

# Volley and Bayonet, Road to Glory

## American Revolution Period Specific Rules 13.0

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## **1.0 Infantry Units:**

### **1.1 Infantry Doctrine:**

In 1775 and early 1776 (the campaign for Boston) the armies of both the United States and Great Britain followed the same procedures as did the European Armies. However, due to the more broken nature of the American terrain, and the relative lack of cavalry for both sides, the respective armies soon adopted a much looser type of linear formation than did the continental powers. This basically consisted of forming in two ranks but with the normal interval between men - about 36 to 42 inches per man/file was common rather than the 24 to 30 inches per man/file used in Europe. This allowed much easier movement, but also extended frontages considerably. This change was adopted first by the British Army in the spring of 1776, and copied later by the American Army and the Brunswick, Hesse-Hanau, Waldeck, and Loyalist allies of the British.

Tactically, infantry units used open order for movement and firing; in one primary source the open order formation is referred to as "firing formation", about 42" per man/file. In most cases when closing with an enemy unit or if about to receive a charge, infantry units formed into close order, about 30" per man/file. The same primary source called close order "charging formation". Not all infantry units followed this to the letter, often the British remained in open order, while charging, but the morale test made for stands moving into contact represents the success or failure of commanders to be in the best formation for the situation.

Some armies did keep a tighter infantry formation. Some German units, especially those from Hesse-Kassel (maybe also the infantry from Anhalt-Zerbst and Ansbach-Beyreuth) switched to a two rank formation, but tended to use a close order formation in the field. The French infantry sent to North America, both the French expeditionary force sent to Savannah and the later expeditionary force with Rochambeau, used a three rank formation and tended to operate in close order (30" of frontage per man). There is no

evidence that French infantry units used an attack column formation in the Americas. While some sources discuss French “columns”, they were tactical commands equivalent to brigade commands and not combat formations.

## **1.2 Infantry Stands and Mounting:**

All infantry are mounted on either linear infantry stands or skirmish infantry stands as appropriate. Due to their more open formations used by many of the combatants, the scale of men and guns per SP is different than the normal Volley and Bayonet scales, see the rules below on the various scales. Due to the greater mobility from the more open formations, these linear infantry stands follow different rules for mobility and the impact of different terrain. See the 1.3 Infantry Movement for the period specific rules.

## **1.3 Infantry Movement:**

There are two base movement rates for infantry during the American Revolution. Infantry are rated as either slow or fast infantry. Slow infantry are those who normally used a close order formation (6” between files) while fast infantry are those which normally used a more open order formation (18” between files). All slow infantry have a base movement rate of 12”. All fast infantry have a base movement rate of 16” In 1775, all linear infantry stands are rated as slow infantry, with the exception that British light infantry (linear or skirmish infantry stands) are rated as fast infantry. From 1776 to 1783, all Continental, French light infantry (chasseur) battalions, British infantry, some of the better loyalist infantry, all Brunswick, Hesse-Hanau and Waldeck infantry, and all infantry skirmishers regardless of nationality, with the exception of Militia rated infantry skirmisher stands are rated as fast infantry. All Hessian and other German infantry (other than skirmishers), French line infantry and grenadiers, American or Loyalist militia (linear or skirmish), and many loyalist units are rated as slow infantry. The better drilled loyalists and a few of the best Hessian units (including their light infantry) are rated as fast infantry. In the scenarios are overall unit ratings chart, fast infantry are noted with FI and slow infantry are noted with SI. To represent the advantages enjoyed by troops able to use the more open linear formations as compared to other infantry, use the following chart for terrain penalties for movement:

<b>Terrain</b>	<b>16" Infantry (fast)</b>	<b>12" Infantry (slow)</b>	<b>Infantry Skirmishers</b>
Clear	NE	NE	NE
Town	Road or DIS	Road or DIS	NE
Village	NE	NE	NE
Crops	NE	NE	NE
Orchard	NE	NE	NE
Woods	NE	2	NE
Forest	2	2 DIS*	NE
Tree Line	NE	NE	NE
River	PRO	PRO	PRO
Stream or Ford	1/2	1/2	1/2
Marshy Stream	1/2 DIS**	1/2 DIS**	1/2 DIS**
Bridge	MC or 1/2 or DIS	MC or 1/2 or DIS	MC or 1/2 or DIS
Marsh	***	***	***
Swamp	PRO	PRO	2
Hill	NE#	NE#	NE
Broken	2	2	NE

\*May not recover from disorder

\*\*loss of battalion guns in regiment and battalion scales

\*\*\* Roll die and consult Marsh Table (see 21.1.2)

#When unit climbs or descends second contour in same move, they pay half of their movement

NE = No effect

DIS = Disordered upon entering

PRO = Prohibited

## 2.0 Cavalry Units:

### 2.1 Cavalry Doctrine:

Cavalry in the American Revolution operated as pre-battle reconnaissance troops or shock cavalry on the battlefield. I cannot find a single example of a cavalry unit dismounting to fight once a battle began, but there were some American cavalrymen of the 3rd Dragoons who fought on foot at Hobkirk Hill as well as some British and Brunswick cavalry who fought on foot due to a lack of horses. Most cavalry in the American Revolution is considered light cavalry as per the Volley & Bayonet: Road to Glory rules. The exceptions to this being some of the better mounted American cavalry units late in the war in the southern states, which are rated as medium cavalry. While the infantry adopted less dense formations, the cavalry operated in generally the same formations as in Europe: two ranks deep with each mounted cavalryman occupying

about 4 feet of linear frontage. Because cavalry in this period is not in a significantly less dense formation (unlike the infantry), each linear stand in the battalion, wing and division scales can have 1 to 3 SPs. At the regiment scale, all cavalry stands have 1 SPs.

