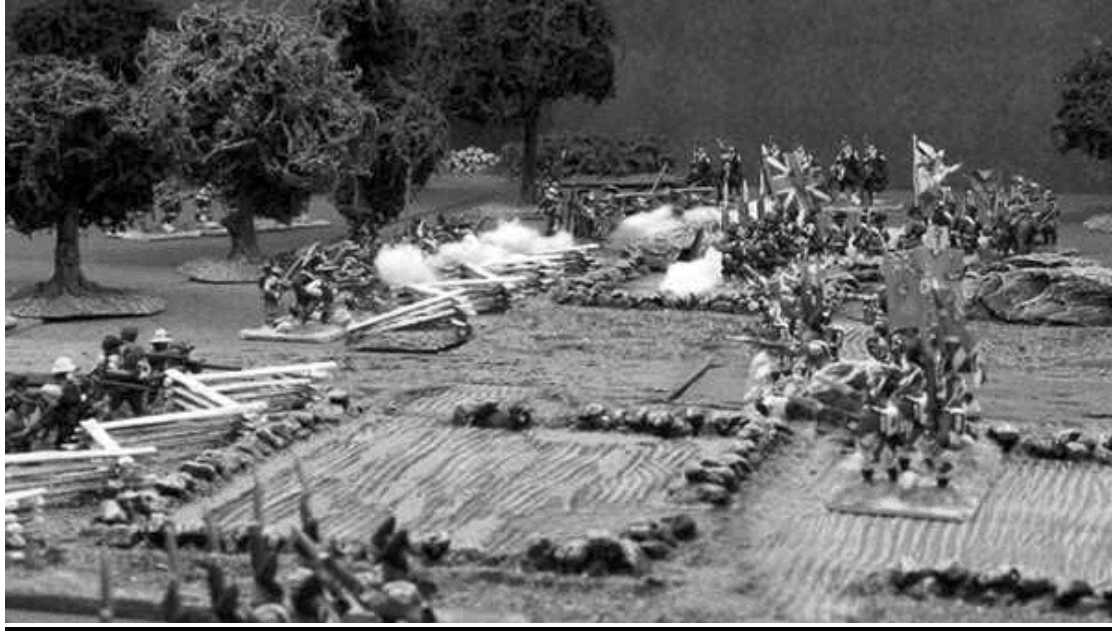


# ‘Loyalty & Glory’



## Fast Play Rules for the American Revolution

By Paul Guthrie

## Introduction

The purpose of these rules was to allow an American War of Independence (AWI), or if you prefer an American Revolution (AMR), game to be played to a conclusion in around three hours. They were developed to ensure that a multi-player game involving all levels of gamers could be concluded within the confines of a normal club evening. They were intended to maintain some degree of feeling for the period that they profess to represent but this was not their main focus, which was to allow a large number of 25mm figures to be deployed and used on the gaming table. As a result game mechanics are kept to the bare minimum and combat is bloody and swift.

For more accurate rules that model the period in far greater detail there are several commercial sets available but if your looking for a fast fun set of rules that doesn't require much thought of an evening but lets you use all of those AWI figures that have been gathering dust – look no further than Loyalty and Glory!

The game will require the opposing forces, lots of six sided dice (D6) and a tape measure marked in inches. An appropriate playing surface at least 6' by 4' and suitable terrain will also be required.

## Unit Structure

The armies that fought the AWI had a variety of different troop types present, including French, German, American (both loyalists and continentals), British and Native American Indian troops.

Each type of unit has a standard profile. This profile illustrates the number and type of bases needed to form the unit, the Unit Class value and the Unit Strength value. Units can represent battalion, regiment or brigade sized infantry or cavalry formations and battery sized artillery units. Bases are also required to represent brigade and army level commanders.

Base size is unimportant, as is figure scale, provided that both sides use a consistent convention. The following table provides a standard profile for the most common troop types.

The unit profiles presented here should not be seen as inviolate and feel free to amend some of the values as appropriate to the specific scenario being played. In particular if specific regiments or units are being represented allocate an appropriate Unit Class rather than determine one randomly. The notes provided with the table should provide a guide to the logic behind each profile and a mechanism for creating or amending your own unit values.

**Unit:** This is the type of formation being represented by each unit deployed on the tabletop as part of a specific scenario order of battle. For example regular infantry units could represent regiments that could be French, British or German in origin. Militia units could represent regiments or even brigades of American Militia troops.

