



REBELS AND PATRIOTS

Wargaming Rules for North America: Colonies to Civil War

Michael Leck & Daniel Mersey

OSPREY
WARGAMES

Rebels and Patriots

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1. INTRODUCTION

Welcome to *Rebels and Patriots*, the final expansion of Dan's original 'Rampant' wargaming series. Despite this ancestry, *Rebels and Patriots* is very much Michael's baby, building on the ideas we put into our co-authored pike and shot rules *The Pikeman's Lament*, and Dan's colonial rules *The Men Who Would be Kings*. If you have already played any of our previous rules, you'll recognize many of the mechanisms used to play *Rebels and Patriots*, but please read through this book carefully as many things are 'similar but different'.

Some things, however, don't change: we still aim to provide you with a set of easy to learn and fast-moving wargaming rules, this time offering you the chance to lead small armies of soldiers across the North American continent from the late-eighteenth to mid-nineteenth centuries. The rules are model scale-neutral. Many gamers choose 28mm, but 20mm and 15mm are both cost – and space – effective, if less spectacular to look at.

The rules are written with a focus on conflicts on the North American continent from The French and Indian War (1754–63), through The American War of Independence (1775–83), War of 1812 (1812–15), Texas Revolution (1835–36), Mexican-American War (1846–48), up to the American Civil War (1861–65) and beyond.

Rebels and Patriots is designed for refighting company-sized skirmishes, ambushes, escort scenarios, and other tasks performed by a small number of soldiers rather than a full army. Gameplay is intentionally easy and cinematic, and your success is driven by the quality of the officers leading your company.

As with our previous rules, we've focused on the overall 'feel' and 'flow' of the game, rather than worrying ourselves about the minutiae of historical simulation. Our design goal has been to write an enjoyable set of broad-brushstroke rules that reflect small-unit warfare in this period without getting bogged down in too much detail or too many rules (if one thing in life is certain, it's that neither of us will ever remember too many rules!). At the same time, the rules play up the feeling of adventure, where heroic officers lead their men to glory... did someone say, "Hollywood"? Alongside the easy-to-understand battle rules, *Rebels and Patriots* presents a varied selection of scenarios. This means that you can concentrate on



Two units of Confederate Light Infantry advancing. American Civil War. Miniatures by Perry Miniatures. © Alan and Michael Perry

playing the scenario and enjoying yourself without getting bogged down in rules. We hope you will enjoy our ideas!

The text below, describing the 57th Illinois Infantry Regiment's baptism of fire at the Battle of Shiloh, 6 April 1862, is from the *Adjutant General's Report, 1901*. This, and similar, historical documents are an excellent source of information and inspiration with which to create your own scenarios:

"During the varying strife the battery supported by the Fifty-seventh was gradually moved to the left and new positions taken, as the enemy seemed to be pressing the fight farther and farther in that direction. Stray bullets and cannon balls occasionally fell into the ranks or in close proximity to the Fifty-seventh, with, however, few casualties. Later, however, the Regiment was destined to be tried in the crucible of actual conflict. Well along the afternoon, under orders, it took position on the left of General Hurlbut's Division, and on the extreme left of the Union line, not far distant from the Tennessee River; here, about 4 o'clock P.M., an advance was made, encountering the enemy in strong force directly in front; firing began almost simultaneously on both sides, a constant roar of musketry ensuing for about twenty minutes.

Notwithstanding this being the first severe engagement of the Fifty-seventh, they fought with all the heroism and valor that could have distinguished older and tried soldiers, but the contest was unequal; the old altered flint-lock muskets of the Regiment became foul after a few rounds, rendering it impossible to get a load down, though many of the men, in their efforts to drive the "charges home" after getting them started, drove the rammers against the trunks of trees; some, baffled in this attempt to force the load down, picked up the muskets of their comrades, who had been killed or disabled by wounds, and renewed the fight. Thus crippled by unserviceable arms and left without support, flanked upon both sides, and under an enfilading fire, the gallant command was forced to retire or suffer capture.

In falling back, the Regiment was subjected to a storm of grape and canister from the enemy's cannon until it passed through the line of artillery massed not far from the landing by Colonel J. D. Webster, which opened on the enemy with its awful effect, checking his advance and starting him on the retreat in confusion. This ended the conflict for the day, night closing over the scene. In this murderous engagement the Fifty-seventh lost 187 (about 20%) of its officers and men in killed, wounded, and missing..."

Finally, we'll let you debate amongst yourselves who the "Rebels" and who the "Patriots" of our title are. Maybe they are even one and the same?

SETTING UP A GAME

To play *Rebels and Patriots* you'll need to read through the Battle Rules, create an Officer to lead your Company and assemble the troops to follow him. Keep the book handy through your first few games, although most players will find they are familiar with the basics after a couple of games.

In addition, you'll need a couple of model armies (usually around 40–60 models in each), a good handful of dice (a dozen per player is perfect), a gaming table (48" x 48" is perfect), with some scenery on it, a tape measure showing inches ("), some Disorder Markers, and one or more friendly opponents.

BASING YOUR MODELS

Rebels and Patriots is written for individually based models mounted on round 25mm bases, but other options will also work. If your collection includes models based in other ways this shouldn't cause a problem as the rules are very forgiving of base sizes. Even multiple models on a communal base may be used without much

difficulty: just be prepared to ignore the direction the models are actually facing and think of them as a blob of troops with no flanks or rear. You'll also need to mark casualties on communal bases when they occur.

We have started to base our models in a hybrid way including both single and communal bases. This gives us good-looking units while retaining the feel of skirmish gaming (as well as speeding things along with fewer bases to move):

INFANTRY

- 1 model on a round 25mm base
- 2 models on a round 30mm base
- 3 models on a round 40mm base

CAVALRY

- 1 model on a round 40mm base
- 2 models on a round 50mm base
- 3 models on a round 60mm base

ARTILLERY

- 1 gun on a base large enough to hold it
- 4 gunner models based like other infantry units
- 2 extra crew men and a Limber to show when the gun have the Limber option.

Using this basing standard means that you easily group the bases together in 6, 12 or 18 models depending on troop type and still remove casualties with ease. If you need to increase or decrease the base sizes to suit your models, it shouldn't make a huge difference to gameplay.

Fort Gregg, April 2, 1865 by Peter Dennis © Osprey Publishing. Taken from Campaign 208: Petersburg 1864-65



2. MUSTERING YOUR COMPANY

This section shows you how to muster a Company (your “army”) for *Rebels and Patriots*, and also details how each troop type performs. We suggest that you’re allowed to muster your Company after you have decided on the scenario you’re playing, to allow you to choose a suitable balance of units, but before doing anything else, you need an Officer to lead your stalwart Company...

OFFICERS

Each player has just one named Officer on the table, who will lead your troops into battle and develop a character all his own. Identify your Officer model to your opponent before the game begins.

The Officer you create remains with your Company until death, retirement through severe wounds, or promotion to a higher command level than which *Rebels and Patriots* represents.

Officers in *Rebels and Patriots* are the kind of soldiers who lead by example, by heroic actions on the battlefield for their own honour and the pride of their company. As your Officer model represents *you* in small scale, be sure to paint it well!

Throughout your games, your Officer acquires more and more Honour and a higher rank, and never leaves your Company by choice. However, the troops in your Company may, if you wish, be altered from game to game depending on the task your Company has to perform in any given scenario.

Your Officer is always a part of one of your units and remains as part of that unit throughout the entire game. He may not join a different unit during gameplay. An Officer is not an additional model, so unit still comprises 12 models, not 13 (for example).

Here’s a quick summary of what characterizes your Officer compared to other units and models:

- Officers are always a part of one unit the entire game.
- Officers move and fight as an ordinary model.
- Officers will be the last model to die in their unit, unless the Officer falls due to Firing or Fighting.
- Officers give a +1 bonus to Discipline for units within 12" of the Officer’s unit.
- Officers have a Tactical Value, starting at 0. The Tactical Value affects who will be Attacker or Defender and increases with experience.
- Officer Traits may affect the above rules! These are covered on page 9.
- Officer rules are only applied if the Officer is in play on the tabletop and his unit is not Broken.
- Officers accumulate the Honour their Company gains in each scenario. Honour increases the Officer’s Rank, which allows him to get new Traits.

British Line infantry units in Close Order, the unit to the left also has the Officer as a part of the unit, here illustrated with the added Colours. American War of Independence. Miniatures by Perry Miniatures. ©Alan and Michael Perry





Assault on Fort Bull, March 27, 1756
 by Peter Dennis © Osprey Publishing.
 Taken from *Raid 46: Montcalm's
 Crushing Blow*

OFFICER RANK

Unless otherwise noted by the Officer's Traits, each Officer starts with 10 Honour and the Rank of Second Lieutenant. Act honourably and stay alive, and your Officer might just well advance in rank between games!

The following chart explains an Officer's progression up and down the ranks.

Officer Rank Table			
Honour	Officer's Rank	Traits	Tactical Value
Zero or lower	Exposed as the coward he is – and demoted to company cook!	Start a new Officer!	–
1–20	Second Lieutenant	1 Trait	0
21–30	Lieutenant	+1 Trait	+1
31–45	Captain	+1 Trait	+1
46–60	Major	+1 Trait	+1
61+	Transferred to command a full regiment as a Colonel	Start a new Officer!	Tactical genius?

Honour And Campaigns

Some players find that the most rewarding way of playing wargames is to take part in an on-going campaign. It's not always an easy task to run a campaign, as people come and go as it progresses. Michael created an easy way of running a points-based campaign revolving around the heroes of the game: the Officers. Over a number of games, your Officer will build up Honour and you may compare your score to that of your campaign rivals in a league table format

– you might divide your Honour by the number of games you’ve played, for a fairer comparison.

In a campaign, your Officer needs to be fleshed out a bit more than in a one-off game. You roll randomly for the Officer’s Trait and you might like to add a short background story and record this on an Officer roster, along with your Officer’s name. The roster will also help you keep track of your Honour, current Rank, new Traits, and other short notes about the games you play.

OFFICER BACKGROUND AND TRAITS

Every Officer in *Rebels and Patriots* stands out as a character. Officers have their own special Traits that affect gameplay or allow for some roleplaying opportunities. Unlike units, which you can choose and upgrade as you wish, your Officer’s abilities are randomly determined and you must stick with what you roll. You will get your first Trait when you create your Officer and will earn new Traits by advancing in Rank as a result of the games you play.

As your Officer advances in Rank he will acquire new special Traits to help or hinder the leadership of your Company. Every time you advance a Rank, roll to add a new Trait from the chart below. If you already have the Trait you rolled for, re-roll until you get one you don’t have. If your Officer is demoted, he loses any traits gained at the higher rank and has to roll for new ones if ever promoted again.

When your Officer is entitled to a Trait, roll two dice and consult the following chart:

If your Officer’s unit is Broken or not in play (whether he’s not yet entered the table, has fled, dead, or otherwise left) his Officer Traits cannot be used.

Officer Traits Table			
Die 1	Die 2	Trait	Effect
1	1	Yellow-belly	This Officer talks much but does little to show it in reality, behind his back they say he is a coward. Officer’s unit may not be given an Attack Action.
	2	Drunkard	This fellow likes a drink and is rather erratic. If this Officer’s unit hasn’t yet activated in a turn or has failed its activation, Officer bonus is 0.
	3	Ruthless	This Officer behaves ruthlessly with his men in his pursuit of personal glory. If the Officer’s unit is within 12" of an enemy unit he must give the Attack Action when activated.
	4	Hesitant	This Officer has become very cautious in his decision making, so gets -1 to his Tactical Value when deciding the attacker/defender in a scenario.
	5	Cad	Keen to stay safe, this Officer moves his unit at its full Speed value when required to Retreat, even in difficult terrain.
	6	Peacock	Honour and glory have swollen the head of this Officer, who has become self-righteous and quite a show-off in his new fancy uniform and mighty fine moustache that the ladies love. Add +1 to his Honour.
2	1	Wobbly-kneed	Due to the stress of battle, this Officer is very likely to leg it when the going gets tough, leaving his men to their fate. The first time (only) in the game his unit takes any casualties, the Officer treats a roll of 2–4 as a 2 on the Officer Casualty test. (He’s not actually dead, but High Society and his regiment shun him in a similar way.)
	2	Wheezy	Years of whiskey and food consumption have taken their toll. This Officer’s unit may never Move or Skirmish into Difficult terrain as he wouldn’t manage to keep up with his men.
	3	Cautious	This Officer doesn’t want to risk his men in vain, so none of his units may use his Officer bonus when rolling for an Attack Action.
	4	Battle Scarred	This Officer has got an impressive battle scar in his face. He probably never will get married but everyone is ever so impressed by it. Honour +5.
	5	Brutal	A sacrificed friend works wonders for morale... Once per game, one unit within 12" of this Officer’s unit may automatically pass a failed Rally tests by removing one model from the unit as a casualty. If the removed model brings the unit below half strength, the unit gains a Permanent Disorder Marker but doesn’t have to take another Morale test for gaining it.
	6	Aggressive	This Officer fights like the devil during Fighting (whether attacking or defending). Officer’s unit may reroll one failed hit die.

Officer Traits Table

Die 1	Die 2	Trait	Effect
3	1	Unlucky	"Damn it, not again..." -1 on all Officer Casualty tests.
	2	Recruiter	This Officer is always appointed to break in the greenhorns. This Officer's Company must always include at least one Green unit.
	3	Big-bore Advocate	This Officer has a background in the artillery and if he is attached to an Artillery unit for the game, that Artillery unit gain the Limbered option for free, due to his perfect crew drill.
	4	Strategist	This Officer is a real trickster who loves to make flank marches and perform quick, vigorous attacks that surprise the enemy. If the scenario's attacker, after all units have been deployed, the Officer may redeploy up to 6 points of units 12" from their original deployment point. The new deployment point may not be within 12" of any enemy unit or Objective.
	5	Woodsmen	This Officer has spent time in the western wilderness and manages to teach some of his skills to his Company. If he is in an infantry unit, that unit is not slowed by Difficult terrain so long as they aren't in Close Order.
	6	Skirmish veteran	Once per game, one unit within 12" of this Officer's unit may re-roll a failed Skirmish activation or Evade reaction.
4	1	<i>Nom de Guerre</i>	This Officer has really proven himself and has earned a "war name", a nickname earned in battle from his Company's men (such as "Bloody Ban" Tarleton, "Stonewall" Jackson, or "Fighting Joe" Hooker). Decide on a nickname for this Officer based on his gaming deeds. He also gets +5 Honour.
	2	Cunning	This Officer is a crafty and resourceful man who always tries to trick his enemy by using "Quaker guns" or "uniformed straw-men" to make his force to look more dangerous. May always add 6 points of dummy troops when defending. Note down which of your units are dummies. They are activated as ordinary units, receive casualties, and get pinned, etc., to keep up your dodgy deceit! They can of course not fire or fight. If any enemy units move within 12" of a dummy unit, they discover the ruse and that dummy unit is removed.
	3	Familiar Face	This Officer seems to have friends amongst the locals wherever he goes. When defending, these locals show up to help out with the fighting. Add one Small unit of Timid Green Line Infantry that are Poor Shooters for free.
	4	Drill Instructor	This Officer has trained his men hard in the fine art of drill. This Officer's unit may start the game in Close Order if they have that special rule.
	5	Ballroom darling	This Officer is quick on his feet! Once per game, this Officer may add +3" to the move distance for an infantry unit within 12" that just succeeded with a Move or Attack activation.
	6	<i>Fortuna Belli</i>	The gods of war smile down at this Officer! He may, once per game, reroll in its entirety any one set of dice, rolled by any player.
5	1	The Favourite Nephew	"He's the Major General's favourite nephew, you know." Always add one additional point when Mustering his Company (normally 25 points).
	2	Army Engineer	This Officer is a military engineer and may always deploy 1 of his units in "thrown-up breast-works" (see page 47) for free when Defending, counting as Cover and an Obstacle.
	3	Resourceful	When attacking, this officer's Company extends its deployment zone by 3".
	4	<i>Enfants Perdus</i>	Due to several dashing assaults, this Officer and his men have learned how best to conquer enemy defences. If this Officer is in an infantry unit, that unit ignores all Defence Bonuses the enemy has when Fighting.
	5	The Quartermaster's Brother	This Officer has managed to get hold of extra ammunition for target practice. During Firing, this Officer's unit may re-roll one failed hit die each turn.
	6	Stonewall	With his deep and commanding voice, this Officer manages to rally men that normally would run for their lives. This Officer may add +2 on Rally Actions, instead of +1.
6	1	Tactician	Renowned for his tactical insight, add +1 to this Officer's Tactical Value.
	2	Blessed	Praise the Lord! +1 to all Officer Casualty tests.
	3	Musketry	Once per game, one unit within 12" of this Officer's unit may re-roll a failed Fire or Volley Fire activation.
	4	Brave	By personal bravery, this Officer shows his men that they must keep on fighting. Once per game, one unit within 12" of this Officer unit may re-roll a failed Morale test.
	5	Feared	All enemy units that have to take a Morale test due to casualties inflicted during Fighting (whether attacking or defending), by this Officer's unit do so at -1 on the roll.
	6	Heroic Leader	This fellow is already a living legend, will probably win a ton of medals if it's not already pinned on his broad chest, and is undoubtedly a handsome-looking man too. This Officer's bonus is +2, instead of +1. But heroes tend to die quickly, so he also gets an additional -1 on all Officer Casualty test.