## 2.2 Cavalry Stands and Mounting:

All cavalry is mounted on 1-SP linear bases (3"x1.5") or 2-3 SP linear bases (3"x1.5"). 1 SP cavalry "troop" stands get 2 die in melee combat, while 2-3 SP "squadron" stands get 4 die in melee combat. Dismounted cavalry should be mounted on 1 SP skirmish infantry stands, and these are used to represent only cavalry stands that start a scenario dismounted; regular cavalry cannot dismount during a battle.

## 2.3 Cavalry Movement:

All cavalry moves as light cavalry (24"). Linear cavalry units move through terrain as close order cavalry. Regular cavalry units may not dismount, as in the American Revolution regular cavalry was used as battle cavalry rather than dragoons (despite their titles). Use the following chart for terrain penalties for movement:

Terrain	Cavalry (linear)
Clear	NE
Town	Road or DIS
Village	NE
Crops	NE
Orchard	2 DIS
Woods	2 DIS
Forest	2 DIS*
Tree Line	NE
River	PRO
Stream or Ford	1/2
Marshy Stream	1/2 DIS
Bridge	MC or 1/2 or DIS
Marsh	***
Swamp	PRO
Hill	NE#
Broken	2 DIS*

\*May not recover from disorder

\*\*\* Roll die and consult Marsh Table (see 21.1.2)

NE = No effect

DIS = Disordered upon entering

PRO = Prohibited

## **2.4 Light Horse:**

Some American militia units operated as dragoons, that is they could dismount and fight on foot. They were also rather inefficient as cavalry in combat. Units rated as Light horse can dismount as 1 SP skirmish infantry stands (either skirmishers or sharpshooters). In mounted combat, they get half of the normal dice, so 1 die for 1 SP "troop" stands and 2 dice for 2-3 SP "squadron" stands. Mounting or dismounting costs one half of the stand's movement.

## **2.5 Mounted Infantry:**

Many American militia units and in a few cases, British infantry in the Southern Campaigns operated as mounted infantry. They were not armed with swords; instead they operated as true mounted infantry in that they rode to battle and dismounted for combat. Units rated as mounted infantry can dismount as 1 SP skirmish infantry stands (either skirmishers or sharpshooters) if American riflemen or 2 to 4 SP linear infantry stands if militia or regular British infantry. In mounted combat, they are treated as Light Horse, they get half of the normal dice, so 1 die for 1 SP stands and 2 dice for 2-3 SP stands. Mounting or dismounting costs one half of the stand's movement. A mounted infantry stand (while actually mounted) suffers the same restrictions on charging as does a skirmish cavalry stand. I mount my mounted infantry on massed cavalry stands (3" x 3") to better show the space they took up and to differentiate them from regular cavalry stands.

## **3.0 Artillery Units:**

**3.1 Artillery Combat Dice:** In the regiment, battalion, and wing scales, artillery stands with 2 or 3 SPs are treated as "battalions" and artillery stands with 1 SP are treated as "batteries" as per the standard rules for combat dice. All artillery in the division scale has 2 SPs and are treated as "battalions".

**3.2 Artillery Movement:** All artillery is treated as foot artillery, with the exception of 3-pdr galloper guns, which are treated as horse artillery for the purposes of limbering or unlimbering. See the charts below for artillery movement rates and terrain effects. Note that the chart is divided into manhandled/limbered movement. Galloper artillery are light (generally 3-pounder) guns that used a single horse limber attachment. Very light artillery are 1 to 2-pounders. Light artillery are 3 pounders. Field artillery are 4 and 6-pounders. Heavy artillery are 12-pounders. Siege artillery consists of 12-pounder siege (iron) guns and any gun heavier than a 12-pounder.

Type	Manhandled Movement	Limbered Movement
Galloper Artillery	6"	16"
V. Light & Light Artillery	4"	16"
Field Artillery	3"	12
Heavy Artillery	2"	8"
Siege Artillery	0"	6"

Terrain	Artillery
Clear	NE
Town	Road or DIS
Village	NE
Crops	NE
Orchard	NE
Woods	2
Forest	2 U
Tree Line	NE
River	PRO
Stream or Ford	1/2
Marshy Stream	PRO
Bridge	MC or 1/2 or DIS
Marsh	***
Swamp	PRO
Hill	1/2****
Broken	2

\*\*\* Roll die and consult Marsh Table (see 21.1.2)

\*\*\*\* Artillery stands pay half of their movement to climb one contour (see 21.4.2)

NE = No effect

DIS = Disordered upon entering

U = May not unlimber

PRO = Prohibited

**3.3 Dedicated Guns:** All battalion guns in North America were provided by fully manned artillery detachments with their own horse transport and full complements of gunners. As a result, the attachment of dedicated guns to infantry units does not slow their movement. Field guns (in addition to light and very light) may be used to provide dedicated guns to infantry units. Dedicated guns are used at only the regiment and battalion scale, see section 4.0 Scales.

## **4.0 Scales:**

The intent of Volley and Bayonet is to allow players to fight complete historical battles on a single gaming table, and complete them in a single gaming session of reasonable duration. The regiment scale, the basic scale in the Volley & Bayonet: Road to Glory rules, is sufficient for the larger battles during the American Revolution, such as Brandywine, Germantown, Long Island and Monmouth. However, there are a number of smaller battles which are of considerable interest, and often historic significance, but which are too small to address using the standard scale. To do this, several smaller scales are clearly needed. The basic mechanics of Volley and Bayonet will still serve to fight out these actions with only minor modifications to the rules. Note that all movement rates and the radius of command remain unchanged at all of the scales below. To represent the lower troop densities of the American Revolution use the following revisions to the normal Volley and Bayonet game scales.

