads and rivers, and models to represent trees, buildings and bridges. Books slid under your tablecloth can be mock hills. Be as creative and realistic as you like. The more care you put into your battlefield, the more rewarding your games will be.

- Completely optional are dead figures. Prone casualties for both sides that you lay on the battlefield to show where fighting has occurred. These miniatures tell the story of the battle, and just look cool. We like to place a dead man for each casualty inflicted in our games. Sure, you can just knock soldiers over, but dead ones look more authentic.

Assembling Your Units

The word “unit” is used throughout these rules to refer to any toy soldiers organized into a group. A “unit” therefore includes a battalion of infantrymen, a troop of cavalry, or an artillery battery.

Your soldiers can be assembled into units as follows. A unit has the listed number of soldiers at the beginning of a game.

Infantry: 12 privates + officer + ensign
Skirmishers: 6 privates + officer + ensign
Cavalry: 6 troopers + officer + ensign
Artillery (foot or horse): 4 gunners+ officer + ensign

An “ensign” can be a flag bearer, musician or any other outstanding figure. A flag bearer is common in infantry and cavalry units, while a musician is possible in all unit types.

Skirmishers are a type of infantry trained to fight in open formations, moving and firing from cover to harass the enemy. Their purpose is to slow an opposing army while the skirmishers' own allies get into position on the field.

Two types of artillery operate in the horse-and-musket period, foot and horse. Foot artillery generally consists of a crew that works dismounted, maneuvering a cannon (or “gun”) with brute strength. Foot artillery could be stationed in fortresses or could support infantry battalions. Horse artillery cannons are typically light and operated by crews who have numerous horses available to them. Horse artillery units could operate far-flung on the battlefield, firing and moving quickly, or support cavalry troops.

To remember which artillery units are foot and which are horse in your games, all horse artillery crewmen could be mounted, or you could keep a dismounted horse next to a horse unit.

Toy Soldier Formations

Armies in the 18th and 19th centuries typically march and fight in strict formations. They're organized in ranks and rows, and these arrangements are maintained on the battlefield even when terrain interferes or casualties are suffered. Whole regiments might slow down to cross a fence and reconstruct their formations afterward. Men

advancing on the enemy “close ranks” when their comrades fall.

Troops are arranged in these strict formations because the accuracy of their weapons is generally poor. The more men assembled to fire in a volley, the more harm is done to the enemy. The inaccuracy of muskets and cannons also explains why soldiers wear bright colors. There is little use wearing camouflage or hiding. (The rifle begins to change these circumstances, but its potential is only barely understood in the horse-and-musket era.)

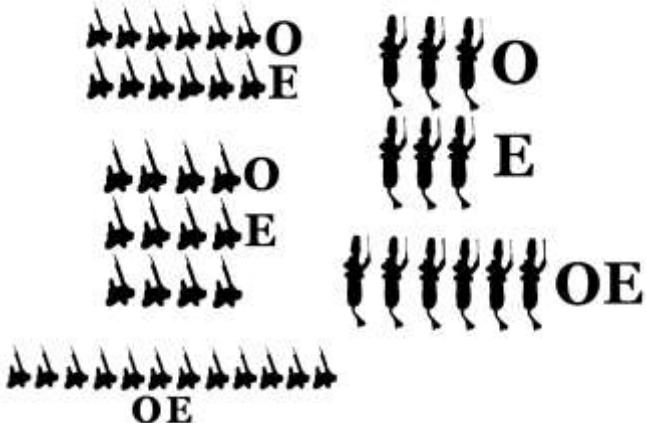
A few different formations are used in **All the King's Men**. Notice the possible officer (O) and ensign (E) positions in all the pictures shown. Officers and ensigns can be anywhere in proximity to their units, usually off to the side.

Line: Line formation is used by troops prepared for battle. The unit controls the widest possible space on the battlefield and has maximum firepower. Soldiers are lined up side by side. They could form one long line, or be arranged in two or three ranks, as shown in the illustrations here. All figures' bases touch. Infantry and cavalry units use line formation.

Only the front two ranks of an infantry unit in line formation can fire. Only those figures are counted when the unit fires.

Because line formation is wide, it's usually slow moving. Terrain interferes with travel and units must stop often as officers “dress the ranks,” reorganizing the men.

Infantry and cavalry line formations



Column: Column formation is narrow and long, and usually used to travel long distances on roads. It's also used to cross a battlefield relatively quickly, especially when the terrain is rough or speed is of the essence. Column doesn't allow for much firepower.

Toy soldiers in column are arranged from front to back. They could form a single line, or multiple lines could be arranged with soldiers placed front to back, their lines parallel to each other. All figures' bases must touch. Infantry, cavalry and artillery units use column formation.

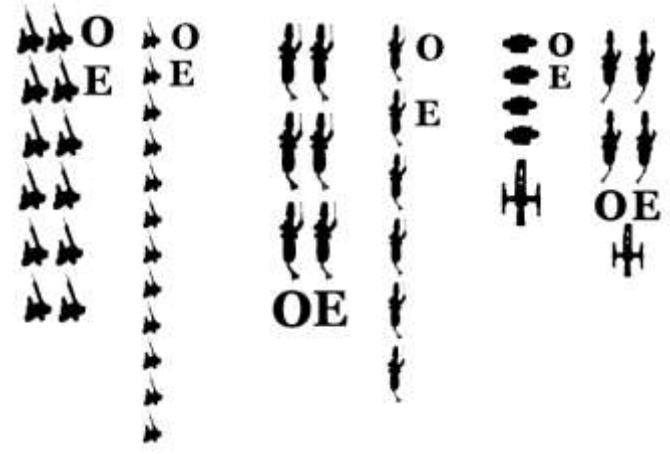
Soldiers in column must be in lines that are deeper (from end to end) than they are wide (from side to side). If a

unit's formation is wider than it is long, it's actually in line formation.

Only the front two ranks of an infantry unit in column can fire. Only those figures are counted when the unit fires.

Artillery units assume column formation. They do so to move a cannon to a new position, traveling as quickly as possible. Artillery crewmen, whether foot or horse, are arranged from front to back, with their cannon placed behind them facing backward.

Infantry, cavalry and artillery column formations.

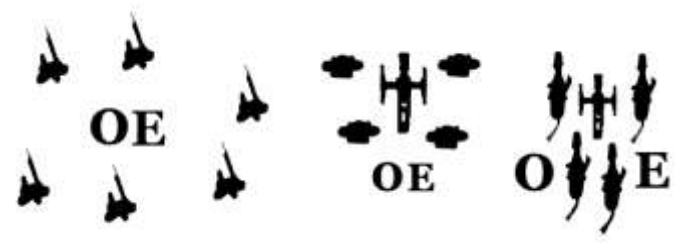


Loose: Loose formation is assumed by skirmishers and artillery crewmen in position to fire their cannon. There is no specific structure to this formation. Skirmisher units use it to find cover and firing positions as they move across the battlefield. Artillery crews fall into loose formation by default as they set up their guns to fire. They take positions to fulfill their roles, whether moving a wheel, loading a cannon ball, or touching a fire hole.

Skirmishers assume loose formation around their officer and ensign, each of which is placed at the center of a unit. Soldiers in a skirmisher unit can extend up to 6 inches away from their officer and ensign in any direction, perhaps in a line or as a “cloud.”

Artillery crewmen in loose formation must stand within 1 inch of their cannon.

Skirmisher and artillery loose formations.



Mob: It's never a good thing for your toy soldiers to assume mob formation. It means they've lost cohesion, becoming a disjointed crowd instead of an organized

fighting force. Any kind of unit can be reduced to a mob — infantry, cavalry, artillery or skirmisher. It happens when a unit loses hand-to-hand combat (or “melee”). The soldiers have been stabbed and beaten, have fled from the victor, and gather as a group to seek shelter.

All toy soldiers in a mob must be touching, and each faces in a different direction. They are not lined up or organized in any way. They have no flank or rear as a result, which is explained later.

You can never *choose* to put a unit in mob formation.

Mob formation. An infantry mob is shown, but any type of unit can be forced into a mob by losing melee.

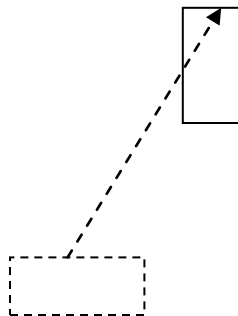


Formation Changes

Sooner or later, you want your units to change formation as they move toward the enemy or as the enemy approaches. Maybe an infantry unit in line advances on a narrow pass between forests, and needs to adopt column to get through quickly. Or an artillery unit in column arrives at its intended destination and assumes loose formation to fire on the enemy.

Formation changes occur *after* you move a unit. How you actually move your forces is explained fully in a little bit. For now, just remember that formation changes are allowed only after a unit has been moved. So, if your infantry unit starts in column and you want it to assume line, you do so after the unit moves in column. Or if your cavalry unit starts in line and you want it to adopt column, you do so at the end of the unit's line movement.

The infantry unit starts in line formation, moves, and changes formation into column at the end of its movement.



The only unit that cannot normally change formation is a skirmisher unit. Skirmishers are usually in loose formation at all times. The only time that may change is if they lose a hand-to-hand fight and wind up in a mob.

You Are the General

One figure on the battlefield represents you as a general of your army. Generals are each assigned a rating from 1 to 3 to represent how talented and organized they are. A general rated 1 is competent, but slow to react to situations or is inexperienced. A general rated 2 is capable and trusted by his men. He's been in battle before and has some martial tricks up his sleeve. A general rated 3 is excellent. His men love him and will give their lives for him. He's fought numerous battles and won many of them. He's wily and dangerous to all his foes.

For your first few games of **All the King's Men**, assign all players a general rated 2. That evens the playing field. If you're simulating a historical battle, you can simply assign appropriate ratings to the prevailing generals involved. Frederick the Great, Napoleon and Robert E. Lee might all be rated 3, for example, with history's other personalities standing on par or below them.

Or you can let fate decide how skilled your general is by rolling on the following chart. Roll a single, ordinary die for each general.

Roll	General Rating
1-2	1
3-5	2
6	3

Your general's position on the battlefield is decided before the battle begins, and then at the end of each game turn. He can travel up to 20 inches at a time in any direction and is not subject to terrain penalties. Special circumstances also allow him to move *during* a turn, all of which will be explained soon.

If more than two people play a game, divide them into teams, which means one or both armies has multiple generals. Teammates work together to defeat opponents, but they can also wind up working against each other if they're not careful. The highest rated teammate is declared Commanding General, while the rest are Lieutenant Generals. Or history might suggest that a wing commander is actually rated higher than his superior. This kind of tension leads to interesting chemistry among teammates.

As a teammate you have your own personal command, a group of units under your control. That doesn't make your teammate's units the enemy. They're simply under his control. The best way to decide individual forces is to divide the whole army evenly among you, or assume responsibilities for units in specific parts of the battlefield. "Everything west of the road at the beginning of the game is mine. Everything east of the road is yours."

Dice

A game of **All the King's Men** calls for about a dozen ordinary six-sided dice. You might even gather this many for each player. You can find them in board games that you own, or get them inexpensively at dollar stores.

You also need 1 green, 1 yellow and 1 red die. Each *Army in a Box* set comes with these colored dice. Ideally, each player has a set of colored dice to himself.

Dice are rolled whenever your units go into combat. A green, yellow or red die is included in most rolls you make based on how fresh or exhausted one of your units is. Green is used when the unit is fresh and rested. Yellow is used when the unit is worn down. Red is used when the unit is exhausted. Depending on the color of the single die included in your roll, you seek rolls of a certain number or better. Those numbers are called "target numbers."

Green: 4-6

Yellow: 5-6

Red: 6

Any die that gets a number in this range is a "success." Any die that gets a lower roll is a failure and is disregarded.

When you roll for a unit in combat, you roll at least 1 die for each toy soldier involved. If that's 12 infantry, you could roll 12 dice. If it's 3 cavalry troopers, you could roll 3 dice. One of those dice must be colored, green, yellow or red. So, if you need to roll 6 dice for an attack, and the dice are supposed to be green, roll 1 green die and 5 white ones. Rolls of 4 or higher succeed. If you need to roll 8 dice for an attack, and they're supposed to be yellow, roll 1 yellow die and 7 white ones. Rolls of 5 or higher succeed on yellow dice. Or if you need to roll 2 dice on a roll, and they're supposed to be red, roll 1 red die and 1 white die. Rolls of 6 succeed on red dice.

The rules might tell you to roll "green dice," "yellow dice" or "red dice." Really, that's just 1 colored die combined with however many white ones you need to round out the total. Even easier is to have a dozen dice in each color. Then you don't have to bother with white dice at all.

How different colored rolls are called for is explained later. For now, you just need to understand how most rolls occur in a game.

Setting up the Battlefield

Preparing your field of battle is very much a matter of available room and personal taste (and history if you create a real-world battle). The table or floor on which you play may establish some natural boundaries on where troops can roam. A minimum 4 feet by 6 feet is suggested, with opposing forces lining up on the long edges of the field. That puts all troops within foot-artillery range from the very beginning of the game (4 feet). If you want more room to maneuver, make the field deeper as your play space allows. A 6x6 battlefield allows for plenty of space to move troops, and lets units start the game outside artillery range.

Terrain on your field is very much a matter of style and artistic talent. You can create a detailed piece of ground including hills, trees, rivers, villages, and just about anything else that soldiers might encounter. Terrain generally creates obstacles for troop movement and blocks line of sight so that units may avoid enemy fire.

A field cluttered with terrain pieces makes for a slow, somewhat complicated game as units gradually make their way toward each other. They need to get very close before they see their targets. A field with only a few hills, forests and other obstacles allows troops to maneuver freely and get into position to fight quickly.

Terrain features can be created with many of the same tools and items used in railroad dioramas. Trees, rivers, roads and hills can all be made or purchased. Just bear in mind the scale of your figures; terrain features should be large enough to look convincing next to 54mm figures.

Alternatively, you can go a very simple route by drawing out all terrain features on paper, cutting them out, and placing those shapes as two-dimensional representations of three-dimensional obstacles. Hills can also be created by laying books on your field, whether atop or under the cloth that establishes the boundaries of your battleground.

Some terrain pieces are included in *Army in a Box* sets, such as buildings, fences and other structures appropriate to the battle that a set portrays.

To emulate the terrain of a historical battlefield, research the battle to learn what features lay where, and try to approximate them on your play area. Sometimes it's most rewarding to focus on only prominent terrain, such as La Haye Sainte farmhouse at the Battle of Waterloo, or the crest line where the British hid from the French guns. Other, smaller features might simply complicate your game, slowing events down. You'll soon learn how much terrain is the right amount after playing a few games.

Determining Forces

Once you have your battlefield, you need to determine how many units are in each army. Do you want an even fight with the same numbers and types of units on each side? Do you want to create lopsided forces to see how long the smaller army can hold out? Or does the historical battle you're re-fighting dictate the numbers and kinds of troops involved?