Union units of Line Infantry form up in Close Order to support the Medium Artillery. American Civil War. Miniatures by Perry Miniatures. © Alan and Michael Perry

OFFICER CASUALTIES

Occasionally, Officers will fall as casualties during the game, either from Firing, Fighting, by being the last man standing in his unit, or when it Routs. But don't despair – he might just have been wounded and will hopefully soon return to perform new deeds with your Company!

Every time the Officer's unit loses at least one casualty during Firing or Fighting, roll two dice, modify with -1 for each casualty the unit has just taken, to see if the Officer has been a casualty. If the score is 1 or lower, the Officer must be chosen as one of the casualties.

Unless falling as a casualty in this way, the Officer will always remain the last model in his unit. When an Officer is the last model in the unit and further casualties are taken, there's no need to test... there's no-one else left who can become a casualty! After each game where your Officer has been a casualty or his unit Routed, roll two dice, add the total, and consult the recovery table chart below.

Officer Casualty Table	
Dice Total	Effect
2	Died like a coward, shot in the back when leaving his men and running for mother... This Officer will not be remembered for his deeds, as he has no honour left. Start a new Officer in the next game.
3	Heroic death: This Officer will be promoted to Colonel before he is buried. But, unfortunately, he will still be buried. Start a new Officer in the next game.
4	Severe wound: If this Officer already has sustained a Severe wound by earlier injuries he is now crippled for life and will be sent home as a decorated war hero. Otherwise this Officer will recover, but permanently loses one random Trait. From now on, he always has one less Trait than his Rank allows.
5	Captured while hiding in some honour-draining manner: Perhaps in a privy or a dung heap, pretending to be a pregnant woman, or perhaps dressed as a Southern lady. This Officer was so afraid that he blabbed all the battle plans he knew right away to the enemy, gaining Tactical Value -1. Must be ransomed back, costing 5 Honour (whether you want him back or not!).
6-8	Wounded and rescued by his loyal soldiers: This Officer will recover in time for the next game.
9	Captured honourably in combat and taken prisoner by the enemy: This Officer is treated well and manages to get good information about the enemy's intent, gaining Tactical Value +1. May be ransomed back by deducting 3 Honour. Alternatively, if both players have the time to do so, run a Rescue scenario. Until his return, your Company will be commanded by a Senior NCO with no special Traits or Officer rules. Although in captivity, he may influence units that get within range on the tabletop.
10-11	Lightly wounded: Despite this, he gets back to your army's camp by himself, with an impressive scar and a good story to tell. +1 Honour. This Officer will recover in time for the next game.
12	Escapes the enemy, with mere scratches: He manages to get back to your army's camp through a daring adventure, also managing to recover vital information about the enemy's battle plans, and winning favour with an enemy general's wife. He will gain renown and appreciation in many folk songs still sung today. +3 Honour, +1 Tactical Value. This Officer will recover in time for the next game.

COMMANDING YOUR COMPANY

Now that you have an Officer raring to get into battle, he'll need soldiers to command. Each player's army is known as a Company in *Rebels and Patriots*. The rules don't impose many restrictions when choosing units, so please carry out a little research about the units your Company should contain (or flick through to the starter companies at the end of this book and have a look at what units we suggest).

Rebels and Patriots is written for Companies comprising 24 points. There are no restrictions on which units you may choose for your Company; most Companies usually end up around 6 units strong.

Skirmishers and Light Cavalry units usually begin with 6 models each, Infantry units and Shock Cavalry usually begin with 12 models each, and Artillery unit has only 4 crew models but also a big gun. That's not to say that you must limit your own games to 24 points – the rules are scalable for larger or smaller armies, but you may wish to adjust your table size accordingly.

You cannot downgrade a unit's cost to less than 2 points or upgrade it above 10 points.

A SAMPLE 24 POINT COMPANY

This 24-point Company gives you an idea of how many units you'll be commanding in *Rebels and Patriots*, and a Company composed of these units also makes a good starter army to collect for any conflict as it's a pretty generic force that work in most American theatres.

Michael created the following American Civil War Company inspired by one of the "Swedish" Companies raised for the Union. Company D of the 57th Illinois Regiment was a volunteer company consisting of Swedish emigrants from Bishop Hill. The company was raised by Erik Forse, a sergeant from the Swedish Dalecarlian Regiment; he emigrated to the US as he was in trouble with the law back home. Of course, he will be the stalwart commanding Officer of this Company!

Officer Forse starts the game at the rank of **Second Lieutenant** with **Tactical Value** of 0 and 1 random Trait. For the Trait he rolls a 3 and a 5, gaining the **Woodsmen** Trait, surely due to his earlier military experience of combat in the dense Swedish woods.

"The Bishop Hill Swedes" Miniatures
by Perry Miniatures. © Michael Leck



Company D, 57th Illinois Regiment: "The Bishop Hill Swedes"

- 3 units of 12 Line Infantry @ 4 Points each (One unit including the Officer, "2nd Lieutenant Forse").
- 3 units of 6 Skirmishers @ 2 points each (Line infantry deployed as a skirmish line to cover the advance of the Line Infantry)
- 1 unit of Medium Artillery @ 6 points (On several occasions they supported artillery units to protect the guns from Confederate cavalry.)

The Company contains 54 models on foot and a gun with 4 crew models; this represents them quite well after the Battle of Shiloh (6 April 1862). They received new and better rifles in May 1862 (otherwise Michael would have given them the Poor Shooter option representing their poorer rifles at the Battle of Shiloh).

UNITS IN THE COMPANY

You should aim to reflect the historical make-up and equipment of your chosen Company. Think carefully about upgrades and downgrades, and about which units should be classified as Veteran or Green (if any). When you're reading up on the history, you'll usually glean enough information to make some informed decisions. This is an engrossing activity in its own right!

The options shown under each troop type present ideas for tailoring your units to best suit the armies you are collecting. Use common sense and historical knowledge when using a troop type's options, if you declare that all of your Infantry are Aggressive, Veteran, and Good Shooters you will end up with a very small, elite force that probably would do well in the right circumstances but will be outmanoeuvred by a larger force. If your Company is a massively cheesy, historically inaccurate force, no-one will fancy playing against you a second time (we certainly wouldn't – over-ripe cheese makes any table stink)!

Here are a few examples to chew over:

- A unit of early ACW Confederates can be Aggressive but Poor Shooters to represent their good morale but inferior arms.
- American Riflemen during the AWI could be Timid Line Infantry that are Good Shooters to represent their lack of bayonets and use of Rifles.
- A unit of British Highland Line Infantry during the FIW could conceivably be Shock Infantry and Aggressive, due to the way they distinguished themselves with fierce tenacity and wind-blown kilts on several occasions.

UNIT COHESION

All models in a unit must remain within 4" of a central model, designated the Group Leader, by the end of their movement. This Group Leader can change from turn to turn. Facing is not important other than for units in Close Order and Artillery, which must clearly face in one direction.

Models in a unit need not be in base-to-base contact (unless they are in Close Order when they should form into two straight ranks). So, it's absolutely fine, and preferable, to leave a small gap between each model.

UNDERSTANDING THE UNIT PROFILE

A unit profile shows the abilities of the unit based on their troop type. All units have the following values:

Unit name	The unit's designation and maybe a short description to identify the models on the table.	Firing/Range	The score needing to be equalled or bettered to hit with Firing, and the Maximum range the unit can Fire to.
Unit Size	The number of models the unit begins the game with.	Fighting	The score needing to be equalled or bettered to register a hit in melee.
Speed	The maximum distance a unit may move in inches.	Discipline	The unit's training and morale level, used as a dice roll modifier for Unit Activation, Rally, and Morale tests.
Special Rules	Any additional rules worth remembering for this troop type.		
Points	The cost to include one such unit in your Company (options may increase or decrease a unit's points cost).		

Design note: The rules are written with the assumption that individual models are removed as casualties. That said, it's easy enough to play regardless of how your models are based, with no more than a small amount of rule-tweaking.

CHOOSING YOUR UNITS

You may bring any of the following units to march behind your Company's colours:

Infantry and Artillery

- Line Infantry @ 4 points per unit
- Light Infantry @ 6 points per unit
- Shock Infantry @ 6 points per unit
- Skirmishers @ 2 points per unit
- Natives @ 4 points per unit
- Light Artillery @ 4 points per unit
- Medium Artillery @ 6 points per unit
- Heavy Artillery @ 8 points per unit

Cavalry

- Light Cavalry @ 4 points per unit
- Shock Cavalry @ 6 points per unit

INFANTRY

The dense terrain encountered in North American military campaigns hampered the use of cavalry, which meant that armies would sometimes comprise solely of infantry. This influenced the tactics used in battle, making Skirmishers, Light Infantry, and Natives become much more important than might otherwise have been the case. Most regular officers, throughout the era, used well-known linear tactics, that emphasized the importance of close order units marching in line across open fields to engage the enemy with devastating musket volleys, as they did in Europe.

A well-drilled unit could, at its best, fire 2 or 3 rounds each minute, so these massed formations were essential to maximizing the effect of the short-ranged muskets used. To be able to dish out the carnage required to break and rout an enemy formation, units had to keep in close order, march forward towards the enemy's line, and hopefully deliver the all-important first volley at close range and thereby win the day.



American Civil War. Miniatures by Perry Miniatures. © Alan and Michael Perry

LINE INFANTRY

Line infantry is the basic troop type in all armies from the end of the 17th century to the middle of the 19th century. They fought in a close linear formation of 2 to 4 ranks to maximize their firepower.

To represent militia or freshly raised volunteer units you can grade them as Green and Poor Shooters, while units of more experienced, better drilled troops might be upgraded to Veterans to reflect this. Lack of bayonets can be represented by Timid and the use of better-performing firearms (such as rifles) can be represented using the Good Shooters option.

Unit name	Line Infantry	Firing/Range	5+/18"
Unit Size	12 models	Fighting	6
Speed	6"	Discipline	0
Special rules	- First Fire gives +1 on the first Firing or Fighting roll for the unit in each game. - May form Close Order.		
Points	4 points		

Unit Upgrades:

- **Green.** Discipline becomes -1. Cost -1 point
- **Veteran.** Discipline becomes +1. Cost +2 points
- **Poor Shooters.** Firing becomes 6. Cost -1 point
- **Good Shooters.** Firing becomes 4+. Cost +2 points
- **Timid.** Fighting with only half the dice. Cost -1 point
- **Aggressive.** Fighting becomes 5+. Cost +1 point
- **Small Unit.** Unit Size becomes 6 models. Cost -1 point
- **Large Unit.** Unit Size becomes 18 models. Cost +1 point

LIGHT INFANTRY

Most Line Infantry regiments had a light company as a part of its composition. The members of the Light Company were often smaller, more agile men with greater shooting ability. They did not usually fight in close ranks in the style of the ordinary Line Infantry but relied on skirmishing tactics and loose order formations (even if they were trained to form-up in close order if needed).

As the American Civil War progressed and improved firearms made an impact on the battlefield, the difference between Line Infantry and Light Infantry began to disappear. By the end of our period, all infantry could be considered Light Infantry in terms of their fighting style.

Unit name	Light Infantry	Firing/Range	5+/18"
Unit Size	12 models	Fighting	6
Speed	8"	Discipline	0
Special rules	- May form Close Order. - Light Infantry if not in Close Order: - Always count Open Ground as Cover from Firing. - May try to Evade if Attacked. - May use the Skirmish Action.		
Points	6 points		

Unit Upgrades:

- **Veteran.** Discipline becomes +1. Cost +2 points
- **Good Shooters.** Firing becomes 4+. Cost +2 points
- **Aggressive.** Fighting becomes 5+. Cost +1 point
- **Small Unit.** Unit Size becomes 6 models. Cost -1 point

French *Compagnie de la Marine* fielded as Light Infantry in the French and Indian War. Miniatures by Conquest Miniatures. © Christopher Sliter



SHOCK INFANTRY

The Shock Infantry troop type represents all kinds of infantry used in an aggressive, offensive way during a battle. They would carry out a steady advance towards the enemy into close range, deliver a devastating volley, and then follow-up with an assault, winning the day by storming the enemy position.

Most often this task fell upon elite units with superior drill and high discipline – such as Guards, Highlanders, Grenadiers, and also other infantry units considered better than the ordinary Line Infantry due to high *esprit de corps*.

Unit name	Shock Infantry	Firing/Range	5+/12"
Unit Size	12 models	Fighting	5+
Speed	6"	Discipline	+1
Special rules	- First Fire gives +1 on the first Firing or Fighting roll for the unit in each game. - May follow-up if winning in Fighting against Infantry. - May form Close Order.		
Points	6 points		

Mexican Grenadiers at Alamo.
Converted from Victrix Miniatures.
© Michael Leck



Unit Upgrades:

- **Veteran.** Discipline becomes +2. Cost +2 points
- **Good Shooters.** Firing becomes 4+. Cost +2 points
- **Aggressive.** Fighting becomes 4+. Cost +1 point
- **Small Unit.** Unit Size becomes 6 models. Cost -1 point
- **Large Unit.** Unit Size becomes 18 models. Cost +1 point

SKIRMISHERS

All kinds of civilian militia – such as woodsmen and other irregular infantry that are fighting “native style” – are considered Skirmishers. Also represented by this troop type are Line Infantry units that are sent out to perform skirmish-line duty in front of their parent unit, as well as dedicated Jaeger units that specialize in skirmishing. We have also chosen to include mounted infantry, dragoons, and dismounted cavalry in this troop type.

Unit name	Skirmishers	Firing/Range	5+/12"
Unit Size	6 models	Fighting	6
Speed	8"	Discipline	0
Special rules	<ul style="list-style-type: none"> - Not slowed by Difficult terrain, unless Mounted. - Always count Open Ground as Cover from Firing. - May try to Evade if Attacked. - Always Fight with only half their dice. - May use the Skirmish Action. 		
Points	2 points		

Design note: The Mounted option represents all kinds of dragoons, mounted riflemen, etc. that rode to battle and dismounted to fight. To depict them you can use a unit of mostly dismounted models with a few horse holders, or mounted models. Regardless of how they're depicted, all models in the unit are considered Infantry and Skirmishers.