### **Unit Commanders:**

Unit commanders are a new type of command stand included at the various scales. Unit commanders are either mounted separately like other commanders or on one stand of an infantry unit. Unit commanders may not rally troops and have a command radius of only 3" for formed troops, which can be measured from any point on the unit commander's stand. Skirmishers are in command if within 6" of a friendly stand that is itself in command (see 13.1) or within 6" of their unit commander. If a stand containing a unit commander is eliminated, so is the unit commander for the rest of the game/battle.

### **Skirmishers and Line of Fire:**

At the regiment and battalion scales of the game, skirmishers cannot block musketry, because the musket ranges are so short compared to the size of the unit stand. However, in the wing and division scales, the increased range of musketry (and what the skirmish stands actually represent) makes this a possibility. In the wing and division scales, musketry may not pass through a skirmish sabot base; instead must be directed at the skirmish stand itself. Artillery fire may still pass through skirmishers.

### **4.1 Regiment Scale:**

The basic or "standard" scale of Volley and Bayonet is called the Regiment Scale. It is so called because an infantry stand usually represents a half brigade (British or American) or a very large (French or Hessian) regiment of infantry. The standard rules found in Volley and Bayonet, Road to Glory apply unless otherwise noted in this supplement.

**The statistics of the regimental scale are as follows:**

Ground: 100 yards per inch

Time: 1 hour per turn

Manpower: 200 men per strength point

Guns: 4 guns per strength point.

Exhaustion: By division (DC) or independent brigades/battalions that have their own unit commander (UC).

*There are few differences in the rules from the basic game.*

**Commanders:** British, Hessian, and French (and in a few cases, American) brigade commanders are added to the game. British and Hessian brigades with two or more linear infantry stands receive a separately mounted division commander (DC). Additionally, American independent infantry brigades (not under a division commander), American converged light infantry brigades (including Morgan’s Brigade in 1777 and 1778), and British light infantry battalions without a brigade commander receive a separately mounted unit commander (UC). French Brigade commanders are treated as American division commanders, and are thus rated as Division Commanders (DC) at this scale. Use the following chart to determine which commander rating to use for historical commanders.

Historical Level	British/Hessian	Americans	French
Army	AC	AC	AC
Wing	CC	CC (1)	CC
Division	DC	DC	NA
Brigade	DC (2)	None/UC (3)	DC (4)
Battalion	UC (5)	None	None

- (1) American wing commanders with two or more subordinate divisions.
- (2) All British and Hessian brigades with two or more linear infantry stands have separately mounted DCs.
- (3) Independent American infantry brigades (not under a division commander), converged Continental light infantry brigades with two or more linear infantry stands, and an American cavalry brigade with two or more stands (like in 1777at Brandywine).
- (4) French brigade commanders (who commanded two regiments) are rated as DCs. Also at the regiment scale, Lauzun’s Legion’s commander is a separately mounted UC.
- (5) British light infantry battalions not in a brigade command with two or more stands have separately mounted UCs.

**Mounting:**

All formed infantry are mounted on linear infantry stands. All non-skirmish cavalry are mounted on linear stands. French and Hessian battalion guns are still considered integral to the infantry stand. 2 actual guns will provide dedicated guns to one infantry stand.



All linear infantry stands may have 2 or 3 SPs, except Hessian (those which move as slow infantry) linear infantry stands may have 2 to 4 SPs. French infantry regiments and converged battalions have 2 to 4 SP regardless of movement rate. Linear cavalry stands can have 1 SP. All infantry and cavalry skirmisher stands have 1 SP. Artillery stands may have 1 to 3 SPs.

British and American linear infantry stands generally represent 2-3 line battalions/regiments, while Hessian and French linear infantry stands represent regiments (single battalion Hessian regiments or two battalion French regiments). Linear cavalry stands represent a regiment a full regiment of cavalry for the British or two weak American cavalry regiments.

#### **4.2 Battalion Scale:**

The next lowest level of the game is the Battalion Scale, so called because an infantry stand usually represents a full-strength battalion of infantry or a half battalion of larger units such as Hessian regiments or French battalions.

#### **The statistics of the battalion scale are as follows:**

Ground: 50 yards per inch.

Time: 30 minutes per turn.

Manpower: 80 men per strength point.

Guns: 2 guns per strength point.

Exhaustion: By brigade (units under a DC) or independent battalions that have their own unit commander (UC).

*There are few differences in the rules from the basic game:*

**Ranged Combat:** Multiply all weapon ranges and visibility distances by 2.

**Commanders:** Brigade commanders are added to all armies. Brigade (and French regiment) commanders function as division commanders (DCs) in the standard rules. (They may command, but not rally). British, Hessian, and American division commanders and French brigade commanders at this scale function as corps commanders (CC) under the rules (They may command and rally). In addition, any cavalry regiment with two or more cavalry stands gains a separately mounted unit commander. Use the following chart to determine which commander rating to use for historical commanders.

Historical Level	British/Hessian	Americans	French
Army	AC	AC	AC
Wing	CC	CC (1)	NA
Division	CC	CC	NA
Brigade	DC	DC	CC (2)
Regiment	NA	NA	DC (3)
Battalion	UC (4)	NA	NA
Cavalry Unit (6)	UC	UC	UC

(1) American wing commanders with two or more subordinate divisions.

