

The Fort – Rules and Information.

Siege and Defeat:

A real siege is only achieved when the Fort is occupied at the end of the game.

That means that the Americans main objective should be to conquer and to hold the Fort by the end of turn 10. By conquered we mean that there should be no British troops left in the Fort to defend it. The British, on the other hand, must defend the Fort against breeches and hold the fort. If the Fort is still in British hands by the end of Turn 10, then it is a victory for the British.

If the Americans do not conquer the Fort, but are able to prevent the British from reinforcing the peninsula, then it is a small victory for the Americans.

If the British manage to break through both sets of peninsular defences and reach the Fort before it is stormed by the Americans then it is a triumphant victory for the Empire.

Should the Americans manage to hold both sets of peninsular defences and conquer the fort then it is a triumphant victory for the rebels. (This also applies in the case of the British troops landing on the peninsular but who have not made it to the fort.)

Command Bases

At the start of the game, all commanders who are placed on the table carry a points value of 8. Should any losses occur then a replacement commander can be deployed for 7 points.

Neither side is allowed a chief commander! This is to make it easier to solve any known disorders between chief commanders during the game.

Dense Forests

Both sides have a unit that has the ability to pass through dense forestation. (It is up to the player to determine which unit will form this party using the special rules for skirmishers.) The woods are impassable for any other types of troops. Dense forests are merely pieces of woodland that are found in the centre of the British invasion territory.

Strong Siege defences.

The 24 pounders of the French cannot be moved once they have been set up! The guns have a shot radius of 90 degrees. That means 45 degrees to either side of the middle of the barrel.

24 pounders cause a -3 to the moral throw with each hit.

Defences inside the fort.

Defences found in the fort may be moved, but only on the throw of a 6 in each turn of the game. In addition to that they can only be moved through the sectors of the fort in which there are, at that time, no troops!! No defences can be pushed over a defensive passageway in which an entire battalion are pushing. In fact, these rules make defences inside the sort so good as unmoveable, as soon as they are placed on the table at the start of the game.

Defence and "Dead Zones"

Not every cannon barrel can be inclined. Therefore defences in a raised position can be circumvented. This is a set rule for this game and not a clearly formulated rule from Black Powder.

The following is valid for this game: Defenses in a raised position, including those on the wall of the fort or on the slope, or on a hilltop, have a "dead zone" in which they cant fire anymore. This "dead zone" is 6 inches measured from the end of the barrel. Troops inside this 6 inch area are safe from being shot. This means, defenses in a raised position can never shoot with maximum effect. (3 damage dice for targets within 6 inches of the cannon.) If part of a unit is outside of the 6 inches, then they can be shot at normally. Even if a units formation is so set up that they are totally within the 6 inch zone and only juts out by an inch. In this case a shot with 2 dice is allowed.

The dead zone does not apply to ground-level entrenchments!

Entrenchment of the ground fort.

The ground fort entrenchments can be climbed over by attackers, but the ground is laid out purposely so that it is not easy. IN the game, the attackers must move to the bottom of the ground barricades. After that a complete turn is needed to reach the top of the barricade.

If a unit reaches the base of the barricade and still has an inch of movement left, it cannot be used. A minimum of 6 inches is needed to reach the top and to fight there.

In close combat: the defender receives +1 to their close combat, because they defend the higher ground. Additionally they receive +2 to their morale throw, because they are in deep cover.

Troops who are scaling a barricade automatically adopt a skirmish formation. Therefore they receive a +1 to their morale when they are shot at. The battle for the crown of the barricade is a skirmish fight for both sides. This means, both sides have their full number of attackers.

The use of the skirmish formation to crowd troops is not allowed! Units who attack the fort, reach the base of the walls in a line. Only when they reach the wall can they disperse. The troops can only scale the wall in the breadth of their line in which they arrived.

It is obvious that it would be suicide to attack a defended portion of the ground fort and it is advised to storm a unoccupied section of the wall.

Manning of entrenchments and earthwork.

Entrenchments and earthworks are valid as long as they are manned, as long as the figure is no more than 1 inch away from the barricade. Should this distance be greater then it is considered to be undefended!! This rule cannot be applied if a single figure has been displaced (misplaced?) by a few millimeters, even if this seems to be by design. I ask you not to play dishonestly(?) here! In case of doubt the rules go against rule cheats.

