

Two For Tea

Fast-play rules for the American War of Independence

By Bob Barnettson

GAME OVERVIEW

The game follows a Ugo-Igo pattern of alternating player turns. Each side operates several units. A **unit** represents either a company (60 men) or a battalion (600 men) and normally comprises three **stands** (or bases) of troops that always remain in contact. Units can be arranged in line, column or skirmish formation.

Officers and **generals** are based individually. Their role is to give their units or groups of units (called **brigades**) orders. Each officer and general has a **command rating** assigned - a higher command rating indicates a more capable officer and general. The crux of the game is the **activation** system. The active player identifies an officer or general and the unit(s) being given an **order**. The player then makes a command roll by rolling 2D6 and comparing it to the officer's or general's command rating. If the roll is less than or equal to the command rating then the order is successful and the unit may **move**, **shoot**, **form-up** or **rally**. If the roll is greater than the command rating then the order is unsuccessful and the unit is not activated.

Units can receive more than one order during a turn if the player can successfully make a command roll for each order. For each successive order (up to a maximum of 3) a -1 penalty is applied to the command rating. There are also penalties for being further than 20cm from the officer or general.

Shooting is resolved with a single dice roll (but many dice!) while melee requires a single competing dice roll. Units can be **disordered** or **routed** and stands can be killed. Over time, mounting casualties reduce the combat effectiveness of a unit.

UNITS & FORMATION

Units normally comprise 3 bases ("stands") of miniatures. All

bases in a unit are of a single type (e.g. 3 bases of infantry). As casualties mount, a unit's bases are removed (reflecting wounds and demoralisation). Cannons, officers and generals are all represented by a single base. Each unit has been assigned a set of statistics (see Appendix A), including:

- A descriptive **name** (e.g. general, grenadier, dragoon).
- A **movement** allowance in centimetres.
- A **shooting** value (the number of D6s rolled for each stand in the unit that is shooting) followed by the range in centimetres.
- A **hits** value (the number of hits it takes to eliminate a stand).
- A **melee** value (the number of D6s rolled for each stand in the unit that is in hand to hand combat).

Units may also have special abilities or limitations (eg. the command rating of officers and generals). These are also noted in the Army Lists below.

The bases comprising a unit can be arranged in four formations:

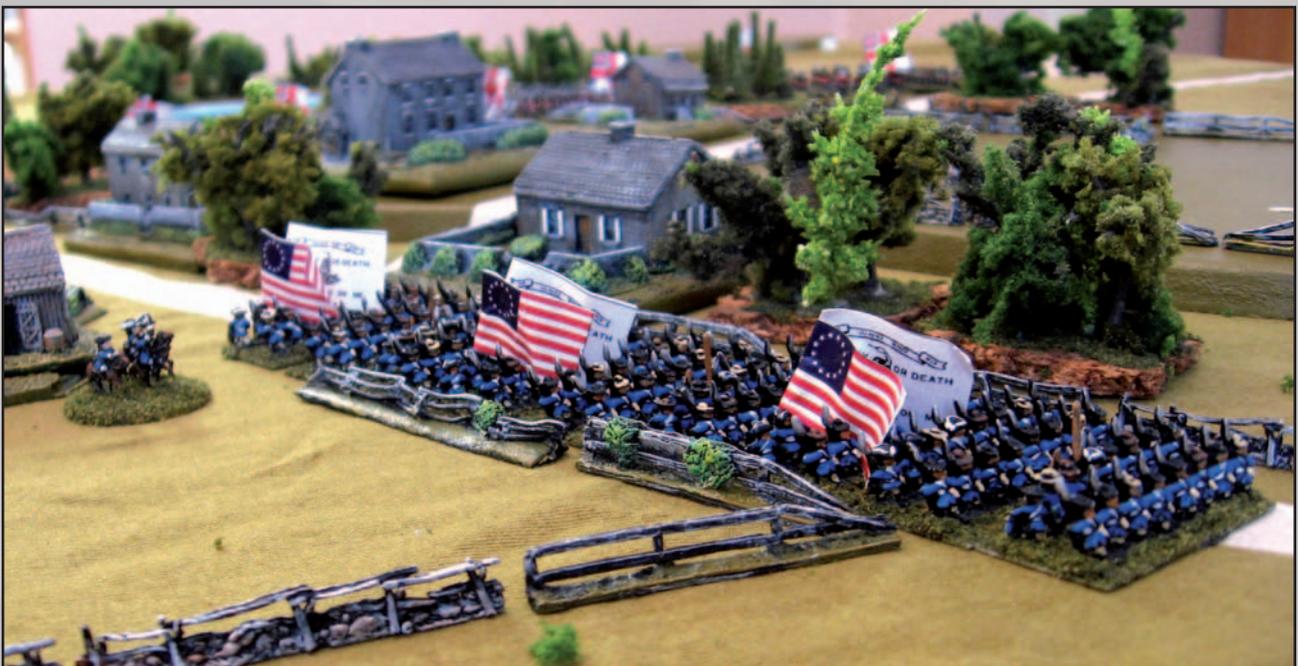
1. **Line**: Bases are touching side by side.
2. **Column**: Bases are touching one behind the other.
3. **Skirmish**: Bases are touching but in an irregular pattern.