(2) French brigade commanders who command two or more historic regiments are rated as CCs. Other brigade commanders are rated as DCs.

(3) French regiment commanders (who command two battalions) are rated as DCs.

(4) British converged grenadier or light infantry battalions with 2 or more linear infantry stands have separately mounted UCs.

(6) All cavalry regiments with two or more stands receive a separately mounted Unit Commander (UC). At the Battalion scale, Lauzun of Lauzun's Legion, commanders of American "legions" (such as Lee's Legion) with two or more stands (linear infantry, skirmish infantry or linear cavalry), and the commander of the British Legion as rated as Division Commanders (DC).

### **Mounting:**

Infantry and cavalry are mounted exactly as they would be at the regimental scale: formed infantry and cavalry on linear bases. Battalion guns are still considered to be integral to French and Hessian infantry stands. 1 actual gun will provide dedicated guns to one infantry stand.

All linear infantry stands may have 2 to 4 SPs, except Hessian linear infantry stands (those which move as slow infantry) may have 2 to 5 SPs. French infantry regiments and converged elite battalions have 2 to 5 SPs regardless of movement rate. Linear cavalry stands can have 1 to 3 SPs (1 SPs are "troops" and 2-3 SPs are "squadrons"). All infantry and cavalry skirmisher stands have 1 SP. Artillery stands may have 1 to 3 SPs.

British and American linear infantry stands generally represent one line battalion/regiment or two under-strength battalions/regiments. Hessian linear infantry stands represent one-half of a full strength regiment or one very under-strength regiment. French linear infantry stands represent an infantry battalion.

### **Artillery:**

Two strength-point artillery stands at Battalion Scale are batteries (4 actual guns), but are treated as if they were Regimental Scale "battalions". One strength point artillery stands at the Battalion Scale (sections of 2 actual guns) are treated the same as Regimental Scale "batteries". Battalion guns (French and Hessian) are treated the same

as the normal Regiment Scale rules (except they now fire out to 8"). 1 actual gun will provide dedicated guns to one infantry stand.

### **Buildings:**

Villages are now represented by a single town block. Actual village blocks represent a group of one or two isolated buildings. Towns are represented by two town blocks for each town block at the Regiment scale. Major roads through the town are shown as open road areas.

### **4.3 Wing Scale:**

The next level of the game is the Wing Scale, so called because an infantry stand usually represents a wing, or half of a regiment, or in the case of very large Hessian regiment, each stand represents a division (one quarter of the regiment). In some cases weak battalions are represented by a single stand.

#### **The statistics of the wing scale are as follows:**

Ground: 25 yards per inch

Time: 15 minutes per turn

Manpower: 40 men per strength point

Guns: 1 gun per strength point.

Exhaustion: By brigade (units under a DC) or independent units (that is not under a DC) that have their own unit commander (UC).

*There are few differences in the rules from the basic game:*

### **Ranged Combat:**

Multiply all weapon ranges and visibility distances by 4.

### **Skirmishers and Line of Fire:**

At the regiment scale of the game, skirmishers cannot block musketry, because the musket ranges are so short compared to the size of the unit stand. However, in the wing scale, the increased range of musketry (and what the skirmish stands actually represent) makes this a possibility. Musketry may not pass through a skirmish sabot base, and instead must be directed at the skirmish stand itself. Artillery fire may still pass through enemy skirmishers.

### **Commanders:**

Battalion commanders are added to the game. Battalion commanders are treated as either separately mounted unit commanders or on one stand of an infantry unit. British, Hessian, and American brigade commanders and French regiment commanders function as DC division commanders in the standard rules. (They may command but not rally). British, Hessian, and American division and French brigade commanders at this scale function as corps commanders (CC) under the rules (They may command and

rally). American wing commanders function as army commanders (AC) (They may command, rally, and attach themselves to a stand to provide a +1 morale bonus). In addition, any cavalry unit with two or more linear cavalry stands gains a separately mounted unit commander (UC). Treat “legions” with two or more stands as brigade commanders (DCs). Use the following chart to determine which commander rating to use for historical commanders.

Historical Level	British/Hessian	Americans	French
Army	AC	AC	AC
Wing	CC	CC (1)	NA
Division	CC	CC	NA
Brigade	DC	DC	CC (2)
Regiment	NA	NA	DC (3)
Battalion (4)	UC	UC	UC
Cavalry Unit (5)	UC	UC	UC

(1) American wing commanders with two or more subordinate divisions.

(2) French brigade commanders (who command two regiments) are rated as CCs.

(3) French regiment commanders (who command two battalions) are rated as DCs.

(4) Infantry battalions, including better quality militia regiments with 2 or more linear infantry stands have a stand mounted unit commander (UC) as part of one of the infantry stands. British, Hessian and French converged light infantry and grenadier battalions with 2 or more linear infantry stands have separately mounted UCs.

Sometimes a well commanded single stand of regular troops may also be given a stand mounted unit commander.

(5) At the Wing scale, commanders of British dragoon regiments, Lauzun of Lauzun’s Legion and commanders of American “legions” with two or more stands are rated as a Division Commanders (DC). Commanders of American “legions” with only two stands (usually 1 linear cavalry and 1 linear infantry or skirmish infantry) are rated as separately mounted Unit Commanders (UCs).

The exception to the above ratings is that a side's senior commander should be rated as a Corps Commander (CC) so that they can rally routed stands. For example, at the Battle of Cowpens, Tarleton is only a brigade commander, which is normally a DC, but he is bumped up to a CC as the overall commander of that side.

