

Black Powder – AWI

Unit Frontages

Type of Troops	Standard	Large	Small	Tiny
Infantry {Corrected BP1.0}	120-150mm (5in) {240-300mm}	180-200mm (9in) {360-400mm}	60-80mm {120-160mm}	25-30mm {50-60mm}
Cavalry {Corrected BP1.0}	150-200mm [75] {300-400mm}	225mm [100] {450mm}	75-100mm [50] {150-200mm}	35-50mm [25] {75-100mm}
Artillery	1 gun and crew	-	-	-
BP2.0 All Types	200-250mm	260-325mm	120mm-150mm	*

12/5 - Scenario

The Table

The table should be 8' x 6' if possible.

The Armies

Each Player is allocated two Brigades. The brigade may have up to four battalions, a medium artillery battery and a Commander. Players may add a single unit rated as **Tiny** to the brigade, if they wish.

An overall Commander (C-in-C) is assigned to each side.

The Brigade Commanders may only issue commands to their own Brigades. If the Army C-in-C accompanies a brigade commander, that Brigade Commander can reroll a single order per turn.

All Brigade commanders have a Staff Rating of **8** (Aggression, Decisiveness, Independence: nil).

Dispositions

Each player rolls a dice. The side with the greater total picks table edge and sets up first. All troops must be deployed within 12 inches of the chosen table edge.

The side with the lower total sets up within twelve inches of the opposite table edge.

Adjust the deployment zones, if necessary, so that armies are at least 36" apart.

Each player rolls a die, the side with the higher total goes first.

Objectives

The objective is to break the opposing army. This is a desperate fight. Three brigades must break before the army is considered broken. A brigade will not break until two or more of its battalions at the start of the turn are either destroyed or shaken. Tiny units and artillery are not counted in this total.

Orders of Battle

Crown Forces

Feidrich von Reidesel

C-in-C

Dave - Brigade 1

Butler's Rangers

Loyalist Marksmen

5th Regiment of Foot

British Regulars

8th Regiment of Foot

British Regulars

10th Regiment of Foot

British Regulars

Consolidated Light Bttn

British Light Infantry

12 pounders

Medium Artillery

Dave - Brigade 2

Queen's Rangers

Loyalist Marksmen

30th Regiment of Foot

British Regulars

64th Regiment of Foot

British Regulars

71st Regiment of Foot

British Regulars

Consolidated Grenadier Bttn

British Grenadiers

12 pounders

Medium Artillery

Cleavland's Brigade

Prinz Ludwig Dragoons

Dragoons

16th Queen's Dragoons

Dragons

17th Dragoons

Dragoons

Queen's Ranger Dragoons

Dragoons

Butler's Rangers

Loyalist Marksmen

12lb Howitzer

Howitzers

Agnew's Brigade

35th Regiment of Foot

James Agnew
British Regulars

59th Regiment of Foot

British Regulars

King's Loyal Regiment

Loyalist Infantry

Hessal Cassel Musketeers

Hessian Infantry

Jaeger Riflemen

Jaegers

12 pounders

Medium Artillery

Crown Forces: Stats and Special Rules								
Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	PTS
British Regulars	Infantry	Smoothbore Musket	6	3	4+	3	First Fire, Crack	41
British Grenadiers	Infantry	Smoothbore Musket	7	3	3+	3	First Fire, Crack,	48