Unit Upgrades:

- **Green.** Discipline becomes -1. Cost -1 point
- **Veteran.** Discipline becomes +1. Cost +2 points
- **Good Shooters.** Firing becomes 4+. Cost +2 points
- **Sharpshooter.** Firing/Range becomes 4+/24". Cost +4 points
- **Aggressive.** Fighting becomes 5+. Cost +1 point
- **Mounted.** Speed becomes 12". Cost +2 points

NATIVES

This troop type includes all Native American tribes originating from the North-eastern Woodlands, such as the "Iroquois Confederacy" (comprising the Mohawk, Onondaga, Oneida, Cayuga, Seneca, and Tuscarora tribes) as well as their enemies from the Huron tribe and the Algonquian tribes (such as the Mohican, Delaware, Pocumtuk, Pennacook, and Abenaki tribes).

Natives fight in war parties and are well acquainted with woodland movement and warfare, mainly relying on skirmishing and harassing their enemy from covered positions until the right opportunity rises, at which point they charge in and fight in melee. When fielded as allied auxiliary forces to regular troops, they were often used in small groups acting as scouts. In that case, the Skirmisher troop type might be a better choice.

Unit name	Natives	Firing/Range	5+/12"
Unit Size	12 models	Fighting	5+
Speed	8"	Discipline	0
Special rules	<ul style="list-style-type: none"> - Not slowed by Difficult terrain. - May try to Counter-attack if Attacked by Infantry. - May follow-up if winning in fighting against Infantry. - May use the Skirmish Action. - May not use the Fire Action. 		
Points	4 points		

American Native Warband. Painted by Jesper Ohlsson. © Michael Leck

Unit Upgrades:

- **Green.** Discipline becomes -1. Cost -1 point
- **Veteran.** Discipline becomes +1. Cost +2 points
- **Poor Shooters.** Firing becomes 6. Cost -1 point
- **Aggressive.** Fighting becomes 4+. Cost +1 point
- **Small Unit.** Unit Size becomes 6 models. Cost -1 point
- **Large unit.** Unit Size becomes 18 models. Cost +1 point

ARTILLERY

In battles of the size depicted in *Rebels and Patriots*, exacerbated by its limited use in broken and forested terrain, Artillery is somewhat limited. However, doesn't everyone enjoy owning a good artillery piece? We're not about to deny you that pleasure! Artillery is divided in three groups: Light, Medium, and Heavy.



Unit name	Light	Medium	Heavy
Unit Size	4 models and a Gun		
Speed	4"	2"	0" (May Pivot as a Move Action)
Firing/Range	5+/24"	4+/36"	4+/48"
Fighting	6		
Discipline	0		
Special rules	<ul style="list-style-type: none"> - Reduce Hard Cover to Cover. - Limited arc of fire: can only Fire in the arc to their front (see our illustrated example of this on page 29). - +1 to hit if Firing or Fighting at units in Close Order. - Always count Open Ground as Cover from Firing. - Heavy Artillery may ignore the ordinary target priority rule and shoot at any target within its arc of fire, line of sight, and range (we assume they use indirect fire to bombard the enemy). 		
Points	4 points	6 points	8 points

Unit Upgrades:

- **Green.** Discipline becomes -1. Cost -1 point
- **Veteran.** Discipline becomes +1. Cost +2 point
- **Limber.** Speed value doubles (not for Heavy Artillery as they have Speed 0") and Crew becomes 6 models +2 points (Ideally you will show this option by adding a limber model to your unit)

CAVALRY

The use of cavalry in America was never as dominant when compared to Europe, mainly because of the dense terrain that limited their mobility.

Most cavalry units in America would probably be considered Light Cavalry, Dragoons, or Mounted Infantry. They were used in several different roles: mainly for reconnaissance, escort missions, delaying actions, harassment of defeated enemy forces, as well as long-distance raiding against enemy lines of communications, supply depots,

and, depending on period, railroads. However, from time-to-time they were used as true shock cavalry, depending on how the commanding officer needed to use them at that particular moment.

When mustering your Company, you need to consider how your Cavalry will act during the battle and whether, therefore, to deploy them as Light Cavalry, Shock Cavalry, or maybe even dismounted as Infantry Skirmishers with the Mounted option. Be sure to tell your opponent which troop type your cavalry units are performing as in each particular game.

LIGHT CAVALRY

Light Cavalry represent all kinds of regular cavalry (such as light dragoons, Mexican *Presidials*, Union and Confederate cavalry) as well as all kinds of irregular forces (mounted militia, bushwhackers, and guerrillas, etc.). If they're sitting on a horse, they're most likely to be Light Cavalry in *Rebels and Patriots*! If you want your cavalry to fight dismounted, please use the Mounted Skirmisher troop type to represent that tactic.

Mexican Artillery with the Limber option. Mexican-American War. Converted from Perry Miniatures and Victrix Miniatures. © Michael Leck



Unit name	Light Cavalry	Firing/Range	5+/12"
Unit Size	6 models	Fighting	6
Speed	12"	Discipline	0
Special rules	- May try to Evade or try to Counter-attack if Attacked. - May use the Skirmish Action. - May not use the Fire Action.		
Points	4 points		

Unit Upgrades:

- **Green.** Discipline becomes -1. Cost -1 point
- **Veteran.** Discipline becomes +1. Cost +2 points
- **Poor Shooters.** Firing becomes 6. Cost -1 point
- **Good Shooters.** Firing becomes 4+. Cost +2 points
- **Timid.** Fighting with only half the dice. Cost -1 point
- **Aggressive.** Fighting becomes 5+. Cost +1 point

SHOCK CAVALRY

Shock Cavalry's primary role was to engage in direct combat with enemy forces. As true heavy cavalry was lacking in America, light cavalry and dragoons sometimes fought in this role.

Unit name	Shock Cavalry	Firing/Range	-
Unit Size	12 models	Fighting	5+
Speed	10"	Discipline	0
Special rules	- May try to Counter-attack if Attacked. - May Follow-up. - May form Close Order.		
Points	6 points		

Unit Upgrades:

- **Green.** Discipline becomes -1. Cost -1 point
- **Veteran.** Discipline becomes +1. Cost +2 points
- **Aggressive.** Fighting becomes 4+. Cost +1 point
- **Small Unit.** Unit Size becomes 6 models. Cost -1 point



Continental Light Dragoons would most often be fielded as a unit of Light Cavalry, but the same miniatures might be used to field a Small unit of Shock Cavalry, to depict an Officer using his Light Dragoons in a very offensive way during the game. American War of Independence. Miniatures by Wargames Foundry. © Michael Leck



The British assault onto Caulk's Field, August 31, 1814 by Graham Turner © Osprey Publishing. Taken from Campaign 259: The Chesapeake Campaigns 1813–15

3. BATTLE RULES

IMPORTANT RULES CONVENTIONS

Rebels and Patriots is written with playability in mind. The rules try to keep things simple while maintaining the feel of a Horse and Musket battle. A few general conventions are worth noting here, as they apply throughout the battle rules:

All dice are ordinary six-sided dice and are numbered 1–6.

- For combat results, dice are scored individually. For Action and Morale tests, roll two dice and add the total. A roll of a double 1 is always a failure and a roll of a double 6 is always a success.
- Expect high-scoring dice to favour you and low-scoring dice to count against you.
- Each model nominally represents one soldier, although if you decide on a different model ratio it won't affect game play.
- All measurements are given in inches (") and you may premeasure any distance at any time.
- Round up fractions unless otherwise noted.
- Distances between units are measured between the closest model of each unit. The distance between these two models counts when deciding if units are 'within range' in the rules.
- There is no 'unit facing' except for units in Close Order and Artillery. All models can see, move, and shoot in all directions: your units move in loose formations and can turn towards threats quickly.

- Units may only be in contact with one another in melee. At the end of all other movement, ensure that there is at least a 1" gap between friendly units and a 3" gap between enemy units, and make it clear which model is in which unit.
- There is an overall Company Morale Test, which is triggered by how many casualties your Company has taken. If a Company has lost 50% or more of its starting points (normally 12 points) each unit has to pass a Morale test. If your Company has lost 75% or more of its starting points (normally 18 points), all your remaining units immediately Rout and leave the battlefield in a most un-soldierly way, ending the game.
- Use your good sense! The rules will not cover every conceivable situation that arises in miniature wargaming. When something happens that is not detailed by the rules, or if you have a situation that sits uneasily alongside the written rules, discuss the most sensible way forward with your opponent. In keeping with the rest of the rules, keep your solution simple and if you must poke your opponent in the eye, please do so away from the table!



Mexican Skirmishers cover a unit of Line Infantry, so they can't be fired upon by the enemy. Converted from Perry Miniatures and Victrix Miniatures. © Michael Leck

WHAT HAPPENS DURING EACH TURN

The game is divided into turns, during which each player has the opportunity to activate all of his units. Some scenarios will be played for a set number of turns, others will end once an objective has been fulfilled.

When you are the active player, play through your turn following this sequence:

1. Select one of your units to activate.
2. Choose that unit's Action and state it out loud.
3. Carry out an Action Test to see if the unit acts as ordered. If it does act as ordered, complete the Action in its entirety before moving onto another unit's Action. If the Action Test is failed, the unit does nothing at all.
4. Once that unit's action has completed (or failed to activate), choose another of your units and carry out steps 2 and 3. Do so until all your units that you want to activate have attempted to activate once.
5. Your turn ends, and the next player's turn begins.
6. When all players have completed steps 1–5, the game turn ends and a new one begins. Check your scenario's victory conditions before starting the new turn!

ACTIVATING YOUR UNITS

A unit may take one of the Actions below during your turn (but may defend against any number of enemies in your opponent's turn). When you activate one of your units, choose and announce an Action from the following list:

- Move (any unit)
- Attack (any unit except Artillery)
- Fire (any unit that has a firing value, except for Natives and Light Cavalry, who may not use the Fire Action)
- Skirmish (Light Infantry, Skirmishers, Natives, and Light Cavalry only)
- Form Close Order (Line Infantry, Light Infantry, Shock Infantry, and Shock Cavalry only)
- Volley fire (Infantry units in Close Order only)
- Rally (any unit)

TESTING TO TAKE ACTIONS

When a unit wishes to take an Action, roll two dice and add the total, with the result modified as follows:

- Subtract one for each Disorder Marker the unit has.
- Modify by the unit's Discipline, and if in Close Order (+1), and if the Officer's unit is within 12" (+1).

The result must be 6+ to pass the test. Resolve the outcome shown below immediately:

- If the total is equal to or higher than 6+, the unit succeeds and carries out that Action. When this is completed, choose another unit to activate.
- If the total is lower, the unit fails. It remains stationary, taking no Action at all, and you must now choose another unit to activate if you have any left to activate.

DOUBLE 1s AND DOUBLE 6s

If you roll a double 1 or a double 6 when making an Action Test, your Officer might have made a fool out of himself... or maybe managed to perform a really heroic deed! After you've taken the activation you just tested for, roll one die and consult the corresponding table below for any further effects.

If Double 1	
Die Roll	Effect
1	Friendly fire! The unit you just tried to activate opens fire at the closest friendly unit to its and front and that is within range. Remember that units usually have a 360-degree front if not in Close Order or Artillery. Roll to hit as for a normal Firing Action, but the target counts as in Cover (whether it is or not).
2	Pass the ammunition! The unit you just tried to activate is running low on ammunition and gets -1 on Firing for the rest of the game.
3	Retreat! The unit that just failed to activate makes a double retreat move away from the closest enemy unit and loses any Close Order formation it may be in.
4	Charge!!! The unit that just failed to activate breaks any Close Order formation it may be in and makes a full normal move towards the closest enemy unit, trying to engage it in Fighting. The unit gains no charge bonus. Enemy units may react as usual to the charge. If there is no enemy close enough to contact, the unit still makes the full move towards the closest enemy unit.
5	Eh? The unit you just tried to activate automatically gains a Disorder Marker due to your confusing orders.
6	Brown trousers! Your Officer acts without boldness and loses 1 Honour from his total score in this scenario. You will read about this incident in the newspapers within a week...

If Double 6	
Die Roll	Effect
1	Rally around the flag! One of your units may Rally at once without needing to test.
2	True grit! Your Officer acts with true grit and gains +1 Honour to his total score in this scenario. You will read about this incident in the newspapers within a week...
3	Independent fire! Choose one enemy unit on the table – it gets shot at by off-table marksmen (the unseen enemy is the deadliest!). Roll 12 dice, hitting on 5+, counting as Long range (3 hits cause 1 Casualty).
4	At the double! You may immediately roll for a new activation with the unit you just activated.
5	Fighting cocks! The unit just activated fights with determination as true heroes do, and gains +1 on all Discipline tests for the rest of the game.
6	Reinforcements! Your senior officers see an opportunity to probe along your part of the battle line and have sent 4 points of reinforcements that arrive in your deployment zone when you successfully activate them on a Move Action. The unit counts as an extra unit for your Company morale and scenario goals. This may only occur once for each Company during each game. If you roll a "6" a second time or you don't have the spare unit available, you may freely choose one of the above effects instead.

ACTION: MOVE

A unit may be ordered to Move during your activation phase. A Move may not be used to contact an enemy (only an Attack Action allows contact).

MOVING YOUR UNIT

Movement is kept simple and as free as possible, and you may move each model up to the maximum shown below with no restrictions other than that caused by terrain.

By the end of the movement, each model must abide by the unit cohesion rule.

Maximum movement distances, noted on unit profiles as Speed, in open terrain are:

- Line Infantry and Shock Infantry 6"
- Light Infantry, Skirmishers, and Natives 8"
- Shock Cavalry 10"
- Light Cavalry and Mounted Skirmishers 12"
- Man-handled Artillery 4", 2", or 0"
- Artillery with Limber option doubles its move.

Individual models move independently but at the end of their move must conform to unit cohesion. Choose one model from the unit, and at the end of the unit's movement, all the unit's models must be within 4" of that model. Some players decide to model a standard bearer or musician model to use as the cohesion model, but you may choose different models in different turns if you prefer. For Artillery it is always the gun itself that acts as the cohesion model.

Models in a unit should not be in base-to-base contact; keep a small gap between each model and manoeuvre them around the tabletop in rough clumps... there's no neatly regimented lines of soldiers in *Rebels and Patriots* unless they are in Close Order.

The only time that units may be in contact with another is during the Attack sequence. Keep at least 1" between friendly units and at least 3" between enemy units unless they are fighting. This makes it clear which unit is which and acts as a zone of control for each unit.

Don't get too caught up in exact measurements: move a few of your models by measuring the correct distance and moves the rest of the unit using these models as approximate distance markers.

Units may move through friends so long as there is sufficient movement left for them to pass through entirely and enough space for them to move into. However, a unit in Close Order may only pass through or be passed through by Light Infantry and Skirmishers.

HOW TERRAIN AFFECTS MOVEMENT

- Difficult terrain halves all movement inside it, unless the unit is Skirmishers or Natives, who are unaffected. Work out how much of your unit's movement has not been used at the point it reaches the Difficult terrain and halve what is left when moving into the terrain (for example, if moving into difficult terrain with 6" of move left, the unit may only move 3" into the terrain).
- Movement in Difficult terrain is applied to individual models rather than whole units. Some models in a unit may suffer reduced movement because they are in Difficult terrain, while others move their full distance as they are not. Remember to maintain unit cohesion at the end of a unit's movement.



Confederate Bushwhackers.
Miniatures by Perry Miniatures.
© Alan and Michael Perry

- Obstacles are moved up to and halted at in your current Move, and then moved over with no delay during your unit's next movement. Artillery count Obstacles as Impassable terrain.
- Impassable terrain cannot, of course, be crossed. If a unit is forced to move over a cliff, into a gorge, or otherwise forced into Impassable terrain, they are automatically destroyed.