You may want to put a play area together, decide army size quickly, and have a fast, fun game. In that case, feel free to determine the types of units in each army by rolling on the following chart. A small game involves perhaps 5 rolls per side. A medium-sized battle might call for 8 rolls per side. A large one calls 10+ rolls per side. These battles range from a few hours to a whole afternoon.

When making rolls to determine troop types, use 2 ordinary dice (their color doesn't matter). Add their totals on each roll.

Roll	Unit Type
2-6	Infantry
7	Cavalry
8-9	Skirmisher
10-12	Artillery

If you get "Artillery" at any time, roll another single die. On a result of 1-4, the unit is foot artillery. On a roll of 5-6, it's horse artillery.

Feel free to adjust these odds and unit types as you feel is appropriate, especially based on the period you plan to play. Skirmishers are more common in the 19th than in the 18th century, for example, and horse artillery doesn't become prevalent until the Napoleonic era.

Arranging Forces

Now that you have the field prepared and your troops are determined, it's time to place players' forces before the battle begins. In most cases, they can line up on the long sides of the play area, perhaps within 1 foot of each player's edge.

Different scenarios or battles might suggest armies set up along the short sides of the play area (so forces are up to 6

feet apart on a 4x6 battlefield). In the case of one side in a defensive position, that fortification or earthwork might be arranged anywhere on the board, with attackers allowed to approach from a variety of table edges.

How you actually arrange your forces for battle is up to you, and a result of strategy and using the rules to your best advantage. You'll learn more about these kinds of tactics as you read and get to know the game.

Summary of the Basic Rules

At the Beginning of the Game

- Set up the play area, decide how many units each army fields, and decide where they start the game.
- Establish what terrain features are impassable to movement and impenetrable to fire.
- Determine your general's rating (1, 2 or 3) and starting position.
- Assign card suits to each army and compose the deck.

At the Beginning of each Turn

- Roll for command points.
- Change all units' counters to green.
- Shuffle the deck.

Playing the Game

- Turn cards one by one and activate units accordingly to move, change formation, fire, and/or initiate melee.
- Units inside command radius activate for free. Units outside command radius may cost a command point. Skirmishers are always free.
- Crossing terrain and moving sideways or backwards costs half movement.
- When firing, roll dice based on the number of soldiers in your unit. The color matches their resolve counter. The defender makes a similar roll and his successes are subtracted from the attacker's. Remaining successes are casualties to the target. Officers and ensigns aren't counted.
- When staging a melee attack, roll green dice as the charging attacker. The defender rolls based on his unit's headcount and color. Officers and ensigns aren't counted. Successes rolled are exchanged as casualties. The side to suffer the most loses and falls back into a mob. Equal successes mean a controlled retreat for the defender.
- You can move and fire through your own skirmishers.
- Downgrade units after they activate or suffer casualties. Everyone comes out of melee red.
- Units rout when they reach break point.
- An army routs when reduced to half starting strength.

At the End of each Turn

- A turn ends when the deck runs out or neither side has eligible units left to activate.
- Remove disorder markers from units.
- Discard any command points that weren't used.
- Move your general up to 20 inches.

The Basic Rules

All the King's Men is played over a series of turns, as many as necessary for one army to defeat the other. Players "activate" units, moving, firing, and entering hand-to-hand combat. The number of times a single unit can be activated in the same turn is determined by how weary or damaged the unit becomes.

The order in which players activate units is determined with a deck of ordinary playing cards. Assign one army a red suit and the other army a black suit, such as Hearts for one side and Clubs for the other. Remove all other cards except the two Jokers from the deck so 28 cards remain. One of the two Jokers is considered "red" and the other "black." Be sure to declare which Joker is which before the game starts.

Shuffle the cards thoroughly and keep them face down.

In a game turn, draw one card at a time. Each player on a side activates one of his units for each red or black card drawn. So, if a 4 of Hearts is drawn, a player assigned red cards is allowed to activate one of his units. If three players are teammates, three units in their army are activated.

After each card is flipped, discard it face up.

A game turn is over when all cards have been drawn from the deck, or when no more units can be activated in either army. If one army runs out of eligible units to activate in a turn, continue to draw cards until the other army's eligible units are activated. Special cards drawn may still benefit or penalize either side.

Shuffle the deck again before each new turn.

Special Cards

As certain cards of an army's color are drawn, special circumstances arise. When teammates share an army, one of them gets the following effect. The other players activate units normally with the card.

Jack The unit activated gets its full movement, regardless of terrain or other factors such as moving backward.

Queen The unit's activation doesn't downgrade its color. If the unit chosen is already red, activation by this card doesn't count as the last for the unit in the turn.

King Your general can be moved up to 20 inches, or activate one unit normally. If you move your general now, he can be moved again at the end of the turn.

Ace Two activations can occur, with separate units or the same unit. Activating distant yellow or red units still costs command points. You're not required to take both actions. You could refrain from one of them without penalty. All other

teammates still activate one of their units normally.

Joker Do not activate any units with this card. Instead, the Commanding General chooses an enemy unit that can't be activated for the remainder of the turn. Place a disorder marker with the enemy unit. The enemy unit can still fight back in melee if attacked.

2 Do not activate any units with this card. This card is a detriment. The Commanding General chooses a single unit from his whole army that cannot be activated for the remainder of the turn. A disorder marker is placed by it as a reminder. Your unit's ability to fight back in melee is not lost due to this card.

The exact ways in which these cards work will make full sense once you've read the rules completely.

Activating Units

A unit may do one of the following in an activation:

- Any combination of move, fire and/or change formation. Note, however, that any formation change must occur at the *end* of movement. That means your unit could move, change formation and fire; or fire, move and change formation; or just fire on the spot; or simply move; or change formation on the spot without moving or firing.
- Move and initiate melee (that is, move and make contact with the enemy to trigger a hand-to-hand fight)
- Reform a unit from mob formation into line or column. No movement or firing is allowed.

Units' Resolve

A unit can be activated more than once in the same turn. One of your red cards is drawn and you move a unit in one activation. When another red card comes up, you might activate the same unit again and have it move and fire this time.

A unit may be activated multiple times in a turn based on its "resolve," which indicates how tired or damaged it is. Resolve is recorded on the battlefield by placing colored counters next to units after they're activated. Those counters are green, yellow and red.

A unit with a green counter next to it (also known as a "green unit") is fresh or recuperated. It's prepared to follow orders and fight to the best of its ability.

A unit with a yellow counter next to it is tired from being issued repeated orders or from suffering attacks.

A unit with a red counter next to it is exhausted from grueling orders or from being the target of debilitating attacks.

Each time you activate a unit, its color “downgrades” one step from green to yellow or from yellow to red. This downgrade always occurs at the end of a unit’s activation. So, a green unit follows the orders of an activation to its full capability, and is tired at the end. Its green counter is replaced with a yellow one.

A unit never has more than one counter assigned to it at a time. The counter color simply changes. A unit’s counter is moved with the unit wherever the soldiers go on the battlefield. Counters are an easy way of remembering just how tired or beaten your troops are, and opponents can see signs of your troops wavering according to the counters assigned to them.

All units start a game with green counters.

Units’ colors are downgraded when they’re activated. But they’re also downgraded when they’re damaged in a fight. That harm can be done by enemy fire, or when your unit takes part in melee.

When your unit suffers casualties (it loses toy soldiers), it downgrades one color. If it was green and loses men under fire, it downgrades to yellow. Its green counter is replaced by a yellow one. If your unit was yellow, it downgrades to red. Its yellow counter is replaced by a red one.

If your unit participates in melee its color automatically downgrades to red afterward, regardless of what its previous color was, and whether it suffers any casualties or not. So, if your unit is green when it enters hand-to-hand combat, its counter changes to red when the fight ends. Melee is a confusing, exhausting brawl!

Whenever a unit is downgraded to a red counter, it’s weary, its men are in confusion, or the unit is badly beaten. A red unit can be activated only one more time in a turn. At the end of that activation, place a disorder marker next to the unit. The unit cannot be activated again in the turn, and the marker is a reminder of that limitation. The unit’s red counter remains on the field along with the disorder marker.

At the beginning of each new turn, your units’ assigned counters are changed back to green and the whole downgrading process starts over again. Your forces get a second wind and are reordered by their officers.

Disorder markers placed with your units are removed before the next turn begins. Your troops find the strength to resume fighting.

Command Points

While your toy soldiers are metal or plastic, the real men they represent are flesh and blood. That means they’re not entirely reliable in battle. Sometimes they demand your general’s presence to ensure that your orders are carried out.

At the beginning of each turn, the Commanding General on each side rolls a number of dice equal to his rating – 1, 2 or 3. If your general is rated 2, roll 2 dice. The color of these dice doesn’t matter. The highest number you get on a single die is the total number of “command points” you have at your disposal for the turn. Say you roll 3 and 5 with

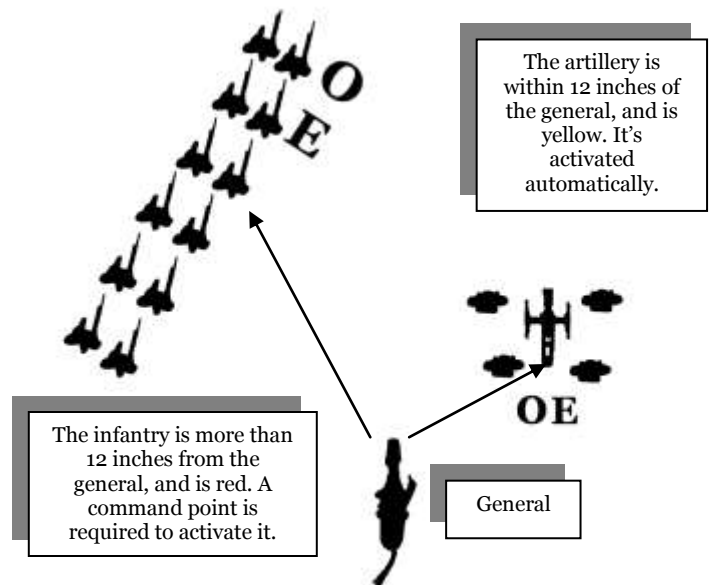
your 2 dice. Your highest roll is 5, so you get 5 command points.

When players are teammates sharing an army, each Lieutenant General automatically starts a turn with a number of command points equal to his rating – 1, 2 or 3. Before the turn begins, the Commanding General doles out any of the command points he rolled to his subordinates, and keeps the remainder for himself. Players are welcome to petition the Commanding General for more command points, but he has final say on how many he dispenses to whom. No Lieutenant General can have more than 6 command points, total. The Commanding General can’t pass out any more command points after the first card of a turn is flipped.

Say Chris, Matt and Larry share an army. Chris is Commanding General and rated 3. Matt is rated 2 and Larry is rated 1. They’re both Lieutenant Generals. Chris rolls 3 dice at the beginning of a turn: 1, 3 and 4. He gets 4 command points for the turn. Matt automatically starts with 2 command points and requests 2 more from Chris, who agrees. Matt now has 4 command points at his disposal. Larry asks for 3, but Chris gives him only 1, for a total of 2. That leaves Chris with 1 command point for himself.

Keep track of how many command points you have with poker chips or similar tokens.

Each general has a command radius of 12 inches. Any units within that circle are quick to follow your orders, regardless of their color – green, yellow or red. If any part of a unit is in command radius, the whole unit automatically responds to you.



Units outside command radius may need your direct attention to ensure your orders are followed. If a unit is currently yellow or red, spend one of your command points to activate it. Green units outside command radius fulfill orders automatically. You don’t need to spend command points on them.

Special Circumstances

Beyond the rules you've just read on activating units, there are a few special cases for command points.

Skirmisher Independence: Trained to operate on their own initiative, skirmisher units are always activated reliably and for free, regardless of their color and their distance from your general.

Influence of Allied Generals: Teammates usually activate units under their own command, the collection of troops assigned to them at the beginning of the game. You can still activate a unit under an allied player's control. It always costs you a command point, even if the unit is within your command radius, and even if the unit is green.

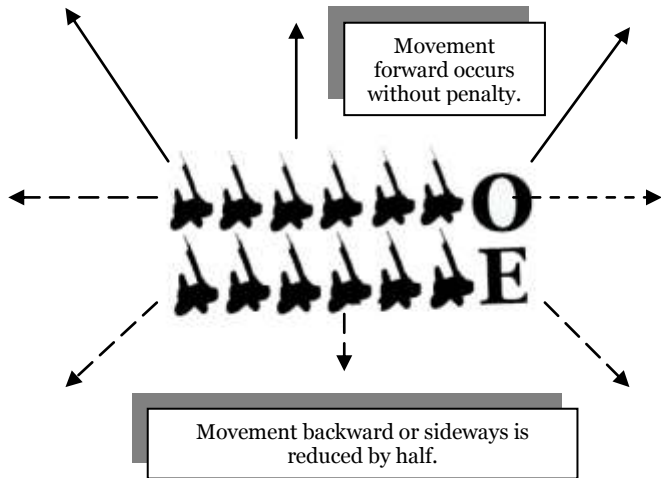
Say Edgar and Jamie are teammates. Edgar wants to activate one of Jamie's units. The unit is green and is within Edgar's command radius. Edgar must still spend one of his command points to do it.

Leftover Command Points: If you have any command points left over at the end of a turn, they're wasted.

Moving Your Troops

When one of your units is activated, you have the opportunity to move it. Moving your troops is the essence of battle. They march stoically or charge headlong toward one another, forming measured lines that fire volley after volley, or clashing in a contest of steel and fury.

Moving a unit means picking up and relocating each figure in the group according to some simple rules. Units move a number of inches shown on the chart below, according to their type — infantry, cavalry, skirmisher or artillery. They can travel that distance anywhere in a forward direction.



A unit doesn't have to travel the full distance that it can. The chart shows maximum distances.

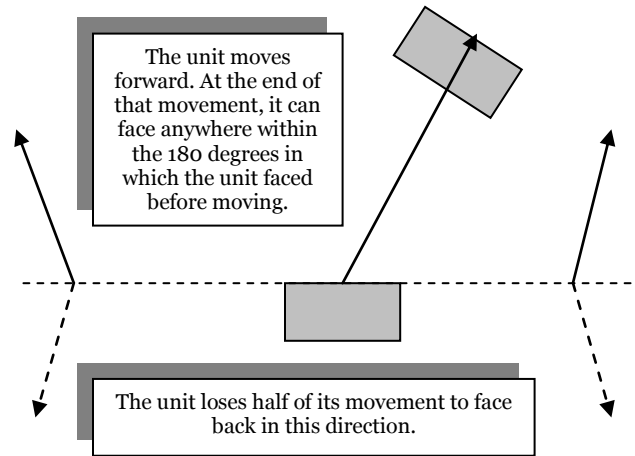
Given their mobility and scattered operation, skirmishers can move the number of inches shown in *any* direction.

