

Morale Checks

Morale checks are made by rolling two dice. A score equal to or below the number needed for success indicates that the unit will stand in good order (if check is caused by casualties or when receiving a charge) or will perform a charge as ordered (if checking for a charge). Failure is rolling more than the needed number.

The needed number is determined based on the unit's quality and a set of modifiers:

Elite units - 12; Veteran units - 11; Average units - 10; Green units - 9; Poor units - 8.

For each ¼ cumulative casualties taken by unit: -1

For each casualty taken by action causing check: -1

Unit is skirmish: -2

Leader in contact with unit: +1

Standard has been captured: -1

If checking versus charge, and have already fired this turn: -1

Failure by two pips or less indicates that a unit taking casualties will fall back in disorder a full column move, in formation, and end facing away from the attacker. A unit in skirmish will retire a full move. A unit ordered to charge or taking fire while charging will stand and fire instead. Failure by more than two pips means that a unit taking casualties will rout off the table and be removed from play; a unit ordered to charge or taking fire while charging will stand in place, but will become disordered. It makes no action for the turn.

Leaders in contact with a unit involved in a melee may be killed or captured; leaders in contact with a unit taking casualties from fire may be killed. Roll 1 die: for each ¼ of the unit lost as casualties in that melee or fire, the chance of a leader effect is 1 pip. If there is a leader effect, roll a die: if in melee, a 1-4 = leader is captured; 5/6 = leader wounded or killed, and is removed from play. If unit has fallen back: +1; if unit has routed: +2.

A unit's standard may be lost to the enemy in melee (as may captured enemy standards) using the same mechanism (kill/wound = captured standard).

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Empire of Liberty

"It has ever been my hobby-horse to see rising in America an empire of liberty, and a prospect of two or three hundred millions of freemen, without one noble or one king among them."

John Adams

Introduction

Empire of Liberty is a set of rules for tabletop wargames simulating the battles of the American Revolution. These rules are intended to be played with 25mm miniatures, although smaller figures can be accommodated by reducing base sizes, ranges, and movement proportionally. These rules focus on the battalion as the unit of maneuver, with a representation of 1:12 figure-to-men. All dice are ordinary six-sided dice.

Basing and Units

Troops are one of the following types: Regular Infantry, Light Infantry, Skirmish Infantry, Cavalry, Mounted Rifles, Field Artillery, or Heavy Artillery. Regular infantry are mounted four figures on a base 1.5" square. Light and skirmish infantry are individually mounted on bases ¾" square. Cavalry and mounted rifles are mounted two figures to a 1.5" square base (mounted) or as skirmish infantry (dismounted). Artillery units are mounted on bases 3" square, with a gun and four artillerist figures.

Units consist of one artillery base (representing a 2-gun section), or two to ten bases (representing an infantry battalion or cavalry regiment). Each base is a company or squadron. Leaders are individually mounted on circular bases 1.5" across. Units are rated Poor, Green, Average, Veteran, or Elite.

Turn Sequence

1. Each side dices for initiative, with ties rerolled. Winner chooses first or second move.
2. Player with first move selects a unit or leader to make an action. Opposing player then selects a unit or leader to make an action. Actions pass back and forth until every unit and leader has either made an action or stated that it will not make one this turn.
3. Repeat the turn sequence until the battle has been decided.

Actions include movement, formation changes, fire, charging, melee, and dressing ranks. Each unit and leader may only make one action.

Movement and Formation Changes

Infantry in skirmish move 12" per turn, and must attempt to remain within 1" of another figure in their unit, but not touching, at all times. Units in skirmish may not be disordered. Regular infantry and formed light infantry, cavalry, and mounted rifles are either in a line formation, one base deep, or a column formation, one base wide. Note that a "base" in our terms for anything but artillery is always four figures in two ranks – when skirmish-capable units (light infantry, mounted rifles, and cavalry) form up, they are placed into bases of this type. Skirmish-only infantry may not form up, but must always operate in skirmish formation. Mounted rifles and cavalry may operate mounted or on foot. Columns on foot move 8" per move. Foot units in line move 4" per move. Mounted moves 12" in line or 18" in column. Mounted skirmishers move 24". Turns are made by wheeling on one front corner or the other of the formation, and paying the distance moved by the opposite corner. Echelon movement is allowed, up to 45 degrees from facing (without changing the facing of the unit). Formed units must have all bases facing in the same direction – skirmish units can have figures facing in several directions. Artillery units are either limbered or unlimbered – they move 2" when unlimbered, and 4" when limbered.

Formation changes require a half move, and may be combined with other movement or formation changes. Formation changes include performing an about-face, turning a line to flank to form a column, turning a column to flank to form a line, mounting/dismounting, and limbering/unlimbering. Full-move formation changes include forming a line from column without changing facing, forming a column from line without changing facing, and dressing ranks to recover from disorder.

Terrain effects base movement: rough slows formed infantry by half, and mounted and artillery by $\frac{3}{4}$. Roads double movement and negate the effects of rough terrain for all but skirmish.

Charges and Melee

Charges are moves made straight forward which result in a combat contact with an enemy unit. Units in column may not charge. Charges require a successful morale check, or the unit refuses to charge (see below). Charges are the only way in which a unit may come into contact with an enemy unit. You may not move within 4" of the front of an enemy unit except to charge it, or to pull directly back away from it during regular movement.

The charged unit must pass a morale check if the charging unit goes in. If it stands, and has not already fired, it may fire at the charging unit, forcing a morale check if any casualties are caused. Range modifiers are not used.

Once in combat contact, all units are considered to have spent their action for the turn, and will roll melee dice. If a charge produces a second round of melee in a turn, the charged unit may roll again, but other non-charging units will not.

Any formed base or skirmish figure which has frontal contact with an enemy base rolls one die for each figure on it. Artillerists and foot skirmishers kill on a 6; formed infantry and mounted rifles kill on a 5 or 6; and cavalry kills on a 4-6. These base kill rates are modified as follows: Mounted get -2 to dice in rough; Elite and Veteran +1 to dice; Green and Poor -1 to dice. Skirmishers get a +1 to dice in rough. Disordered units get -1 to dice. After each round of melee, check morale for any unit which has taken casualties.

Fire

Any undisordered unit may fire at any enemy figure within range, line of sight, and 45 degrees of the firing base's facing. Only the front rank of bases or individual skirmishers may fire. A single fire action may be aimed at more than one enemy unit. To fire, count up all eligible figures in the unit, and roll one die for each. Artillery rolls one die per pound of shot weight. Ranges are: muskets – 9"; rifles – 12"; field guns – 24"; heavy guns – 36". Any roll of a 6 kills an enemy figure. Rolls are modified as follows: Target in fortifications – $\frac{1}{4}$ dice; target in cover – $\frac{1}{2}$ dice; target in skirmish – $\frac{1}{2}$ dice; target in column, or line from flank or rear – double dice; mounted firing – $\frac{1}{2}$ dice; Poor firing – $\frac{1}{2}$ dice; Green firing – $\frac{3}{4}$ dice; Veteran firing – x1.5 dice; Elite firing – double dice; point-blank fire (nearest third of range) – double dice; long-range fire (furthest third of range) – $\frac{1}{2}$ dice.

You can see up to 3" into woods, built-up areas, and similar terrain, or 6" through them. After all fire is conducted and casualties marked, any target suffering casualties must roll for morale.