What each unit represents is relatively flexible provided both sides in a scenario are consistent with regard to what their units represent and the number of troops they represent.

**Bases per unit:** This is the number of each of the specified types of base (either line i.e. normal troop types, grenadier or light i.e. representing flank or elite infantry companies in the historical formation) that when combined will create the unit being represented.

As a rule of thumb infantry units will have one base of grenadiers and/or one base of light infantry. Line bases and the various other units should be represented by one base for each 100 men or part thereof in the historical order of battle - within the minimum and maximum number of bases specified in the Unit profile table. For example five bases would represent an American militia brigade with strength of 600 men. Three bases would represent a British Foot Guard Regiment with its elite company detached and a historical strength of 300 men.

**Unit Class:** This represents the quality of the troops being represented. It loosely equates to its training and morale and is expressed as a number between one and five with one as the highest possible value and five as the lowest. The Unit Class value is determined randomly by rolling a single D6 and consulting the unit profile table to determine the allocated value. For example if a British infantry battalion rolls a six it's Unit Class value will be one.

**Initial Unit Strength:** The strength of a unit represents the amount of damage that it can receive before it becomes ineffective and how effective the unit is at firing and in combat.

The Unit Strength value for an artillery battery is **always** three plus the number of guns in the battery. For infantry and Cavalry units the Unit Strength value is an expression of the size and quality of the formation being represented. Calculate the appropriate value for each unit at the start of the game using the following formulae:

- Subtract the appropriate Unit Class value from **eight**.
- Add **one** point for each Grenadier base in the unit.
- Add **one** point for each Light base in the unit.
- Add **one** point for each 100 men, or part thereof, in the historical formation. Note that the maximum unit size bonus available is plus **six**. If no historical data is available then don't add any size bonus to any unit.

(For example if the historical order of battle for the scenario being played has the battalion muster showing a strength of 347 men add **Four** to the Unit Strength value).

**Current Unit Strength:** A unit's current Unit Strength value is equal to its initial Unit Strength value minus the number of hits inflicted on the unit.

**Destroying a Unit:** Individual bases are not removed in the game but when the total number of hits inflicted on a unit is equal to or greater than its initial Unit Strength value i.e. its current Unit Strength value is  $\leq$  zero the entire unit is **immediately** removed from play.

**Converged Battalions:** It was often the practice for both sides to strip out elite companies from their line formations and creates ad-hoc battalions composed of only these elite troops. This was often to the detriment of the parent battalions, which were substantially weakened by the practice.

Stripping the appropriate bases from regular or continental infantry units is the only way to create a converged unit. Note the effect this will have on the Unit Strength value of the parent formation. For example the British player can create a single converged Grenadier battalion with 4 stands by removing the Grenadier companies from four line battalions.

Note that the minimum number of stands in a converged unit is three, even if fewer companies are detached from their parent formations.

Unit	Bases per unit			Unit Class
	Line	Grenadier	Light	
Regular Infantry	2-3	0-1	0-1	5-6: 1 1-4: 2
Continental Infantry	3-4		0-1	5-6: 2 1-4: 3
Militia	3-5		-	6: 3 2-5: 4 1: 5
Rangers	3-5		-	5-6: 2 1-4: 3
Indians	3-5		-	4-6: 4 1-3: 5
Cavalry	3	-	-	6: 2 2-5: 3 1: 4
Artillery	2	-	-	4-6: 3 1-3: 4
Converged Grenadier	-	3-5	-	3-6: 1 1-2: 2
Converged Light	-	-	3-5	3-6: 1 1-2: 2

## **Formations**

**Infantry and cavalry Formations:** Placing all the bases in a unit side-by-side forms a line. Placing two bases from a unit side by side and forming the remaining bases behind this frontage forms a column. Placing the bases of a unit side-by-side with 1" separating each base forms a skirmish line.

Picture of Line formation



Picture of Column formation



Picture of Skirmish formation



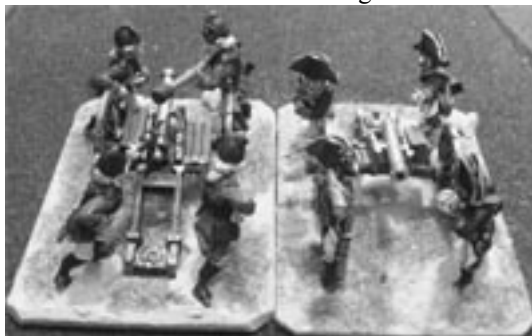
**Formed Troops:** Infantry in line or column, cavalry and artillery are classified as **formed** troops. Infantry in skirmish formation do not count as formed troops.