Movement distances are usually measured from the front and center of infantry, cavalry and artillery (in column). Establish the front and center of the unit at the group's new destination.

Measuring for units in loose formation is a little different. When determining movement for skirmishers, measure from the center of their loose formation. That is, measure from the officer and ensign at the heart of the group. Those two figures form the center of the unit at its new destination. For artillery in loose formation, measure from the muzzle of their cannon.

Unit Type	Formation		
	Line	Column	Loose
Infantry	6	10	n/a
Skirmishers	n/a	n/a	12
Cavalry	16	20	n/a
Artillery (foot)	n/a	8	4
Artillery (horse)	n/a	16	8

At the end of a movement, a unit can be positioned to face any direction within the 180 degrees in which it faced before moving. It can end its movement facing back in the direction from which it came, but that reduces the unit's movement by half.



Moving Across Terrain

When a unit's path crosses a piece of terrain on the battlefield, the unit's movement is slowed. Terrain features include water bodies, woods, fences, hedges, hill slopes (traveling up only), crops and rough ground. This interference occurs because troops often march in orderly ranks, and those ranks are disrupted when terrain features get in the way.

Movement that contacts terrain pieces is slowed by half. So, if an infantry unit in column formation meets a fence during its movement, the unit can travel 5 inches rather than the usual 10.

This penalty also applies if a unit starts a movement while already in contact with terrain. Say the above infantry column ends its 5 inches of movement, but the unit is still intersected by the fence. The unit's next movement is halved again until the whole unit is clear of the obstacle.

If multiple types of terrain are encountered by a unit in the same activation, movement is never reduced to less than half. So, if soldiers in a cavalry unit in line make contact with a forest on one side and a hill on the other side, the whole unit still travels 8 inches. It isn't reduced to 8 inches for one terrain feature, and 4 by the other.

Even skirmishers are subject to terrain penalties while moving. They may not maintain orderly ranks like other soldiers do, but they must remain near fellows in their own unit to remain a cohesive group.

Some terrain is simply impassable — units cannot cross or enter it. This includes any lake, deep river or heavy forest. Players should agree on what terrain is impassable before a battle begins. Not even a Jack of your color allows one of your units to move through impassable terrain.

As with encountering terrain, if a unit moves sideways or backward (anything that isn't forward), movement distance is halved. Remember, a unit gets to move at least half its normal distance, even if it moves backward *and* encounters terrain.

Moving on a road is the exception to terrain penalties. Moving on a road actually makes movement *faster*, increasing the distance traveled by half. In order to get this benefit, a unit must be in column formation and the unit must remain on the road for the entire movement. An infantry unit on a road therefore travels 15 inches, while a cavalry unit travels 30. A unit in column does not lose the road bonus for assuming a different formation at the end of its movement.

Special Circumstances

Beyond the simple rules for moving your troops, a few unique situations need to be addressed.

Charging: Movement to make contact with the enemy and engage in melee is considered a charge. No extra distance is traveled, but the attacker gains another kind of bonus for initiating the hand-to-hand fight.

Formation Change: Changing a unit's formation does not affect its movement distance. Only one formation change can be made for a unit per activation. Say, from line to column or column to line. Formation changes occur *after* any movement is performed in an activation.

Moving Through Units: You cannot normally move a unit through another one of your allied units, or through an enemy unit. They block each other's paths, and movement must stop short of other troops' positions. The exception here applies to your own skirmishers. You can move one of your units through an allied skirmisher unit.

If your traveling unit's path ends in the middle of an allied skirmisher unit, just rearrange the skirmishers around your passing force.

Staging Fire Attacks

When enemy units — infantry, skirmishers or artillery — come into range of each other, they typically open fire. Fire is most effective for infantry when soldiers assume line formation to make use of every musket, shooting in volleys.

Firing from long range, cannons blast away at targets with metal balls weighing anywhere from 3 to 6 to 12 pounds or more. A cannon ball can devastate whole lines of troops, who are conveniently assembled by their generals. At close range, artillery crews use gruesome forms of ammunition such as grapeshot and canister. These are bags of musket balls or cans filled with debris and jagged metal.

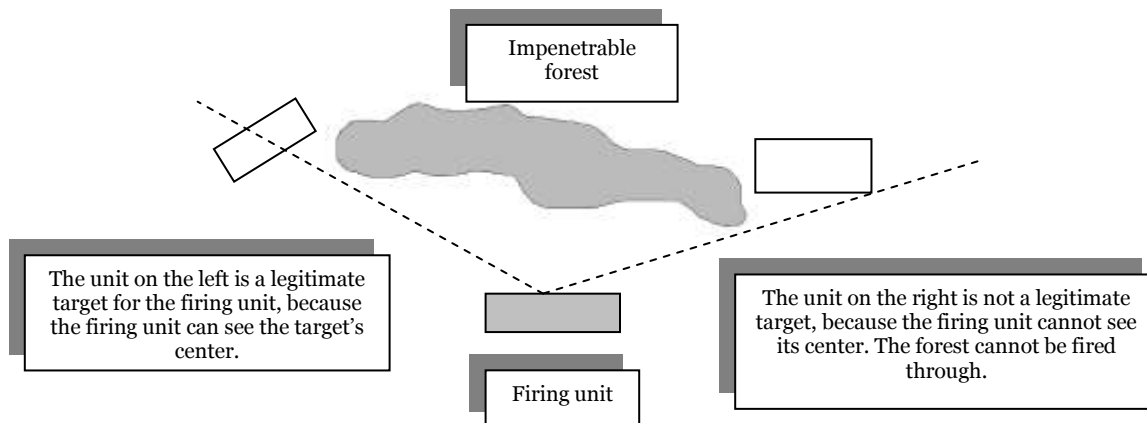
Skirmisher fire, while not concentrated like infantry fire or sweeping like artillery fire, can break enemies' spirit. Expert marksmen pick off stray soldiers and officers, creating confusion and disorientation. Add to that the advent of the rifle with its long range, and skirmishers are dreaded opponents.

While we as players can't fire muskets, cannons or rifles on the tabletop, we can simulate their effects by measuring ranges and rolling dice to determine casualties.

Line of Sight

For fire to be conducted by one group on another, the firing unit must be able to see enough of the target for the attack to be effective. The center of the intended target (or the *whole* cannon for an artillery target) must be visible to the attacker along table height. If the center of the target or its whole cannon is not visible, there isn't enough space available to stage an attack. You might be able to see a few figures on either side of a targeted unit, but if the center is not visible, fire is not allowed. This visual requirement is called having sufficient "line of sight."

It's also possible that hills, buildings and thick woods make it impossible to fire on potential targets beyond. Players should all agree on whether obstacles can be fired through or over before a game begins.



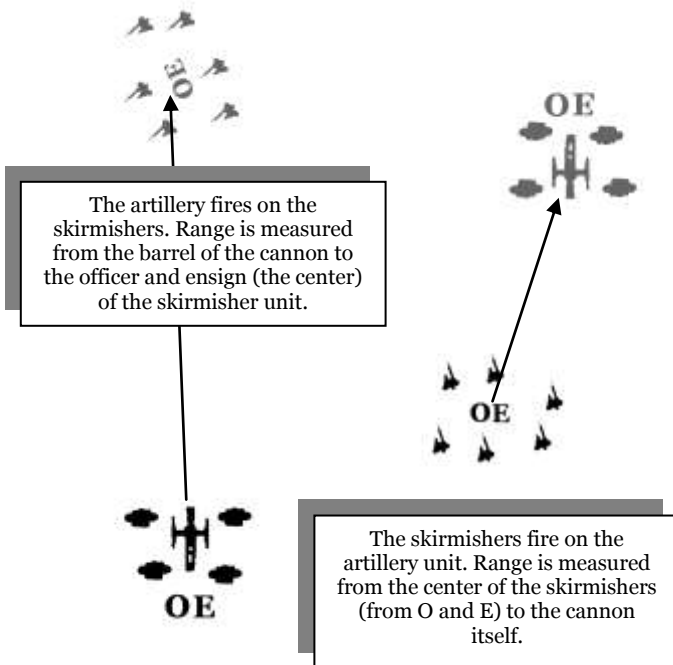
Ranges

Units can fire their weapons only so far and still have an effect on the enemy. The following chart lists effective ranges in inches for different units.

Unit Type	Distance in Inches
Infantry	12
Skirmishers	24
Artillery (foot)	48*
Artillery (horse)	36*

* When a target is within 12 inches of an artillery unit, roll 3 dice per gunner rather than 2.

Ranges are measured from the front and center of a firing unit, in a straight line. For an artillery unit in loose formation, measure from the muzzle of the cannon. In the case of a skirmisher unit, range is measured from the officer and ensign figures at the center of the marksmen.

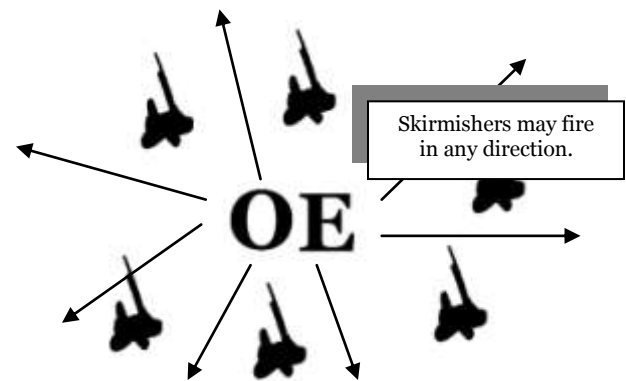
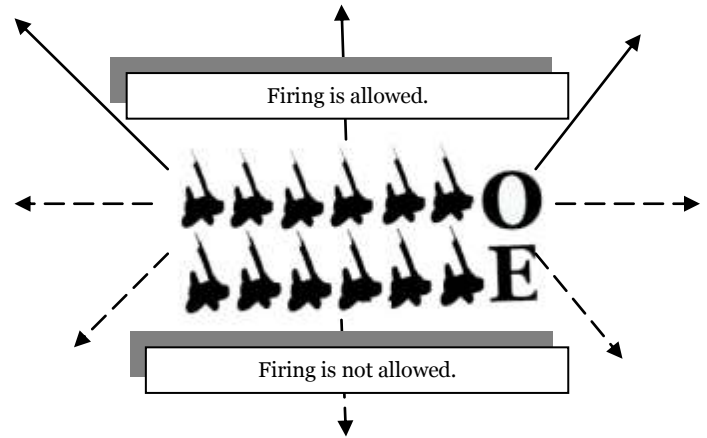


An infantry or cavalry unit can be fired upon when any one figure in the unit is within range of the attacker.

A skirmisher unit can be fired upon if the officer and ensign at the center of the target are within range.

An artillery unit can be fired upon if its cannon itself is within range.

Fire may be aimed anywhere forward in a straight line based on the direction in which a unit faces. That is, according to its "facing." Skirmishers may fire in any direction, regardless of their facing.



A firing unit must aim at a single target. Fire cannot be split between different units.

To determine if casualties are done to a target, dice are rolled for both attacker and defender. The color of the dice rolled for each is the same as the counters currently assigned to the units — green, yellow or red.

Remember that different colored dice call for different target numbers in order to score successes: green 4+, yellow 5+, or red 6.

A variable number of dice is rolled for each infantryman, cavalry trooper, skirmisher or gunner, depending on what combination of units clash, as shown on the following chart.

In this chart, numbers before slashes are dice rolled for each private or gunner in the attacking unit. Numbers listed after slashes are rolled for the same kinds of figures in the defending unit.

Dice are never rolled for officer or ensign figures in a fire roll, whether for the attacker or the defender. In the case of a full-strength infantry unit, for example, that means 12 dice are rolled rather than 14.

A defender's roll under fire represents the target's perseverance and determination in the face of the enemy. The defender is the target of fire, but he may be willing to stand firm, regardless of the lead whizzing past.

Attacker	Dice Rolled in Fire			
	Defender Infantry	Cavalry	Skirmishers	Artillery
Infantry	1/1	1/1	1/1*	1/1*
Skirmishers	1/1	1/1	1/1*	1/1*
Artillery	2/1†	2/1†	2/1*†	2/1*†

* Defense rolls made for units in loose formation, and for cavalry units, are at +2.
 † Artillery attacks made at targets within 12 inches are 3/1.
 Cavalry cannot conduct fire attacks.

When rolls are made for attacker and defender, the successes achieved on each side are added up and compared. If the attacker gets the most successes, the difference between successes rolled is suffered as casualties by the defender. The target unit loses that number of toy soldiers.

So, if Mike's infantry unit fires on Eric's infantry unit, both players roll 1 die per soldier. Mike has 12 soldiers while Eric has only 8 left. Mike's unit is still green while Eric's is already yellow in the turn. That means Mike rolls 12 green dice while Eric rolls 8 yellow ones. Mike's roll gets 1, 1, 2, 2, 3, 3, 4, 4, 4, 5, 5 and 6 — a total of six successes (six rolls of 4 or higher). Eric rolls 1, 2, 3, 3, 4, 5, 5 and 5 — three successes (three rolls of 5 or higher). Since Mike is the attacker and he gets three more successes, Eric's infantry unit suffers three casualties.

Should the successes rolled for the defender equal or exceed those rolled for the firing unit, the target perseveres through the assault. No appreciable harm is done to his unit.

Let's say Eric's artillery unit fires on Mike's infantry unit. The infantry is 27 inches away, well within range for a 2/1 attack by Eric. His yellow artillery crew has four gunners, while Mike's red infantry unit has six privates. That means Eric rolls 8 yellow dice to Mike's 6 red dice. Eric gets 1, 1, 1, 2, 3, 4, 4 and 5 — one success (one roll of 5 or more). Mike rolls 2, 3, 3, 4, 6 and 6 — two successes (two rolls of 6). That means Mike gets more successes than Eric. Mike's infantry comes under long-range fire but with no effect, even though Eric rolled 2/1 dice.

When a defending unit suffers casualties under fire, its color downgrades automatically. That would be from green to yellow, from yellow to red, or in the case of a unit that's already red a disorder marker is placed to indicate that it can't be activated again for the remainder of the current turn. If the defender ties or wins the fire roll and suffers no casualties, its color is not downgraded.

An attacking unit's color downgrades normally since it has been activated.

Special Circumstances

Those are the basic rules for conducting fire. As you might expect, some special situations arise during play.