By this definition it can happen that an attacker drives 2 batallions against a section of wall which is only defended by a single batallion. If this happens, the defenders must divide their close combat between both batallions. If only one batallion attacks an entrenchment defended by one batallioin, then the defenders may utilize all their close combat dice.

Fighting around Gabions

Different from high walls, Gabions are used in close combat, as soon as the attacker moves into contact. The defenders receive their full +2 bonus to morale and no further reductions. With entrenchments it doesn't apply that the retreat result from a break test can be valued as hold ground! Defenders has a hugely better morale throw, that is the only advantage.

Battle for chevaux de fries:

Also here it comes down to close combat, as soon as an attacker come into contact with the chevaux de fries. The defenders receive a +1 to their morale. The attackers suffer a -1 to their close combat, due to them being strongly disabled! The retreat result from a break test can not also be counted as hold ground with chevaux de frise!

Shooting Through

1. **Walls.** The walls of the fort have a set number of weak points. 2 sections are already damaged from shots fired the day before, the values below are meant for this. Undamaged sections of wall have three times as many points.
2. **The gate:** The gate to the fort is difficult to hit, but easy to destroy. The same rules apply as for a battle on a "bresche".
3. **Entrenchments:** Entrenchments have a weak point every 3 inches and a morale worth of +3 whrn shot. If a section is destroyed a marker is placed. As soon as a hole of at least 6 inches is shot out, the section can be stormed using the rules for a breach.
4. **Chevaux de frise:** Chevaux de frise have a weak point every 3 inches and a morale values of +4 when being shot at. If a section is destroyed then a marker is placed there. As soon as a gap of at least 6 inches is created, then the rules for a breach can be used to attack the section.



THE ENTRENCHMENTS: WEAK POINTS

Is already damaged through bombardment. The normal rules for firing and morale apply. Hits from a howitzer cause double damage.

+3 to Morale.



The Corner Entrenchments: Weak Points:

Is already damaged by bombardments. The normal rules for firing and morale apply. Hits from a howitzer cause double damage.
+3 to Morale.



The GATE Weak Points:

Can only be hit with a throw of 6 from a D6.

+5 to morale

Breaching

A breach counts difficult terrain. Movement is halved. Units, who are fighting in a breach are automatically put into a skirmish formation, even if that would not normally be allowed to do so.

Attackers and defencers fight with their full number of attacks. There is no "BONI?" or "MALI?".

Only one batallion can attack a breach at any one time and only one battalion may defend.

Defenders have a free movement into the breach, when it is attacked, as long as they are within 6 inches of the breach. Defenders can be placed in the breach and in the surrounding area (up to 3 inches away).

Should a defending unit wish to defend the breach as well as a section of neighbouring fortifications then their attacks are split according to the game leaders decision.

Amusetten ?

The British and their allies use at times dense, especially exactly aimed "bushes". The following rules apply for them:

Movement: 6 inches carried by hand once per game.

Hand to hand - 1, Shooting - 1, Morale - +3, Stamina - 1

Special: Marauder, Sharpshooter, causes -1 to morale.

Firing range: 24 inches.

Amusetten can be repositioned after both armies have been deployed. They may be redeployed up to 12 inches from where they were placed. In any case, not closer than 12 inches to an enemy unit.



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The deployment of ships

Movement:

Ships move under the command of their captains. The general movement rules for Black Powder apply, that means that is the initiative roll is good enough that up to 3 movements per turn as possible. If an initiative roll is failed then the ship moves 8 inches in the direction that it is facing. If this leads to a collision, then a D6 is rolled:

- 2-6 a course is set to avoid the collision.
- 1 the collision happens.

The ships takes $\frac{1}{2}$ D6 damage and rolls against the table for special damage.

Ships guns:

The ships guns are fired according to the same rules for firing on land.

Disembarking troops:

Troops may be disembarked at a landing point. The following rules apply. A ship needs a movement turn to be securely moored. (That is only when the quay is reached in the previous movement). Afterwards a turn is needed for every battalion who go ashore. Troops who leave the ship must be placed within 6 inches of the ship on the quay and may not move again in that turn.

Troops who are shipped out in a landing craft need a movement of the ship in order to land the boat, a movement for every 6 inches the landing craft moves and a movement turn to leave the craft and to form on the shore. Only in the turn after the troops have gathered on the shore can they move according to normal infantry rules.