**Skirmish Formations:** Only Light infantry, Rangers/woodsmen, Jaegers and Indians can use skirmish formation.

**Artillery Formations:** At the start of the game roll 1D6 for each artillery unit. On a roll of a **one**, **two** or **three** the gun cannot move for the remainder of the game. This simulates the desertion of the civilian drivers and limber crews.

Artillery must be limbered to move and unlimbered to fire. If both of the bases in the Artillery unit are facing the enemy it is unlimbered. If one of the bases is reversed then the battery is limbered. It takes **one** complete turn to limber or unlimber an artillery battery.

Picture of limbered gun



Picture of unlimbered gun



**Brigade Formations:** Each infantry, cavalry and artillery unit should be allocated to an appropriate brigade commander before play begins.

**Unit Identification:** Each unit should be marked with its name, the appropriate Unit Class and Unit Strength values as well as the appropriate brigade before play begins.

## Turn Sequence

1. Movement
2. Firing (Simultaneous)
3. Melee (Simultaneous)
4. Command
5. Morale

## Movement Phase

Movement is variable to represent the vagaries of the ground being crossed and to simplify rules for different types of terrain.

Movement Table			
Unit	Move	Charge Bonus	Max. Wheel
Infantry in Line	2" +1D6"	+3"	45
Infantry in Column	4" +1D6"	+3"	90
Infantry in Skirmish	6" +1D6"	+3"	180
Cavalry	6" +1D6"	+1D6"	90
Artillery	4" +1D6"	-	180

**Initiative:** Both sides will alternate moving their various Brigade formations until all Brigades have been moved or both players have passed. Roll 1D6 at the start of each Movement Phase, the highest chooses whether to move the first Brigade or not.

**Unit:** This is the name of the unit being represented. For example an infantry unit represents an infantry battalion that could be French, British or German in origin.

Note that only infantry can form line or column formations and only Light infantry, Rangers/woodsmen, Jaegers and Indians can use a skirmish formation. Cavalry are always deployed in line formation and artillery is either limbered when moving or unlimbered when firing.

**Move:** This is the movement allowance for each unit and formation type. It is composed of a static part and a variable part. For example the movement allowance of an infantry unit in line is  $2'' + 1D6''$ . If the unit rolls a 3 for the variable part it can move a maximum of  $5''$  during the movement phase.

**Charge Bonus:** This is the additional movement allowance available to certain troop types when charging. For example the movement allowance of a charging cavalry unit is  $6'' + 1D6'' + 1D6''$ . If the unit rolls a 4 for the variable part and a 5 for the charge bonus it can move a maximum of  $15''$  during the movement phase.

Artillery cannot charge. Infantry in skirmish formation can only charge other infantry in skirmish formation or formed infantry in woods or rough ground.

If a unit uses its charge bonus but does not contact the target it must move as far as possible and make an **immediate** disorder test at the end of the Movement Phase. This procedure and the relevant disorder effects are outlined in the Morale section of the rules.

Once a unit declares a charge i.e. it adds the charge bonus or rolls **any** of the variable movement dice it **must** attempt to perform the declared charge, even if it cannot reach the intended target.

**Max. Wheel:** A unit is allowed a maximum of one wheel per movement phase. The wheel must be at the start of the move and can be anything up to the angle specified in the movement table. For example an infantry unit in column can wheel up to 90 degrees at the start of its turn and then move.

A unit that performs **any** portion of its allowed wheel loses half of its movement allowance. All fractions are rounded up to the nearest whole number. For example a charging cavalry unit wishes to wheel less than 90 degrees at the start of its turn. Its movement allowance is  $6'' + 1D6'' + 1D6''$ , lets say  $15''$ . After performing its wheel it can move a maximum of  $8''$ .

**Deploy:** The cost to unlimber or limber an artillery battery is one complete turn. For example if a battery wishes to limber it cannot move during the current movement phase.

The cost to change the formation of an infantry unit is one complete turn. For example if a light infantry unit wishes to move from line into skirmish formation it cannot move during the current movement phase.

The cost to enter or leave a building is one complete turn. Only infantry units can deploy into a building. For example if an infantry battalion moves into contact with a building it wants to deploy into it immediately stops and loses **all** its remaining movement allowance. At the end of the **following** turns Movement Phase the unit is moved into the building. If the unit exits the building it is placed with at least one base in contact with any side of the building in any required formation at the end of the current Movement Phase. The maximum number of units per building is **one**.

