

# 28mm AWI

Version 09.13

## Sequence of Play

In each full turn both sides take an individual or 'player' turn in the following manner.

- Command - check Brigade Morale, then move units starting with *initiative* moves.
- Shooting - shoot with units.
- Hand-to-hand - both sides resolve any hand-to-hand fighting.

## Command

- 1 Per 12" distance from commander to unit
- 1 Enemy unit within 12" of unit receiving order
- +1 Attack Column
- +1 March Column/Limbered Artillery
- +2 March Column/Limbered Artillery on road or track
- NO Brigade moves in woods

## Blunders

- 1 = Rapid Retreat - 2 moves away from nearest enemy or to rear.
- 2 = Retreat - 1 move away from nearest enemy or to rear.
- 3 = Move to Left - 1 move to own left quarter.
- 4 = Move to Right - 1 move to own right quarter.
- 5 = Move Forward - 1 move to own front.
- 6 = Charge! - Charge nearest enemy. 1/2 = 1 move, 3/4 = 2 moves, 5/6 = 3 moves.

## Movement

### Move Distances

- Infantry, Limbered Foot Artillery, Wagons .....12"
- Cavalry, Limbered Horse Artillery.....18"
- Manhandled Artillery ..... 6"
- Commanders on foot ..... 36"
- Commanders on horseback ..... 48"

### Move Modifiers

- Open Woods.....Infantry 9", Skirmishers 12"
- Woods..... Half pace infantry only, skirmishers as normal
- Rough ground ..... Half pace infantry/cavalry, skirmishers as normal
- Crossing Obstacle .... 6" penalty
- March Column ..... One free move if Command roll failed
- Limbered Artillery .....One free move if Command roll failed

## Interpenetration

ONLY if both units in line or deployed artillery. Lose half a move.

## Evading

Only permitted to skirmishing cavalry and infantry EVEN if disordered. The charge starts when the chargers are within a normal move of the target.

Move the evaders the distance rolled and then move the chargers the distance they have rolled. If contact has been made, the evading unit is destroyed and the chargers may react as though they had just won a normal melee.

If no contact is made, the evaders become disordered facing away from the chargers. In their next turn they may either recover from disorder and rally on the spot or make 1 move away from the enemy without a command roll and remain disordered and facing away from the enemy.

### Evade & Charge move:

- Light cavalry 3 average dice +5"
- Cavalry 2 average dice +5"
- Infantry 2 average dice +1"

ADD 1 extra dice to evaders for every move after the first chargers have made.

## Shooting

### Ranges

- Smoothbore Muskets..... 18"
- Rifled Muskets..... 24"
- Light Smoothbore Artillery 0 - 6" - 18" - 36"
- Smoothbore Artillery 0 - 6" - 24" - 48"

### Shooting To Hit modifiers

- +1 Artillery shooting at Column
- +1 Close Range (6"), Closing Fire, or Skirmishers
- 1 Shooters 'Shaken' or 'Disordered'
- 1 Target is Skirmishing, deployed Artillery, or Not Clear
- 1 Artillery at over half range
- 1 Artillery shooting overhead

## Hand-to-hand Combat

- +1 Charging
- +1 Won last round of combat
- 1 Shaken or Disordered
- 1 Skirmishers
- 1 Engaged to flank or rear

## Combat Result Modifiers

- +1 Support to the rear
- +1 Per flank support (L/R)
- (NO support if caught in flank or rear)
- +1-3 Occupying building (size)

## Morale

### Save modifiers

- +1 Infantry in Attack Column unless hit by artillery
- +1 Target within woods, hedgerows or similar (light cover)
- +1 Target behind fence unless hit by artillery
- +2 Target is within buildings/fortifications (heavy cover)
- 2 Target is in March Column
- 1 Hit by artillery fire at long range
- 2 Hit by artillery fire at close or medium range

## Combat Modifiers

- March Column May not shoot/fight 1 dice
- Limbered Artillery May not shoot or fight!
- Enfilading Infantry or Artillery Shoot double dice

Troop Type	Melee	Shooting	Morale	Stamina	Special	
Continental	6	3	4+	3	First Fire, Steady	<b>Militia</b> 1 = Terrible 2-5 = Average 6 = Good  Wavering Test +1 if in defensive position
Light Infantry - Formed	7	3	3+	3	First Fire, Steady	
Light Infantry - Skirmishing	4	2	4+	3	Skirmishers	
Rifles	4	2	5+	2	Sharpshooters, Unreliable	
Militia - Good	4	3	5+	3	Unreliable, Wavering +1	
Militia - Average	4	3	5+	2	Unreliable, Wavering	
Militia - Terrible	3	2	5+	2	Unreliable, Wavering	
Cavalry	7	-	4+	2	Marauders, Ferocious Charge	
British Grenadiers	8	3	3+	3	First Fire, Steady, Elite	<b>Steady</b> First Break Test result is counted as one level higher. If the unmodified result is 7 or more the unit continues with no penalty.
British Line	7	3	4+	3	First Fire, Steady	
British Light	7	3	4+	3	First Fire, Steady	
British Light - Skirmishing	4	2	4+	2	Skirmishers, Sharpshooters	
Loyalists	6	3	4+	3	First Fire	
Hessians	6	3	4+	3	First Fire, Steady	
Jagers	4	2	4+	2	Skirmishers, Sharpshooters	
Cavalry	7	-	4+	2	Marauders, Ferocious Charge	
All Artillery	1	3-2-1	4+	2		