

AMERICAN WAR OF INDEPENDENCE

A Warhammer ECW Variant For The Period 1775-1783

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SPECIAL RULES

Brigade Commander

In battles where the armies are over 2000pts, the Staff Officers (with the exception of the Army Standard Bearer) can operate as Brigade Commanders. Before the battle, make a note as to which units belong to a Staff Officer. If a unit is within 4" of their allocated Brigade Commander, they may add +1 to their Leadership value for the test. Note: you cannot use a Brigade Commander's Leadership bonus and use the Army General's Leadership value as well.

Cavalry

Mounted characters and all cavalry ride on horses with a movement rate of 8".

Dragoons

Dragoons use the following rules :-

- Dragoons will not charge formed infantry frontally – they may charge the flank or rear when the opportunity arises.
- Dragoons are free to charge enemy mounted, skirmishers, or routing troops.
- If charged by other cavalry, Dragoons may elect to counter-charge. The counter-charging unit does not move. In all other respects, a counter-charging unit is treated as a charging unit.
- Infantry will not charge Dragoons.
- Dragoons cannot operate dismounted.
- Dragoons may skirmish.
- Skirmishing Dragoons have a 180 arc of fire to their front
- Dragoons can fire their carbines whilst mounted – apply the normal modifiers when doing so.

Mounted Infantry

Mounted Infantry use the following rules:-

- Mounted Infantry will not charge formed infantry or cavalry frontally – they may charge the flank or rear when the opportunity arises.
- Mounted Infantry are free to charge skirmishers, or routing troops.
- Mounted Infantry fear enemy Cavalry and cannot counter-charge enemy cavalry.
- Mounted Infantry can be charged by infantry.
- Mounted Infantry can dismount. They become normal infantry with a movement rate of 4".

- Mounted Infantry may skirmish. If mounted, they have a 180 arc of fire to their front
- Mounted Infantry cannot fire their muskets or rifles whilst mounted.

Light Infantry

These troops normally operate as a formed battalion but can disperse and operate as Skirmishers. If they wish to reform as a formed battalion, they need a Musician to do so. Note: skirmishing troops cannot gain any benefit from the Army General, Army Standard Bearer, Unit Standard Bearer, Brigade Commanders, or any attached characters.

Irregulars/Indians

Irregular troops and Indians were not used to the devastating firepower that a trained body of men could produce. If any Irregular or Indian unit takes 25% or more casualties in a single turn, it automatically fails its required Panic test. Irregulars and Indians do not cause Panic tests for Grenadiers, Guards, Veterans, and Regular troops when an Irregular or Indian unit flees past them.

Ammunition

All units have sufficient ammunition to last the entire battle.

Rifles

Rifles are very similar to muskets except they have a range of 30", and cannot move and fire.

Galloper Guns

Galloper Guns were designed to be moved by a single horse. They have a Movement rate of 8".

Artillery

AWI artillery pieces are vastly improved over the ECW ones. First, turn the artillery piece on the spot to point in the direction you wish to fire (no movement penalty is applied for this). The cannonball flies in a straight line and hopefully hits the first target in its path. To determine if the cannonball hits its target, roll a D6 to hit using the crew's BS in the same way as musket shots, etc. All the usual modifiers for shooting apply other than the artillery piece can pivot on the spot without penalty.

A cannonball is so powerful that it can fly through several ranks of troops, hitting each soldier in turn. If you hit the unit, resolve any damage against the target using the artillery's full Strength value. If the model is slain, the cannonball continues on its way, into the next rank. Resolve the damage for the next rank with the

artillery's Strength value reduced by 1. Continue to work out damage for further ranks, reducing the cannonball's Strength by 1 for each extra rank. The cannonball finally stops causing damage when there are no more ranks in the target unit.

A model hit by a cannonball suffers not 1 wound but D4 wounds. Armour saves are not allowed for hits from artillery pieces, the cannonballs are too powerful for armour to stop them. Since armour saves are not allowed, models with only 1 wound are automatically slain, so there is no need to roll the D4 to determine the number of wounds caused.

Astute players will notice that artillery in this variant operate in the same way as bolt-throwers in Warhammer Ancient Battles.

European Training

Any unit with this special rule uses the following rules :-

- At the start of their movement, the unit is allowed to change formation by up to two ranks. Once they have taken their free formation change, they make their move exactly as they normally would. They can make this free formation change prior to a charge.
- The unit does not have to take a Leadership test to avoid pursuit of a defeated enemy. The controlling player is free to decide if they want the unit to pursue or not.
- The unit can disengage from combat without a Leadership test as long as they are not fighting enemies with a movement rate greater than theirs. If the unit's enemies move faster, a test is required to try and disengage.
- The unit is subject to the rules for Stubborn.

Cavalry Unit Upgrades

Cavalry units can have the following unit upgrades :-

- Promote one Dragoon to Leader (+5pts)
- Promote one Dragoon to Standard Bearer (+5pts)
- Promote one Dragoon to Musician (+5pts)

Cavalry Leaders and Standard Bearers are armed with a sword and a brace of pistols.