The effect of these formations is summarized in Table 1.

Units can change formation during a move excepting units in skirmish order that must be ordered to "form up".

ACTIVATION

Units are activated (*i.e.* may do something) when an officer or general successfully gives them an order. Orders are normally given to one unit at a time but see Brigades below. A unit may only receive orders (whether successful or not) from one officer/



general per turn. Units may receive up to three orders per turn.

Orders

Units can be issued four kinds of orders:

- **Move:** A unit may move up to its full movement allowance, subject to the limitations imposed by its formation (see Table 1) and terrain.
- **Shoot:** A unit may be ordered to shoot (see Shooting below).
- **Form-up:** Units in skirmish formation may be ordered to form-up into line, column or close order. Cannons must also be ordered to form-up prior to moving and between moving and shooting.
- **Rally:** Routing units (see below) may recover if they are successfully given a rally order.

Ordering mechanic

Officers only give orders to units assigned to them (determined before the game). Generals may order any unit. Officers and generals do not move with troops; rather, they move at the end of a player's turn.

To issue an order to a unit a player indicates the officer/general, the unit and the order given. The player then modifies the officer's or general's command rating as per Table 2.

The player rolls 2D6. If the roll is less than or equal to the modified command rating, then the order is successful and the unit carries it out. If the roll is greater than the modified command rating, then the order is unsuccessful and the unit does nothing this turn. Any roll of 12 indicates a random event and the player rolls 1D6 and consults Table 3.

An officer/general that fails a command roll may give no more orders that turn. When an officer/general stops giving orders to one unit and gives them to another, the first unit may receive no more orders that turn. All modifiers on Table 2 are reset when an officer/general switches giving orders from one unit to another. When the general fails a command roll the player's turn is over.

Automatic shooting

There is a single exception to the normal activation system. If a unit is unsuppressed and within firing range of another unit

it may automatically fire as its first order. All normal shooting requirements apply. Units shooting automatically may receive additional orders but begin with a -1 penalty to their command roll as if they had received an order to shoot. The unit receiving fire may return fire as per Shooting below.

Brigade

Players may designate units under the command of a single officer or general and within a 20cm radius of each other as a temporary brigade at the beginning of a turn. Units in a brigade operate as if they were a single unit, performing the same action. To be considered "within the circle" a majority of a unit's stands must be within the circle.

Brigades exist only so long as a player wishes. At any time, a player may begin ordering the units individually. All command penalties that accrued to the brigade (eg. a penalty for receiving more than one order) remain with the individual units for the remainder of the turn.

MOVEMENT

Movement allowances vary by unit type:

- Infantry and scouts move 20cm
- Dragoons move 30cm
- Cannons move 10cm
- Officers move 40cm
- Generals move 60cm

A unit's movement allowance is modified by formation as summarised in Table 1.

Cannons always move in line (single-base units) but may not move sideways, backwards or obliquely. Deployed cannons may pivot on a move order. Each stand has a zone of control the equivalent of one base depth. Enemy stands cannot move within this zone except to charge the stand or back directly away.

Terrain effect on movement

• **Linear obstacles:** Units crossing linear obstacles (hedge, wall, ditch) stop on contact and then cross and move normally on a subsequent order.