### **Mounting:**

All linear infantry stands may have 2 to 4 SPs, except Hessian linear infantry stands (those which move as slow infantry) may have 2 to 5 SPs. French infantry regiments and converged battalions have 2 to 5 SPs regardless of movement rate. Linear cavalry stands can have 1 to 3 SPs (1 SPs are “troops” and 2-3 SPs are “squadrons”). All infantry and cavalry skirmisher stands have 1 SP. Artillery stands may have 1 or 2 SPs.

**Artillery:**

Two strength-point artillery stands at Wing Scale are single sections (2 actual guns) but are treated as if they were Regimental Scale "battalions". One strength point artillery stands at the Wing Scale (1 actual gun) are treated the same as Regimental Scale "batteries".

**Battalion Guns:**

French and Hessian battalion guns (2 SP stands) are represented as separate stands and part of the battalion command, which is usually 2 or 3 linear infantry stands and one artillery stand. The battalion gun artillery stand follows the normal rules in all respects.

**Buildings:**

Farmsteads with outbuildings are represented by a single town block. Actual village blocks represent a single isolated building or a cluster of smaller outbuildings.

Towns and villages are represented by two or more town blocks, each representing a block or half-block of the town. Roads and streets through the town should be represented as open areas three inches wide, which allows stands of cavalry and artillery to deploy in and fight inside the town (but not in the town blocks). Other open areas, such as town squares and courtyards, should also be shown as areas three inches across or larger. Infantry may not move directly from one town block to an adjacent connected one; they must move into the street (and suffer disorder) and then move by street to a place adjacent to the other town block and then enter.

**Drill:**

There are two aspects of formation movement which are handled differently at the wing scale.

**Interpenetration:** The gaps between units (and the time to open and close ranks to allow passage of a friendly force) are no longer assumed to allow easy passage of lines. If a friendly formed stand interpenetrates another friendly formed stand, both stands are disordered (yellow disorder), with the exception that this does not cause permanently disordered stands, like militia rated stands, to rout; they just stay red disordered. Interpenetration consists of any part of the moving stand passing through two opposite sides of the interpenetrated stand. For the purposes of this rule, limbered artillery counts as a formed unit. Unlimbered artillery and all skirmishers do not count as formed units.

**Facing Changes:** At the higher scales, a facing change is always done on the center of the stand. This is because each stand represents a number of separately maneuvering elements which rearrange themselves within the general area occupied by the unit stand. At the lower levels, however, a stand represents a single element which maneuvers on its own and as a whole. The main effect of this is that the pivot point of the stand for purposes of facing changes is one of the forward two corners (whichever

the owning player desires) instead of the center. The one exception to this is that a stand may turn 180 degrees around in place and is not required to pivot on a corner.

**Battalion Integrity:** At the Wing level, all stands of the same battalion (which includes single battalion regiments like most British, American and Hessian regiments) which are touching at the end of movement function as a single entity, and are called the “united battalion.” The united battalion tests morale as a single entity, and the effects of the morale test apply to all stands of the united battalion. If one stand of the united battalion is already disordered, the entire united battalion suffers the -1 modifier to its morale. If the united battalion fails the morale test, only the one stand already disordered routs, and the rest are simply disordered.

**Battalion Return Fire:** If one stand of a battalion is fired at, all stands of the battalion which are touching the target stand, or are linked to the target stand by other touching stands of the battalion, may return fire if they have a target in their arc of fire.

#### **4.4 Division Scale:**

The lowest level of the game is the Division Scale, so called because an infantry stand usually represents a division, a quarter of a regiment, or in the case of very large Hessian regiment, each stand represents a half company (one eighth of the regiment). In some cases weak battalions are represented by a two stands.

#### **The statistics of the division scale are as follows:**

Ground: 12.5 yards per inch

Time: 10 minutes per turn

Manpower: 20 men per strength point

Guns: ½ gun per strength point (each 2 SP stand = 1 gun and crew).

Exhaustion: By battalion (all units under a UC or DC if no UCs). For very weak brigades, determine exhaustion by brigade rather than battalion.

*There are few differences in the rules from the basic game:*

#### **Ranged Combat:**

Multiply all weapon ranges and visibility distances by 8.

#### **Skirmishers and Line of Fire:**

At the regiment scale of the game, skirmishers cannot block musketry, because the musket ranges are so short compared to the size of the unit stand. However, in the division scale, the increased range of musketry (and what the skirmish stands actually represent) makes this a possibility. Musketry may not pass through a skirmisher's base, and instead must be directed at the skirmish stand itself. Artillery fire may still pass through skirmishers.

### Commanders:

Battalion commanders are added to the game. Battalion commanders are treated as separately mounted division commanders (DC). Battalions which have three or more stands and British regular infantry and other converged elite units with two or more stands receive a division commander (DC). Other battalions with two or less stands receive a separately mounted unit commander (UC). British, Hessian, and American brigade commanders and French regiment commanders function as DC division commanders in the standard rules. (They may command but not rally). British, Hessian, and American division and French brigade commanders at this scale function as corps commanders (CC) under the rules (They may command and rally). American wing commanders function as army commanders (AC) (They may command, rally, and attach themselves to a stand to provide a +1 morale bonus). In addition, any cavalry unit (generally a British or French cavalry troop or an American cavalry squadron) with two or more linear cavalry stands gains a separately mounted unit commander. Cavalry regiment commanders are treated as separately mounted division commanders (DC). Use the following chart to determine which commander rating to use for historical commanders.