ACTION: ATTACK

The sequence for an Attack is:

1. Choose a target unit.
2. Roll for Attack Activation. If successful, the dice roll is the distance moved by the Attacking unit.
3. Check for Target unit's reaction (Evade or Counter-attack).
4. Move the Attacking unit the full distance rolled on the Attacking unit's Activation Test dice.
5. If there is any contact between models of the opposing units, Fighting takes place. Both units roll to hit their opponents. If no models are in contact, melee does not occur – do not roll any dice and ignore steps 6–8 below.
6. Both sides remove casualties and test for Officer casualties if applicable.
7. The losing unit retreats.
8. Both sides tests for Morale if required.

The American Right, August 20, 1794,
10:00am by Peter Dennis. © Osprey
Publishing. Taken from Campaign
256: Fallen Timbers 1794

CHOOSE A TARGET UNIT

A unit may only be ordered to Attack if there is an enemy unit within Maximum Attack distance of it, using this order to try to contact that enemy unit. Maximum



Attack distance is 12" for all infantry units and 18" for all Cavalry units.

Models in a unit may see all around, but blocked line of sight (by other units or Obscuring terrain) may prevent a unit from Attacking, as it may only Attack a unit that at least one of its models can see before it moves. Models in your own unit do not block line of sight, but other units do.

If more than one enemy unit is within sight and Maximum Attack distance, the Attacking player may decide which to target. Only one unit may be contacted in an Attack move.



TARGET UNIT REACTIONS

EVADE

Light Infantry, Skirmishers and Light Cavalry may try to Evade when targeted for an attack.

When an enemy has successfully diced to Attack, but before it moves, the unit that wants to Evade makes an out-of-sequence Action Test. If it succeeds, the Evading unit immediately performs a Skirmish Action. Casualties inflicted by Skirmish fire are counted into the total at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit; if it makes contact it Attacks, and if it cannot contact it must move as close as possible.

If the Evade test fails, the unit stands in place and awaits the attack without firing or moving.

If the Union Cavalry choose to take a charge action, they may either attack the Confederate Artillery **or** the Infantry unit despite getting closer than 3" to an enemy unit during the Attack move. Miniatures by Perry Miniatures. Painted by Jesper Ohlsson and Michael Leck. © Michael Leck

COUNTER-ATTACK

Cavalry may try to Counter-attack when targeted for an attack. Natives may also try to do so – but only if attacked by Infantry.

When an enemy has successfully rolled to Attack, but before it moves, the unit that wants to make a Counter-attack makes an out-of-sequence Action Test. If it succeeds, the unit counts as Attacking and must make a half-Speed normal move towards the Attacker, before the Attacker moves.

If the Counter-attack fails, the unit stands in place for the enemy's attack.

MOVING ATTACKING UNITS

Use these guidelines when moving an Attacking unit into contact with its target unit:

- Move each model in the Attacking unit the same distance as the total rolled on the Attacking unit's Activation Test dice (no modification for Discipline, etc.), and add 6" if the unit is Cavalry. Terrain affects the move as usual.
- Move as many models as possible into contact with a model in the target unit.
- If the target unit is directly behind an Obstacle, the Attacking unit contacts it by moving up to the Obstacle and halting against it.
- If the Attacking unit doesn't have sufficient move to be able to contact the target unit with at least one model the attacker still moves the full distance towards the target unit, but no closer than 3" to the target unit. No Attack will take place, and your unit is now stranded right in front of their enemy's gun barrels!
- If at least one of the Attacker's models comes in contact, all models in both units will fight, regardless of which models are in contact with an enemy.

Example: An infantry unit wants to Attack an enemy unit that is 7" from them. The unit rolls 5 on the Activation Test and remains stationary as they failed the test (they need 6+ to Activate). If the Attacking unit had their Officer within 12", giving +1 on all Activation rolls, they would have succeeded with their Activation and moved 5" (the unmodified number rolled on the Activation dice) towards the enemy, but they would not be able to make contact as they started 7" away. Instead, the Attacking unit has to stop 3" from the enemy and no melee will occur.

If the Attacking unit was a unit of Light Cavalry, they would still fail to activate on the roll of a 5, but with the Officer close by they would have gained their vital +1, totalling 6 and succeeding – thereby moving 5" + 6" (Cavalry add +6"), a total of 11" which would have galloped them into contact with the enemy 7" away.

If the unit being charged was another Light Cavalry unit that chose, and succeeded, to Evade, it would then make a half move (6" for Light Cavalry) as a response to the Attack. Meaning that the unit would be 13" away from the Attacking unit before the Attacking unit moved. The Attacking unit would only make a move of 11" – not enough to contact the target, so the charging Light Cavalry would stop 3" short.

RESOLVING ATTACKS

Once you've moved your Attacking unit into contact with the target unit, add up the number of dice both units will fight with:

- 12 dice if your unit has no Disorder Markers.
- 6 dice if your unit has any Disorder Markers.

A unit that made a successful Attack or Counter-attack Action counts as Charging and improves (lowers) its Fighting value by 1 (so a 5+ becomes 4+, for example). Any result equalling or bettering your unit's Fighting value is a hit.

The storming of Redoubt 10 by
Graham Turner © Osprey Publishing.
Taken from CMD21: George
Washington



REMOVING CASUALTIES

Once both units have rolled their dice, remove one model from the enemy unit as follows:

- Every 2 hits = 1 model removed from target unit, except as shown below.
- Every 3 hits from non-Cavalry units = 1 model removed in a Cavalry unit.
- A Defence Bonus increases the number of hits required by 1 (see 'How Terrain Affects Attacking' page 28).
- If the unit causing the casualties is Broken, this increases the number of hits required by 1.

Example: 7 hits inflicted by an Infantry unit on another Infantry unit will cause 3 casualties, but only 2 casualties on a Cavalry unit or a unit behind a barricade.

Starting with models in contact with an enemy model, both players remove a number of models from their own unit equal to the casualties inflicted on it. If all models that were in contact have been removed and there are still outstanding casualties, remove them from other models within the unit. When removing casualties, remember to maintain unit cohesion.

If your Officer's unit has taken casualties, you must test to see if he has become a casualty before removing any other models (see the earlier section on Officer Casualties page 11).

ENDING ATTACKS

Once you have determined and removed casualties from both units, work out which unit has removed the most models in this melee. The unit that has lost the most models loses the fight and must immediately retreat a half move.

The winning unit remains in its current position (with a couple of exceptions, shown below).

If both units lost the same number of models, the melee is a draw, and the Defending unit must retreat a half move, unless the defender had a Defence Bonus, in which case the Attacker must retreat a half move.

Both units must test for Morale if they took any casualties.

When Morale tests and any additional movement have been concluded, your Attacking unit's activation ends, and you may move on to activate another unit from your Company.

FOLLOW-UP

Attacking Shock Infantry, Natives, Shock Cavalry, and Aggressive units, that have no Disorder Markers and that force its enemy to retreat may perform a Follow-up move. The owning player may immediately make a half-Speed, normal move towards the enemy unit and immediately fight a second melee against that same unit if it makes contact. It cannot follow-up more than once per melee. Infantry may never follow-up retreating Cavalry.

If the original unit they were fighting has been removed from play, the unit may instead choose to use the Follow-up move to Attack another enemy unit it can reach; it will not follow-up after this second melee.

STORMING A DEFENCE

If an attacking unit, that doesn't have any Disorder Markers, wins a melee against an enemy that is defending an Obstacle, building, or similar, it may move into the exact same space previously occupied by the defender (but not advance further). This represents the storming of a defensive position. If the unit storming the defence is allowed to Follow-up, this occurs after the storming the defence movement has been made.



Hessian mercenary's Light Artillery, 2 units of Line Infantry and Light Infantry. American War of Independence. Miniatures by Perry Miniatures. © Alan and Michael Perry

HOW TERRAIN AFFECTS ATTACKING

- Defending Hard Cover, Obstacles, or being clearly uphill of your attacker increases the number of hits needed to remove a defending model by 1 (applies to the Attacking unit only). This is known as a Defence Bonus.
- Cavalry may never claim a Defence Bonus in melee.
- A unit counts as being behind Hard Cover or Obstacles if the majority of models in the unit benefit from it against the majority of the Attacking unit. If there is any doubt, allow a unit to gain the Defence Bonus. Real soldiers find it easier to find cover than model soldiers do.
- Cover and Hard Cover have no effect in melee.
- Attack Moves are affected as usual by Difficult terrain.
- Cavalry units that Attack a unit in Difficult terrain or a unit with a Defence Bonus immediately gain a Disorder Marker upon contact (this occurs before any Fighting takes place).

ACTION: FIRE

The sequence for Firing is:

1. Choose a target unit
2. Firing unit rolls to hit
3. Target unit removes casualties (and tests for Officer casualty)
4. Target unit tests for Morale if needed

The target unit never shoots back... but it may get a chance for revenge on its own turn.

CHOOSING A TARGET

A unit may be ordered to Fire at a target unit within sight and range. So long as one model from each unit is within range and line of sight, Firing takes place and casualties may occur to any models in the target unit.

The following rules guide you through choosing a target for your Firing unit:

- Line of sight is all around: there are no firing arcs and it does not matter which direction a model is facing (except for units in Close Order – see page 31).
- A unit always shoots at the closest target, as that enemy unit is most probably the biggest threat to the shooting unit.

- Broken units may be ignored as targets.
- If more than one target is at the same distance, you must always shoot at the one that is easiest to inflict casualties on.
- Units cannot split shooting between target units. All shots are directed at one unit.
- Units in cover may be targeted, but units may not shoot at targets completely hidden behind trees/buildings or other Obscuring terrain.
- Models in your Firing unit do not block line of sight, but other units may do so.
- Units on higher ground – such as roofs or hills – can see over lower units and be seen over lower units. Therefore, they may fire more easily and be fired at more easily.
- Remember that targets are harder to inflict damage upon at long range, i.e. longer than 12".

RESOLVING FIRING

Once you've chosen your target, add up the number of dice your Shooting unit will target them with:

- 12 dice if your unit has no Disorder Markers.
- 6 dice if your unit has any Disorder Markers.

Roll that number of dice; any result equalling or bettering your unit's Firing value is a hit. If the target is in cover, more hits are required to remove enemy models. Some units may benefit from or suffer dice roll modifiers as outlined in other sections.

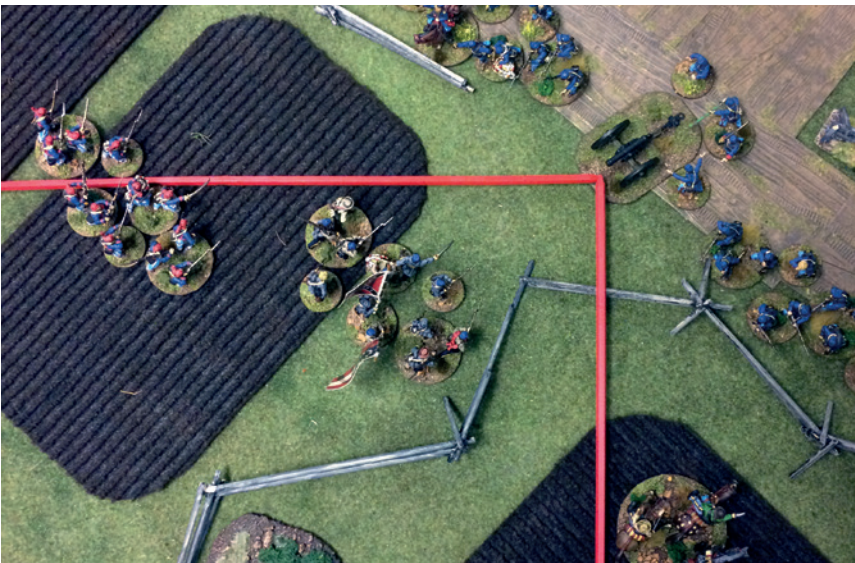
REMOVING CASUALTIES

Once the firing unit has rolled its dice, add up the total number of hits:

- At short range (up to 12") 2 hits = 1 model removed from target unit.
- At long range (over 12") 3 hits = 1 model removed from target unit.
- Cover increases the number of hits required by 1.
- Light Infantry, Skirmishers, and Artillery always count Open Ground as Cover from Firing.

Design Notes: Different unit types are effective up to different distances. Ranges in the game are determined by what feels right on the tabletop, rather than adhering strictly to the effective ranges of real life battles.

We also have tried to take into account that engagements with substantial casualties between infantry during this era mostly occurred at ranges similar to those of Napoleonic engagements. An explanation of this seeming contradiction between technology and tactical reality, especially in the later part of the era, is that gunpowder smoke quickly reduced visibility to very short ranges. With the lack of visibility, only massed infantry fire was effective, as was reflected in the tactics of the time.



The arc of fire for a regimental gun. Miniatures by Perry Miniatures. © Michael Leck

- Hard Cover increases the number of hits required by 2.
- Artillery reduces Hard Cover to Cover.

Example: 5 hits inflicted on an Infantry unit at short range will cause 2 casualties. At long range this causes 1 casualties (you always ignore left-over hits). If the target was in Cover or Hard Cover at short or long range, only 1 casualty would be caused.

Starting with models within the Firing unit's range, the target unit's player removes a number of models equal to the casualties inflicted. If all models that were within range have been removed and there are still outstanding casualties, remove them from other models within the unit. When removing casualties, remember to maintain unit cohesion.

If your Officer's unit has taken casualties, you must test to see if he has become a casualty before removing any other models (see the earlier section on Officer Casualties, page 11).

ENDING FIRING

Once you have determined and removed casualties from the target unit, that unit will need to take a Morale test if it suffered any casualties. When the Morale test has been resolved, you're firing unit's activation ends and you may move on to activate another unit from your Company.

HOW TERRAIN AFFECTS FIRING

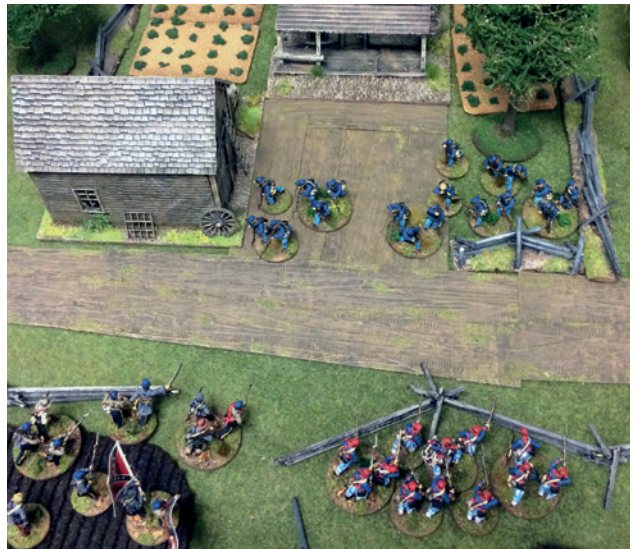
- Cover increases the number of hits needed to remove a model by one and Hard Cover by two. Hard Cover generally blocks line of sight beyond it, but units can see through Cover up to their maximum firing range (although the target unit will count as in Cover).
- A target unit cannot claim the protection of both Cover and Hard Cover – only one!
- A target unit counts as in Cover if the majority of models in the unit benefit from the terrain against the majority of the Firing unit. Area terrain should be simple to judge. Obstacles as Cover are a little tougher – as a general rule for



Hessian Light Infantry and Loyalist Light Infantry cover the British supply wagons from the American militia and Lee's Legion. American War of Independence. Miniatures by Perry Miniatures. © Alan and Michael Perry

Firing, models benefit from Obstacles if at least one model is in base contact with it (and on the other side to the firing unit, obviously!). If there is any doubt, allow the unit to count as in Cover – real soldiers hit the dirt much more easily than model soldiers do, on account of not being mounted on a plastic or card base!