							Ferocious Charge	
British Light Infantry	Infantry	Smoothbore Musket	6	3	3+	3	First Fire, Crack, Skirmish	45
British Cavalry	Cavalry	Sabre	6	-	3+	3	Marauders	45
Dragoons (Mounted) (Dismounted)	Cavalry Infantry	Sabre Carbine	4	2*	4+	2	Small Unit, Marauders, Skirmishers, Dragoons	45
Loyalist Infantry	Infantry	Smoothbore Musket	6	3	4+	3	First Fire	37
Loyalist Marksmen	Infantry	Rifled Musket	1	1	4+	1	Sharpshooter, Skirmish, Tiny Unit	23
Loyalist Cavalry	Cavalry	Sabre	6	-	4+	3	Marauders	41
Hessian Infantry	Infantry	Smoothbore Musket	8	4	5+	4	First Fire, Large Unit	41
Hessian Cavalry	Cavalry	Sabre	6	-	3+	3	Marauders	41
Jagers	Infantry	Rifled Musket	1	1	3+	1	Sharpshooters, Skirmish, Tiny Unit	27
Iroquois	Indians	Smoothbore Musket	1	1	5+	1	Unreliable, Wavering, Bloodthirsty, Indians, Tiny Unit	16
Medium Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"	27
Horse Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	1	Range: 36"	23
Howitzers	Artillery	Smoothbore Howitzer	1	2-2-2	4+	2	Range 36"	23

Special Rules

First Fire Roll +1 dice the first time they shoot.

Crack may reroll one failed Morale Test, if they have taken no casualties so far in the battle.

Ferocious Charge may reroll one miss when they charge into hand-to-hand combat.

Unreliable do not move if the order roll equals the staff rating.

Wavering must take a break test whenever they take casualties.

Sharpshooters may reroll one miss each time they shoot.

Marauders ignore distance penalties when receiving orders.

Bloodthirsty reroll misses in the first round of combat in the first close combat.

Indians must be deployed in Skirmish order.

Dragoons (*taken from The Last Argumnet of Kings*). Dragoons may 'dismount' automatically at the end of their move or on the spot if they have not moved without having to be ordered to do so and at no movement penalty. Dragoons may fire whilst mounted, but do so with a -1 modifier. This simulates the Dragoons riding to seize a position and dismounting quickly to hold it, or dismounting to fight when the enemy appear. Note that the dragoons do not have to dismount and that this is the player's choice. Once dismounted the dragoons must either deploy in skirmish order or in line. In most cases the Dragoon unit may have to be treated as a 'small unit' as they are often smaller than an equivalent infantry unit. While the unit is dismounted, it's a nice touch to replace the cavalry figures with an equivalent number of infantry models. You might like to place horse holder figures with riderless horses behind the unit, to remind you that the infantry are dismounted dragoons. To get back on their horses, Dragoons must receive a successful order to remount. It costs them half their movement to do so. This simulates the longer period required to bring up the horses, remount everyone and reform as a cavalry regiment.

Rebel Forces

Maquis de Washington C-in-C

Tryon County Militia Brigade- BG Nicholas Herkimer

Canajoharie Battalion	Militia
Palatine Battalion	Militia
Mohawk Battalion	Militia
German Flatts & Kingsland	Militia
Oneida Indians	Indians
Continental 12 pounders	Medium Artillery

Hubbardton Continental Brigade - Colonel Seth Warner

Warner's Regiment (Green Mountain Boys)	Continental
Francis' Regiment (11 th Massachusetts)	Continental
2 nd New Hampshire	Continental
4 th New York	Continental
Morgan's Riflemen	Riflemen
Continental 12 pounders	Medium Artillery

Rebel Forces: Stats and Special Rules								
Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	PTS
Continental Infantry	Infantry	Smoothbore Musket	6	3	4+	3	First Fire, Crack	41
Continental Cavalry	Cavalry	Sabres	6	-	4+	3	Marauders	36

Militia	Infantry	Smoothbore Musket	8	4	5+	4	Unreliable, Large Unit	37
Riflemen	Infantry	Rifled Musket	1	1	3+	1	Sharpshooter, Skirmish, Tiny Unit	27
Oneidas	Indians	Smoothbore Musket	1	1	5+	1	Unreliable, Wavering, Bloodthirsty, Indians, Tiny Unit	13
Medium Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"	27

Special Rules

First Fire Roll +1 dice the first time they shoot.

Crack may reroll one failed Morale Test, if they have taken no casualties so far in the battle.