If troops on a landing craft are shot, they are counted as being without cover infantry in an open field for casualties.



THE TROOP TRANSPORTER "EAGLE"

Is equipped with 2 8 pounders on each side. Range: 6/24/48, -2 to morale up to 24 inches, -1 over 24 inches.

Movement: 8 inches

Morale +4

Initiative of Captain Seller: 8

If a 6 is rolled while under fire no roll for morale is needed, instead a D6 is rolled to test for lost weak points on the ship.

- | | | | |
|-----|---|-------------------------|----------------|
| 1-2 | a gun is eliminated. | Guns on board: 3 | |
| 3-4 | A battalion loses a stamina point | Stamina Bat 1 3 | Bat 2 3 |
| 5 | The ships crew lose a crew point | Crewpoints 3 | |
| | (if the crew only have one point remaining then the ship retreats.) | | |
| 6 | The captain is killed and the commando worth of the ship is reduced to 6. | | |

wounds of the Eagle: 5

If the Eagle loses its final "wound" then it sinks immediately.



THE TROOP TRANSPORTER SWAN

Is equipped with 2 8 pounders on each side. Range: 6/24/48, -2 to morale up to 24 inches, -1 over 24 inches.

Movement: 8 inches

Morale +4

Initiative of Captain Morris: 8

If a 6 is rolled while under fire no roll for morale is needed, instead a D6 is rolled to test for lost weak points on the ship.

- | | | |
|-----|---|----------------------------------|
| 1-2 | a gun is eliminated. | Guns on board: 3 |
| 3-4 | A battalion loses a stamina point | Stamina Bat 1: 3 Bat 2. 3 |
| 5 | The ships crew lose a crew point
(if the crew only have one point remaining then the ship retreats.) | Crewpoints: 4 |
| 6 | The captain is killed and the commando worth of the ship is reduced to 6. | |

Wounds of the Swan: 7

If the Eagle loses its final "wound" then it sinks immediately.



THE BRIGG LA BELLE

Is equipped with 5 8 pounders on each side. Range: 6/24/48, -2 to morale up to 24 inches, -1 over 24 inches.

Movement: 10 inches

Morale +4

Initiative of Captain Hervier: 8

If a 6 is rolled while under fire no roll for morale is needed, instead a D6 is rolled to test for lost weak points on the ship.

1-2 a gun is eliminated.

Guns on board: 5

3-5 The ships crew lose a crew point

Crewpoints: 6

(if the crew only have one point remaining then the ship retreats.)

6 The captain is killed and the commando worth of the ship is reduced to 6.

Wounds of the Swan: 11

If the Eagle loses its final "wound" then it sinks immediately.



Black Powder

FORT GEORGE



Basic Stats for Standard Units & Special Rules • American War of Independence (AWI)

American/French (Standard Units)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Regular Line Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire
French Regular Line Inf.	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire/Steady
Regular Light Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire/Skirmish
Riflemen	Infantry	Rifled Muskets	6	3	4+	3	Marauders/Sharpshooters /Skirmish
Militia / Minutemen etc.	Infantry	Smoothbore Muskets	6	3	4+	3	Unreliable

British/Hessian Stats (Standard Units)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British and Hessian Regular Line Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire/Steady
British Grenadiers	Infantry	Smoothbore Muskets	7	3	4+	4	First Fire/Crack/Steady
British Light Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire/Steady/Skirmish
Hessian „Jäger“	Infantry	Rifled Muskets	6	3	4+	3	Marauders/Sharpshooters/Skirmish
Loyalists, Local Militia	Infantry	Smoothbore Muskets	6	3	4+	3	Unreliable

Stats for all (Standard Units)

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Light Cavalry (e.g. Dragoons, Hussars)	Cavalry	Swords or Sabres	6	-	4+	3	Marauders
Artillery	Artillery	Smoothbore Guns	1	3-2-1	4+	2	-
Indians	Infantry	Smoothbore Muskets	7	2	5+	3	Marauders/Bloodthirsty/Skirmish