- Firing at a unit located beyond Hard Cover, but that does not benefit from its proximity, can be represented by the target unit counting as in Cover as they are partially obscured.
- Hard Cover never benefits Cavalry. Cavalry protected by Hard Cover may only claim it as Cover (as they are only partially obscured).
- A unit entirely hidden from the firing unit by Hard Cover cannot be targeted as there is no line of sight; if some models are within line of sight, the target unit counts as being in Hard Cover but can be shot at, and casualties will be removed whether they are in line of sight or not.



The two Confederate Line Infantry units in the lower part of the picture both have Cover due more than half of the units' models behind the fence. The Union Line Infantry unit (top right) also has Cover. The top left Union Skirmisher unit also has Cover because all Skirmish units count Open Ground as Cover from Firing. Miniatures by Perry Miniatures. © Michael Leck

ACTION: SKIRMISH

The Skirmish Action is usable by Light Infantry, Skirmishers, Natives, and Light Cavalry. It allows the unit to undertake a combination of limited movement and limited firing.

The following rules apply for the Skirmish Action:

- The unit may move up to half its Speed value in any direction (but may not Attack).
- The unit may Fire at a target with only half the number of dice normally used.
- The unit may Fire either before or after it moves, it may not Fire part way through its move.

ACTION: FORM CLOSE ORDER

Close Order is a powerful and resistant formation, requiring the members of a unit to close ranks and present a solid wall of steel or shot. It is usable only by Line Infantry, Light Infantry, Shock Infantry, and Shock Cavalry.

Because of the tight formation used, Close Order is vulnerable to being fired at by Artillery, and inflexible when it comes to the direction in which your Close Order unit may move or fire. This is the normal formation used by Line Infantry during the Horse and Musket era as it allowed the Officers to get a better control of their troops as well as increasing the effective weight of firepower delivered by a unit.

Close Order uses the following rules:

- Close Order is usable by Line Infantry, Light Infantry, Shock Infantry, and Shock Cavalry.
- No unit may start the game in Close Order.
- A unit requires a minimum of 6 models to form and remain in Close Order.



Skirmishers with the Mounted upgrade. Mexican-American War. Converted from Perry Miniatures. Painted by Michael Leck. © Pål Nordblad

Design note: To form your infantry units in Close Order and have them within 12" of their Officer increases their Discipline with +2 in total, which make it quite easy to activate even a Green Unit. Close Order in combination with Volley Fire at close range really improves your units' chances to drive the enemy from the battlefield – two Companies clashing head-on in Close Order will be a bloodthirsty encounter. You have been warned!

- When in Close Order, move the models into base-to-base contact in two ranks, maintaining cohesion. All models in a Close Order unit must face in one direction.
- All movement performed in Close Order may only be done into its front arc (see our illustrated example).
- A unit in Close Order may only pass through or be passed through by Light Infantry and Skirmishers.
- Close Order allows Volley Fire (a separate Action).
- A unit in Close Order may only Fire into its front arc (once again, see our illustrated example): Firing may not be in any other direction.
- A unit in Close Order improves its Fighting value by 1 and its Discipline by +1.
- An Infantry unit in Close Order gains a Defence Bonus if Attacked from its 180-degree front by Cavalry.
- Artillery units Firing at or Fighting with a unit in Close Order improves its Firing value by 1.
- Units targeting a unit in Close Order from outside the unit's 180-degree front, i.e. from the unit's flanks or rear, and within close range improve their Firing value by 1 (for Artillery, a total of 2 when combined with the previous bullet point).
- If a unit in Close Order is Attacked by a unit that started their Attack move outside the unit's 180-degree front arc, i.e. from the unit's flanks or rear, it loses its Close Order status and adds a Disorder Marker before any Fighting dice are rolled.

A unit will remain in Close Order until:

- The commanding player breaks it by choice (stating so and successfully performing an Action).
- There are no longer enough models in the unit to form Close Order.
- The unit crosses an Obstacle or moves in Difficult terrain. However, a unit may form Close Order in Difficult terrain and keep the formation so long as it does not move.



The arc of fire and movement for infantry in Close Order formation. Miniatures by Perry Miniatures. © Michael Leck

- The unit is forced to Retreat, becomes Broken, or Follows-up after a melee. (In which case just shuffle them ever so slightly so the base edges are no longer touching or turn a few models in different directions).
You might choose to use a marker of some kind to note that a unit has formed Close Order.

ACTION: VOLLEY FIRE

Volley Fire represents both that the damage that Infantry can inflict at close range, and also the psychological effect of a volley of shots hitting a unit all at the same time.

The following rules apply to Volley Fire:

- Volley Fire is usable by units in Close Order only.
- The target of Volley Fire must be the closest target to the unit, in the firing arc ahead of unit (see our illustrated example of a Close Order unit's arc, page 32).
- The target must be at short range.
- Volley Fire improves the unit's Firing value by 1.

ACTION: RALLY

Rallying is used to recover your Disordered and Broken units. Units become Disordered as a result of poor morale, caused most often by casualties to the unit or friends in close proximity. The later section on Morale goes into more detail on how this affects the unit (see page 34).

If you have any Disordered units, you *may* try to rally them in your turn. If you have any Broken units, you *must* try to rally them in your turn.

Disordered troops are nervous, vulnerable, won't Fire or Fight at full effect, and may even decide to leave the battlefield, so it's a good idea to get them rallied as soon as possible. Broken troops are in an even worse situation they, are on the brink of running away from the enemy.

A Disordered or Broken unit will Rally (act as normal) if it successfully passes a Rally test.

THE RALLY TEST

To take a Rally test, roll two dice, add the total, and from this:

- Subtract 1 for each Disorder Marker the unit has.
- Modify by the unit's Discipline, if in Close Order (+1) and if the Officer's unit is within 12" (+1).

The result must equal or better a total of 6 to pass the test. Resolve the outcome shown below immediately:

- If passed, the unit is no longer Disordered or Broken. Remove all Disorder Markers from the unit. It may take no further Action in your turn, but it can be activated as normal in your next activation phase.
- If failed but the final total is above 2, the unit remains Disordered or Broken. It must also immediately retreat a half move (see Retreating page 33).
- If failed and the final total is 2 or less, the units immediately gains 1 additional Disorder Marker. It must also immediately retreat a half move (see Retreating, page 36). If the unit has 3 Disorder Markers in total it Routs and is removed from the game.

Remember that Permanent Disorder Markers for units at half strength or less never may be Rallied (see page 35).

Design note: In reality, volley fire would begin at longer ranges, but in gameplay Volley Fire represents the stopping power and morale effect of well-delivered short-range fire. Longer range Fire Actions may well be executed as volleys but do not count as such in the rules.

MORALE & DISORDER MARKERS

If a unit suffers casualties from Firing, Fighting, or witnesses a friendly unit wiped out close by, it must test to see if its morale is affected. To recover a Disordered or Broken unit, it must be successfully Rallied in a following turn (see page 33), but this section explains what happens to units with Disorder Markers in place.

No. of Disorder Markers	Status	Effect
1	Disordered	- All Action Tests suffer a -1 modifier. - All Firing and Fighting occurs with only half the number of dice normally used.
2	Broken	- All Action Tests suffer a -2 modifier. - If Attacked, Fight with only half the number of dice normally used and increase the number of hits required by 1. - Must use the Rally Action – no other Action is possible.
3	Routed	- Immediately remove the unit from play.

Mark your units with Disorder Markers (such as wounded or dead models), or some other tokens to show the unit's status. Use one marker if the unit is Disordered, two markers if the unit is Broken. If the unit gets a third Disorder Marker the unit Routs and is removed from the game.

Remember to remove Disorder Markers when the units Rally!

Test for Morale immediately if:

- A unit takes casualties from Firing or Fighting
- If a friendly unit within 12" is removed from play
- Your Officer is removed as a casualty. (Test this only once per game.)
- If your Company has taken 50% or more casualties of its starting points, which is usually 12 points. (Test this only once per game.)

Even if more than one reason to test is applicable at the same time, each unit still only makes one Morale test but gets an additional -1 modifier on the roll for each applicable reason to test.

If your Company has lost 75% or more of its starting points (normally 18 points), all your remaining units immediately Rout without any further test and leave the battlefield in a most un-soldierly way, ending the game.

French Foreign Legion Line Infantry on their Mexican adventure. Due to losing 6 of its original 12 models, the unit has a Permanent Disorder Marker and, unfortunately enough, they pick up an additional Disorder Marker pushing them to Broken status. The only action they can (and must) perform is Rally. Even if successful, they can't rally away the Permanent Disorder Marker. Miniatures by Wargames Foundry. Painted by Andrew Roth. © Michael Leck



UNITS AT HALF STRENGTH AND PERMANENT DISORDER

All units that take enough casualties so that only half or less of its starting strength remains, will immediately gain one Permanent Disorder Marker before any Morale Test is made as a result of the casualties just inflicted; it might get even worse!

If this additional Permanent Disorder Marker would bring the unit up to three Disorder Markers in total, the unit immediately Routs and is removed from the game. The Permanent Disorder Marker may never be removed during the game – once it is there, it stays with the unit.



THE MORALE TEST

The Morale test is similar to that for Rallying, but the number of casualties your unit has just taken is of more importance than whether or not the unit is already Disordered or Broken.

Roll two dice, add the total, and from this:

- Subtract one for every casualty that the unit has taken in the Action causing this test. (If the test is caused by other reasons than casualties you, of course, can't subtract for any casualties.)
- Subtract one for each Disorder Marker the unit has.
- Modify by the unit's Discipline, if in Close Order (+1), and if the Officer's unit is within 12" (+1).

The result must equal or better 6+ to pass the test. Immediately resolve the outcome shown below:

- If passed, the unit does not add any additional Disorder Markers, but retains any markers it already has.
- If failed but the final total is above 2, the unit adds one Disorder Marker. If the unit already was Disordered it becomes Broken and must also immediately retreat a half move (see Retreating, page 36) and must attempt to Rally on its next activation. If the unit was already Broken, the unit immediately Routs and is removed from the game.
- If failed and the final total is 2 or less, the units immediately gains two additional Disorder Markers. It must also immediately retreat a half move (see the later section on Retreating) and must attempt to Rally on its next activation. If the unit was already Disordered or Broken, the unit immediately Routs and is removed from the game.

The Wabash Ravine, November 4, 1791 by Peter Dennis. © Osprey Publishing. Taken from Campaign 240: Wabash 1791

Design note: Reducing the enemy's Firing and Fighting abilities as well as making it much harder for them to activate and increasing the chance that they will be Routed or Broken, are essential tactics in Rebels and Patriots. Wear your opponent's units down as often as you can – it will make a real difference to his ability to react to your own units' actions.



Skirmish at Jack's Creek by Johnny Shumate © Osprey Publishing. Taken from *Raid 42: The Swamp Fox*

Design note: Because unit morale is unaffected by accumulated casualties – just the casualties caused recently – they will remain a threat while remaining on the table, unless Broken. This reflects Line Infantry warfare quite well due to the importance of keeping your own formation while trying to whittle down the enemy with steady volley fire until they retreated or routed.

RETREATING

When a unit retreats (either by failing a Rally Action or as a result of an Attack), it must move directly away from the unit that caused the retreat, abiding by the following rules:

- A retreating unit moves half the unit's Speed value, affected as usual by terrain.
- It may not move into contact with any enemy units and should move in a direction that gives them the most practical wide berth.
- Retreating units may move through friends so long as there is sufficient movement left for them to pass through entirely and space for them to move into. However, a unit may not retreat through enemy units.
- Only Skirmishers and Light Infantry may retreat through friends in Close Order.
- Being unable to move the full distance required due to impassable terrain or units blocking the path can be deadly. If a unit cannot retreat the required distance it moves as far as possible and then loses one additional model for every full inch of movement it could not retreat. These casualties have surrendered or fled.
- If within contactable distance of any table edge, the retreating unit will move to it. If any model from a unit moves off the table as the result of a retreat, remove the entire unit and count it as Routed. It may not re-enter the battlefield during the game.

4. SCENARIOS

It is of course possible to play a straightforward pitched battle, where Companies line up opposite each other and hack their enemies to pieces. This can be great fun and a good stress reliever after a busy day at work! That said, *Rebels and Patriots* really comes into its own when playing more cinematic scenarios, especially as a part of a Campaign.

As you already know (if you didn't skip the first half of the rulebook!) we have included an "Officer Development" campaign revolving around the deeds of your Company's Officer. But we also include several scenarios that can be linked together as a campaign.

We recommend playing Scenario A for your first game. This allows you to get to know the rules while trying to achieve a simple objective. After that, play through the other scenarios in any order you wish. You might like to experiment with the winner of a scenario choosing the next one to play, representing the victorious army holding the initiative within the campaign, or rolling one die twice and consulting the table below to decide randomly which scenario to play.

RANDOM SCENARIO GENERATOR

First die roll	Second die roll	Scenario to play
Odd	1	A – First Clash at Lament Ridge
	2	B – The Great River Chase
	3	C – Bridge to Victory
	4	D – Bullets and Beans
	5	E – Patrol to McClure's Field
	6	F – Retreat to The Sunken Road
Even	1	G – Widow Creek Bridge
	2	H – Attack at Fort Glory
	3	I – The Enemy's Enemy
	4	J – A Long Way From Home
	5	K – Star Spangled Night
	6	L – Defend Mendenhall's Battery

Once you've chosen your scenario and which force you'll be fielding, organize the game as follows:

1. Set up the tabletop (discussing how you'll treat each area of terrain at this stage to avoid arguments mid-game!).
2. If a pick-up game, dice for your Officer's Trait.
3. Dice to determine who will attack and who will defend.
4. Select your Company to the highest point values indicated in the scenario.
5. Deploy as outlined in the scenario.
6. Battle away!

TERRAIN

Writing rules for terrain in miniature wargaming is tricky, because everyone's terrain collection is different! Before beginning your game, agree with your opponent how each type of terrain is going to affect the battle, and resolve any disputes that arise in the game in a gentlemanly fashion or with pistols at dawn.

If in doubt, allow a target unit to benefit from Cover and be generous to units when they are moving through difficult terrain. There can always be exceptions to the rules as written, depending on what terrain features you are using.

There are no hard and fast rules governing how much terrain you should place. Scenarios may specify exact requirements but we would usually suggest aiming for at least one piece of terrain on each quarter of your tabletop. Please remember that much of the fighting in America during this era occurred in quite dense terrain. Despite this, commanders, due to the command issues to lead the troops in dense terrain, tried to make as good use as possible of open ground.

To keep things simple while also accounting for the many and varied terrains over which wars were fought, we've distilled terrain down into five broad categories:

- **Difficult terrain:** such as marshland, wide streams or rivers, deep snow, villages, very steep hills for units moving up them, and woods. This is area terrain that slows down movement within it, and sometimes provides cover. Difficult terrain that provides cover blocks line of sight beyond it. Skirmishers and Natives are not slowed by Difficult terrain. Cavalry units that attack a unit in Difficult terrain immediately gain a Disorder Marker upon contact (this occurs before any fighting takes place).
- **Obstacles:** such as ditches, fences, and stone walls. This is usually linear terrain that temporarily holds up units as they attempt to cross it. This may also provide cover and a Defence Bonus in melee. Cavalry units that attack a unit with Defence Bonus immediately gain a Disorder Marker upon contact (this occurs before any fighting takes place).
- **Cover:** woodland, scrub, corn fields, stone walls, fences, and other natural terrain that obscures what lies in and beyond it – making it harder to target enemies – but doesn't provide much protection if the bullet is on target. They are sometimes also Difficult terrain or Obstacles. When firing, a unit may see through Cover up to their maximum Firing range, but targets in or beyond count as in Cover.
- **Hard Cover:** such as buildings and fieldworks. These reduce casualties to units benefitting from this terrain category, if they are inside or behind it. Hard Cover blocks line of sight beyond it.
- **Impassable:** such as deep rivers, ravines, and cliffs. Models can't move over or through these.

Details of how terrain works in the game can be found in the relevant rules sections.