Cavalry Cannot Fire: Cavalry units cannot stage fire attacks. They get to roll dice to defend against fire, but they can't initiate fire attacks. Cavalry often carries firearms, but their ranges are so short and shots from horseback are

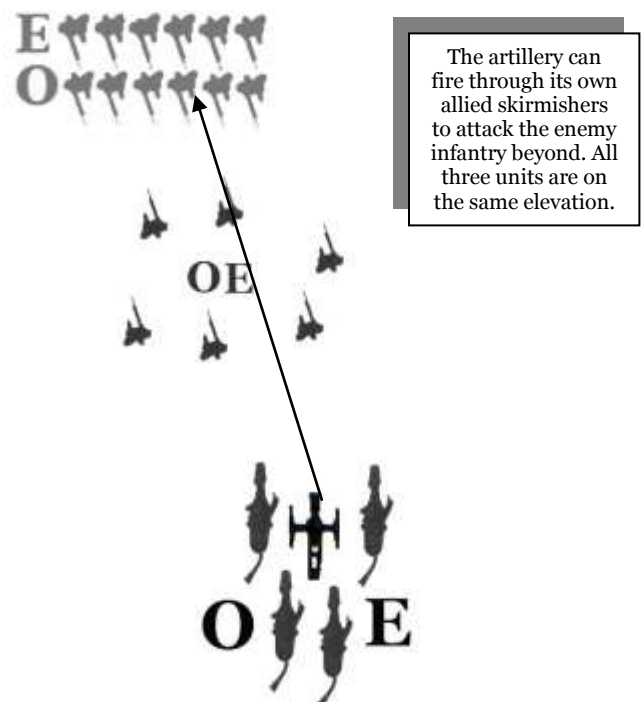
so inaccurate that cavalry's small arms are considered part of a melee attack.

Cavalry Under Fire: When a cavalry unit is the target of any fire attack, its defense roll gets a +2 bonus. Horses and gear absorb some of the shock the unit might otherwise suffer. If a cavalry unit is also under cover (addressed below), this modifier is cumulative with bonuses for cover.

Close-range Artillery Attacks: Artillery units that fire on targets within 12 inches use grapeshot or canister as ammunition, wreaking havoc on the enemy. Instead of getting 2/1 dice, the artillery attacker gets 3/1.

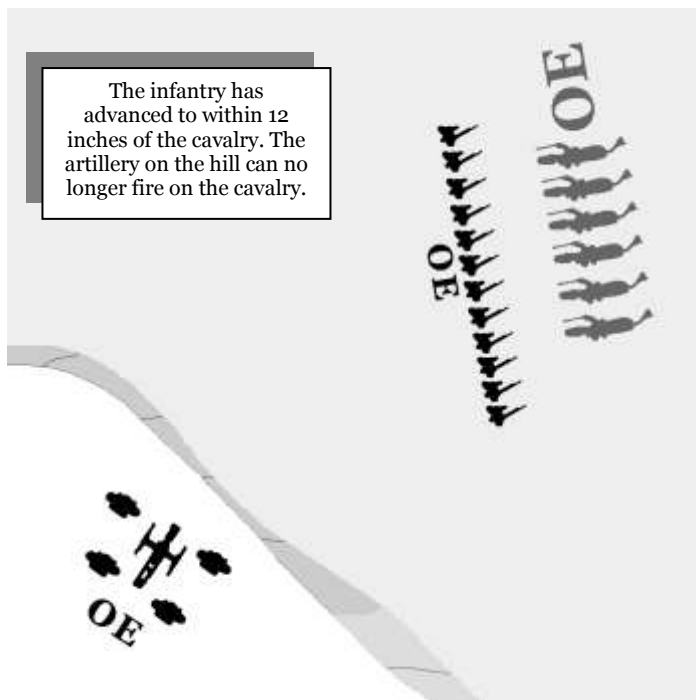
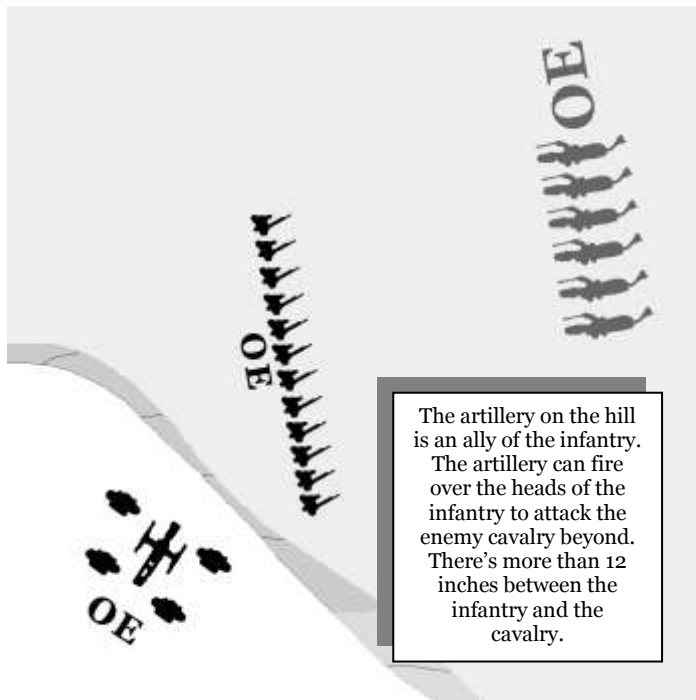
Firing Through Skirmishers: You cannot normally have one unit fire through another one of your units, or through an enemy unit, to hit an intended target beyond. Intervening units usually block line of sight. An exception here applies to your own skirmishers. One of your units can fire through a skirmisher unit of your own army to hit an enemy beyond. The skirmishers work with their allies, taking cover or getting out of the way of friendly fire.

Your units cannot fire through *enemy* skirmishers to hit potential targets beyond. The enemy skirmishers are your default target.



Artillery Firing from High Ground: Artillery units may fire over the heads of intervening units to hit a target beyond. The firing artillery must be on a hill — on a higher elevation than an intervening unit. Should an intervening unit ever be within 12 inches of an intended target along the path of the artillery's fire, artillery on a hill cannot see the target. Line of sight is blocked.

Artillery firing on a target from a higher elevation gets a +2 bonus (see "High Ground," a little later in this book). This bonus is cumulative with any benefits for firing on a target's flank or rear (also explained later).



Bonus Dice

When a unit gets a bonus on a roll, the bonus is always added to the total number of dice rolled for the unit. A bonus might be +2 or +4, for example. The extra dice are the same color as those normally rolled for the unit. So, a red infantry unit that gets +4 dice gets 4 more red dice to roll.

Loose Formation versus Fire: When skirmisher and artillery units in loose formation come under fire, defense rolls for them get a +2 bonus. The soldiers in the units are scattered and able to take cover quickly, making them challenging targets. If skirmisher and artillery units in loose formation are also under cover (addressed below), this modifier is cumulative with bonuses for cover. (So, a total defense bonus of +4 or +6 is possible.)

Staging Melee Attacks

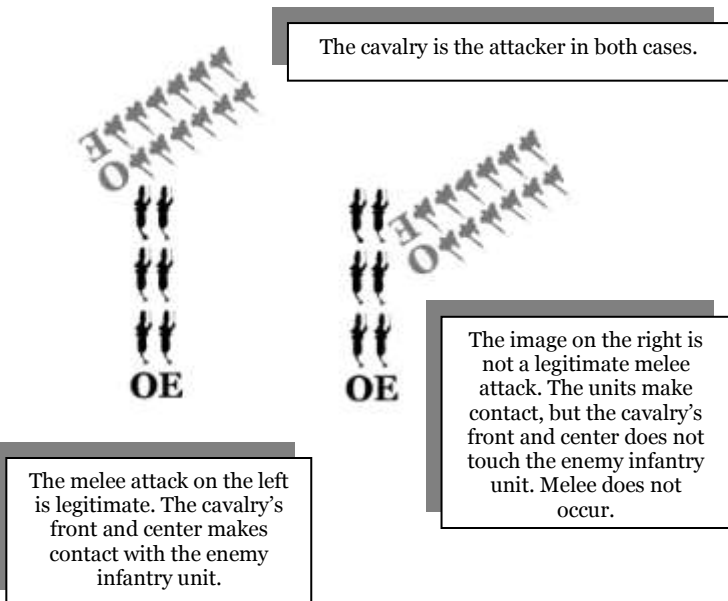
A cavalry regiment thunders across the battlefield, crashing into a wavering line of soldiers. The riders' sabers rise and fall over and over, cutting through their foes.

An infantry regiment marches steadfast under a relentless hail of muskets balls, the soldiers' guns tipped with lethal bayonets. The sheer weight of the onslaught rolls over the defenders' position as drums beat, flags wave and men scream.

Hand-to-hand combat, or "melee," is perhaps the most decisive attack a unit can make. There's no subtlety involved in coming face to face with the enemy, lunging with sword and bayonet. The resulting struggle is always costly for both sides. And yet, generals rely on melee as a reliable attack whenever they anticipate an enemy is weak or disorganized. The danger is it's the attacker who could break and run.

Making Contact

It's easy to tell if enemy units engage in melee. The front and center of an attacking unit comes in contact with any part of an enemy unit.

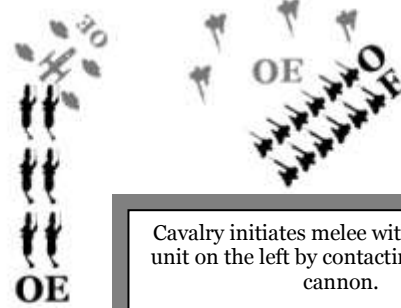


The special cases here apply to making contact with skirmisher and artillery units in loose formation. Enemies must make contact with the officer and ensign at the center of skirmishers' formation. Just touching one skirmisher is not sufficient to trigger melee. Melee is initiated against an artillery unit in loose formation by making contact with its cannon.

Once enemy units make contact, all of their toy soldiers are drawn into hand-to-hand combat.

Pitched Battle

Resolving melee is handled much like a fire attack, with a few important differences. The attacker and defender count up the number of toy soldiers making or receiving the attack. *Once again, officers and ensigns are not included in this number.* The actual number of dice rolled for each side is determined on the chart below, based on what kinds of units collide. Numbers before slashes apply to attackers. Numbers after slashes apply to defenders.



Cavalry initiates melee with the artillery unit on the left by contacting the target's cannon.

Infantry initiates melee with the skirmishers on the right by contacting the target's officer and ensign.

Dice Rolled in Melee

Attacker	Defender				
	Infantry	Cavalry	Skirmishers	Artillery (Foot)	Artillery (Horse)
Infantry	1/1	†	1/1	1/1	1/1
Cavalry	2/1*	1/1	2/1	2/1	1/1

† Infantry cannot initiate melee with cavalry.
 Dice rolled for the initiator of a melee attack are green, regardless of the attacker's current color.
 Neither skirmishers nor artillery can initiate melee attacks. Red dice are always rolled for skirmisher and artillery defenders in melee, regardless of the units' current colors.

So, if an infantry unit engages an enemy infantry unit in melee, 1 die is rolled for each soldier involved. If a cavalry unit attacks a foot artillery unit, 2 dice are rolled for each cavalry figure, and 1 die is rolled for each artillery gunner.

The color of dice rolled for an attacker in melee is green, regardless of what the unit's normal color is. The attacker gets this bonus because it charges into the enemy and has the benefit of momentum and intimidation. The dice rolled for the defender are the unit's current color, whether green, yellow or red.

Let's say a cavalry unit attacks an infantry unit. Green dice are rolled for the cavalry because it's the attacker. The cavalry may ordinarily be yellow or red, but it gets green dice for this roll. If the infantry unit's color is yellow, yellow dice are rolled for it. Two dice are rolled for every cavalry trooper, while one is rolled for every infantryman. Let's assume the cavalry unit has five troopers, while the infantry unit has seven privates. That means 10 green dice are rolled for the cavalry, and 7 yellow dice are rolled for the infantry. The cavalry gets successes on rolls of 4+, while the infantry gets successes on rolls of 5+.

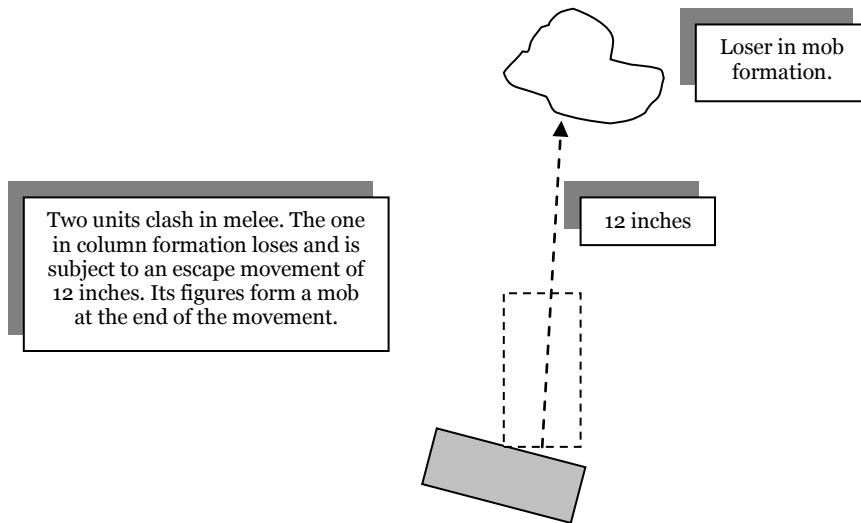
Notice on the chart that only infantry and cavalry units may be attackers in melee. That's because skirmishers and artillery units are not trained to initiate hand-to-hand attacks. They're trained to fire on the enemy. These units can still defend themselves in melee, but do poorly. When skirmishers and artillery are subject to melee by the

enemy, red dice are *always* rolled for their defense, regardless of the units' normal colors.

Similarly, infantry units cannot initiate melee attacks against cavalry units. Infantry's training against cavalry is to assume a defensive posture, not to take the offensive against the bigger, heavier foes.

As in fire attacks, dice are rolled for both attacker and defender in melee. In this case, successes rolled by either side are not compared. A unit automatically suffers casualties equal to the successes rolled by the enemy. So, if two infantry units enter melee and 4 successes are rolled for the attacker while 2 are rolled for the defender, the attacker suffers 2 casualties and the defender suffers 4 casualties.

Melee is truly devastating to both sides. A general simply hopes his soldiers prevail.



Winning the Contest

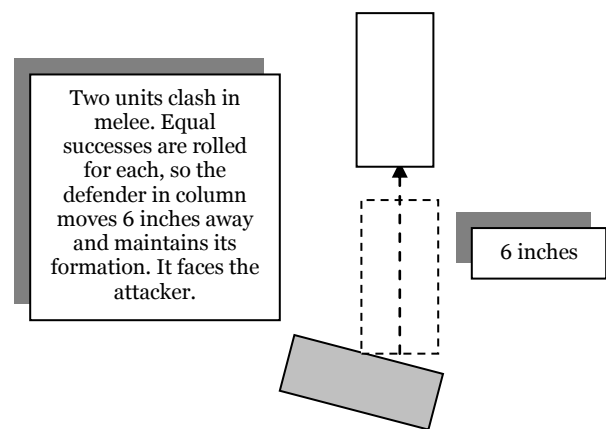
A unit wins melee by inflicting more casualties on its opponent than it suffers. The side to suffer the most casualties is driven away from the attacker. Locate the loser 12 inches directly away in a direction of the losing player's choice. This movement is automatic. Terrain modifiers do not apply to such "escape movement" (although impenetrable terrain and other intervening units must be moved around).