**Linear Obstacle:** Only infantry and cavalry units can cross a linear obstacle. The cost to cross the obstacle is one complete turn and an obstacle cannot be crossed if defended by an enemy unit.

For example if an infantry battalion moves into contact with a fence it immediately stops and loses **all** of its remaining movement allowance. At the end of the **following** turns Movement Phase the unit is moved over the obstacle with its rear in contact with the obstacle.

**Woods or Rough Ground:** Only infantry units can move through woods or rough ground (marshes or similar types of difficult going).

Any portion of a unit's movement allowance that is through a wood or similar rough ground is **halved**. All fractions are rounded up to the nearest whole number. For example an infantry unit in line that has 7" of movement allowance left when it contacts a wood can move a maximum of 4" through the wood..

**Unit Interpenetration:** Any friendly infantry and cavalry unit can move through a friendly skirmish unit without penalty. No other interpenetration of units is allowed.

**Moving Backwards:** Only cavalry and infantry units can move backwards. A unit that performs **any** portion of its move backwards loses half of its movement allowance. All fractions are rounded up to the nearest whole number. For example an infantry unit in line wishes to move backwards at the start of its turn. Its movement allowance is 2" + 1D6", lets say 4" and it can therefore move a maximum of 2" backwards.

**Breaking Contact:** Note that a unit can move backwards out of contact with an enemy unit but must make an **immediate** disorder test before performing the move. This procedure and the relevant disorder effects are outlined in the Morale section of the rules.

**Enemy Contact:** If a unit ends the Movement Phase in contact with one or more enemy units and it did **not** move during the current Movement Phase it must make an **immediate** disorder test at the end of the Movement Phase. This procedure and the relevant disorder effects are outlined in the Morale section of the rules. The test represents the effect on the stationary troops as the enemy advances to contact.

**Passage of Lines:** This allows troops deployed in a second line to replace battered troops from the first line. Careful consideration of the Morale and Disorder rules will show that this technique can be vital as disordered units are vulnerable if left in combat.

Two units can swap places during the Movement Phase if the following conditions are met:

- Both units are infantry and deployed in the same formation.
- One of the units is cavalry and the other is infantry in any formation.
- One unit is within the other units 45-degree rear arc and within 4".
- Neither unit is in a building.
- At the most only **one** of the units involved has moved during the current Movement Phase.

Passage of lines will result in both units losing **all** remaining movement for the current turn.

## **Firing Phase**

Only infantry and artillery units can fire during the Firing Phase. Each unit that wants to fire nominates **one** target unit.

Each firing unit will roll a number of D6 equal to **half** its current Unit Strength value. Round all fractions up to the nearest whole number. For example if a converged Grenadier battalion has a current Unit Strength value of 13 it would roll 7 dice during the Firing Phase. Note that all firing is simultaneous so a unit that sustains hits during the current Firing Phase can ignore these for purposes of resolving its own firing during the current turn.

**Arc of fire:** A unit can fire if **any** part of the target unit is within its 45-degree front arc.

**Target Priority:** A unit must fire at the nearest unit in its arc of fire. This is measured from the **centre** of the firing unit to the **nearest** point of the target unit.

**Firing Eligibility:** Infantry in line must have been stationary during the current Movement Phase to be eligible to fire. Infantry in skirmish formation **can** move and fire but **not** if they end the Movement Phase in contact with an enemy unit. Infantry in column **cannot** fire at any time.

Changing formation, passage of lines or unlimbering does **not** count as movement for purposes of determining eligibility to fire. For example an artillery unit that unlimbered during the current Movement Phase can fire during the current Firing Phase.

If more than half of any friendly unit is within the 45-degree front arc of the firing unit **and** the friendly unit is nearer than the target unit then the unit's arc of fire is blocked and it **cannot** fire during the Firing Phase.

**Line of Sight:** Linear obstacles, unless exceptionally large, do **not** block line of sight. A unit can be targeted if **any** part of it is within 2" of the edge of a wood and within the firing unit's arc of fire. Note that other units do block line of site

**To Hit:** The basic To Hit number depends on the range to the target and the type of firing unit as per the Firing table. For each die roll that equals or exceeds the modified to hit number mark a hit on the target unit. For example a medium artillery battery firing at an infantry unit in line standing behind a wall 16" away would require a 5+ to inflict a hit. The various to hit modifiers are cumulative.