DETERMINE ATTACKERS AND DEFENDERS

To determine who will play as the attacker and who as the defender for each scenario, roll two dice and add the Tactical Value of your commanding Officer. The higher scoring player chooses whether to be the scenario's attacker or defender. The attacker always activates first in every game turn.

Union cavalry deployed as Shock Cavalry. American Civil War. Miniatures by Perry Miniatures. Painted by Jesper Ohlsson. © Michael Leck



ENDING THE GAME

Some scenarios may last for a set number of turns, but more often than not, a scenario will end only when one of the following has occurred:

- One side has lost 75% or more of its total points value for the Company. All your remaining units immediately Rout and leave the battlefield in a panic.
- The objectives of a scenario have been fulfilled.
- The players have agreed that the result is now a foregone conclusion and are prepared to shake hands on the result.

When one of the above situations arises, play through to the end of the turn, and play no further turns. Should the situation change before the end of this turn (for example, if fulfilled objectives are lost), play on!

There is an overall army morale to test against that is triggered by how many points your Company has lost compared to the starting points value. At 50% or more (usually 12 points), each unit must pass a Morale test. At 75% or more (usually 18 points), your Company Routs.

When you have played your final turn of the game, add up each player's Honour (as defined in the scenario) to discover how much Honour your Officer will gain from the scenario and add to his total.

WINNING THE GAME

Each scenario has a number of objectives for the players. Achieving these will earn you the Honour shown in that scenario. The player with the highest Honour total at the end of the game is the winner (in the case of tied points, declare the game a draw).

The objectives may be the same for all players, or different depending on whether you are the scenario's attacker or defender. Flick through to the section scenarios for an idea of what may win or lose you a game of *Rebels and Patriots*.

If the Scenario Objectives refers to a percentage (%) of your Company you should always count this based on the overall points your Company is made up of (usually 24 points), adding any points for reinforcements that you might have gained during the game due to the roll of double sixes.

MULTI-PLAYER GAMES

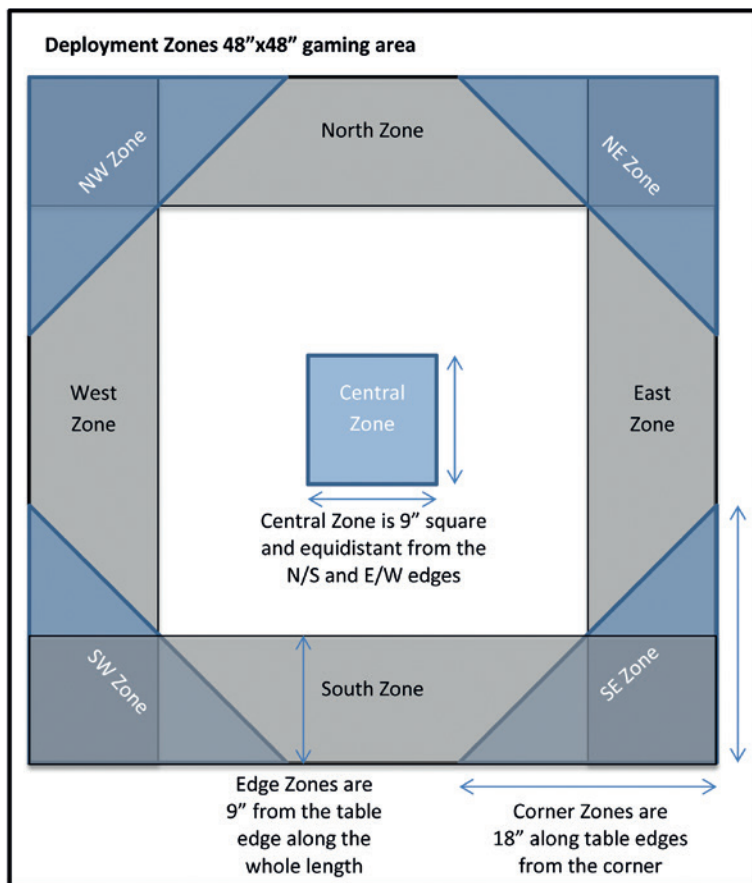
Multi-player games are a very rewarding way of playing *Rebels and Patriots*. When we run multi-player games, all players have their own Officer and Companies of equal point values. We often play on a 48" x 72" table with 2 or 3 players on each side, fielding 18–24-point Companies each, as this seems to give good club games.

We don't alter anything in the rules, but we add a Force Morale for each side to keep track of when the force will Rout from the battle. When one force has lost 75% or more of its total points value for the entire force, that side has lost the game. Remember that if one of the Companies has Routed, then you should count all of that Company's points against the Force Total.

For the activation sequence, we allow all players on each side to try to activate their units until they all have finished – at which point the other side starts their next activations. It's as simple as that!

When taking part in a multiplayer game, the Honour rewards for objective completion shown in a scenario should be awarded by side, rather than per player. Each of the Officers on the same side get the same amount of Honour.

Map showing the deployment zones as used in the following scenarios



SCENARIO A: FIRST CLASH AT LAMENT RIDGE

Due to reports that enemy troops have been seen, the attacker sends out a Company of troops on a scouting mission to check the information. They advance along the small road passing the Lament Ridge, where they encounter an advancing enemy Company and a skirmish erupts.

SET UP

- Both sides choose 24-point Companies.
- Table size 48" x 48".
- No special terrain rules. A fairly open table is recommended with some fencing around the fields and a hill or ridge in the Central Zone.
- Place an Objective marker in the centre of the table on top of the Lament Ridge.
- Attacker starts in the North Zone.
- Defender starts in the South Zone.
- Players take it in turns to deploy one unit at a time, starting with the defender.

SPECIAL RULES

- Count the number of turns each Company controls the Objective Marker by being the only Company to have a unit within 3" of it.

ENDING THE SCENARIO

- After turn 8, roll a die and add the turns already played. If the result is 14 or more this was the last turn.
- End the scenario if any of the conditions noted in the section "Ending the game" apply, page 38.



French *Coureur des Bois* under attack from Woodland Indians. Painted by Jesper Ohlsson and Michael Leck.
© Michael Leck

OBJECTIVES

For both attacker and defender:

- +3 Honour if your Company controlled the Objective Marker for the most turns.
- +1 Honour if your Company managed to cause at least 33% casualties to the enemy.
- +2 Honour if your Company has taken less than 33% casualties.

SCENARIO B: THE GREAT RIVER CHASE

The defender's Company has been assigned to escort 3 rafts with supplies down river. Unfortunately, not all of the Company fits on the rafts. The attacker has, of course, got information about the transport and must ambush the rafts and, if possible, destroy or capture the supplies.

SET UP

- The attacker's side has a 24-point Company.
- The defender's side has an 18-point Company **and** 3 rafts with supplies.
- Table size 48" x 48".
- Terrain: In the middle of the table from the North to the South edge, there is 12" wide River that has a narrow part north of the South Zone. The narrow part is only 4–6" wide and counts as fordable, other parts of the river impossible to cross if you don't have a boat. Both sides of the river have a mix of forest, hills, and open areas.
- The defender deploys the 3 rafts in the river so they all touch the North edge of the table. Each raft is crewed by a unit of 6 miniatures.
- When the defender has deployed, the attacker sets up his units along the West and/or East board edge. At least one model from each unit must be touching the table edge.
- The defender will use the South table edge as his baseline for reinforcements.
- The defender must roll at the start of each of his turns for reinforcements. Roll two dice and add the totals together. The defender may deploy up to that many points of (whole) units along the South edge, with at least one model from each unit touching the edge. These units may not take any further action this turn but may be activated as usual next turn.

SPECIAL RULES

- To capture a raft, the attacker has to Attack the raft in melee and all defenders have to be killed. If any crew are left, they have Fighting 6 and gain the Defence Bonus.
- The raft's crew counts as in Cover and does not have to take any morale tests due to the Firing or Fighting, they still gain a Permanent Disorder Marker when 3 or fewer are left on the raft.
- To ease up the raft's movement, the river is divided into 3 lanes: East side, Middle, and West side. A raft in the Middle cannot be Attacked in Fighting except in the ford, and any raft on the East or West side of the river can be attacked in Fighting by enemies on that side of the river.
- As the river is quite fast flowing, the rafts are hard to steer and will move randomly and what tasks the crew can perform during the turn depends on this random movement. Every turn, the defender activates each of the rafts by rolling 2D6 and sees the outcome in the table on page 42.

Raft Movement Table	
2D6	Raft Movement
2	The raft is stuck and might get damaged
3	3" Forward moving in the same lane Roll for raft damage
4-5	6" Forward moving one lane to East or West as attacker decide
6-8	8" Forward moving in the same lane
9-10	10" Forward one lane to East or West as defender decide.
11	12" Forward may change one lane and Fire at an enemy unit within 12" Hits on 6
12	14" Forward, may change to any lane and Fire at an enemy unit within 12" Hits on 5+

- If during, their movement, the rafts would end up on land or collide with other rafts or objects in the river, the raft will take Damage. Roll 12D6 hitting on 4+. If 6 or more hits are caused the raft will lower one level from *Undamaged* to *Damaged* or from *Damaged* to *Destroyed*. All rafts start *Undamaged*. A *Destroyed* raft will sink, and all the supplies and crew are lost.
- A raft that has no crew left continues its journey down the river but has -2 on all raft movements rolls. If it is not destroyed or captured by the attacker before it leaves the gaming table, the raft counts as having left the board for defender's Objectives.

ENDING THE SCENARIO

- End the scenario when all rafts have managed to escape over the South board edge or have either been captured or destroyed.

OBJECTIVES

For defender:

- +4 Honour if 3 rafts manage to get of the board by the South edge.
- +2 Honour if 2 rafts manage to get of the board by the South edge.
- +1 Honour if 1 raft manages to get of the board by the South edge.
- +2 Honour if your company took less than 33% casualties.

For attacker:

- +2 Honour for each raft captured.
- +1 Honour for each raft destroyed.
- +1 Honour if your Company managed to cause more than 33% casualties.



British sailors and Line Infantry
defending the bridge build against
American Militia. War of 1812.
Miniatures by Perry Miniatures. ©
Alan and Michael Perry

SCENARIO C: BRIDGE TO VICTORY

The attacker's Company has been assigned to support a group of engineers that are going to build a bridge over the river before darkness, so that all the heavy equipment can be transported to the other side. The defender has a Company out on patrol that detects the bridge build, so the patrol attacks the construction site to delay the bridge building.

SET UP

- The attacker's side has a 24-point Company and 2 Engineer units of 6 men each for free.
- The defender's side has a 24-point Company.
- Table size 48" x 48".
- Terrain: In the middle of the table from the North to the South edge there is a 6" wide river that counts as Difficult terrain, both river banks are steep and count as Obstacles. Both sides of the river have a mix of forest, hills, and open areas.
- The attacker deploys his entire Company as well as the Engineers in the West Zone.
- When the attacker has deployed, the defender sets up his units along the East board edge. At least one model from each unit must be touching the table edge.

SPECIAL RULES

- The attacker must complete the bridge before dusk.
- To build the bridge the Engineers must spend time in the river by the point they shall build the bridge, it is up to the attacker to find the most suitable place to build the bridge between the North and the South Zone.
- If a unit of Engineers succeed with the special Action: Build, they generate as many Construction Points as the natural roll for their Build Action. Keep a running total of all Construction Points generated, as the attacker needs 60 of them to complete the bridge.
- Engineer units have the same stat line as Shock Infantry but has no Firing value and may not use any of the Special Rules or make Attack Actions.
- Units in the river count as in Cover from shooting.

ENDING THE SCENARIO

- After turn 8 roll a die and add the turns already played, if result 14 or more this was the last turn.
- End the scenario if any of the conditions noted in the section "Ending the game" apply.

OBJECTIVES

For attacker:

- +4 Honour if the bridge is completed, the total of 60 Construction Points is reached, before dusk.
- +2 Honour if they have built 40 or more Construction Points by the end of the game but have not completed the bridge.
- +1 Honour if your Company managed to cause more than 33% casualties.
- +1 Honour if your company took less than 33% casualties.

For defender:

- +3 Honour if the bridge wasn't finished by dusk.
- +1 Honour for each of the Engineer units removed from table.
- +1 Honour if your company took less than 33% casualties.

Example: The Attacker has a unit of Engineers in the river to build the Bridge. roll 2D6 for the Action: Build, needing 6+ as usual to succeed. He rolls a 4+4=8 and have now built 8 Construction Points of the 60 needed to complete the Bridge. If the Engineers would have rolled a 2+3=5 they would have failed their Activation and would not have added any Construction Points, unless the Officer would have been within 12" and thereby added +1 to the roll for a total of 6, meaning that they would have succeeded and also added 6 Construction Points to their running total.

SCENARIO D: BULLETS AND BEANS

The defender's baggage train has set camp for the night and the main part of the Company is out on a scouting mission, so the baggage train is only lightly defended. The attacker has detected the enemy baggage train by the smell of beautiful, freshly cooked food and is up for supper!

SET UP

- The attacking side has a 24-point Company.
- The defending side has a 16-point Company **including** 4 units of Camp Guards @ 2 points each.
- Table size 48" x 48".
- Divide the Central Zone in 4 equal squares. each of the squares is defended by a unit of Camp Guards.
- The remaining part of the defender's Company will arrive as reinforcements from the table edge of the North Zone, NW Zone, and NE Zone.
- When the defender has deployed the attacker deploys his units in the South Zone, SE Zone, and SW Zone.

SPECIAL RULES

- The defender's Camp Guards are Small Line Infantry units. They may not use the Line Infantry special rules.
- Units inside the baggage train squares count as in Cover due to all wagons and tents. Each camp square can only be defended by one unit at the time.
- From the defender's first turn he may get reinforcements. Each off-board unit tests for a Move Action, if succeeded they may enter from the table edge with an ordinary Move Action.
- The attacker needs to sack the defender's camp. The attacker must clear any enemy units in a square and then let one of his units spend 1 activation in the square doing nothing else but seeking loot.

ENDING THE SCENARIO

- After turn 8 roll a die and add the turns already played, if result 14 or more this was the last turn.
- End the scenario if any of the conditions noted in the section "Ending the game" apply.

American Civil War action. Miniatures by Perry Miniatures. © Alan and Michael Perry



OBJECTIVES

For attacker:

- +6 Honour if all 4 camp squares are sacked.
- +4 Honour if 3 camp squares are sacked.
- +2 Honour if 2 camp squares are sacked.
- +1 Honour if 1 camp square is sacked.

For defender:

- +1 Honour for each of the 4 camp squares that was not sacked.
- +1 Honour if your company took less than 33% casualties.
- +1 Honour if your company managed to cause more than 33% casualties.

SCENARIO E: PATROL TO MCCLURE'S FIELD

Due to the reports about enemy forces being closer by than expected, some troops have been sent out to control local, key sites. The attacker's orders are to scout the enemy, not engage in any major fighting but report back to HQ as soon as possible.

SET UP

- Both sides choose 24-point Company.
- Table size 48" x 48".
- Divide the table into areas of equal size (4 24" squares) and place terrain, at least half of the table should be open field, a North/South going road, and a West/East Stream.
- Somewhere within each area, place a marker of some kind – a cairn of stones, a hill, a small cabin, a ford – which indicates the 'key site' in that area to be scouted. Take it in turns to place these but add only one per area.
- The defender then places all non-skirmish units freely on the table, no closer than their firing range from any table edge or in contact with any of the markers. (See special rules for deploying the other units.)
- The attacker then places all units along the North, North West, or North East zones.