Arrange the losing unit as a mob, with all figures touching but facing in different directions.

Escape movement cannot be made toward other nearby enemy units or result in contact with the enemy. The losing unit's next activation must be dedicated to assuming a formation of the controlling general's choice, on the spot, and nothing else. The unit cannot move, fire or initiate melee in the activation. The reformed unit can face in any direction you choose.

If no successes are rolled for either side in a melee, or the number of successes tie, the defender is driven back from the attacker as per an "escape move," above. The difference here is the defender travels only 6 inches distance and faces the attacker at the end of that automatic movement. Terrain modifiers do not apply to such escape movement (although impenetrable terrain and other intervening units must be moved around). In this case, the defender maintains the formation it had when the melee occurred.

When melee is over and one unit has been driven from the other, both are downgraded to red automatically. A unit might not have suffered any casualties in the fight. It still downgrades to red. The fight is disruptive and exhausting for both sides. That's why melee is often an attack of last resort. If one of the units was already red going into melee, a disorder marker is now placed next to it. The unit cannot be activated again for the remainder of the turn.



General Combat Situations

The following conditions may apply to both fire and melee attacks, so are addressed together in one place.

Cover: Soldiers naturally seek to take cover in battle, the better to defend themselves and hold a position against the enemy. Cover interferes with fire and melee attacks.

Two kinds of cover affect attacks.

Light: Hedges, light woods, low walls, fences

Heavy: Structures, fortifications, barricades, ramparts

Cover applies a bonus to a defender's roll against an attack: +2 for light cover and +4 for heavy cover. These dice are added to a defender's roll.

If more than one type of cover applies to a target, use only the most protective one. So, any cover modifier will always be +2 or +4, total. Say a hedge grows outside a fortification. The defenders get 4 extra dice on defense rolls for the heavy cover. They don't get 6 extra dice for the fortification and the hedge.

For a unit to gain the protection of cover in fire or melee, its figures must be in contact with the cover in the direction from which the attack comes. If defenders hold a low wall and attackers approach from the other side of the wall, the defenders are under light cover. If the attackers

approach from an exposed flank or the rear of the defenders, the wall offers no protection.

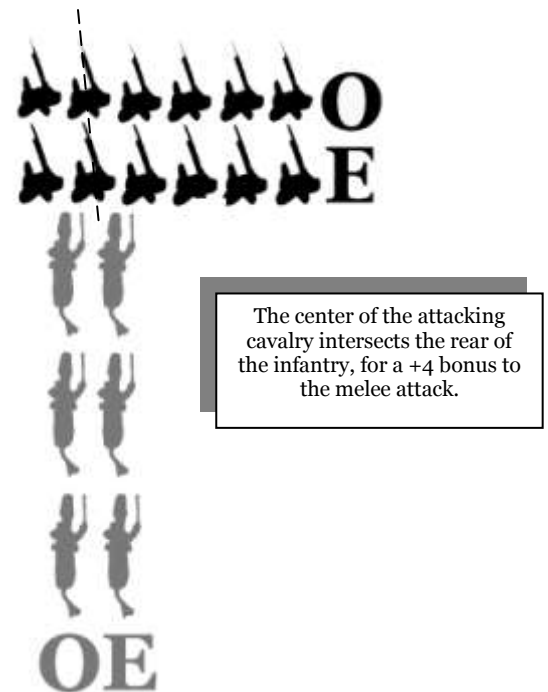
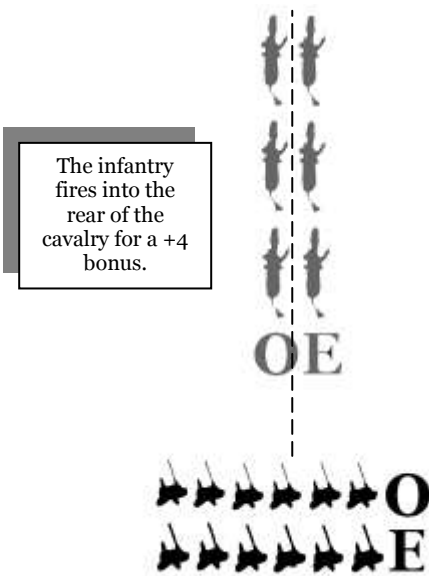
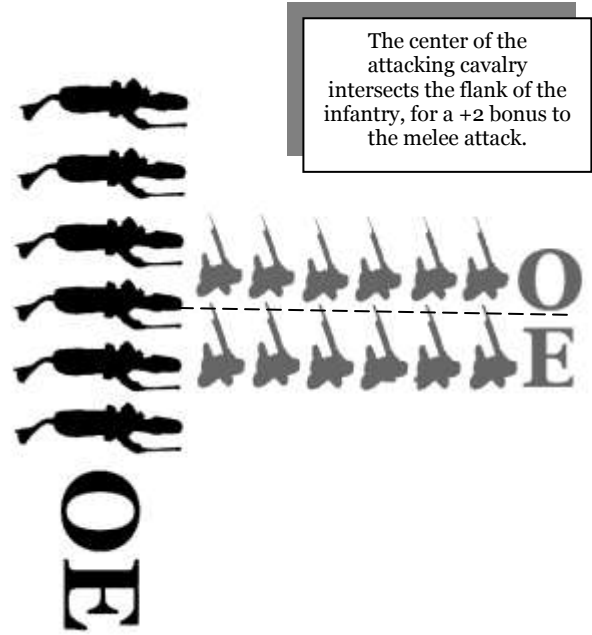
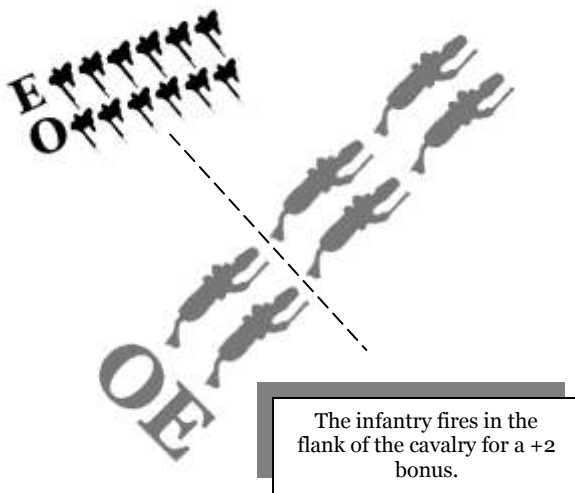
Attacks on a Mob: A unit that loses a melee and is reduced to a mob has no flanks or rear, but is completely disoriented. If a mob is ever fired upon or closed with for melee, the attacker gets a +4 bonus.

Flank Attacks: A unit that suffers a fire or melee attack from the side is subject to a "flank attack." The attacker gains a +2 bonus to his roll. A line drawn straight from the front and center of the attacking unit must intersect the side of the target unit. If the attack is staged against artillery, gauge it by the side of the cannon.

Skirmisher units are not subject to flank attacks. Nor is a mob.

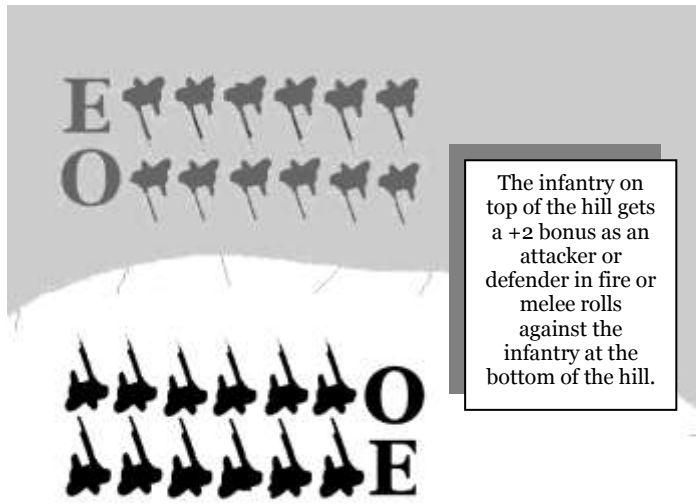
Rear Attacks: A unit that suffers a fire or melee attack from the back is subject to a "rear attack." The attacker gains a +4 bonus to his roll. A line drawn straight from the front and center of the attacking unit must intersect the rear of the target unit. If the attack is staged against artillery, gauge it by the back of the cannon. If the rear of the target is not intersected, the attack is probably on its flank, instead.

Skirmisher units are not subject to rear attacks. Nor is a mob.



High Ground: A unit on a hill has an advantage in fire and melee over enemies on a lower elevation. Fire and melee rolls made for units on high ground get a +2 bonus. This bonus is cumulative with any bonuses for attacking a target's flank or rear. The bonus applies to attack rolls and defense rolls in either fire or melee situations. So, holding the high ground is advantageous to a unit whether it attacks or defends against enemies on low ground.

Also see "Artillery Firing from High Ground," above, for artillery's advantages when firing from an elevation.



Casualties

In real-world warfare, people are injured and killed in battle. When playing with toy soldiers, we have the luxury of everyone remaining safe. Casualties are merely simulated.

When a defending unit is fired on and gets the lowest number of successes, it suffers losses equal to the difference between successes rolled.

Units in melee inflict casualties on each other based on opposing successes rolled.

Casualties from a unit are knocked over on the battlefield, or removed from play and replaced with prone figures. Some prone casualties are included in *Army in a Box* sets for this very purpose.

When a unit is reduced to a certain number of privates, troopers or gunners (see the chart below), the unit collapses. Its surviving members lose the stomach for battle. The unit breaks and runs and all remaining figures in it are removed from the table. A collapsed unit leaves the field, never to return.

Unit Type	Breaking Point
Infantry	4
Cavalry	2
Skirmishers	2
Artillery	1

So, an infantry unit is driven off when it's reduced to 4 soldiers, a cavalry or skirmisher unit flees when it's

reduced to 2 soldiers, and an artillery unit routs when it's reduced to 1 soldier.

Officers and ensigns are not counted in these totals.

Any colored counters or disorder markers left behind by a routed unit are removed from play.

An artillery unit that routs leaves its cannon behind, but the gun is destroyed and useless. It cannot be used by any other remaining troops.

Army Collapse

When a battle erupts, one side will win and one side will lose. They might both claim victory afterward, but the truth prevails. One side still holds the field when the smoke clears, while the other has been driven off. Such defeat is called "army collapse" and occurs when one side has lost so many units that it cannot or will not keep fighting.

Count the number of units that compose each army at the beginning of a battle. The first army reduced to half its starting units routs off the field. It's defeated. (Round fractions down, so an army composed of 9 units is broken when it's reduced to 4.)

Of course, other criteria could determine who wins a battle. Perhaps the fight can be waged for only so long before a victor emerges. Maybe attackers need to dislodge defenders before nightfall (within 4 turns). Or one army seeks to hold an important piece of terrain for a set amount of time (2 turns) to accomplish a goal, such as delaying the enemy at a crossroads and keeping it from joining a campaign elsewhere.

You may devise victory conditions as you please, based on the scenario or the historical battle that you fight. Army collapse is merely the simplest and most common way of deciding a winner.

Advanced Rules

After you've read and perhaps played a few games with the basic rules, you might want to try out some advanced rules. These ideas are all optional. You can pick and choose from them to portray a specific period of history, to capture a certain mood in a game, or to represent the circumstances of a particular battle. Some of the following work with the basic rules, while others replace them. Adding these rules gives a battle more texture, but can also make a game more complicated. You and your friends should decide what feels right. Be sure to discuss advanced rules to make sure everyone knows they're in effect and how to use them.

Setup

The following options and ideas apply to setting up your game or establishing the playing field.

Unit Variations

Unit Sizes: The basic rules call for fixed numbers of soldiers in every unit, but you don't have to abide by them. You could increase or decrease numbers as desired. A large body of militia infantry might be 16 figures + officer + ensign. A small, crack unit of cavalry might be only 4 men + officer + ensign. If you want to represent a unit from a historical battle that fought with less than a full roster, reduce its soldiers accordingly. A unit should still have one officer and one ensign.

Break Points: Hand in hand with varying unit sizes, consider varying units' break points. The large militia unit above might have potent firepower, but if its break point is raised from 4 to 10, the unit won't stand for much punishment. Likewise, the crack cavalry unit might have a break point of 1 rather than the normal 2. Altering units' break points allows you to portray notoriously unreliable or very tenacious troops.

Roll Modifiers: The color dice rolled for a unit can be modified to create different effects in a game. You can decree that a unit makes attack or defense rolls one color better than normal. So, if a unit is currently yellow, you roll green dice for it. (A green unit still gets green dice; it can't do any better than that.) Or a unit might make attack or defense rolls one color worse than normal. Say, you roll red dice for a unit that's currently yellow. (A red unit still gets red dice; it can't do any worse than that.)

Color modifiers are useful to depict guard and militia units. We do just that for the units' defense rolls under the "Elite and Militia Units" advanced rule. Altering the color of a unit's attack *and* defense rolls isn't recommended. It makes the unit too powerful or weak. Better to adjust only one or the other.

Dice Modifiers: You may notice there are no dice penalties in these rules. There are plenty of dice added to rolls, but they're never taken away. That's a design principle – give rather than take. If you want to punish

someone's roll with an optional rule, make the "penalty" a bonus to the opponent's roll. So, a detrimental factor on a unit's attack is actually bonus dice added to the target's defense roll.

Re-Rolls: The clout or uncertainty of a unit might demand its own mechanic in a game. Perhaps a unit in a battle was amazingly lucky or horribly unlucky. A particular kind of roll may be made twice for the unit, with the best or worst result used. The roll could be firing, defense rolls against fire, or melee (attacking or receiving).

Say Bob commands an infantry regiment that suffered terribly bad fortune in the historical battle he re-fights. When the unit comes under fire, Bob makes two separate defense rolls and uses the worst of the two results. If one roll nets 5 successes and the other nets 2, he uses 2 successes.

Extra Resolve Counters: Another way to make units unique is to assign them an extra resolve counter. This approach is recommended for portraying especially resolute or aggressive units. When a unit's counter changes to a specific color, add another counter of that color to the unit. When the unit's color should normally downgrade, simply remove the extra counter. That leaves the unit at its current color for one extra activation. Green counters are recommended, but you could do yellow or red if you want to represent a unit that grows more tenacious the more taxed it becomes.

Say Edgar has a Highlander unit. His fellow players agree the unit gets a second green resolve counter whenever the unit is normally green. When Edgar activates the unit for the first time in a turn, he removes the extra green counter. That still leaves a green counter in place. If the unit then suffers casualties, it downgrades to yellow. Or if the unit suffers casualties while it still has two green counters, one of them is removed and the unit remains green.

The exception here is units that enter melee. They still come out of melee red as normal.