Historical Level	British/Hessian	Americans	French
Army	AC	AC	AC
Wing	NA	AC (1)	NA
Division	AC	AC	NA
Brigade	CC	CC	AC (2)
Regiment	NA	NA	CC (3)
Battalion (4)	DC	DC	DC
Weak Battalion (4)	UC	UC	UC
Cavalry Squadron (5)	UC	UC	UC

- (1) American wing commanders with two or more subordinate divisions.
- (2) French brigade commanders (who command two regiments) are rated as ACs.
- (3) French regiment commanders (who command two battalions) are rated as CCs.
- (4) Commanders of any infantry battalion with three or more infantry stands or a British infantry battalion with two stands are rated as DCs. Any non-British infantry battalion with two infantry stands or a one stand British infantry battalion receives a separately mounted unit commander (UCs).
- (6) Any cavalry squadron or regiment with two cavalry stands receives a separately mounted unit commander (UC). Full cavalry regiments with 3 or more stands receives a DC regiment commander in addition to any UC squadron commanders. Legion commanders such as Lauzun's Legion or Lee's Legion are treated as brigade commanders (CC) with a separate DC to command the infantry and cavalry elements (one for each type).

**Mounting:**

All linear infantry stands may have 2 to 4 SPs, except Hessian linear infantry stands (those which move as slow infantry) may have 2 to 5 SPs. French infantry regiments and converged battalions have 2 to 5 SPs regardless of movement rate. Linear cavalry stands can have 1 to 3 SPs (1 SPs are "half-troops" and 2-3 SPs are "troops"). All infantry and cavalry skirmisher stands have 1 SP. Artillery stands must have 2 SPs.

**Artillery:**

All artillery stands have 2 SP and are treated as if they were Regimental Scale "battalions".

**Battalion Guns:** (as Wing Scale)**Buildings:**

Farmsteads or groups of outbuildings are represented by a single town block. Each actual village block represents a single isolated building.

Towns and villages are represented by two or more town blocks, each representing a block or half-block of the town. Roads and streets through the town should be represented as open areas three inches wide, which allows stands of cavalry and artillery to deploy in and fight inside the town (but not in the town blocks). Other open areas, such as town squares and courtyards, should also be shown as areas three inches across or larger. Infantry may not move directly from one town block to an adjacent connected one; they must move into the street (and suffer disorder) and then move to a place adjacent to the other town block and then enter. Enclosures (such as churchyards or the courtyards of manor houses) are represented by walled enclosures with the walls counting as works (or hasty works if the walls are in poor repair or insubstantial). Park areas in towns may be represented by stretches of open woods.

**Drill:**

There are two aspects of formation movement which are handled differently at the division scale.

**Interpenetration:** The gaps between units (and the time to open and close ranks to allow passage of a friendly force) are no longer assumed to allow easy passage of lines. If a friendly formed stand interpenetrates another friendly formed stand, both stands are disordered (yellow disorder), with the exception that this does not cause permanently disordered stands, like militia rated stands, to rout, they just stay red disordered. Interpenetration consists of any part of the moving stand passing through two opposite sides of the interpenetrated stand. For the purposes of this rule, limbered artillery counts as a formed unit. Unlimbered artillery and all skirmishers do not count as formed units.



**Facing Changes:** At the higher scales, a facing change is always done on the center of the stand. This is because each stand represents a number of separately maneuvering elements which rearrange themselves within the general area occupied by the unit stand. At the lower levels, however, a stand represents a single element which maneuvers on its own and as a whole. The main effect of this is that the pivot point of the stand for purposes of facing changes is one of the forward two corners (whichever the owning player desires) instead of the center. The one exception to this is that a stand may turn 180 degrees around in place and is not required to pivot on a corner.

**Battalion Integrity:** At the division level, all stands of the same battalion (which includes single battalion regiments like most British, American and Hessian regiments) which are touching at the end of movement function as a single entity, and are called the “united battalion.” The united battalion tests morale as a single entity, and the effects of the morale test apply to all stands of the united battalion. If one stand of the united battalion is already disordered, the entire united battalion suffers the -1 modifier to its morale. If the united battalion fails the morale test, only the one stand already disordered routs, and the rest are simply disordered.

**Battalion Return Fire:** If one stand of a battalion is fired at, all stands of the battalion which are touching the target stand, or are linked to the target stand by other touching stands of the battalion, may return fire if they have a target in their arc of fire.

## 5.0 Choosing the Right Scale:

How do you decide which scale is best? In many cases this is simply a matter of taste. If you feel like playing out a low-level tactical game then use the wing scale. The question becomes more difficult when you want to refight a historic battle. The rules are intended to let you refight a real battle, and so the place to start is the real battlefield. Find a map and just take a look at it. Measure the size of the battlefield and see how big a table you will need. The following chart shows the actual “footprint” of a 6-foot by 9-foot gaming table at the four scales. This size is used because it usually breaks in convenient increments of miles and so makes estimating table size fairly easy. If your table is somewhat smaller adjust the “footprint” accordingly.

### Scale Table:

Regiment: 4 miles x 6 miles (like Brandywine and Long Island)

Battalion: 2 miles x 3 miles (like Freeman’s Farm and a very big battalion scale Monmouth scenario)

Wing: 1 mile x 1.5 miles (like Guilford Courthouse and Camden)

Division: .5 miles x .75 miles (the smallest battles, like those in the South)

Once you look at the comparative battlefield sizes the different scales give you, the answer will usually be obvious.