SPECIAL RULES

- Due to the darkness, no Firing is allowed in the first turn and in turn 2–6 the line of sight is only 12".
- The defender keeps all Light Infantry, Skirmishers, and Natives units off the table. Note down which area you wish to deploy them in and keep this secret. At the start of any of your activations, you may reveal one or more of your units' locations and deploy that unit anywhere in the noted area but no closer than their Speed value to any enemy unit. The unit may not take any further Action this turn but may be activated as usual next turn.
- To successfully scout an area, an attacker's unit must spend one turn in contact with the marker. Once this has been done, it may move off having successfully scouted that area.

ENDING THE SCENARIO

- End the scenario if the attacker has successfully scouted all key sites or choose to leave the table.
- End the scenario when any of the conditions noted in the section 'Ending the game' apply.



The trap at Dug Ford, October 12, 1863 by Johnny Shumate © Osprey Publishing. Taken from *Raid 25: Ride Around Missouri*

OBJECTIVES

For attacker:

- +1 Honour if scouted 1 key site.
- +2 Honour if scouted 2 key sites.
- +3 Honour if scouted 3 key sites.
- +4 Honour if scouted 4 or more key sites.
- +2 Honour if your Company have taken less than 33% casualties.

For defender:

- +1 Honour if the enemy didn't successfully scout 2 key sites.
- +2 Honour if the enemy didn't successfully scout 3 key sites.
- +4 Honour if the enemy didn't successfully scout 4 or more key sites.
- +1 Honour if your Company managed to cause more than 33% casualties to the enemy.

SCENARIO F: RETREAT TO THE SUNKEN ROAD

The defender's Company has deployed by the snake-rail fence on the South side of a field. They are looking over the road towards the forest on the other side; from the forest they can hear the sound from the advancing enemies, so it's time to retreat...

SET UP

- The attacker chooses a 24-point Company
- The defender chooses an 18-point Company.
- Table size 48" x 48".

- Place 2 fences that stretch all the way from East to West, the first fence shall be placed along the South edge of the North Zone. The second fence shall be placed in height with the South edge of the Central Zone.
- Place 2 roads that stretch all the way from East to West, the first road that count as sunken and in combination with the fence gives Hard Cover, shall be placed north of the fence in the North Zone. The second road shall be placed just south of the fence in the Central Zone.
- The South Zone as well as the North Zone North of the road is forest.
- The field in-between the two fences count as open ground.
- The defender places all his units along the fence crossing the Central Zone; but the North Zone counts as their Deployment Zone.
- The attacker then places his units in the South Zone.

SPECIAL RULES

- The fence in combination with the sunken road in the North Zone counts as Hard Cover and an Obstacle.
- Keep a count of the number of consecutive turns in which the defender suffers no casualties – five bloodless turns in a row will end the game.
- The defenders have Limited Ammunition so none of his units have First Fire during this game.

ENDING THE SCENARIO

Play until only one Company remains in play, or until the defenders have not taken any casualties for five consecutive turns (at the end of such a turn, the attacker has to retreat and reorganize their troops), or until the attacker manages to end a turn with one unit without any Disorder Markers in the North Zone.

OBJECTIVES

For both players:

- +3 Honour if you have a unit without any Disorder Markers in the North Zone, north of the fence when the game ends.
- +2 Honour if the enemy Company Routs or gives up before your Company does.
- +1 Honour if your Company manages to cause at least 33% casualties to the enemy.

SCENARIO G: WIDOW CREEK BRIDGE

The attacker and the defender try to out-march each other. The attacker has got information that the Widow Creek Bridge is poorly defended and sends a Company to attack and secure the bridge. The defender realises the attacker's plan and sends reinforcements to hold the bridge. The race is on...

SET UP

- The attacker side has a 24-point Company.
- The defender side has an 18-point Company.
- Table size 48" x 48".
- Terrain: In the middle of the table from the North to the South edge there is a 6" wide river that counts as Impassable. On both sides of the river there is a road leading from the South edge on the West side, to the Widow Creek Bridge that is located on the southern end of the North Zone, and then from the bridge, back to the South edge on the East side. The terrain on both sides of the river is a mix of forest, hills, and open areas.
- The attacker deploys his entire Company in the part of the South Zone that is on the West side of the river.

- When the attacker has deployed, the defender sets up his units. 4–6 points will be set up on the West side by the bridge and behind thrown-up breastworks are on each side of the road to the bridge. The remaining defenders set up in the part of the South Zone that is on the East side of the river.

SPECIAL RULES

- The defenders thrown-up breastworks can protect up to 12 models each and count as Hard Cover.

ENDING THE SCENARIO

- After turn 8 roll a die and add the turns already played, if result 14 or more this was the last turn.
- End the scenario if any of the conditions noted in the section “Ending the game” apply.

OBJECTIVES

For attacker:

- +3 Honour if the bridge taken, i.e. no enemy units on the West side of the river and at least one unit over half strength on the East side of the river.
- +1 Honour for each of the defenders thrown-up breastworks that have been taken.
- +1 Honour if your Company manages to cause more than 33% casualties.

For defender:

- +4 Honour if the bridge is held, i.e. no enemy units on the bridge or on the East side of the river when the game ends.
- +2 Honour if your Company took less than 33% casualties.

Major Grant's raid on Fort Duquesne
by Peter Dennis © Osprey Publishing.
Taken from Raid 27: Tomahawk and
Musket



SCENARIO H: ATTACK AT FORT GLORY

The attacker's Company has been ordered to attack and capture Fort Glory. The defender has only a small garrison to protect the vital fort; reinforcements are on its way, but will they be able to arrive before the fort is captured?

SET UP

- The attacker has a 24-point Company.
- The defender has a 12-point Company.
- Table size 48" x 48".
- Terrain: The Central Zone is the size of the fort, it doesn't matter if it is a bit bigger. There should be an area around the fort of at least 12" that is Open ground. Outside the open area there can be other buildings, hills, fences, forest etc.
- The defender deploys his units inside the fort. He may deploy up to half of his company outside the fort but within 6" of any of its outer walls.
- When the defender has deployed, the attacker deploys his units in any of the remaining Deployment Zones.

SPECIAL RULES

- The defender may only have 6-model units in his Company.
- The fort should be evenly divided in 5 Defensive Zones, each of the 4 Wall Zones and a fifth Zone in the middle of the fort.
- Each of the 4 Wall Zones can be defended by 1 unit of 6 models, the fifth Zone in the middle can hold up to 2 units of 6 models each and acts as reserve and retreat area.
- All units inside the fort count as in Hard Cover and all Attacks from the outside of the fort on the 4 Wall Zones are treated as the defender's being behind an Obstacle.
- A unit in a Defensive Zone can move to any of the other Zones, if they are empty of units, by a Move Action.

ENDING THE SCENARIO

- After turn 8 roll a die and add the turns already played, if result 14 or more this was the last turn.
- End the scenario if any of the conditions noted in the section "Ending the game" apply.

OBJECTIVES

For attacker:

- +4 Honour if the Fort is completely conquered by the end of the game, i.e. no enemy units at all inside the fort.
- +2 Honour if you have at least one unit inside a Defensive Zone at the end of the game.

For defender:

- +5 Honour if the fort is still in the defender's possession when the game ends, i.e. no enemy units in any of the Defensive Zones.
- +1 Honour if your Company manages to cause more than 50% casualties.

SCENARIO I: THE ENEMY'S ENEMY

Native American support for your cause could help your High Command to gain the upper hand in the war. Both the attacker's and the defender's Companies are sent on a "Hearts and Minds" mission.

SET UP

- The attacker has a 24-point Company.
- The defender has a 24-point Company.
- Table size 48" x 48".
- Terrain: The Central Zone is the Native American village with at least 3 buildings. Outside the village there are hills, forest, etc.
- In the centre of the Native Village deploy 1 unit of Natives.
- The defender deploys his units in the SE Zone.
- When the defender has deployed, the attacker deploys his units in the NW Zone.

SPECIAL RULES

The Natives haven't decided what yet to do! When a unit from either the attacker or defender moves within 6" of the centre of the village for the first time in the game, roll a die on the reaction table below. Modify the roll with +1 if there is an Officer in the unit that triggers the reaction roll.

Native Reaction Table	
Die Roll	Reaction
1-2	The Natives side with no one, and immediately try to Attack the closest unit.
3	The Natives side with the enemy and are now under control of the player that didn't trigger the Reaction Test.
4-6	The Natives side with you! They are now under control of the player that triggers the Reaction Test. They may be activated at once.

ENDING THE SCENARIO

- After turn 8 roll a die and add the turns already played. If the result is 14 or more this was the last turn.
- End the scenario if any of the conditions noted in the section "Ending the game" apply.

OBJECTIVES

For attacker:

- +1 Honour if one of your units triggered the Reaction Test.
- +2 Honour if one of your units at the end of the game is within 6" of the centre of the Native Village.
- +2 Honour if your Company managed to cause more than 33% casualties.
- +1 Honour if your Company took less than 33% casualties.

For defender:

- +2 Honour if one of your units triggered the Reaction Test.
- +1 Honour if your Company managed to cause more than 33% casualties.
- +3 Honour if your Company took less than 33% casualties.

SCENARIO J: A LONG WAY FROM HOME

The defender's Company has been out on a scouting mission and are marching back to their camp along a road. The attacker has spotted them and set up for an ambush with his smaller force.

SET UP

- The defender has a 24-point Company.
- The attacker has an 18-point Company.
- Table size 48" x 48".

- Place a road from NE Zone to the SW Zone through the Central Zone. The remaining gaming board should be at least 50% covered in forest, but no forest within 3" of either side of the road.
- The defender places all of his units on the road from the SW corner of the Central Zone in to the SW Zone.
- The attacker then splits his Company in two equal parts, one part deployed in the NW Zone and the other in the SE Zone.

SPECIAL RULES

- The defender's units are removed from play when the first model in it touches any table edge in the NE Zone. These units count as 'escaped' for objectives.
- If one of the defender's units has to retreat, they always retreat to the closest board edge. If any of the defender's units retreats off the table, it does not count as 'escaped'.
- Any of the defender's units that have not escaped by the end of the game are assumed to be cut off and do not count as escaped. Their fate lies beyond the scope of this scenario (but will almost certainly not be a happy ending!).

ENDING THE SCENARIO

- After turn 10, roll a die and add the turns already played, if the result is 16 or more this was the last turn.
- End the scenario when any of the conditions noted in the section "Ending the game" apply.

OBJECTIVES

For defender:

- +6 Honour if more than 66% of your Company manages to pass off the NE Zone table edge.
- +4 Honour if more than 50% of your Company manages to pass off the NE Zone table edge.
- +2 Honour if more than 33% of your Company manages to pass off the NE Zone table edge.

For attacker:

- +4 Honour if your Company manages to cause at least 50% casualties to the enemy.
- +2 Honour if your Company manages to cause at least 33% casualties to the enemy.
- +2 Honour if your Company took less than 33% casualties.

SCENARIO K: STAR SPANGLED NIGHT

Both the attacker and defender are exhausted due to a hard day of fighting; even so, they still have to send out pickets and scouts to protect their camps from enemy night raids. Both sides' patrols are out to scout the enemy lines and if possible snatch a prisoner to interrogate, but not engage in any major fighting, instead reporting back to HQ. So, they fight a running engagement as they pass by one another in the darkness of the night.

SET UP

- Both sides chose 24-point Companies.
- Table size 48" x 48".

- No special terrain rules, a fairly open table is recommended.
- Attacker starts in the South West Zone and need to move of at the North East Zone.
- Defender starts in the South East Zone and need to move of at the North West Zone.
- Starting with the defender, players take it in turns to deploy one unit at a time. Each unit must have at least one model in contact with the table edge.

SPECIAL RULES

- All Firing ranges and Maximum charge distance are limited to 12" for the first 10 turns due to darkness.
- A unit is removed from play when the first model in it touches the opposite table edge. These units count as 'passed off the table' for objectives.
- If a unit Routs or Retreats off the table, it does not count as 'passed off'.

ENDING THE SCENARIO

- After turn 10 roll a die and add the turns already played, if the result is 16 or more this was the last turn.
- End the scenario if any of the conditions noted in the section "Ending the game" apply.

OBJECTIVES

For both attacker and defender:

- +1 Honour for the first unit in the game over half strength that passes off the table (only the first player to do so may claim this).
- +2 Honour if you manage to pass off the table 50% or more of your Company's total points value (usually 12 points).
- +1 Honour for capturing a prisoner by eliminating an enemy unit in Fighting.
- +1 Honour if the prisoner is the enemy Officer.
- +1 Honour if your Company took less than 33% casualties.

SCENARIO L: DEFEND MENDENHALL'S BATTERY

In the early morning, the attackers start their, as they believe, mopping up of the beaten defender's troops. But the defender has got plenty of reinforcements during the night and is up for a new fight. The defender's Company has been tasked to protecting Mendenhall's battery on the left flank of the battlefield, awaiting reinforcements. The attacker's Company needs to take the battery at all costs as it is shelling their comrades in the centre of the battlefield, preferably before the defender's relief force gets in their way.

SET UP

- The attacker has a 24-point Company.
- The defender has a 12-point Company **and** 2 Medium Artillery units without limbers.
- Table size 48" x 48".
- Place a hill, large enough to hold the 2 Artillery units, along the North edge of the Central Zone.
- The defender deploys the 2 Artillery units on the hill with their barrels pointing to the South edge.
- The defender deploys between 2 and 6 points of his force no more than 6" from any of the Artillery units. These troops are the battery's guards.

- The remaining of the defender's units is set up in the North Zone.
- The defender has no formal defences set up.
- When the defender has deployed, the attacker sets up his entire Company in the South Zone.

SPECIAL RULES

- The attacker must attempt to destroy the Artillery. To do so, the attacker must defeat them in a melee or, if all crew have been casualties earlier, move into contact using a successful Attack Action to disable the gun. They can't disable the Artillery piece if there is a defending unit within 3" of the Artillery piece.

ENDING THE SCENARIO

- Play until the attacker has overrun the all the guns or only one Company remains on the table.

OBJECTIVES

For defender:

- +4 Honour if none of the Artillery pieces are destroyed.
- +2 Honour if only one of the Artillery pieces is destroyed.
- +2 Honour if your Company manages to cause at least 33% casualties to the enemy.

For attacker:

- +2 Honour for each Artillery piece destroyed.
- +2 Honour if your Company manages to cause at least 66% casualties to the enemy.

Bladensburg Bridge, August 24,
1814 by Graham Turner © Osprey
Publishing. Taken from Campaign
259: The Chesapeake Campaigns:
1813-15



5. 24-POINT STARTER COMPANIES

The Companies shown here are examples of how you might build your collection depending on what conflict you are gaming; they are not ‘official army lists’ that you should feel pressured into using. As always, it’s even better if you’ve been able to research your own units (even if your primary sources are movies – we say there’s nothing wrong with refighting Hollywood history).

Remember that for the smaller size of battle refought using *Rebels and Patriots*, unusual force compositions could exist: if you wish to field an all-mounted American cavalry scouting force, a Confederate Bushwhacker force comprising a bunch of bandits claiming to fight for the Southern cause, or an infantry Company entirely of Mexican Grenadiers, that is fine.

French and Indian War (1754–63)

The French and Indian War comprised the North American theatre of the worldwide Seven Years’ War. The war pitted the colonies of British America against those of New France, with both sides supported by military units from their parent countries of Great Britain and France, as well as by Native American allies.

1. British Army

- 3 Line Infantry @ 4 points each
- 1 Shock Infantry @ 6 points (Grenadiers or Highlanders)
- 1 Light Infantry @ 6 points

2. British Colonial Militia

- 4 Green Line Infantry @ 3 points each
- 3 Skirmishers that are Good Shooters @ 4 points each (Mountain men)

3. British Rangers

- 2 Small units Aggressive Veteran Light Infantry @ 8 points each (Rangers)
- 2 Veteran Skirmishers @ 4 points each (Mohawk tribe)



A Large Line Infantry unit in Close Order. French Indian War. Painted by Jesper Ohlsson. © Pål Nordblad

4. French Army

- 2 Light Infantry @ 6 points each (*Compagnies Franches de la Marine*)
- 1 Skirmishers that are Sharpshooters @ 6 points (*Coureur des Bois*)
- 1 Large unit Aggressive Natives @ 6 points (Huron tribe)

5. Native War Party – fighting for the French

- 1 Skirmishers that are Sharpshooters @ 6 points (*Coureur des Bois*)
- 3 Large unit Aggressive Natives @ 6 points each (Huron tribe)

American War of Independence (1775–83)

The American War of Independence was an armed conflict between Great Britain and thirteen of its North American colonies that declared independence as the United States of America.