Artillery Sizes

The basic rules handle artillery with one set of standards for all cannons, quick and easy. That approach doesn't take into account variable gun sizes, which fire different weights of shot. Cannon balls could weigh as little as 3 pounds or as much as 12 pounds or more. This advanced rule addresses different artillery sizes. Guns are grouped by weight with special rules for each.

Light: Up to 5 pounds

Medium: 6-11 pounds

Heavy: 12+ pounds

Light guns have a 36-inch range. When a target is within 12 inches, you still roll 2/1 dice per crewman rather than 3/1.

Medium guns use the standard rules of the game.

Heavy guns have a 60-inch range. They cannot move and fire in the same activation; they must remain stationary in order to fire. Defense dice granted by heavy cover are reduced to 2, while light cover offers no protection against a heavy gun. Heavy guns get +4 dice to fire grapeshot at the standard 12 inch-range, in addition to rolling 3/1 dice. Horse artillery units cannot use heavy guns.

The historical battle you're fighting might suggest what size guns to assign artillery units. If you're not sure, roll two dice for each unit and compare to the following chart. The color of the dice doesn't matter.

Dice Roll	Cannon Size
2-5	Light
6-9	Medium
10-12	Heavy

Command Radius

The standard command radius for all generals is 12 inches. You might want to vary that under different circumstances.

If the battlefield is very large and armies have only one or two generals, increase their command radii to 18 or 24 inches. That lets leaders keep more troops under control and keeps the game moving.

The Commanding General on a team might have a larger command radius than his subordinates. Perhaps 18 inches. Or his radius might remain 12 inches, but his Lieutenant Generals have 8 inches.

If teammates have the same ratings (1, 2 or 3), you could differentiate between them with command radii. A general rated 2 with a poor messenger system might have a 10-inch command radius. His equal rated 2 might have exceptional scouts, so a larger command radius. Perhaps 14 inches.

Just beware command radius being too small to be effective. A minimum 6 inches is recommended.

Secret Command Rolls

In the basic rules, rolls for command points are made in the open for all to see. That's fine, but it lets your opponent see your good or bad roll, and respond accordingly. With this optional rule, make command point rolls in secret each turn. Also, keep your available command points someplace out of sight. That way opponents don't know what each other are capable of in a turn. All players are on the honor system about secret rolls and spending hidden command points.

Advanced Activation

In the basic rules, you spend command points to activate yellow or red units that are outside command radius. That system works fine, but is also very reliable. The men under your command aren't automatons, and don't always

respond to your orders. The following advanced rule introduces some confusion under your command.

When a unit is yellow or red and outside command radius, spend a command point to try to activate it. Then roll a number of dice equal to your general's rating — 1, 2 or 3. The color of these dice matches the color of the unit — green, yellow or red. If you get even 1 success, the unit is activated normally. If you get no successes, the unit fails to follow orders and your command point is wasted. The unit does nothing and does not downgrade. The card drawn is also wasted and the next one is turned.

The exception here is skirmishers. They always activate reliably and for free, regardless of their color and location. No command point or roll is necessary for your orders to get through.

As always, green units activate automatically anywhere on the table. All units inside command radius are still activated automatically and for free.

Elite and Militia Units

Armies in the horse-and-musket era are never of consistent quality. Units may be unreliable like militia, stable like regular-army soldiers, or very dependable like guard troops.

If you're re-fighting a historical battle, let the quality of troops on that day decide who's elite, regular or militia. If you don't know how to decide, roll 1 die for each unit at the beginning of a game and compare the result to the following chart. This is an ordinary die; its color doesn't matter.

Die Roll	Unit Quality
1	Militia
2-5	Regular
6	Elite

Elites: These high-quality troops are the prize of an army. Their defense rolls are made one color better than normal on fire and melee rolls. So, an elite unit that's currently red gets yellow dice. If you're using any of the "Advanced Activation," "Square Formation" or "Rallying a Mob" advanced rules, dice rolled for elite units are again one color better than normal. Just remember that a green unit can't get any better than green dice.

Militia: These low-quality troops are militia, conscripts or sometimes mercenaries. Their defense rolls are made one color worse than normal on fire and melee rolls. So, a conscript unit that's currently green gets yellow dice. If you're using any of the "Advanced Activation," "Square Formation" or "Rallying a Mob" advanced rules, dice rolled for militia units are again one color worse than normal. Just remember that a red unit can't get any worse than red dice.

Regulars: The majority of soldiers in an army are professional fighting men on whom generals rely. All normal rules apply to them.

Deck Buster

In order to change up the flow of play, with one card turned after another throughout a deck, we posit this advanced rule. Insert a unique card into the game deck that's obvious to all players, like the "Instructions" card included in any commercial set. When that card is flipped, the current turn ends immediately. (Units return to green beads, disorder markers are removed, generals can be moved, and command points are rolled for a new turn, all as normal.) When the Deck Buster awaits, any cards a player hopes to see may never come up before a turn suddenly ends. We also like to call this card "Beer Break."

Overriding the Deck

Sometimes cards of the same color are drawn from the deck, one after another. You might not want to activate all of the units called for, or you might have a strategy in mind and want to see what your opponent plans to do with some of his troops.

That's when you might want to "override the deck." For each point of a general's rating (1-3), you can ignore a card of your color that's flipped. The next card is turned and play proceeds normally. If you're on a team, you can pass on a card while one of your teammates still uses it to activate one of his units.

The only exception is if a 2-card of your own color is drawn. That card must be played on your own army and cannot be overridden. If an Ace comes up, you pass on the whole card, not its individual activations. Passing on an Ace counts as *one* of the overrides you're allowed per turn.

Banking Cards

Your strategy in a battle sometimes calls for perfect timing. You want to get the right units in the right place at the right time to get the enemy at a disadvantage. When cards are drawn randomly from the deck, you don't have complete control over when your units are activated.

"Banking" cards helps ensure that your plans come together. If a card is drawn that you would like to save for later in the same turn, you can spend a command point and set that card aside from the discard pile. You may then play it at any point in the turn when another card of your color is drawn. The latest draw is ignored and the banked card is played instead. An army can bank a total number of cards in a turn equal to its Commanding General's rating, so 1, 2 or 3. After a card is banked, the next one is drawn.

Teammates must agree to bank a card for their whole army. Anyone on the team can spend the one command point required.

If a 2-card of your army's color is drawn, it cannot be banked or replaced with a banked card. The 2 must be played. Nor can you bank cards of your opponent's color. A card that's drawn and ignored as part of a deck override cannot be banked.

Any banked cards remaining in your possession at the end of a turn are wasted and returned to the deck. Beware this danger if you also use the "Deck Buster" advanced rule!

Buildings

The basic rules assume buildings on a battlefield can't be entered. They're simply terrain features that may block line of sight. With this advanced rule, one or more units may enter a building if players agree it's possible before play begins. A building might be a farmhouse, stockade or fort. Typically, only infantry, foot artillery and/or skirmishers can enter a structure. A good rule of thumb is to say up to 12 figures can fit and operate inside (not including officers or ensigns). That might be a full infantry unit; up to three full foot-artillery units; a foot artillery and a skirmisher unit; or two skirmisher units.

Entering and leaving a building reduces a unit's movement to half. Troops inside can be fired at and closed with for melee by troops outside. However, enemy cavalry cannot initiate melee with defenders inside a building. Defense rolls against fire and melee attacks get a +4 bonus for the heavy cover provided by the structure.

A building's defenders have no flank or rear.

They can fire in any direction.

If defenders tie or lose a melee, the unit affected may flee the building as per a normal escape movement, depending on the size of the structure.

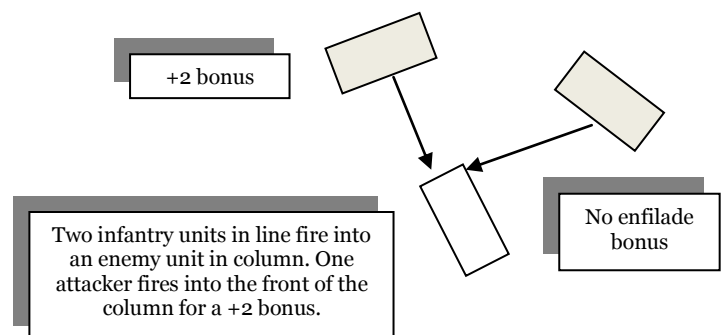
If two or more units occupy a building, the defending player decides which unit is subject to an attack and may suffer casualties.

Heat of Battle

The following options are available after a game begins and battle is afoot.

Enfilade Fire

Firing into the head of a column of troops does more damage than firing into troops in line formation. If a unit in column formation is the target of a fire attack to the front of the unit, the attacker gets a +2 firing bonus.



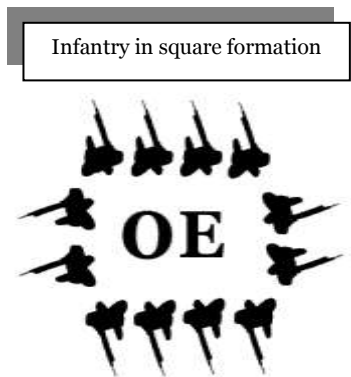
Square Formation

Square formation is assumed by infantry units as a defense against charging cavalry. The formation has four sides and all men point their bayonets outward so cavalry has trouble making contact. The downside to square is it makes a wonderful, immobile target for enemy fire.

Square can be assumed only by infantry units, and only when they're closed with by enemy cavalry. As general, you don't choose for your infantry to form square. They either do so spontaneously as a defense, or they panic in the face of charging horses and fail to adopt the defense, getting ridden down and cut to pieces. This formation change is "free."

(You don't have to assume square with infantry if you don't want to. Your infantry unit remains in its current formation when struck by enemy cavalry.

All figures in square formation must touch. An infantry unit's officer and ensign are placed at the center.



As the infantry player, roll a number of dice equal to your general's rating — 1, 2 or 3. The color of dice depends on the counter assigned to your unit at that time — green, yellow or red. If any successes are rolled, the infantry forms square in time. Otherwise, the infantry remains in whatever formation it was in and conducts melee normally.

Say Bob's cavalry makes contact with Matt's infantry, initiating melee. Matt's general is rated 2, and his infantry is currently green. Matt rolls 2 green dice. He needs at least one roll of 4+, and gets 2 and 5. The infantry forms square in time! Matt rearranges his unit into a four-sided formation with all men facing outward and his officer and ensign at the center of the group.

If a square is formed, attacking cavalry still get two dice for every trooper. Those dice are red, however, rather than the normal green for staging a charge. The cavalry simply can't make effective contact with the square and its wall of bayonets. So, if Bob's cavalry unit has 5 troopers and is currently yellow, he rolls 10 red dice for the attack.

As in ordinary melee, combatants inflict successes rolled against each other as casualties. If Bob gets 3 successes and Matt gets 4, Bob's cavalry suffers 4 casualties and Matt's infantry suffers 3.

If the attacking cavalry loses the struggle (it suffers the most casualties), it undergoes a 12-inch escape movement away from the square. If the defending infantry loses the fight, the square is broken! The infantry suffers a 12-inch escape movement and forms a mob at the end of it.

If an equal number of successes are rolled for both the cavalry and the infantry in square, the square takes a 6-inch escape movement away from the cavalry. *Tying a melee is the only instance where a square may move.* The infantry unit remains in square at the end of the movement.

Assuming square formation is a free movement and may occur whenever cavalry initiates melee. An infantry unit in square remains that way and is normally immobile until activated again. When activated next, all the unit can do is change formation to line or column on the spot, and face in any direction you choose. No movement is allowed in the activation, only a formation change. Nor can the infantry fire at targets.

You may leave your infantry unit in square for an extended period, not changing its formation or position. If the unit is contacted by cavalry again, no roll is required to maintain the square. Its defense against the new attack is automatic. An infantry unit that remains in square for an extended period cannot conduct fire attacks. It can only defend against melee attacks.

There's a price for leaving infantry in square. The unit makes a good target for enemy fire. Green dice are rolled for a unit that fires on a square, regardless of the attacker's ordinary color. So, if Matt leaves his infantry in square as new cards are drawn in the turn, and Bob has his yellow artillery unit fire on the square, Bob rolls green dice instead of yellow.

If an infantry unit in square comes under melee attack by an enemy infantry unit, resolve the combat normally.

An infantry unit with a disorder marker can still form square and defend itself. An infantry unit in a mob cannot form square when cavalry makes contact.

Brigading Units

When two units suffer considerable damage in combat, a general may want to combine them into a "brigade." A brigade gives stability to its shaken parts, and allows them to operate as a cohesive whole again. Units must be of the same type to brigade -- infantry with infantry, skirmisher with skirmisher, cavalry with cavalry, artillery with artillery. Both units must be within your general's command radius.

Brigading costs a command point, and is considered an activation, so requires a card of your suit from the deck. Choose the unit that's the anchor of the brigade, and relocate the second unit's remains on it, forming a single, combined unit. No other action can occur with the activation -- no other moving, firing or melee. At the end of the activation, the new brigade downgrades based on the worst color of the combined units. So, if one unit was green and one was yellow, the brigade downgrades to red. The brigade operates as a single unit thereafter.

A brigade's total figures can't exceed normal unit limits (12 for infantry, 6 for skirmishers and cavalry, 4 for artillery). If your combined unit would have too many soldiers, remove the excess from play. They're lost permanently. Also remove excess officers and ensigns. If artillery forms a brigade, only one gun remains. So, if you brigade an infantry unit with 7 soldiers with another unit of 6 soldiers, you need to remove 1 figure from play. If all 4 command figures are present, an officer and ensign needs to be removed as well.

A unit that's currently disordered can't form a brigade. Nor can a unit that's a mob after losing a melee.

Brigaded units of mixed quality (say, regulars combined with militia or veterans with militia) operate as regulars thereafter; veteran or militia status is ignored.

Once a brigade is formed, that group cannot form any subsequent brigades with yet other units. Internal command would be too confused to do any more brigading.

As long as a brigade remains on the table, it still counts as two units toward army composition. If it breaks, that side loses two units toward army collapse.

Rallying a Mob

When a unit loses a melee, it normally flees the victor and is left in a disorganized mob. With this rule, your nearby general might restore order from chaos. If your general is within command radius of your unit when it suffers the most casualties in melee, roll a number of red dice equal to your rating. If you're rated 3, roll 3 red dice. If a success (6) is rolled on any die, the defeated unit undergoes a 6-inch escape movement rather than the 12-inch kind. That is, the unit maintains its normal formation and faces the enemy at the end of its reduced escape movement, rather than becoming a mob.

Recovering from Disorder

You can remove a disorder marker from a unit by spending a command point. The unit affected needs to be within command radius of your general. A disorder marker can only be removed when a card of your color is "up." Removing a disorder marker does not count as use of that card's activation. So, you could activate one unit normally and remove the disorder marker from a second unit, all with the same card. Or you could remove the disorder marker from a unit and then activate the same unit with the same card.