- **Dense terrain:** Units entering dense terrain (forest, bracken, buildings) stop on contact, adopt skirmish formation and then enter and move normally on a subsequent order. Units cannot be “formed-up” into line or column within dense terrain.
- **Roads:** Roads allow units to move in column through dense terrain without adopting skirmish formation. Units in column on a road ignore distance penalties in their command roll.
- **Hills:** A hill does not affect movement unless it is an impassable cliff. Steep hills can halve movement (up or down) and such hills need to be well marked.
- **Rivers:** Rivers may be passable (treat as linear obstacle) or impassable except at a ford or bridge. Fords can be crossed as linear obstacles. Units stop movement at a bridge entrance. It takes one successful move order for each unit to cross a bridge. Units may adopt any formation when they reach the other side of the bridge.

Cannons cannot cross linear obstacles or enter dense terrain. General and officers are not affected by terrain except for impassable rivers.

Turning

Turning is normally by wheeling and units may wheel before, after or during any move. To wheel, identify the stand on the outside of the turn (ie. the one that has the furthest to travel). Move the outside edge of that stand up to its maximum move. Align all other stands based on it. As a game convention we allow units in line and skirmish formation to move obliquely (on the diagonal) at double the normal cost (ie. an oblique move is half as far as a straight move).

Interpenetration

Friendly units in line or skirmish formation may interpenetrate. Units in line that interpenetrate or are interpenetrated immediately adopt a skirmish formation. Units in column cannot interpenetrate or be interpenetrated, but if a unit is driven back into them by shooting combat both units will adopt skirmish formation.

SHOOTING COMBAT

Units can fire each time they receive an order and automatically as the first order of a turn. To shoot, a unit must have a target within line of sight, firing arc and range.

Line of Sight

Line of sight is unlimited unless blocked by troops or terrain. Linear obstacles block line of sight unless one unit abuts the linear obstacle or a unit is on a higher level. Dense terrain (e.g. forest, bracken, buildings) and hills block line of sight. Troops within 2cm of the edge of dense terrain or a hill can see out and be seen from the outside. Troops within dense terrain can see and be seen up to 10cm away within the terrain. Fog and heavy snow limit line of sight and a command blunder occurs on any roll of an 11 or 12. Moving units are visible at 20cm in fog and stationary units are visible at 10cm. Once spotted, units remain visible unless they move 20cm away from enemy units.

Firing Arc

Stands have firing arc of 90° in line (ie. 45° either side of centre) and 360° in skirmish formation. A target unit is considered within the firing arc if 50% of any stand falls within the arc. Removal of a stand can move a unit out of firing arc.

Shooting Mechanic

When a unit shoots, its fire is conducted and casualties inflicted. The unit receiving fire may then return fire (unless suppressed). This simulates exchanging volleys of fire. The active player may then attempt to issue another order (assuming the unit is not suppressed and has not already received 3 orders).

To fire, indicate the firing unit(s) and the target unit. All stands in a unit must fire at the same target unit and prefer units that have

fired on them and then the closest enemy unit. For a stand to fire, some portion of the target unit must be visible to the stand. The target must be within the **stand's** range (edge of base to edge of base measure).

A **stand's** shooting value (see Army Lists) is the number of D6s you roll. You then add or drop dice for each **stand** based on Table 4. **Units** always roll at least 1 dice. The dice for all units firing on a single target unit are rolled at once.

Cover affects a unit's chance of being hit:

- Units in the open are hit on a 4, 5 or 6.
- Units in cover (forest, behind fence or wall, in house) are hit on a 5-6.
- Units in hard cover (deep trench, stone house, fortification) are hit on a 6.

Hits

Tally the number of hits a unit takes and the number of 6s rolled in a turn of firing. When a unit takes hits equal to its “hit” value (see Army List), one **stand** is eliminated. Any extra hits (that do not eliminate stands) are discarded at the end of the owning player's turn. Until then, track these extra hits using a dice (white works nicely).

If the unit receives further hits before the end of the owning player's turn (eg. gets shot at a second time, takes hits during melee) these hits are added onto the running total tracked on the dice and a stand is eliminated every time the total equals the unit's hit value.

Disordered

If, during any shooting attack on a unit or melee, the attacker rolls three or more 6s against the attacked unit, all stands in the attacked unit are suppressed (see below). Track disordered with a marker (a red dice works well).