A 1 is always a miss, If a 7 is required re-roll all sixes needing a 4+, if an eight is required re-roll all sixes needing a 5+ and if a nine is required re-roll all sixes needing a 6.

**Cover:** For a unit to receive a cover bonus it must be conformed to a linear obstacle and/or deployed entirely within a wood or similar piece of rough ground and/or deployed inside a building. The maximum cover bonus is -1 even if the unit is deployed behind a wall in a wood.

**Effects of a hit:** If a unit receives one or more hits from fire during the Firing Phase it must make an **immediate** disorder test at the end of the Firing Phase. This procedure and the relevant disorder effects are outlined in the Morale section of the rules.

Firing Table			
Range	Art.	Inf.	To Hit
Short	<=12"	<=6"	4+
Medium	<=24"	<=12"	5+
Long	<=36"	-	6+
Roll nD6, n = current Unit Strength x 0.5			
To Hit Modifiers			
<ul style="list-style-type: none"> <li>• +1 if target unit is in cover</li> <li>• +1 if target unit is artillery</li> <li>• +1 if firing unit is skirmishing</li> <li>• +1 if firing unit is disordered</li> <li>• -1 if target unit is in column</li> <li>• -1 if target unit is cavalry</li> <li>• -1 if firing unit is heavy artillery</li> </ul>			

## **Melee Phase**

Each unit involved in a melee will roll a number of D6 equal to **half** its current Unit Strength value. Round all fractions up to the nearest whole number. For example if a converged Grenadier battalion has a current Unit Strength value of 13 it would roll 7 dice during the Melee Phase.

Note that all melee combat is simultaneous so a unit that sustains hits during the current Melee Phase can ignore these for purposes of resolving its own melee effect during the current turn.

**Multiple Melees:** Any multiple unit combats must be split into the maximum number of one-on-one melees possible. If a multi-unit combat must be fought the hits from the single unit are divided as equally as possible between all of the opposing units. The winner of the melee decides how to allocate any extra hits.

**To Hit:** The basic To Hit number in combat depends on the type of unit fighting as per the Melee Table. For each die roll that equals or exceeds the modified To Hit number a hit is inflicted on the target unit(s). For example an infantry battalion attacking an artillery battery positioned behind a wall would require a 5+ to inflict a hit. The various To Hit modifiers are cumulative.

A 1 is always a miss, If a 7 is required re-roll all sixes needing a 4+, if an eight is required re-roll all sixes needing a 5+ and if a nine is required re-roll all sixes needing a 6.

**Cover:** For a unit to be eligible for a cover bonus it must have been stationary during the current Movement Phase and it must be conformed to a linear obstacle and/or deployed entirely within a wood or similar piece of rough ground and/or deployed inside a building. The maximum cover bonus is -1 even if the unit is deployed behind a wall in a wood.

**Skirmishing in open:** If the unit is infantry in skirmish formation and **not** eligible for a cover bonus it will fight at a disadvantage.

**Formed in woods/rough:** If the unit is infantry in column or line and it is deployed entirely within a wood or similar piece of rough ground it will fight at a disadvantage.

**Effects of a hit:** The unit or units that receive the most hits during a combat must make an **immediate** disorder test at the end of the Melee Phase. This procedure and the relevant disorder effects are outlined in the Morale section of the rules. If both sides inflict an equal number of hits **all** units involved in the combat must take the disorder test.

<b>Melee Table</b>	
<b>Unit Type</b>	<b>To Hit</b>
Cavalry	3+
Infantry	4+
Artillery	5+
Roll nD6, n = current Unit Strength x 0.5	
<b>To Hit Modifiers</b>	
<ul style="list-style-type: none"><li>• +1 if target unit is in cover</li><li>• +1 if unit is skirmishing in open</li><li>• +1 if unit is formed in woods/rough</li><li>• +1 if unit is disordered</li><li>• -1 if unit has higher unit class than <b>ALL</b> target units</li></ul>	

## **Command Phase**

These rules do not impose any kind of order system or attempt to recreate any specific army doctrine on the game. If required these can be easily added at the players discretion. The easiest order mechanism being simple definitions of Attack or Defend orders allocated at the Brigade level.

For the purposes of the game the only Command rules imposed are those for basic command and control.

**Command Radius:** The army commander has a zone of control that extends 6" (i.e. a circle around the command figure with a 12" diameter).

Each brigade commander has a zone of control that extends 3" (i.e. a circle around the command figure with a 6" diameter).