## 6.0 House Rules and Clarifications:

**6.10 DC Rallies (house rule):** Allow "DC" rated commanders to rally routed troops, but the stand being rallied must pass a modified morale check to rally with an additional -1 morale penalty for being routed (that is -1 for being red disordered).

**6.11 Skirmisher stand Advantages (clarification):** To gain a saving throw against enemy fire, skirmisher stands must be in skirmish order, which is represented by placing skirmisher infantry or linear cavalry stands on sabot stands of the appropriate size. Infantry skirmisher sabots are 3" wide and 1.5" deep. Cavalry skirmisher sabots are 3" x 3".

**6.12 Skirmish Fire (house rule):** Neither the original edition nor the new edition of Volley and Bayonet do a good job of representing infantry skirmishers. They did not cause large numbers of casualties on the enemy nor did they act to prevent casualties to their parent units. Instead, their primary function was to disorder enemy units. To represent this, allow skirmish or sharpshooter infantry in full skirmish order to use a special form of fire combat. They fire as per the normal fire rules, but add 1 to their hit numbers (that is 5-6 for skirmishers and 4-6 for sharpshooters), if they score a hit, their target does not take a SP casualty, instead the target unit is disordered with a yellow disorder marker (including the loss of stationary status). Target stands that already had a yellow disorder marker suffer no additional effect (they do not rout), but target stands that already had a red disorder marker, including militia which have a permanent red disorder marker, do rout.

**6.13 Moving Into Contact With Hidden Stands (house rule):** The Volley and Bayonet, Road to Glory do not allow a stand to move into contact with a stand that it could not see at the start of its movement. This produces some unhistorical situations. Instead, allow a stand to move into contact with a stand that it could not see at the start of its movement, but apply a -1 modifier to its morale test. This also makes the use of the cumbersome Pursuit in Woods rule unnecessary. Remember that at the Battalion and Wing scales, visibility ranges are increased from the basic (Regiment Scale) rules.

**6.14 Skirmishers in Melee Combat:** For the American Revolution, use the skirmishers in melee rules from the 2004 draft edition of Volley and Bayonet 2. I feel that these better represent the way that skirmishers operated in the American Revolution. They are:

Whenever infantry skirmishers are meleed by formed (linear) infantry or cavalry skirmishers, the melee is fought as with any other melee, but the final result (after casualties have been removed) is handled slightly differently. If the infantry skirmisher is not eliminated, it falls back a half move and does not suffer a disordered result, while

the attacker is allowed to occupy the vacated ground, make a free facing change, and is not disordered (even if it suffered more casualties than it inflicted).

Infantry skirmishers - in occupation of a village, town, broken ground, or work - engage in melee normally. That is to say it is possible for them to win the melee and hold their ground, forcing the attacking troops back in disorder.

Whenever cavalry skirmishers fight other cavalry skirmishers the melee is resolved normally.

## **AND**

Whenever skirmishers are charged by formed cavalry, the cavalry passes completely through their position and continues on to contact another enemy unit or to the limit of its movement.

Cavalry skirmishers withdraw 6 inches ahead of the attacking cavalry until it (the attacking cavalry) contacts a formed enemy unit and stops (at which point the cavalry skirmishers will be behind the intervening friendly unit) or until the attacking cavalry exhausts its movement, in which case both stands stop with the skirmishers 6 inches ahead of the charging cavalry. If the retreating cavalry skirmisher would have to contact an enemy unit or blocking terrain it stops movement and is contacted by the charging enemy cavalry.

Infantry skirmishers attacked by formed cavalry are moved to the closest cover (town, village, forest, or friendly formed unit), provided the distance to the cover is equal to or less than half the distance from the skirmisher to the attacking cavalry at the start of its move. If the distance is greater than that, the skirmisher is instead eliminated.

**6.15 Native-Americans (house rule from Greg Novak):** The following rules apply to Native-American stands. Native American stands do not pay any costs when moving from skirmisher stands to a linear stand prior to entering into melee, however they must check morale, and if they fail they remain in skirmish order. Normally, stands which attempt to close into melee which fail morale are marked as disordered and continue their charge. Native American stands which attempt to enter into melee and which fail their morale check are not marked as being disordered, and do not enter into melee. Rather they stop halfway to their intended target and deploy as skirmishers. They can if wished engage in fire combat.

**6.16 Exhaustion and Forced March (house rule):** In a scenario where one side has forced marched to a battle, add 1 to their roll when checking for collapse (see 16.2.1). An example of this being Tarleton's forced march to reach the Battle of Cowpens.

**6.17 Night Fighting (rule from Frank Chadwick):** Occasionally, the first or last turn or two of a battle will be a night turn (regimental scale so multiply as appropriate for other scales). Night turns are like any other with two exceptions. First, the maximum visibility at night is two inches in regiment scale, four inches in battalion scale, eight

inches in wing scale and sixteen inches in division scale. Second, no stand may recover from disorder at night. For very dark, that is no moon light, nights, divide the visibility ranges in half (thus regiment scale = 1", battalion scale = 2", wing scale = 4" and division scale = 8").

**6.18 British Bayonet Charges (house rule):** The British were especially fierce in their bayonet charges, but not quite fierce enough to rate them all as "Shock" for melee. Instead, the British advantage is always represented by British regular infantry always counting as having elites present even if their flank companies had been stripped away historically.

**6.19 High Angle Fire (from 2004 draft edition of Volley and Bayonet 2):**

Howitzers and mortars are sometimes used to deliver high angle fire. In most games, particularly at the large scale covered by Volley, Bayonet, and Glory, high angle fire is below the "grain" of the game. That is, most (if not all) conventional artillery units represented in the game contains some howitzers and the fire effect of such small numbers of high trajectory pieces is ignored. If playing reduced scale battles (see Reduced Scale) they become more important. Also these rules may be used, if desired, to cover the very rare "pure" howitzer units.