A suppressed unit may not move or shoot until the end of the owning player's next turn. It is also disadvantaged in melee. Units automatically become unsuppressed at the end of a player's next turn.

Routing

If, during any shooting attack on a unit or melee, the attacker rolls more 6s than a target's “hits value”, all remaining stands in the attacked unit rout (see below). A routed unit moves 1 full move directly away from the nearest visible enemy at the end of the owning player's turn each turn. If there is no visible enemy unit, a routed unit remains stationary. Routed units can be rallied by an officer or general and otherwise remain suppressed.

Cannon fire

Cannons fire as above. Cannons may fire canister at targets within 20cm. Firing canister doubles the attack dice rolled by the cannon. Cannons may also fire ball up to their full shooting distance. Firing ball means the cannon can attack up to 3 stands where the stands are positioned in a line from the perspective of the cannon. These stands must be within 10cm of each other. The first stand is attacked at full dice and one dice is dropped for each subsequent stand.

MELEE

Melee occurs when one unit (the charging unit) moves into base to base contact with another (the charged unit). All charges are straight forward and a unit can only charge a unit visible at the beginning of the charge.

As a charging unit moves into contact for the purpose of melee, the charged unit may fire once (out of sequence) at the charging unit unless the charged unit is suppressed. Hits and disordered

inflicted on the charging unit follow the charging unit into melee. The charging unit does not get to return fire.

Alternately, the charged unit may evade backwards up to 10cm (thereby potentially avoiding contact) once per turn. Evading units may not shoot at chargers and immediately adopt skirmish formation.

Cannons cannot charge or evade. When foot charge dragoons, dragoons may shoot with a shooting value of 1 **and** evade without adopting skirmish formation.

Making contact

Unless evaded, a charge results in units moving to squarely contact each other and maximise the frontage in contact. Where units are not squarely aligned, moving less than half a base width left or right is allowable to make units align squarely.

Where units start at an angle to one another, this may require reorienting the facing of a charging unit. No stand may exceed its movement allowance to do so or move out of formation. To charge a flank, a charging unit must start the turn in the flank of the charged unit.

Units in contact are “locked in melee” for the remainder of the charging player’s turn. Melee is resolved at the end of the charging player’s turn.

Melee mechanic

To resolve melee, determine which charging **stands** are in melee with which charged **stands**. Stands not in direct contact with an enemy stand but positioned beside or behind a stand in melee are considered in support. Supporting stands add weight to an attack or defence as outlined below.

Combat is simultaneous but each player resolves melee on a unit by unit basis. Both the charging and charged players roll dice during melee. A **stand’s** melee value (see Army Lists) is the number of D6s you roll. You then add or drop dice for each **stand** based on Table 5. A unit always gets to roll at least 1 melee dice. You roll all the dice for each melee at once. Hits are scored and units suppressed and routed as per shooting combat. Additionally, total the number of hits each side inflicts on the other. To this total, add one for each supporting stand in the melee. This additional “hit” does not inflict a casualty but does affect the results (simulating the added weight of extra troops).

If the results are:

- **Equal:** Both sides disengage and each moves backwards half the total number of hits both sides inflicted in centimetres.
- **Unequal:** The side inflicting fewer hits retreats the difference in hits in centimetres.

Where one side has been forced to retreat, the winner can

pursue (*i.e.* move into base to base contact again) and a second round of combat is fought. Units pursuing after a second round of combat remain locked in combat until the melee phase of the opponent’s turn. Where a unit is entirely eliminated by combat no pursuit occurs.

The winner can also choose to hold or even disengage (moving backwards the number of hits they received in centimetres).

END OF TURN

At the end of a player’s turn, the following things occur:

- The player removes all extra hits from the player’s units.
- The player removes all disordered except those on routing units.
- All routing units move their full movement allowance away from the nearest visible enemy (if any) or stay still.
- The player calculates whether the player’s side has reached its breakpoint.

Breakpoint

If a player loses half of all his **units**, he must dice to see whether the army breaks. The player makes a command roll using the general’s command rating. Apply a penalty of +1 to the dice roll for each additional **unit** lost beyond half of the units. If the roll is greater than the general’s modified command rating the army breaks and retreats from the field.

SPECIAL ABILITIES

Generals can use the following special abilities once per game. I suggest allowing each player to secretly choose one ability per game.