6. British Army

- 3 Line Infantry @ 4 points each
- 1 Light Infantry @ 6 points
- 1 Shock Infantry @ 6 points (Grenadiers or Highlanders)

7. Loyalists Legion

- 1 Light Cavalry @ 4 points (Light Dragoons)
- 1 Mounted Skirmishers @ 4 points (Dragoons skirmishing)
- 1 Light Artillery with Limber @ 6 points
- 1 Light Infantry @ 6 points
- 1 Line Infantry @ 4 points (British Regulars for Southern Theatre, may be exchanged for a unit of Natives for the Northern Theatre)

8. Hessians

- 2 Line Infantry @ 4 points each
- 1 Shock Infantry @ 6 points (Grenadiers)
- 1 Skirmishers that are Sharpshooters @ 6 points (German Jaegers)
- 1 Light Artillery @ 4 points

9. American Militia

- 4 Green Line Infantry @ 3 points each (Militia)
- 1 Green Timid Line Infantry that are Good Shooters @ 4 points (Riflemen)
- 1 Mounted Skirmishers that are Good Shooters @ 6 points (Mounted Riflemen)
- 1 Skirmishers @ 2 points (Minutemen)

10. Continental Army

- 3 Line Infantry @ 4 points each
- 1 Timid Line Infantry that are Good Shooters @ 5 points (Riflemen)
- 1 Skirmishers @ 2 points
- 1 Aggressive Light Cavalry @ 5 points

11. French Legion

- 1 Shock Infantry @ 6 points (Grenadiers)
- 1 Light Infantry @ 6 points (Chasseurs)
- 2 Light Cavalry @ 4 points each (Hussars)
- 1 Light Artillery @ 4 points



The death of William Barret Travis by Angus McBride © Osprey Publishing. Taken from Campaign 89: The Alamo 1836

Northwest Indian War (1785–95)

The Northwest Indian War was fought between the United States and a confederation of numerous Native American tribes (supported by the British) for control of the Northwest Territory.

12. American Army

- 2 Green Line Infantry @ 3 points each (Regulars)
- 2 Large units Green Timid Line Infantry @ 4 points each (Militia)
- 1 Mounted Skirmishers @ 4 points (Frontiersmen)
- 1 Medium Artillery @ 6 points

13. Native War Party

- 4 Large units Aggressive Natives @ 6 points each (British allies from the Shawnee, Delaware, and Miami tribes)

14. Legion of the United States (1792–95)

- 2 Line Infantry @ 4 points each
- 1 Light Infantry @ 6 points
- 1 Light Cavalry @ 4 points
- 1 Light Artillery with Limber @ 6 points

15. British North America (1792–95)

- 2 Light Infantry @ 6 points each (British-Canadian militia)
- 2 Large units Aggressive Natives @ 6 points each (British allies from the Shawnee, Delaware, and Miami tribes)

Mexican War of Independence (1810–21)

The Mexican War of Independence was the culmination of a political and social process which ended the rule of Spain in 1821 in the territory of New Spain and the creation of Mexico as a state in its own right.

16. Mexican Rebels

- 4 Large units Line Infantry that are Poor Shooters @ 4 points each
- 2 Aggressive Light Cavalry that are Poor Shooters @ 4 points each (Irregular lancers)

17. Army of the Three Guarantees (1821)

- 3 Line Infantry @ 4 points each
- 2 Light Cavalry @ 4 points each
- 1 Light Artillery @ 4 points

18. Spanish Army (1810–20)

- 2 Veteran Line Infantry @ 6 points each
- 1 Shock Infantry @ 6 points (Grenadiers)
- 1 Shock Cavalry @ 6 points (Cuirassiers or Lancers)

19. Spanish royalists

- 4 Green Line Infantry @ 3 points each
- 3 Light Cavalry @ 4 points each

War of 1812 (1812–15)

The War of 1812 was fought between the United States of America and the United Kingdom, its North American colonies, and its Native American allies. Historians in the United States and Canada see it as a war in its own right, but the British see it as a minor theatre of the Napoleonic Wars. By the war's end in early 1815, the key issues had been resolved and peace returned with no boundary changes.

20. British Army

- 3 Line Infantry @ 4 points each
- 1 Light Infantry @ 6 points
- 2 Skirmishers @ 2 points each (Volunteers)

21. Canadian Militia

- 3 Timid Green Line Infantry that are Good Shooters @ 4 points each (Militia)
- 2 Skirmishers that are Good Shooters @ 4 points each (*Coureur des Bois*)
- 1 Natives @ 4 points (Mohawk tribe)

22. American Army

- 3 Line Infantry @ 4 points each (Regulars)
- 2 Skirmishers @ 2 points each (Regulars)
- 1 Mounted Skirmishers @ 4 points (Volunteers)
- 1 Light Cavalry @ 4 points (Light Dragoons)

23. American Militia

- 4 Large units Green Timid Line Infantry @ 3 points each (Militia)
- 2 Skirmishers @ 2 points each (Volunteers)
- 2 Mounted Skirmishers @ 4 points each (Volunteers)

Texas Revolution (1835–36)

The Texas Revolution began when colonists (primarily from the United States) in the Mexican province of Texas rebelled against the Mexican government. After a decade of political and cultural clashes between the Mexican government and the increasingly large population of American settlers in Texas, hostilities erupted in October 1835.

24. Mexican Army

- 4 Green Infantry that are Poor Shooters @ 2 points each
- 1 Shock Infantry @ 6 points (Grenadiers)
- 2 Skirmishers @ 2 points each (Dismounted Light Cavalry)
- 1 Shock Cavalry @ 6 points (Cuirassiers or Lancers)

25. Texas Rebels

- 1 Veteran Skirmishers that are Sharpshooters @ 8 points (Davy Crockett and his roughneck friends)
- 2 Veteran Skirmishers that are Good Shooters @ 5 points each
- 1 Veteran Light Artillery @ 6 points

Canada Patriots' Rebellion (1837–38)

The Patriots' Rebellions were armed uprisings motivated by frustrations with political reforms. The rebellions eventually led to the British North America Act, 1867 which created Canada and its government.

26. Canadian Patriots

- 3 Line Infantry @ 4 points each (Patriot militia)
- 2 Green Line Infantry @ 3 points each (Sympathizers)
- 3 Skirmishers @ 2 points each (Sympathizers)

27. British Colonials

- 2 Veteran Line Infantry @ 6 points each (71st Highlanders)
- 1 Light Infantry @ 6 points (71st Highlanders)
- 2 Green Line Infantry @ 3 points each (Loyalist militia)



Mexican Light Cavalry with Aggressive option (Lancers), Artillery with Limber option, and Shock Cavalry. Converted from Perry Miniatures and Victrix Miniatures.
© Pål Nordblad

Mexican–American War (1846–48)

The Mexican–American War followed in the wake of the 1845 American annexation of Texas, which Mexico considered part of its territory in spite of its *de facto* secession in the 1836 Texas Revolution.

28. Mexican Army

- 3 Line Infantry that are Poor Shooters @ 3 points each (*Permanente Fusileros*)
- 1 Aggressive Shock Infantry @ 7 points (*Permanente Granaderos*)
- 1 Skirmishers @ 2 points (*Permanente Cazadores*)
- 1 Shock Cavalry @ 6 points (*Permanente Jalisco Lancer*)

29. American Army

- 1 Line Infantry that are Good Shooters @ 6 points (Mississippi Rifles)
- 2 Line Infantry @ 4 points each (Regulars)
- 1 Skirmishers @ 2 points (Volunteers)
- 1 Light Cavalry @ 4 points (Light Dragoons)
- 1 Light Artillery @ 4 points

Cortina War (1859–60, 1861)

The Cortina War is the generic name for the First Cortina War, from 1859 to 1860, and the Second Cortina War, in 1861, in which paramilitary forces, led by Juan Nepomuceno Cortina, confronted elements of the United States Army, the Texas Rangers, and the local militias of Brownsville (and in 1861 the Confederate Army). The fighting took place in the Rio Grande Valley area on the border of Texas and Mexico.

30. "Cortinistas"

- 2 Aggressive Light Cavalry that are Poor Shooters @ 4 points each (Irregular Lancers)
- 3 Large units of Line Infantry that are Poor Shooters @ 4 points each
- 1 Light Artillery @ 4 points

31. American Army (1859–60)

- 1 Large unit Green Line Infantry @ 4 points (Brownsville Tigers)
- 3 Light Cavalry @ 4 points each (2nd US Cavalry and Texas rangers)
- 1 Line Infantry @ 4 points (8th US Infantry)
- 1 Light Artillery @ 4 points (1st US Artillery)

32. Confederate Cavalry (1861)

- 4 Aggressive Light Cavalry that are Poor Shooters @ 4 points each (33rd Texas Cavalry Regiment)
- 2 Mounted Skirmishers @ 4 points each (Volunteers)

American Civil War (1861–65)

The American Civil War was an internal conflict fought in the United States. The Union faced secessionists in eleven southern states grouped together as the Confederate States of America. The Union won the war, which remains the bloodiest in American history.

33. Union 1861

- 6 Green Line Infantry @ 3 points each
- 1 Medium Artillery @ 6 points



The Iron Brigade by Mike Adams
 © Osprey Publishing. Taken from
 Campaign 95: Second Manassas 1862

34. Confederate 1861

- 4 Aggressive Green Line Infantry that are Poor Shooters @ 3 points each
- 1 Shock Cavalry @ 6 points
- 1 Medium Artillery @ 6 points

35. Union 1862–63

- 2 Green Line Infantry @ 3 points each
- 2 Veteran Line Infantry @ 6 points each
- 1 Medium Artillery @ 6 points

36. Confederate 1862–63

- 3 Aggressive Veteran Line Infantry that are Poor Shooters @ 6 points each
- 1 Medium Artillery @ 6 points

37. Union 1864–65

- 2 Light Infantry @ 6 points each
- 1 Mounted Skirmishers that are Good Shooters @ 6 points (Dismounted Cavalry with Sharp carbines)
- 1 Medium Artillery @ 6 points

38. Confederate 1864–65

- 3 Light Infantry @ 6 points each
- 1 Medium Artillery @ 6 points



39. Union Berdan's Sharpshooter

- 3 Veteran Skirmishers that are Sharpshooters @ 8 points each

American Civil War action. Miniatures by Perry Miniatures. © Alan and Michael Perry

40. Confederate Guerrillas

- 4 Aggressive Veteran Light Cavalry that are Poor Shooters @ 6 points each (Partisans, raiders, bushwhackers, and other ne'er-do-wells fighting for the Southern cause, armed with at least 4 revolvers each)

The Mexican Adventure, French intervention in Mexico (1861–67)

The Mexican Adventure was an invasion of Mexico in late 1861 by the Second French Empire, supported in the beginning by the United Kingdom and Spain. It followed President Benito Juárez's suspension of interest payments to foreign countries, which angered these three major creditors of Mexico. Emperor Maximilian I of Mexico was appointed by Emperor Napoleon III of France. To help the Mexican Empire's new regent to fight the Mexican Republicans, several European states sent Volunteer Expeditionary forces of about 50,000 soldiers.

Amongst them was an Egyptian Auxiliary Corps of about 1,000 soldiers – including 450 Camel cavalry, 13 cannon elephants, 29 Coptic knights, and 17 war hounds! After the American Civil War had ended, several units of Confederate troops offered their services to Emperor Maximilian.

41. Mexican Republicans

- 2 Green Line Infantry that are Poor Shooters @ 2 points each
- 2 Line Infantry @ 4 points each
- 1 Mounted Skirmishers @ 4 points
- 2 Aggressive Light Cavalry that are Poor Shooters @ 4 points each (Lancers)

42. French Foreign Legion

- 3 Veteran Shock Infantry @ 8 points each

43. Mexican Empire – Emperor Maximilian I of Mexico

- 2 Line Infantry @ 4 points each
- 1 Shock Infantry @ 6 points
- 1 Skirmishers @ 2 points
- 2 Light Cavalry @ 4 points each

Fenian Raids (1866–71)

The Fenian Brotherhood, an Irish Republican organization based in the United States joined by many battle-hardened Irish-American civil war veterans, made several attacks on British army forts, customs posts, and other targets in Canada, to (unsuccessfully) bring pressure on Britain to withdraw from Ireland.

44. Irish Republican Brotherhood

- 3 Aggressive Light Infantry @ 7 points each
- 1 Green Light Cavalry @ 3 points (Scouts on stolen horses)

45. Canadian Confederation Volunteer Militia

- 1 Skirmisher that are Good Shooters @ 4 points (Armed with Spencer rifles)
- 2 Skirmishers @ 2 points each
- 4 Green Line Infantry @ 3 points each
- 1 Green Timid Line Infantry that are Good Shooters @ 4 points (Riflemen)

What-if: British Intervention Force in North America (1860s)

A ‘what-if’ war which just happens to be one of Dan’s favourite theatres in America. At several points in the late 1850s and the 1860s, tensions between Britain and the US rose, involving some political fancy footwork but never quite leading to war. Even so, this is a very interesting setting that makes it possible to deploy British, Canadian, and Confederate troops in an alliance against the Union and Irish Republican Brotherhood ... and maybe even involve the French and Mexicans – a model collector’s dream!

46. British Army

- 2 Light Infantry @ 6 points each
- 1 Shock Infantry @ 6 points
- 2 Green Light Cavalry @ 3 points each

47. Canadian Militia

- 4 Green Line Infantry @ 3 points each (Militia)
- 2 Skirmishers that are Good shooters @ 4 points each (Volunteers)
- 1 Aggressive Green Light Cavalry @ 4 points (Volunteers)



British/Canadian fighting American Line Infantry during a “What-if” British Intervention Force in North America game. Miniatures by Perry Miniatures. © Alan and Michael Perry

REBELS AND PATRIOTS: COMPANY ROSTER

COMPANY NAME:

STATE AND COUNTY:

Unit name		Firing/Range	
Unit Size		Fighting	
Speed		Discipline	
Options and Special rules			
Points			

Unit name		Firing/Range	
Unit Size		Fighting	
Speed		Discipline	
Options and Special rules			
Points			

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OSPREY GAMES

Bloomsbury Publishing Plc
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1385 Broadway, 5th Floor, New York, NY 10018, USA
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www.ospreygames.co.uk

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First published in Great Britain in 2019

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A catalogue record for this book is available from the British Library.

ISBN: PB 9781472830227; eBook 9781472830210; ePDF 9781472830197;
XML 9781472830203

Typeset by PDQ Digital Media Solutions, Bungay, UK

Osprey Games supports the Woodland Trust, the UK's leading woodland conservation charity.

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Acknowledgements

We would like to thank the following gamers and companies who have helped us to produce this set of rules: Lena Brännvall, Sophia Brännvall, Sören Christensen, Steve Johnson, Teemu Kujala, Mattias Laine, David Leck, Ludvig Lund, Kalle Mannonen, Jonas Möckelström, Juha Nieminen, Pål Nordblad, Jesper Ohlsson, Ulf Olsson, Matt Perks, Andrew Routh, and Marko Sysipuro. The following gamers for their superb photos: Christopher Sliter, Pål Nordblad, Alan and Michael Perry at Perry Miniatures. Finally, thanks to Philip Smith at Osprey for commissioning and publishing our joint venture in wargaming.