Units

Infantry Standard Unit



10

Infantry Small Unit



5-6

Cavalry Standard Unit



6

Cavalry Small Unit



4

Infantry Large Unit



16

Infantry Tiny Unit



3-4

Cavalry Large Unit



10

Cavalry Tiny Unit



2

Basing

Infantry: Single bases on squares 2 cm x 2 cm

Cavalry: Single bases 2,5 cm x 5 cm

Artillery: Bases with 3 or more crew

Summary Of Useful Rules

Bloodthirsty	Re-roll misses on first round of combat only
Brave	Shaken units rally on 4+ if more than 12" from enemy
Crack	Re-roll one failed morale save if you have no casualties already
Determined Charge	Must charge where able to do so
Elite	Overcome disorder at start of Command on roll of 4+
Fanatics	Ferocious Charge + Terrifying Charge
Ferocious Charge	Re-roll misses on combat following charge
First Fire	+1 dice on first shot of battle
Form Square	Can and must form square when charged by cavalry
Freshly Raised	Random effectiveness on first turn of shooting or hand-to-hand combat

Heavy Cavalry

Lancers	+D3 combat result on a charge -1 morale against cavalry and -2 against infantry on charge
Marauders	Ignore distance modifiers for command
Reliable	+1 command
Sharp Shooters	Re-roll one missed shot
Steady	Passes first break test of the battle
Stubborn	Re-roll one failed morale save
Superbly Drilled	Free move if command failed
Terrifying Charge	Charged enemy must take a break test
Tough Fighters	Re-roll one missed combat attack
Unreliable	No move on equal command roll
Untested	Randomise stamina 1=1, 2-3=2, 4-5=3, 6=4
Valiant	1 free break test re-roll
Wavering	Take a break test when you take a casualty

Notes

Skirmish: Only units indicated as such are allowed to adopt a skirmish formation. Other troops can adopt a skirmish formation only to enter terrain that they could not otherwise enter – but no bonuses for shooting!





FORT GEORGE • BRITISH-HESSIAN ORDER OF BATTLE

1st BRITISH BRIGADE (GARRISON FORT GEORGE)

Command

(Regular Line / Standard Unit)

(Regular Line / Standard Unit)

(Regular Line / Standard Unit)

Artillery

(medium gun) (medium gun)

2nd BRITISH BRIGADE

Command

(Cavalry Dragoons / Standard Unit)

(Cavalry Dragoons / Standard Unit)

(Cavalry Dragoons / Standard Unit)

(Regular Line / Standard Unit)

3rd BRITISH BRIGADE

Command

(Regular Line GRENADIERS / Standard Unit)

(Regular Line / Standard Unit)

(Regular Line / Standard Unit)

Artillery

(howitzer)

4th BRITISH BRIGADE (ON THE SHIPS)

Command

(Regular Line GRENADIERS / Standard Unit)

(Regular Line / Standard Unit)

(Regular Line / Standard Unit)

5th BRITISH BRIGADE

Command

(Regular Line GRENADIERS / Standard Unit)

(Regular Line SCOTS/ Standard Unit)

(Regular Line SCOTS/ Standard Unit)

Artillery

(medium gun)

6th BRITISH-HESSIAN BRIGADE

Command

(Regular Line GRENADIERS / Small Unit)

(Regular Line / Standard Unit)

(Regular Line / Standard Unit)

(Hessian Jaegers with two Amusettes)

Artillery

(medium gun)

7th HESSIAN BRIGADE

Command

(Hessian Regular Line / Standard Unit)

(Hessian Regular Line / Standard Unit)

(Hessian Regular Line / Standard Unit)

Artillery

(Hessian medium gun)

8th HESSIAN BRIGADE

Command

(Hessian Regular Line / Standard Unit)

(Hessian Regular Line / Standard Unit)

(Hessian Regular Line / Standard Unit)

Artillery

(Hessian howitzer)

RESERVE

Command

(Cavalry Dragoons / Standard Unit)

(Cavalry Dragoons / Standard Unit)

(Cavalry Dragoons / Standard Unit)

(British Marines / Standard Unit)

(British Marines / Standard Unit)

(British Light Infantry with two Amusettes)

Artillery

(medium gun) (medium gun)

(medium gun) (howitzer)



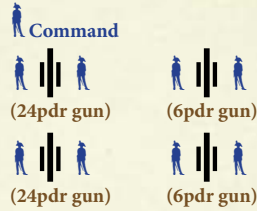
FORT GEORGE • AMERICAN-FRENCH ORDER OF BATTLE