- **For God’s sake forward!:** Army Commander can re-roll one failed movement order. If successful, commander can continue ordering as if failure never occurred.
- **Protect the colours!:** A defending unit increases the hits value of its stands by +1 during melee. The effect lasts for entire melee, including any pursuit but stops at the end of the current player’s turn.
- **Whites of their eyes!:** A charged unit doubles its shooting dice when charged.
- **Boys got their dander up!:** Player may re-roll all a unit’s shooting or melee dice, including those that have scored hits.
- **Give them one more fire and the day is ours!:** A unit may re-roll one unsuccessful dice in each round of shooting.

ACKNOWLEDGEMENT

Thanks to the members of the Edmonton Wargame Group for play testing, in particular Kevin Barrett, Dave Coltman, Brian Crawford, Guy Fawcett and particularly Bruce McFarlane. I adapted some of the “Special Rules” section from an ACW variant by John Martin and Bob Waller.

GAMING TABLES

| TABLE 1. FORMATION AND EFFECTS | | | |
|--------------------------------|----------------|-----------------|---|
| Effect | Line | Column | Skirmish |
| Shooting | 90° Firing Arc | Not allowed | 360° Firing Arc; -1 shooting dice |
| Charging | No effect | Not allowed | -1 melee dice |
| Forward Move | No effect | 150% first move | No effect |
| Oblique Move | 50% of move | Not allowed | 50% of move (but not scouts or Indians) |
| Sideways | 50% of move | Not allowed | 50% of move (but not scouts or Indians) |
| Backwards | 50% of move | Not allowed | 50% of move (but not scouts or Indians) |
| Turning | Wheel | Wheel | Pivot on centre stand |

| TABLE 2. COMMAND RATING MODIFIERS | |
|-----------------------------------|---|
| Modifier | Description |
| -1 | Per order already issued to this unit this turn (cumulative). |
| -1 | Nearest part of unit or brigade is greater than 20cm away from Officer/General (cumulative per 20cm but does not apply to units in column on road). |
| -1 | Visible enemy within 20cm. |
| +1 | No visible enemy unit. |

| TABLE 4. SHOOTING MODIFIERS | |
|-----------------------------|--|
| Modifier | Description |
| +1 dice | Target is within half-range of firing stand. |
| +1 dice | Shooting at target's flank or rear. |
| -1 dice | Shooting unit is in skirmish formation. |

| TABLE 3. RANDOM EVENT | |
|-----------------------|---|
| Roll | Effect |
| 1 | Charge! All unsuppressed units given the order move 3D6 cm towards nearest visible enemy unit. |
| 2 | Fallback! All unsuppressed units given the order move 3D6 cm away from nearest visible enemy unit. |
| 3 | What the hell? All units given the order become disordered (adopt skirmish formation). |
| 4 | Desertion! Roll 1D6 and on a 5-6, all units given the order have their hits permanently reduced by 1. Does not affect grenadier units (roll again). |
| 5 | Pass the ammo! Roll 1D6 and on a 5-6, all units given the order have their firing dice permanently reduced by one. |
| 6 | Officer killed: The officer/general is replaced by a less capable subordinate and has -1 command penalty for remainder of game. |

| TABLE 5. MELEE MODIFIERS | |
|--------------------------|----------------------------------|
| Modifier | Description |
| +1 dice | Stand is charging. |
| -1 dice | Stand is suppressed. |
| -1 dice | Stand fighting to flank or rear. |
| -1 dice | Stand in skirmish formation. |

ARMY LISTS

The command rating of generals and officers can be varied to reflect the ability of historical figures.

| AMERICAN ARMY | | | | | |
|------------------------------|----------|----------|------|-------|---|
| Unit | Movement | Shooting | Hits | Melee | Notes |
| General | 60 | -- | 6 | -- | Command rating of 8 prior to 1778; 9 thereafter. |
| Officer | 30 | -- | 4 | -- | Command rating of 7 prior to 1778; 8 thereafter. |
| Continental & State Infantry | 20 | 3/20 | 5 | 4 | Hits may vary by scenario. |
| Militia | 20 | 2/20 | 4 | 4 | Hits may vary by scenario. |
| Scout | 20 | 2/20 | 3 | 2 | No movement penalty in skirmish |
| Dragoon | 30 | 1/20 | 3 | 4 | |
| Cannon | 10 | 3/80 | 3 | 1 | 1 shot per turn. May damage up to 3 units in line |