Infantry Unit Upgrades

Infantry units can have the following unit upgrades :-

- Promote one infantryman to Leader (+5pts)
- Promote one infantryman to Standard Bearer (+5pts)
- Promote one infantryman to Musician (+5pts)

Leaders and Standard Bearers of formed troops (those who have 'battalion' in their unit title) are armed with a sword and brace of pistols. Light Infantry musicians are armed with the same weapons as the rest of the unit and use a horn/bugle. Musicians in other units are unarmed and use a drum.

Irregulars can have a Leader and Musician (uses a horn), and Indians can only have a Leader. Irregular and Indian Leaders are armed the same as the unit they lead.

Highland Charge

Scottish regiments were noted for their blood-curdling battle cries when charging into close combat. Any unit with a Leadership value of 7 or less (before modifiers) must take a Fear test when charged by Scottish troops. Charged units can use any

modifiers to their Leadership via the Army General or Brigade Commander if permitted to do so.

THE BRITISH ARMY

The standard practice for the British army was to remove the Grenadiers and Light Infantry from the line battalions and create composite battalions of these troops. Along with the Guards and Scottish battalions, these were the best troops available to the British generals. Loyalist troops were very numerous and were mostly dressed like regular British troops. Hessians were German troops in the pay of the British. Jaegers are the Light Infantry of the Hessians. Indians and Woodsmen operated best when in cover and were virtually useless when confronted by formed troops, especially cavalry. Although trained to fight on foot, Dragoons very rarely dismounted and were used to engage enemy cavalry, harass the enemy's flanks, and to ride down routing enemy troops. The field artillery was positioned on the battlefield to give the maximum lines of sight to the enemy. Fast-moving light artillery was often used to exploit gaps in the enemy's lines. The British army enjoyed a slight superiority in numbers of artillery pieces.

ARMY COMPOSITION

Characters: Up to 25% of available points
Cavalry: Up to 25% of available points
Infantry: At least 50% of available points
Artillery: One gun per 500pts. Bought from infantry allocation

CHARACTERS

1 Army General

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	3	3	3	3	2	4	2	9	100

Equipment: Sword and brace of pistols. Mounted on a horse.
Special Rule: Army General.

Staff Officers

	M	WS	BS	S	T	W	I	A	Ld	Pts
Staff Officer	4	3	3	3	3	2	4	2	8	50

Equipment: Sword and brace of pistols. May have a horse (free).
Options: One Staff Officer may be the Army Standard Bearer (+15pts). A Staff Officer may be upgraded to a Brigade Commander (+10pts).

CAVALRY

0-1 British Dragoons

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	4	3	4	4	1	4	1	8	37

Maximum Unit Size: 12 figures.
Equipment: Sword, carbine, and brace of pistols.
Special Rules: Elite. Stubborn. European Training.

0-1 Loyalist Dragoons

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	4	3	3	4	1	4	1	8	33

Maximum Unit Size: 12 figures.
Equipment: Sword, carbine, and brace of pistols.
Special Rule: Veteran. Stubborn. European Training.

INFANTRY

0-2 British Guards/Grenadier Battalion

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Infantryman	4	4	3	3	4	1	4	1	8	23

Maximum Unit Size: 20 figures.
Equipment: Musket.
Special Rules: Elite. Stubborn. European Training.

British Battalion

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular Infantryman	4	2	2	3	3	1	3	1	7	14
Veteran Infantryman	4	3	3	3	4	1	4	1	7	19

Maximum Unit Size: 20 figures.
Equipment: Musket.
Options: Up to 2 battalions may be Scottish (+2pts).
Special Rules: Stubborn. European Training. Regular Infantry are Steady. Veteran Infantry are Veteran. Scottish battalions have Highland Charge. Cannot have Veteran Scottish battalions if Regular Scottish battalions are present. Can choose 1 Veteran battalion for every 2 Regular battalions.

British Light Infantry Battalion

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Infantryman	4	3	3	3	4	1	4	1	7	19

Maximum Unit Size: 20 figures.
Equipment: Musket.
Special Rules: Veteran. Stubborn. European Training. Light Infantry. Can choose 1 Light Infantry battalion for every 4 British Grenadier/Veteran/Regular battalions.

Hessian Battalion

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hessian	4	2	2	3	3	1	3	1	7	14

Maximum Unit Size: 24 figures.
Equipment: Musket.
Options: Every 2nd Hessian battalion may be Hessian Jaegers who are Light Infantry and are armed with rifles (+3pts).
Special Rules: Steady. Stubborn. European Training. The number of Hessian battalions cannot be more than the number of British battalions.

Loyalist Battalion

	M	WS	BS	S	T	W	I	A	Ld	Pts
Infantryman	4	2	2	3	3	1	3	1	7	12

Maximum Unit Size: 20 figures.
Equipment: Musket.
Special Rule: Steady. European Training. Cannot have more Loyalist battalions than British battalions.