When a disorder marker is removed, your unit can be activated normally thereafter and downgrades appropriately as a result.

Remember, removing a disorder marker invokes the "General Casualties" advanced rule if you're using that.

Officer and Ensign Casualties

In the basic rules, a unit's officer and ensign aren't harmed in battle. That's not true to actual war – unit leaders are harmed all the time – so we propose this advanced rule.

Grievous casualties inflicted on a unit also jeopardize the target's leaders. When casualties inflicted on a unit in a single attack equal or exceed the unit's break point value, the ensign or officer can be lost as well. Normally, break point is the number of soldiers to which a unit must be reduced before survivors flee the field (p. 19). For our purposes here that number of casualties suffered in a single attack is the threshold needed to threaten leader figures as well.

Units' break points are: Infantry 4, Skirmishers 2, Cavalry 2, and Artillery 1.

So, if Mike's infantry unit has 10 soldiers and it suffers 4+ casualties in a single attack, he needs to check if the unit's ensign and officer are casualties, too. (Note that an artillery unit checks to lose leaders every time it suffers casualties. Artillery units are generally small and vulnerable in combat.)

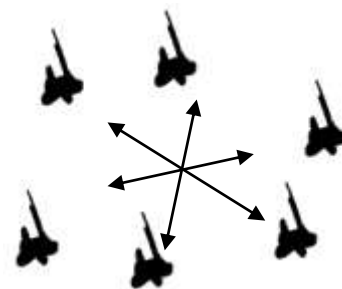
Roll one die for the imperiled unit. The die's color doesn't matter. On a roll of 5, the unit's ensign falls. On 6, the unit's officer perishes. Remove the figure from play. These leader casualties are in addition to the soldiers already lost in the attack. (If an ensign is lost during melee, you might decree the enemy has captured the unit's flag!)

A unit that loses its ensign or officer turns red automatically. At the beginning of subsequent turns, a unit with no ensign does not return to green. It goes to yellow. A unit with no officer stays at red.

The only way for a unit to regain its ensign or officer is for your general to make contact with the unit. Your general can make contact with the unit "between" turns, or during a turn if the King of your color is drawn. Or, a unit could be activated to move into contact with your general, restoring its missing figure(s) that way. When your general makes contact, restore any missing officer and ensign immediately. Simply return the figures to the unit as the general appoints new leaders.

If both officer and ensign from a skirmisher unit are made casualties, any remaining soldiers must remain in a loose pattern no more than 6 inches in diameter.

Skirmishers without an officer or ensign cannot extend more than 6 inches from each other in the same unit.



An army's general still can't be targeted directly by an attack, even when you're using the "Officer and Ensign Casualties" rule. However, a general restoring an ensign or officer to a unit invokes the "General Casualties" advanced rule (see p. 25) if you're using that.

Marksmen: Using the "Officer and Ensign Casualties" rule raises the possibility for marksmen in your games. Certain units of highly trained men might operate as sharpshooters and be able to target the leaders of enemy units. These crack shots are usually skirmishers, such as Patriot riflemen in the American Revolution. When one of these units does enough harm in an attack to threaten enemy leaders, roll two dice instead of just one. If 5 and 6 result, both ensign and officer are lost in the same attack!

General Casualties

The basic game assumes generals are gentlemen, and that opposing armies would not fire upon enemy commanders. That doesn't have to be the case. Generals could be wounded or killed in battle, whether by intent or as collateral damage. This rule allows for that possibility.

Whenever your general involves himself personally with one of your units, he could be made a casualty. There are two cases when this can occur:

- 1) When he raises a new ensign or officer in a unit (see the "Officer and Ensign Casualties" advanced rule).
- 2) When he eliminates a disorder marker from a unit (see the "Recovering from Disorder" advanced rule).

When either of these actions is performed, roll a single die. Its color is irrelevant. If a 6 results, your general is wounded or killed. Wounded, his ability to command is impaired. Killed, a lesser officer assumes his place. In either case, your general rating drops by one point for the remainder of the game, say from 3 to 2, to a minimum rating of 1. If you're particularly unlucky, it's possible for your general to be made a casualty repeatedly throughout a battle.

A fun way to represent general casualties is to use a mounted leader, and replace him with a dismounted one after he falls in battle.

Advanced Army Collapse

In the basic rules, a battle is over when one side is reduced to half its starting units. That army is driven from the field, the loser. A battle doesn't have to end so abruptly using advanced rules. A struggling army may fight on, inspired by its generals.

When your army is reduced to half its starting units, it threatens to collapse. Roll a number of yellow dice equal to your Commanding General's rating — 1, 2 or 3. If a roll succeeds (at least one die turns up 5+), the battle continues. Each time your army loses another unit thereafter, roll again. If you keep getting successes your army could be destroyed — all units annihilated — instead of being chased from the field.

If no successes are achieved on a collapse roll, your army flees and forfeits the battlefield.

Say Mike starts a battle with 10 units in his army. His units are lost one at a time. When he's reduced to 5 units, he's subject to army collapse. His Commanding General is rated 2, so he rolls two yellow dice for a 2 and 6. His army keeps fighting for now, but teeters precariously. When his next unit is destroyed, he rolls again. This time he gets 3 and 4 on two yellow dice — no successes. The game is over. Mike's remaining forces rout.

It's possible for opposing armies to be subject to army collapse at the same time. Both are reduced to half strength, so either side may flee whenever a roll fails.

As another option, you might not want to count skirmisher units as part of your army's starting strength. Those units are meant to be small and disposable, so don't contribute toward your starting units or army collapse. Only infantry, artillery and cavalry do.

Period Rules

Try out the following rules ideas for various periods in the horse-and-musket era. Some fit in various wars, while others are unique to certain conflicts.

Skirmishing Cavalry

Not all cavalry operate as strict line troops, charging headlong toward the enemy. Some, defined as "light" cavalry, are trained to operate independently like foot skirmishers. These mounted troops spy on enemy movements, protect supply lines, guard their armies' flanks, and even snipe at the enemy.

Skirmisher cavalry units are usually composed of 6 troopers + officer + ensign. They're generally treated like dismounted skirmisher units, with some modifications.

Cavalry skirmishers operate in loose formation at all times. They can move up to 24 inches in an activation.

Mounted troopers can radiate as far as 12 inches from the officer/ensign at the center of their unit.

Cavalry skirmishers can initiate melee. They get 1/1 dice against opposing units of all kinds. Enemy infantry does not seek to form square against charging skirmisher cavalry.

Cavalry skirmishers can fire at a range of 8 inches. They do not get cavalry's +2 bonus in defense rolls against fire attacks.

A unit might even be capable of skirmishing mounted *and* dismounted. Simply trade out figures on the table between riders and footmen, as appropriate. Mounting and dismounting are each considered a formation change, so must occur at the end of movement in an activation. Horse holders and riderless horses aren't required on the table when these units dismount. Horses are assumed to be present until the unit "changes formation" again. All normal skirmisher rules apply to these soldiers when they dismount.

Woodland Indians

Woodland Indian units in North America's horse-and-musket period are treated as skirmishers. To determine the

number of warriors in a war party, roll 1 die and add 6 (for a total of 7-12). The color of the die is irrelevant. Command is an additional two figures; a war party "officer" is called a chief and an "ensign" is a heroic brave. Designate which figures these are before play begins. Members of a war band may extend up to a 12-inch radius from their chief and brave.

Indians can move up to 18 inches (always in loose formation). They can fire only 12 inches due to limited availability and skill with muskets, and because they use bows and tomahawks.

Unlike other skirmishers, Indian war parties can initiate melee against enemy units (except cavalry). They get green dice for initiating hand-to-hand combat. When receiving a charge, they roll dice according to their current color, rather than red as ordinary skirmishers do. They also get a +2 bonus in all hand-to-hand fights.

Indian units are treated as militia when their chief/brave is located in open terrain. They're treated as regulars when their chief/brave is under cover (see the "Elite and Militia Units" advanced rules).

Indians are never truly under a general's command. A command point is always required to activate them, whether they're green, yellow or red, and no matter how close they are to your general.

A war band's break point is half its starting strength. So, if a band starts with 10 warriors, it breaks when reduced to 5 men. Round fractions down, so a war party of 9 Indians has a break point of 4.

American Revolution

American Forces — In early 1778, German soldier von Steuben trained the Continental Army in proper drill, right down to making and receiving bayonet charges. That finally made American infantry a contender against the British. Up until that point, Continental infantry can almost universally be regarded as militia rather than regulars. In the early part of the war, perhaps only special American regiments might be regarded as regulars or guard, such as skirmishers, artillery and some infantry. American militia regiments might be larger than normal (say, 16 soldiers + command), but have disproportionately high break points (perhaps 10) to represent their unreliability.

American Civil War

Repeating Rifles: With the advent of the repeating rifle, units are able to deliver increased firepower. If such a unit fires in an activation without moving, changing formation or changing facing, a +2 bonus is gained. A unit that stands still and focuses exclusively on firing delivers a horrifying barrage.

Frequently Asked Questions

Here are some elaborations on the rules you have just read to help clarify situations and possibilities.

Q: Can an artillery unit in column formation move, deploy into loose formation and fire all in the same activation?

A: Yes, that's just one possible combination of the different actions (move, fire and/or change formation) that an artillery unit can perform in an activation.

Q: Can an infantry unit in line formation assume column formation and then move 10 inches in an activation?

A: No. A formation change has to occur *after* a unit's movement. The infantry unit in line could move 6 inches and then assume column formation at the end of that movement.

Q: Can a whole infantry unit in column fire?

A: No. Only the front two ranks can fire.

Q: If my unit is attacked in melee, does that count as one of its activations?

A: No, but your unit will be downgraded to red at the end of the melee, whether it initiated the attack or not, and whether it suffered any casualties or not.

Q: My unit is targeted for a fire attack, but I get more successes than the attacker in our roll. Does my unit's color downgrade?

A: No. The defender's color remains the same when his roll gets as many or more successes as the firing attacker.

Q: My unit is in a mob at the end of a turn. Does its color revert to green at the beginning of the next turn?

A: Yes. Its next activation must still be dedicated to forming column or line, after which its color downgrades normally.

Q: My unit is downgraded to red and is activated one more time. A disorder marker is placed by the unit, and it can't be activated any more in the turn. Can my unit still defend itself against fire and melee attacks.

A: Yes. Even though your unit can't be activated again, you still get to roll red dice for its defense against incoming fire and melee attacks.

Q: My unit incurs a disorder marker. Do I remove the resolve counter from the unit?

A: No. Leave the resolve counter in place so you remember what color defense dice to roll for the disordered unit.

Q: The Queen of my color is drawn to activate one of my units, which means its color doesn't downgrade as a result of the action. If my unit initiates melee, does its color still downgrade to red at the end of the attack?

A: Yes, your unit's color still downgrades to red, despite drawing the Queen. Your unit's color doesn't downgrade for being activated, but does downgrade due to the hand-to-hand fight. If your green unit simply moved and fired, it would remain green at the end of the activation. Since you initiate melee, your unit downgrades to red afterward.

Sample Battles

The following are three typical historical battles that you could re-fight with the **All the King's Men** rules. Two are set in the American Revolution, and one in the War of 1812. Use these to set up quick games, or as models for creating your own battles, whether fictional or historical. Feel free to research these battles further to learn more about them. In the case of Monmouth, several brigades were consolidated to make the number of units required manageable.

American Revolution

The Battle of Monmouth

June 28, 1778

With France's declaration of war on Britain, Sir Henry Clinton was ordered to abandon Philadelphia for New York with a huge column of troops, ordnance, loyalists and civilians. The Americans slowed their progress by burning bridges and creating obstacles on the road north. Meanwhile, Washington's army left camp at Valley Forge to attack the strung-out British. An advance force of 4000-5000 men under Major General Charles Lee was intended to pin part of the column at Monmouth Courthouse, while Washington's own forces caught up.

In the historical battle, Lee's force collapsed under the British rear guard. Clinton responded by counterattacking and pursuing the enemy. Washington arrived on the scene in time to rally the Americans and reinforce them with his own forces. The battle was essentially a draw, with the British escaping by dark after a grueling day's battle.

By this time, the American army had been drilled extensively by European instructors and was better equipped to stand up against British regulars. Hence the improved elan of American units, below.

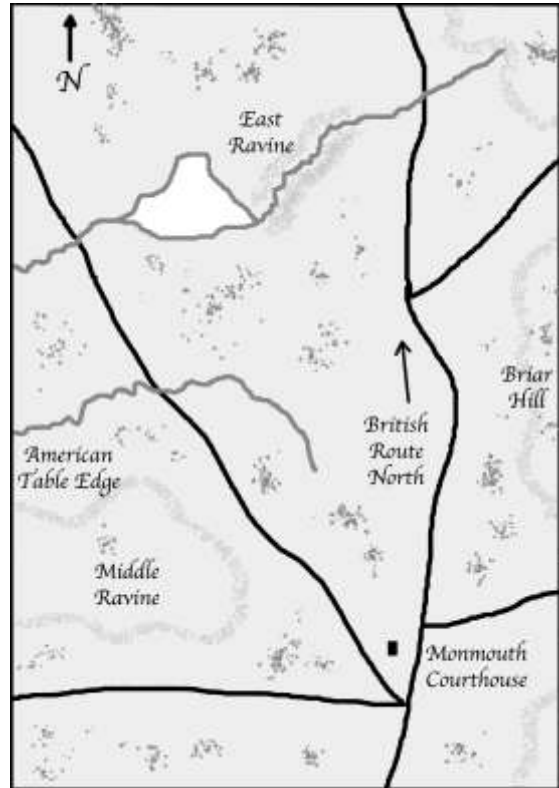
This battle is recommended as a multiplayer game, with at least two players per side.