American generals and officers cannot issue brigade orders to brigades containing both cavalry and foot prior to 1778. The hits of infantry units may be varied by scenarios to reflect varying morale during the war.

| BRITISH ARMY | | | | | |
|-----------------------------|----------|----------|------|-------|---|
| Unit | Movement | Shooting | Hits | Melee | Notes |
| General | 60 | -- | 6 | -- | Command rating of 9. |
| Officer | 30 | -- | 4 | -- | Command rating of 8. |
| Infantry | 20 | 3/20 | 5 | 4 | |
| Grenadiers & Light Infantry | 20 | 4/20 | 6 | 6 | Maximum of 1 unit. |
| Loyalist Infantry | 20 | 2/20 | 5 | 4 | No close order. |
| Dragoon | 30 | 1/20 | 3 | 4 | |
| Indian Allies | 20 | 2/15 | 3 | 3 | Skirmish only. No movement penalty in skirmish. |
| Cannon | 10 | 3/80 | 3 | 1 | May damage up to 3 units in line. |

The command rating of generals and officers can be varied to reflect the ability of historical figures.

Germantown

By Bob Barnettson

OVERVIEW

In September 1777, Lord Charles Cornwallis occupied the American capital of Philadelphia. With American forces camped 30 miles northwest of Philadelphia, Cornwallis stationed 9,000+ troops at Germantown to cover the likely avenues of approach. George Washington planned a four-pronged attack on these troops with the intention of simultaneously striking the British positions at 5 am. Confusion and thick fog at daybreak hampered execution. This game accommodates up to four American players plus one British player/referee.

SETUP

The game board is 4x6'. Fog and command and control issues played a significant part in the outcome of this battle. This is simulated in three ways:

1. Units can see moving troops at 20cm and stationary troops at 10cm. Once a unit has been spotted, it remains on the board for the rest of the game.
2. British units begin the game hidden (moving on a map) and are only placed when spotted by American units.
3. Whenever an American command fails a command roll, the units being given the order are automatically displaced 10cm in a random direction (facing unchanged). This mechanic continues to operate individually for each commander until units under his command establish visual contact with a British unit, Chew House or Luken's Mill. Once this happens that commander is no longer subject to this mechanic.

OBJECTIVES

The battle continues until one side breaks. The American player wins:

- A minor victory if they take and hold Chew House and Luken's Mill at the end of the game.
- A major victory if they break the British army or hold the crossroads on the British side of the board.

The British player wins:

- A minor victory if they hold Chew House and Luken's Mill at the end

of the game.

- A major victory if they break the American army.

AMERICAN FORCES

Up to four players can play the American forces.

- General Washington (CV 8) enters at point 1 with five infantry units and 1 cannon.
- Brigadier-General Sullivan (CV 7) enters at point 2 with 3 infantry units and 1 unit of dragoons.
- Brigadier-General Wayne (CV 7) enters at point 3 with 3 infantry units and 2 units of militia.
- Major-General Greene (CV 8) enters at point 4 with 4 infantry units, 1 unit of dragoons and 1 cannon.

BRITISH FORCES

The referee plays the British and moves their forces on a map (subject to the restrictions below) until they come into contact with the Americans and which point they are deployed on the board.

- Major Jones (CV 8) starts at point A with 1 infantry and 1 grenadier unit deployed in a line anchored on Chew house. This unit may not voluntarily leave this position.
- Major Smith (CV 8) starts at point B with 2 units of infantry and 1 unit of dragoons. The foot unit may not retreat voluntarily. The dragoons may be moved as the umpire likes.
- Brigadier General Matthews (CV 8) starts at point C with 3 grenadier units and 1 cannon. These troops may not begin movement until after there has been shooting or they spot an enemy unit. If spotted before activating, the unit deploys in skirmish formation.
- Major Grant (CV 7) starts at point D with 2 infantry units and 1 cannon. These troops may begin moving immediately after there has been shooting.
- General Howe (CV 10) enters the board on any turn where the umpire rolls less than or equal to the turn number on 1D6-1. General Howe commands 6 units of infantry.