CAVALRY

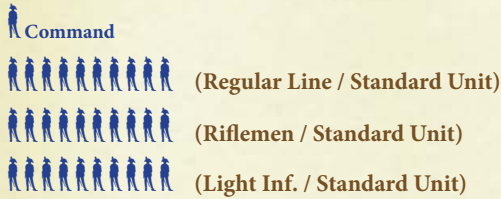
(Regular Light Dragoons / Standard Unit)



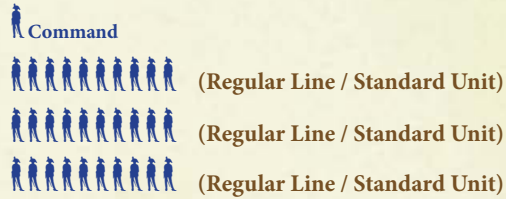
FRENCH ARTILLERY



1st BRIGADE



2nd BRIGADE



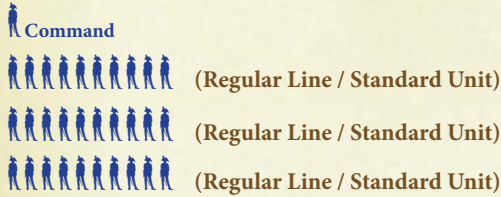
Artillery



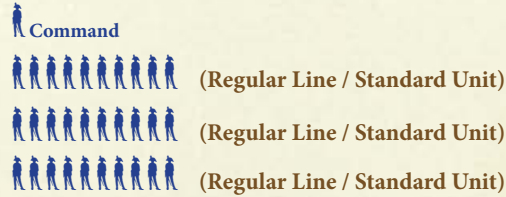
Artillery



3rd BRIGADE



4th BRIGADE



Artillery



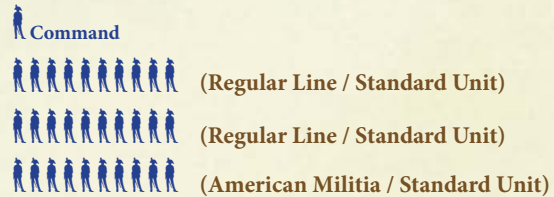
Artillery



5th BRIGADE



6th „French“ BRIGADE



(The French units using the stats for the British and German Line Infantry)