If a unit is not within either the army commander or the appropriate brigade commander's zone of control at the **start** of the Command Phase it must make an **immediate** disorder test at the end of the Command Phase. This procedure and the relevant disorder effects are outlined in the Morale section of the rules.

## **Morale Phase**

Units do not rout per se in the game. However disordered units suffer greatly if they receive further hits during the Firing or Melee Phase. It is therefore in the best interests of players to ensure that their disordered units are rallied or removed from danger to re-group as quickly as possible.

**Disorder Test:** The basic Morale number is equal to the Unit Class value of the unit taking the disorder test. If the die roll equals or exceeds the modified Morale number then the disorder test is passed. If the test is failed the unit is immediately marked as being disordered and the following effects apply until it is rallied:

- A disordered unit applies a negative modifier when firing, in combat or attempting a disorder test.
- A disordered unit can only advance or charge if its Unit Class value is one or two.
- A disordered unit receives **two** immediate hits if it fails any disorder test it is forced to take during the Movement, Firing or Melee Phase.

A 1 is always a fail, If a 7 is required re-roll all sixes needing a 4+, if an eight is required re-roll all sixes needing a 5+ and if a nine is required re-roll all sixes needing a 6.

**Cover:** For a unit to receive a cover bonus it must be conformed to a linear obstacle and/or deployed entirely within a wood or similar piece of rough ground and/or deployed inside a building. The maximum cover bonus is -1 even if the unit is deployed behind a wall in a wood.

**Rallying from disorder:** During the Morale Phase units can attempt to remove any disorder status by passing a Disorder test.

**Rallying Hits:** During the Morale Phase units that have no disorder markers and are not involved in melee may remove **two** hits from their current Unit Strength by passing a disorder test.

Note that units may only attempt one type of rally per Morale Phase. For example a unit **cannot** rally from disorder and then attempt to rally of any hits in the same Morale Phase.

<b>Morale Table</b>
Roll $\geq$ modified Unit Class
<b>Morale Modifiers</b>
<ul style="list-style-type: none"><li>• +1 if out of command</li><li>• +1 if unit is in melee</li><li>• +1 if unit is skirmishing</li><li>• +1 if unit is disordered</li><li>• -1 if unit is in cover</li></ul>

## Turn Sequence

1. Movement
2. Firing (Simultaneous)
3. Melee (Simultaneous)
4. Command
5. Morale

<b>Movement Table</b>			
<b>Unit</b>	<b>Move</b>	<b>Charge Bonus</b>	<b>Max. Wheel</b>
Infantry in Line	2" +1D6"	+3"	45
Infantry in Column	4" +1D6"	+3"	90
Infantry in Skirmish	6" +1D6"	+3"	180
Cavalry	6" +1D6"	+1D6"	90
Artillery	4" +1D6"	-	180

<b>Firing Table</b>			
<b>Range</b>	<b>Art.</b>	<b>Inf.</b>	<b>To Hit</b>
Short	<=12"	<=6"	4+
Medium	<=24"	<=12"	5+
Long	<=36"	-	6+
Roll nD6, n = current Unit Strength x 0.5			
<b>To Hit Modifiers</b>			
<ul style="list-style-type: none"> <li>• +1 if target unit is in cover</li> <li>• +1 if target unit is artillery</li> <li>• +1 if firing unit is skirmishing</li> <li>• +1 if firing unit is disordered</li> <li>• -1 if target unit is in column</li> <li>• -1 if target unit is cavalry</li> <li>• -1 if firing unit is heavy artillery</li> </ul>			
<b>Melee Table</b>			
<b>Unit Type</b>			<b>To Hit</b>
Cavalry			3+
Infantry			4+
Artillery			5+
Roll nD6, n = current Unit Strength x 0.5			
<b>To Hit Modifiers</b>			
<ul style="list-style-type: none"> <li>• +1 if target unit is in cover</li> <li>• +1 if unit is skirmishing in open</li> <li>• +1 if unit is formed in woods/rough</li> <li>• +1 if unit is disordered</li> <li>• -1 if unit has higher unit class than <b>ALL</b> target units</li> </ul>			
<b>Morale Table</b>			
Roll >= modified Unit Class			
<b>Morale Modifiers</b>			
<ul style="list-style-type: none"> <li>• +1 if out of command</li> <li>• +1 if unit is in melee</li> <li>• +1 if unit is skirmishing</li> <li>• +1 if unit is disordered</li> <li>• -1 if unit in cover</li> </ul>			