Howitzers are used exactly like conventional artillery and have the same ranges as conventional artillery of the same weight. Thus when playing using the standard scale a heavy howitzer has a close range of 4 inches and a long range of 12 inches. Howitzers may deliver conventional low trajectory fire at any time. However, instead of delivering conventional fire, howitzers may choose to employ high angle fire at any range. Mortars always use high angle fire.

High angle fire may be conducted over the heads of intervening units that would normally block line of fire. The firing artillery unit must be able to see its target, however, and so high angle fire may not be delivered over intervening terrain features, only intervening troops.

Troops behind simple linear works (walls, field works, etc.) receive no saving throws versus high angle fire. Troops in woods, towns, villages, and forts still receive saving throws.

All high angle fire is conducted as if at long range (i.e. the hit number is always 6), regardless of the actual range. As mortars may only conduct high angle fire they will only have a long-range listing.

## 7.0 Some Very Optional (but recommended) Rules:

**7.10 Fire Morale Checks:** At the lower scales (Wing and Division) have units check morale if they suffer a SP loss due to ranged enemy fire. The morale check is normal with the additional modifier of -1 per hit suffered for linear infantry, linear cavalry, or artillery stands. If a stand receives fire through its flank area apply the morale modifier for Fire Flank Attack (7.3.2). Morale is checked during the combat phase after all fire against a stand is completed.

**7.11 Command and Control Modifiers:** Rather than have the limited system in the rules or a more complex order system, simply modify the command radius for each commander based on their quality. There are four levels of commanders: poor, average, good, and superior. Their respective command radius are: poor = 4", average = 6", good = 8" and superior = 10".

**7.12 Commanders and Morale Checks:** At all scales allow all commanders (not just army commander) attached to a stand to modify the stand's morale during morale checks. Only one commander may modify a stand at a time, except if all stands of a single battalion/regiment are in command by contact, the attached officer can modify the morale of all stands of the battalion/regiment, and one commander can only modify one stand's morale at a time. The morale modifiers are: poor = +0, average and good = +1, and superior = +2. Other rules are as per 7.1.3, including the chance that an attached officer is removed from play if the stand he is attached to takes casualties.

**7.13 Long Range Fire in the Wing and Division Scale:** Given the longer ranges in this scale, units will spend a greater number of turns in firing range and exchanging small arms fire. This tends to make the losses due to fire combat far higher than in the Regiment and Battalion scales. To bring the fire casualties back in line with the larger scales, give all units a saving throw against fire combat that is fired at long range and over half of the long range. For example, smoothbore musket long range in the Wing scale is 8"; units taking SP loss from smoothbore musket fire with a range of 4.1-8", the target stand would received a saving throw for each SP hit. If the unit was suffered a SP casualty from smoothbore musket fire from 0-4", it would not receive a saving throw. This also applies to skirmish fire (see 6.3 above).

**7.14 Melee Results:** Rather than have more casualties decide which stand won a melee combat, have them roll off like a tie result under the normal rules. Use the additional morale modifier -1 per hit suffered.

## 8.0 Designer Notes:

These modifications, revisions, and clarifications are designed to be used with the Road to Glory version of Volley and Bayonet. When contradictions exist between these modifications and Volley and Bayonet, Road to Glory use the changes from the revisions contained here.

These revisions for the American Revolution constitute years of trial and error by myself, Frank Chadwick, Greg Novak, and other players of Volley and Bayonet. The original Volley and Bayonet rules included a scale revision for the American Revolution, which worked well for the larger battles such as Monmouth, Brandywine, and Germantown, but were too large in scale to handle medium size battles such as those around Saratoga or the numerous smaller battles of the war. I have taken ideas from Greg Novak, the never published Old Glory version of Volley and Bayonet, the efforts and ideas of Volley and Bayonet players, and the smaller scales found in The Age of Frederick Volley and Bayonet rules (which were to be published by Foundry) and reworked them into one comprehensive set of supplemental rules that allow the Volley and Bayonet rules to be used for the American Revolution. They are not "official", but lacking any published American-Revolution specific rules for Volley and Bayonet, these modifications are sufficient for players to use the Volley and Bayonet rules for this period.

Why Volley and Bayonet? There are several sets of miniature wargame rules in existence for the American Revolution, so what has attracted me to Volley and Bayonet? First, I have found the Volley and Bayonet rules to be "simple, but not simplistic" (to quote my friend, the now departed Les Reese). While the rules are relatively easy to learn and play, the interaction of large movement distances, multiple SP per stand, ability of the rules to represent odd size units in a variety of scales, and ease and enjoyment of play has made Volley and Bayonet my choice of rules for this period. I found that too many other multi-period rules seemed to be too oriented toward European battles as the "norm", which did a poor job replicating the unique nature of the American Revolution. Some of the other period-specific rules or multi-period rules (like Piquet) do a good job modeling smaller games, where each unit is a battalion or regiment of infantry, but are somewhat lacking when it comes to representing the larger or the smaller battles. Additionally, I just don't have the time anymore to devote to the more involved and time consuming games that I enjoyed in my days as a single, university student (which was abnormally extended due to my completing a Ph.D. in History). While Volley and Bayonet might not meet the needs of historical miniature wargamer, it offers the detail, complexity, and flexibility that I am seeking.

Enjoy!  
Jeff Glasco