0-2 Irregulars

	M	WS	BS	S	T	W	I	A	Ld	Pts
Woodsman	4	2	3	3	3	1	2	1	5	7
Indian	5	2	2	3	3	1	2	1	5	6

Maximum Unit Size: 30 figures.
Equipment: Musket.
Options: Woodsmen may upgrade to rifles (+3pts).
Special Rules: Raw. Skirmishers. Indians are Stubborn.

Field Artillery

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crewman	4	3	3	3	3	1	3	1	7	14
Medium Gun					6	2				30

Crew: Each machine has a crew of 3 or 4.

Equipment: Sword and pistol.

Special Rules: Medium Gun. Range 48", Strength 5/-1 per rank, No Save, causes D4 wounds. Elite. European Training.

Galloper Artillery

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crewman	4	3	3	3	3	1	3	1	7	14
Light Gun					6	2				20

Crew: Each machine has a crew of 2 or 3.

Equipment: Sword and pistol.

Special Rules: Light Gun. Range 36", Strength 4/-1 per rank, No Save, causes D4 wounds. Elite. European Training.

THE AMERICAN ARMY

Continental battalions were the American version of the British regular troops, but were still out-classed by the Guards and Grenadiers. State troops were raised by the various States who rebelled against British rule and were well trained. Militia are civilians formed into battalions, given minimal training, and were only available for a given time. The battalions in the American army were often larger than the British battalions. Like their British counterparts, American Irregulars are best used when in cover and were useless against formed troops. American Dragoons were employed in the same way as the British Dragoons. American artillery, although of the same type as the British ones, were not as widely available.

ARMY COMPOSITION

Characters: Up to 25% of available points

Cavalry: Up to 25% of available points

Infantry: At least 50% of available points

Artillery: One gun per 750pts. Bought from infantry allocation

CHARACTERS

1 Army General

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	3	3	3	3	2	4	2	9	100

Equipment: Sword and brace of pistols. Mounted on a horse.

Special Rule: Army General.

Staff Officers

	M	WS	BS	S	T	W	I	A	Ld	Pts
Staff Officer	4	3	3	3	3	2	4	2	8	50

Equipment: Sword and brace of pistols. May have a horse (free).

Options: One Staff Officer may be the Army Standard Bearer (+15pts). A Staff Officer may be upgraded to a Brigade Commander (+10pts).

CAVALRY

0-1 Continental Dragoons

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	4	3	3	4	1	4	1	8	31

Maximum Unit Size: 16 figures.

Equipment: Sword, carbine, and brace of pistols.

Special Rules: Veteran. Stubborn. European Training.

0-1 State Dragoons

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	25

Maximum Unit Size: 16 figures.

Equipment: Sword, carbine, and brace of pistols.

Special Rules: Steady. Stubborn. European Training.

INFANTRY

Continental Battalion

	M	WS	BS	S	T	W	I	A	Ld	Pts
Veteran Infantryman	4	3	3	3	4	1	4	1	7	19
Regular Infantryman	4	2	2	3	3	1	3	1	7	12

Maximum Unit Size: 24 figures.

Equipment: Musket.

Special Rules: Veteran infantry are Veteran and Stubborn.

Regular infantry are Steady. You may choose 1 Veteran battalion for every 2 Regular battalions. European Training.

State Battalion

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular Infantryman	4	2	2	3	3	1	3	1	7	12

Maximum Unit Size: 24 figures.

Equipment: Musket.

Special Rule: Steady. European Training.

Militia Battalion

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militiaman	4	2	2	3	3	1	3	1	5	10

Maximum Unit Size: 24 figures.

Equipment: Musket.

Special Rules: Steady. Light Infantry. The number of Militia battalions cannot be more than the total number of State battalions. European Training.

Light Infantry Battalion

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Infantryman	4	3	3	3	4	1	4	1	7	19

Maximum Unit Size: 24 figures.

Equipment: Musket.

Special Rules: Veteran. Stubborn. Light Infantry. You may choose 1 Light Infantry battalion for every 4 Continental/State battalions. European Training.

Irregulars

	M	WS	BS	S	T	W	I	A	Ld	Pts
Woodsman	4	2	3	3	3	1	2	1	5	7
Irregular	4	2	2	3	3	1	2	1	5	5

Maximum Unit Size: 20 figures.

Equipment: Musket.

Options: Any Irregular unit may upgrade to rifles (+3pts). Any unit may have horses and become Mounted Infantry (+5pts).

Special Rules: Raw. Skirmish. The number of Irregular units cannot be more than the total number of Continental and State battalions.

Field Artillery

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crewman	4	3	3	3	3	1	3	1	7	10
Medium Gun					6	2				30

Crew: Each machine has a crew of 3 or 4.

Equipment: Sword and pistol.

Special Rules: Medium Gun. Range 48", Strength 5/-1 per rank, No Save, causes D4 wounds. Veteran. European Training.

Galloper Artillery

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crewman	4	3	3	3	3	1	3	1	7	10
Light Gun					6	2				20

Crew: Each machine has a crew of 2 or 3.

Equipment: Sword and pistol.

Special Rules: Light Gun. Range 36", Strength 4/-1 per rank, No Save, causes D4 wounds. Veteran. European Training.