Sharpshooters may reroll one miss each time they shoot.

Unreliable do not move if the order roll equals the staff rating.

Wavering must take a break test whenever they take casualties.

Marauders ignore distance penalties when receiving orders.

Bloodthirsty reroll misses in the first round of combat in the first close combat.

Indians must be deployed in Skirmish order.

Rochambeau's Expeditionary Force – Comte de Rochambeau

Voyageurs	Voyageurs
Bourbonnais Regiment	Fusiliers
Royal Deuxponts	Fusiliers
Saintonge Regiment	Fusiliers
Soissonois Regiment	Fusiliers
French 12 pounders	Medium Artillery

Saint-Simon's Brigade

Voyageurs	Voyageurs
Aginois Regiment	Fusiliers
Gatenois Deuxponts	Fusiliers
Touraine Regiment	Fusiliers
Grenadier Regiment	Grenadiers
French 12 pounders	Medium Artillery

French Forces: Stats and Special Rules								
Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	PTS
Voyageurs	Infantry	Rifled Musket	1	1	4+	1	Sharpshooter, Skirmish,	23

							Tiny Unit	
Chasseurs	Infantry	Smoothbore Musket	4	2	4+	2	Skirmish, Small Unit	28
Fusiliers	Infantry	Smoothbore Musket	6	3	4+	3	First Fire	37
Grenadiers	Infantry	Smoothbore Musket	7	3	3+	3	Elite 4+, First Fire, Ferocious Charge	51
French Cavalry	Cavalry	Sabre	6	-	3+	3	Marauders	40
Medium Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"	27

Special Rules

Elite 4+ may remove disordered status at the beginning of any Rebel/French turn by rolling 4+ on a single die.

Ferocious Charge may reroll one miss when they charge into hand-to-hand combat.

First Fire Roll +1 dice the first time they shoot.

Skirmish may use skirmish formation during the battle.

Notes

Orders and Movement

C-in-C

The General may at the beginning of the orders phase move to and accompany a brigade commander within 12". The brigade commander can then reroll one order during the turn.

Commanders in Close Combat

Add +1 dice.

Wounding Commanders

If a commander is with a unit and that unit is shaken, roll a d6 for each additional casualty. Any roll of a 6 indicates that the commander is also a casualty.

Blunder Table

Roll	Result
1	RAPID RETREAT. The unit will attempt to make two moves away from the closest enemy they can see. They may not charge other enemy who lie in their path – but must avoid them in so far as possible. If no enemy are in sight, they make two moves towards their own rear or table edge as seems most appropriate. If a brigade order has been attempted, each unit will move as described.
2	RETREAT. The unit will attempt to make one move away from the closest enemy they can see. They may not charge other enemy who lie in their path – but must avoid them in so far as possible. If no enemy are in sight, they make a move towards their own rear or table edge as seems most appropriate. If a brigade order has been attempted, each unit will move as described.
3	MOVE TO LEFT. The unit will attempt to move to a position to its own left – making one move into its own left quarter as far as it can go. If an enemy unit presents itself, the unit can charge if the player wishes. If a brigade order has been attempted, each unit will move as described.
4	MOVE TO RIGHT. The unit will attempt to move to a position to its own right – making one move into its own right quarter as far as it can go. If an enemy unit presents itself, the unit can charge if the player wishes. If a brigade order has been attempted, each unit will move as described.
5	MOVE FORWARD. The unit will attempt to make one move to its own front – making one move into its own front quarter as far as it can go. If an enemy unit presents itself, the unit can charge if the player wishes. If a brigade order has been attempted, each unit will move as described.
6	CHARGE! The unit will attempt to charge the closest enemy it can see. To find out how far the unit moves roll a dice: 1-2: 1 move. 3-4: 2 moves. 5-6: 3 moves. If the unit cannot see any enemy then it must Move Forward one, two or three moves as described above. If a brigade order has been attempted, roll once to see how many moves are available and move each unit as described

Counters

[illegible]