Artillery

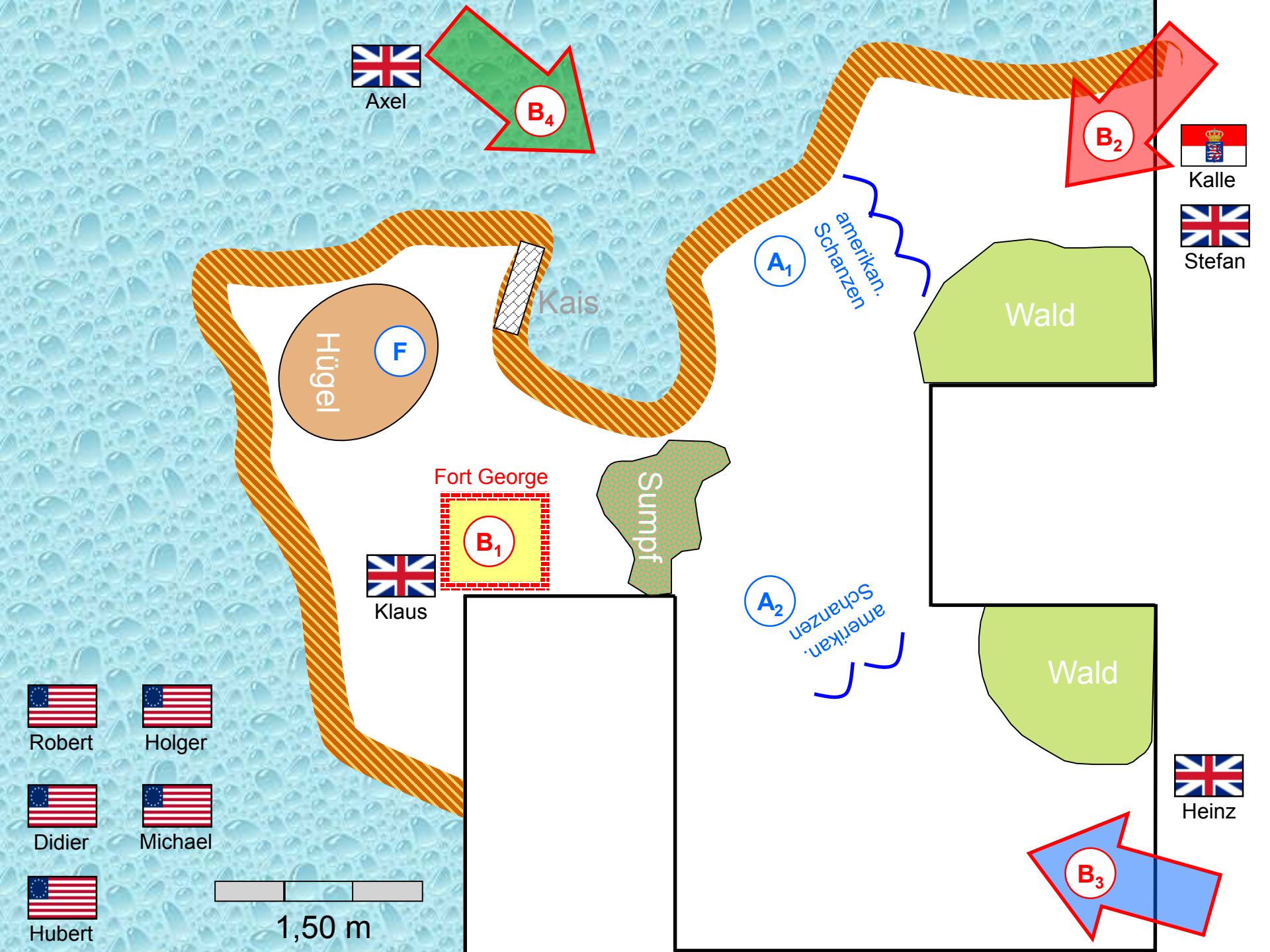


Artillery



WOODLAND INDIANS







Britische Gefechtsgliederung

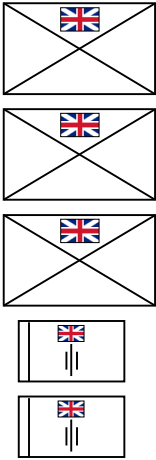


Fischeln, 24. / 25.08.2013

Operationsabschnitt B₁ Fort George



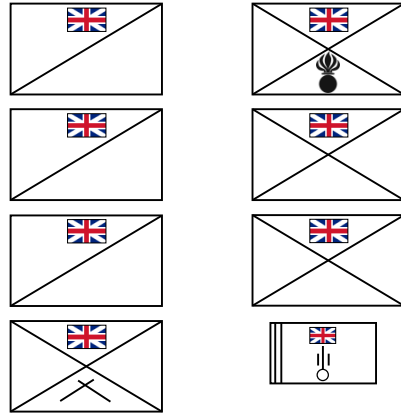
Klaus



Operationsabschnitt B₃ Entsatztruppe Südost



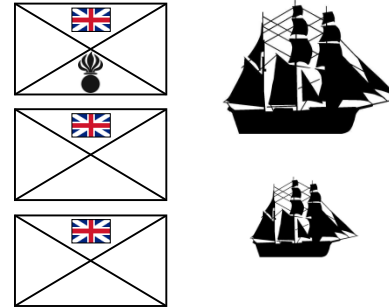
Heinz



Operationsabschnitt B₄ Entsatztruppe per Schiff



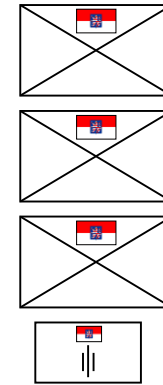
Axel



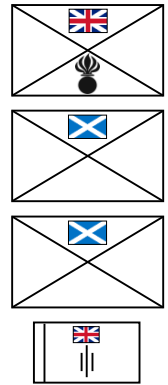
Operationsabschnitt B₂ Entsatztruppe Nordost



Kalle



Stefan



Legende

	Amusette		Schwere Haubitze		Jäger / Ranger / Leichte Infanterie
	Leichte Artillerie		Infanterie		Kavallerie
	Mittlere Artillerie		Grenadiere		
	Mittlere Haubitze				
	Hessen (inkl. Waldeck)		Britische Einheiten		Schotten