The American commanders should be assigned in the following order as needed:

- Major General Charles Lee (rated 1)
- Commanding General George Washington (rated 2)
- Major General Marquis de Lafayette (rated 2)
- Major General William Alexander (Lord Stirling) (rated 2)
- Major General Nathaniel Greene (rated 2)

Assign British roles in the following order as needed:

- Commanding General Sir Henry Clinton (rated 2)
- Lieutenant General Lord Charles Cornwallis (rated 2)
- Major General Charles Grey (rated 2)
- Major General James Agnew (rated 2)
- Brigadier General Alexander Leslie (rated 1)



Americans

Advance Corps

- Major General Charles Lee (rated 1)
 - Continental Light Infantry - skirmishers (regulars)
 - Continental Rifles - skirmishers (regulars)
 - Rifles - skirmishers (militia)
- Scott's Detachment
 - New Hampshire Regiment — infantry (regulars)
 - Virginia Regiment — infantry (regulars)
 - Continental Artillery — artillery w/ light gun (regulars)
- Wayne's Detachment
 - Massachusetts Regiment — infantry (regulars)
 - Maryland Regiment — infantry (regulars)
 - Virginia Regiment — infantry (regulars)
 - Continental Artillery — artillery w/ light gun (regulars)
- Grayson's Detachment
 - Connecticut Regiment — infantry (regulars)
 - Connecticut Regiment — infantry (regulars)
 - Continental Artillery — artillery w/ light gun (regulars)
- Maxwell's Brigade
 - New Jersey Regiment — infantry (regulars)
 - New Jersey Regiment — infantry (regulars)
 - New Jersey Regiment — infantry (regulars)
 - Continental Artillery — artillery w/ light gun (regulars)

Dickerson's New Jersey Militia Brigade

- Hunterdon Militia — infantry (militia)
- Hunterdon Militia — infantry (militia)

American Main Army

Commanding General George Washington (rated 2)

- Continental Artillery — artillery w/ medium gun (regulars)

Light Brigade:

- Continental Rifles - skirmishers (regulars)
- Continental Rifles - skirmishers (regulars)
- Rifles - skirmishers (militia)

Left Wing

Major General William Alexander (Lord Stirling) (rated 2)

1st Pennsylvania Brigade

- Pennsylvania Regiment - infantry (regulars)

2nd Pennsylvania Brigade

- Pennsylvania Regiment - infantry (regulars)

3rd Pennsylvania Brigade

- Pennsylvania Regiment - infantry (regulars)

Glover's 2nd Massachusetts Brigade

- Massachusetts Regiment - infantry (regulars)
- Massachusetts Regiment — infantry (regulars)

Patterson's 3rd Massachusetts Brigade

- Massachusetts Regiment — infantry (regulars)

Learned's 4th Massachusetts Brigade

- Massachusetts Regiment — infantry (regulars)

Right Wing

Major General Nathaniel Greene (rated 2)

New Hampshire Brigade

- New Hampshire Regiment — infantry (regulars)
- New York Regiment — infantry (regulars)

North Carolina Brigade

- North Carolina Regiment — infantry (regulars)

1st Maryland Brigade

- Maryland Regiment — infantry (regulars)
- Maryland Regiment — infantry (regulars)

2nd Maryland Brigade

- Maryland Regiment — infantry (regulars)

Huntington's Connecticut Brigade

- Connecticut Regiment — infantry (regulars)
- Connecticut Regiment — infantry (regulars)

1st Virginia Brigade

- Virginia Regiment — infantry (regulars)
- Virginia Regiment — infantry (regulars)

2nd Virginia Brigade

- Virginia Regiment — infantry (regulars)

3rd Virginia Brigade

- Virginia Regiment — infantry (regulars)

The American advance corps is sent ahead of the main army and attacks the British first. It is always led by Lee. The advance force starts the game on the American table edge, arranged by Lee's player.

Before the third turn of the game (and before every turn thereafter), a yellow die is rolled for the Americans. If it succeeds (gets a result of 5 or 6), the remainder of the American army arrives on the field along the American

table edge. The American objective is to destroy the British rearguard rather than allow it to escape.

If Washington and the main army arrives on the field before the game is over, roll a red die for each *infantry* unit from the advance corps that suffered unit collapse. For each success (each roll of 6), 6 figures from that unit are added to the main army. Each complete composite unit thus formed (each set of 12 soldiers) receives an officer and ensign as normal, and may fight normally thereafter. This effect doesn't apply to skirmishers, cavalry or artillery.

British Rear Guard

Commanded by Lieutenant General Sir Henry Clinton (rated 2)

1st Division

Lieutenant General Lord Charles Cornwallis (rated 2)

- Royal Artillery — artillery w/ heavy gun (regulars)
- Royal Artillery - artillery w/ medium gun (regulars)
- Royal Artillery - artillery w/ medium gun (regulars)
- Royal Artillery — artillery w/ light gun (regulars)
- 16th Light Dragoons - cavalry (regulars)
- Dismounted 16th Light Dragoons - skirmishers (regulars)
- 1st Guard - infantry (guard)
- 2nd Guard - infantry (guard)
- 1st Light Infantry Battalion - skirmishers (regulars)
- Queen's Rangers - skirmishers (regulars)
- 1st Battalion British Grenadiers - infantry (guard)
- 2nd Battalion British Grenadiers - infantry (guard)

Hessian Grenadier Brigade

- Grenadier Battalion - infantry (regulars)
- Grenadier Battalion - infantry (regulars)

3rd British Brigade

Major General Charles Grey (rated 2)

- Foot Regiment - infantry (regulars)
- Foot Regiment - infantry (regulars)
- 42nd Highland Regiment - infantry (guard)

4th British Brigade

Major General James Agnew (rated 2)

- Foot Regiment - infantry (regulars)
- Foot Regiment - infantry (regulars)

6th British Brigade

Brigadier General Alexander Leslie (rated 1)

- Foot Regiment - infantry (regulars)
- Foot Regiment - infantry (regulars)

The British start the game in a column of troops facing north along the Monmouth road. The column's end must touch the southern table edge, and its head can reach no further than the middle of the table.

The British objective is for at least 7 infantry and/or artillery units to make contact with and leave the north edge of the table within 4 turns. Or the British may turn, fight and try to destroy the American advance corps before Washington and the main army arrives on the field. Doing the latter ends the game before Washington arrives.

The Battle of Cowpens

January 17, 1781

Retreating from the British army of the South, American General Nathaniel Greene split his force to divide the pursuing British in turn. British General Cornwallis obliged and sent Colonel Banastre Tarleton after one branch of the rebels. These patriots under Brigadier-General Daniel Morgan finally turned to fight at a South Carolina pasture called Cowpens.

Impetuous and direct, Tarleton was renowned for frontal attacks. Meanwhile, Morgan held the ground first and was able to anticipate Tarleton's boldness, as well as the unreliability of his own militia. He arranged his forces in three lines, the first two comprised of skirmishers and militia that fired and fell back to join a third line of regulars and cavalry. Now you as Tarleton or Morgan get to decide how you'll go into battle.

The first side to suffer army collapse loses.

Americans

The Americans had just over 1000 men, led by Brigadier-General Daniel Morgan (rated 2)

- 1st Maryland - infantry (regulars)
- South Carolina volunteers - infantry (militia)
- North Carolina volunteers - infantry (militia)
- Virginia militia - infantry (militia)
- Mixed Continental Light Dragoons and state cavalry — cavalry (treat as militia)
- Skirmishers (militia)
- Skirmishers (militia)

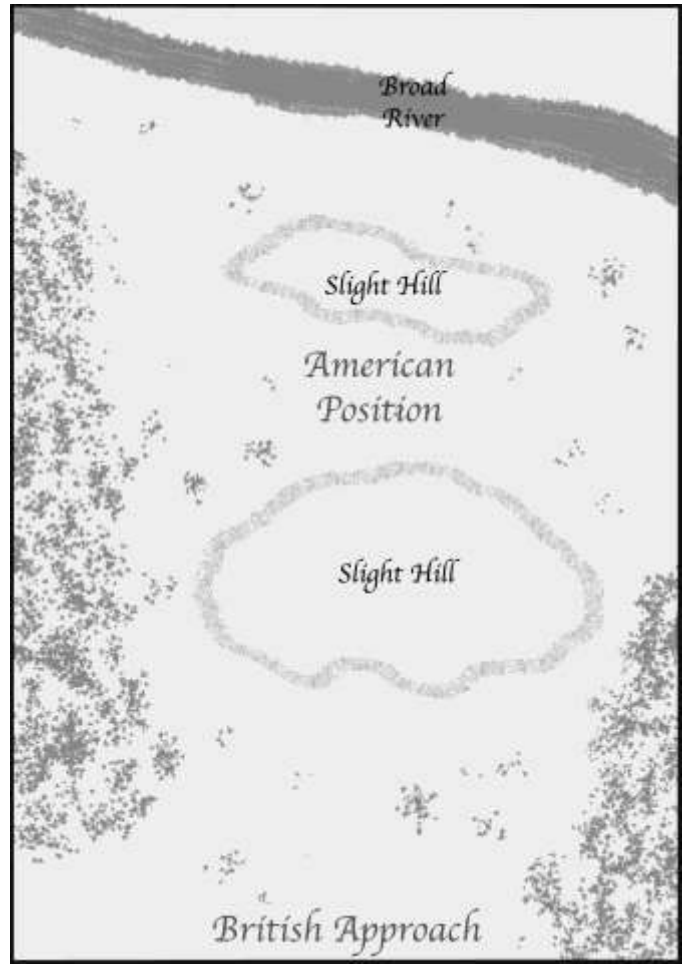
The American player can place troops as far as the middle of the table, on top of the larger hill, at the beginning of the game. No more than two units of any kind can go there. Remaining units may be arranged as he chooses behind those forces.

British & Loyalists

The British had comparable numbers to the Americans, led by Colonel Banastre Tarleton (rated 2)

- Mixed Legion and 17th Light Dragoons - cavalry (regulars)
- Legion Infantry - infantry (militia)
- Royal Artillery — artillery w/ light gun (regulars)
- 7th Royal Fusiliers - infantry (untrained/militia)
- 71st Frasier's Highlanders - infantry (regulars)
- Skirmishers (regulars)
- Skirmishers (regulars)

The British player starts from his own table edge in any arrangement he chooses.



War of 1812

The Battle of North Point

September 12, 1814

After Napoleon's defeat in Europe, Great Britain was able to send veteran troops across the Atlantic to fight the Americans. These forces posed a threat to the entire coast, and landed near Washington to sack and burn the capital. The invaders then turned their attention on Baltimore, regarded as a haven for enemy privateers. Brigadier-General John Stricker was ordered to defend the city as a British landing party approached from North Point on the Patapsco Peninsula. Stricker was limited to volunteer and civilian militias, but the muster was prepared for battle and had the advantage of local defenses.

The British goal of the battle is to get any infantry to the American table edge within 3 turns or to cause American army collapse, whichever comes first. The Americans seek to delay the British from that table edge till turn 4. If the Americans lose 3+ infantry units doing so, it's only a minor American victory.

Americans (3rd Maryland Brigade)

The Americans had 3200 militia under Brigadier-General John Stricker (rated 2)

- 5th Maryland - infantry (militia)
- 6th Maryland - infantry (militia)
- 27th Maryland - infantry (militia)
- 39th Maryland - infantry (militia)
- 51st Maryland - infantry (militia)
- 1st Maryland Rifles – skirmishers (militia)
- 5th Maryland Cavalry - comprised of various local troops (militia)
- Baltimore Union Artillery with light guns – 2 units (militia) - A shortage of proper ammunition forced these units to fire scrap metal and debris. Targets over 12 inches away get +2 on their defense rolls.

The American player starts with troops near the table edge closest to Baltimore and up to 12 inches away from the historical fence line along which the defenders took up position. He can also start with up to 3 units (not artillery) at the halfway point of the table. During play, he can "pass" on an unlimited number of cards per turn (except the "2").

British

The British had 4000 men under Major-General Ross (rated 2)

1st (Light) Brigade

- Skirmishers (regulars)
- Skirmishers (regulars)
- Converged grenadiers - infantry (guard)

2nd Brigade

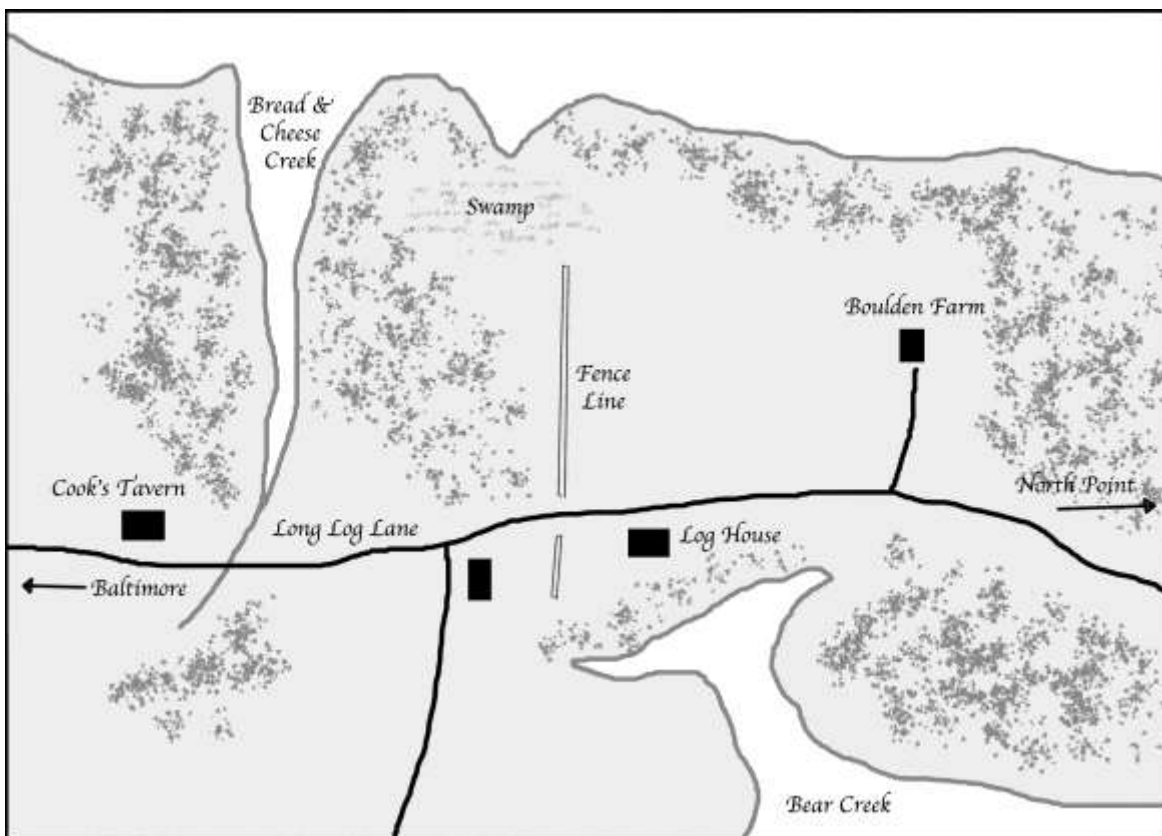
- 4th Foot - infantry (regulars)
- 44th Foot - infantry (regulars)
- Marines - infantry (regulars)

3rd Brigade

- 21st Foot - infantry (regulars)
- Marines - infantry (regulars)
- Royal Marine rocket battery - foot artillery (regulars)
- Royal Artillery w/ 6 pounder - foot artillery with medium gun (regulars)

The British player starts from his own table edge closest to North Point, in any arrangement he chooses.

Congreve Rocket Rules: Treat rockets as heavy artillery (p. 20). Rockets are notoriously inaccurate. Fire attack rolls are made with yellow dice, at best. So yellow dice are rolled for a green or yellow unit, and red dice are rolled when a rocket unit is red. Incoming rockets are terrifying. If a target suffers any casualties, it downgrades in color normally, but also incurs a disorder marker. If the target was already disordered, it falls back 12 inches as a mob as if it lost a melee (p. 17).



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