

MORGAN'S RIFLES



15. Tables (Continued)

Melee Combat Table

Counter Strength	Modified Die Roll					
	0	1	2	3	4	5
1	0	0	0	0	1	1
2	0	0	0	0	1	1
3	0	0	0	1	1	2
4	0	0	1	1	2	2
5	0	1	1	2	2	3
6	0	1	2	2	3	4

Die Roll Modifiers

Cavalry Unit: Add One
Against Skirmishers: Add One

Charging Unit: Add One
Rifle Units: Subtract One

Fire Combat Chart

Counter Strength	Modified Die Roll Plus Range					
	2	3	4	5	6	7
1	1	1	0	0	0	0
2	1	1	1	1	0	0
3	2	1	1	1	1	0
4	2	2	1	1	1	0
5	3	2	2	1	1	0
6	3	2	2	2	1	0

Die Roll Modifiers

At skirmishers or unstacked leaders: Add One
Firing units are cavalry: Add One

Artillery Chart

Range	Modified Die Roll			
	0	1	2	3
1 - 3	1	1	1	1
4 - 9	0	0	0	0
10 - 20	0	0	0	0

Die Roll Modifiers

At skirmishers or unstacked leaders: Subtract One

MORGAN'S RIFLES

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2. Introduction

Morgan's Rifles is a challenging game recreating the Battle of Cowpens, which took place in South Carolina on January 17, 1781. The two players assume the roles of the British commander, Lt. Col. Tarleton, and the American commander, Brig. Gen. Daniel Morgan. Each must maneuver his forces to inflict casualties and undermine the morale of his opponent.

3. Game Components

a. Parts List

The following parts have been included in each game:

- One rule booklet
- One 17 x 22 map
- Three sheets of die cut counters for a total of 156 counters
- One Turn Record Track
- One six sided die
- The Game Box
- The Game Map

The 17 x 22 map upon which *Morgan's Rifles* is played represents the area known as "Hannah's Cowpens" where the battle was fought. A hexagonal grid has been superimposed to regulate position, movement, and combat. Terrain elevations, as shown by the various shades of green, have been introduced to regulate the line of sight. The lighter the green, the higher the elevation. The roads are brown. The initial positions of the units have been printed on the map.

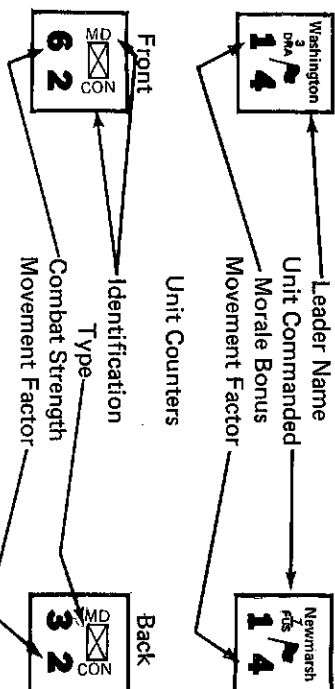
c. The Playing Pieces

The 156 die cut pieces are of two types: counters and markers. The counters include leaders and units. There are three kinds of markers: hit, Rout/Rally, and Game Turn. The American counters are colored buckskin for the militia and blue for the Continentals. The British counters are colored dark red for the 71st

(both Light and Scotch Highlanders), red for British regulars, and green for the (American Tory) Legion and Prince of Wales. Markers are white.

The Unit Counters

Leaders



Explanation:

- Movement Factor:** The basic ability to move (in hexes) each turn.
- Combat Strength:** The basic combat ability in both fire and melee.
- Morale Bonus:** The ability of a leader to help rally a unit.
- Unit Commanded:** The specific unit with which the leader must remain.
- Unit Type:** The specific type of unit the counter represents. There are four types of units:



Cavalry



Artillery

Identification:

The historical identification of the unit. Provided for reference and to ease initial placement. (Note that a unit is made up of several counters.) Commanding officers have been added to help to differentiate between militia units. The abbreviations are:

Bran: Col. Brannon	FUS: Fusiliers	NC: North Carolina
CON: Continental	GA: Georgia	Pdr.: Pounder
Cun: Maj. Cunningham	Ham: Col. Hammond	P.W.: Prince of Wales
DEL: Delaware	LEG: Legion	SC: South Carolina
DET: Detachment	LT: Light	Trip: Maj. Triplett
Don: Capt. Donnelly	McDo: Maj. McDowell	VA: Virginia
DRA: Dragoons	MD: Maryland	VOL: Volunteer

Please note that the reverse side of the counters are printed with a combat factor which is three points less than the front.

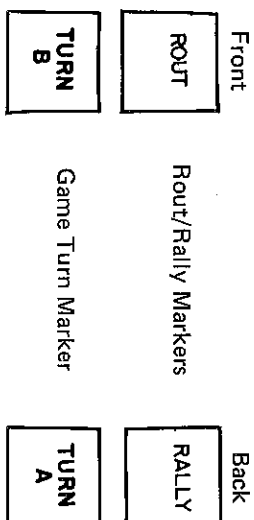
The Markers

Front

Back



Hit Markers



d. Charts and Tables

The necessary charts and tables (that is, the Morale Table, the Fire Combat Table, the Melee Combat Table, and the Artillery Table) to play the game are included on the last two pages of the rule booklet. The Turn Record Track is provided on a separate sheet.

4. Preparations for Play

The initial positions of the units have been printed on the map. Players should place the corresponding counters on the indicated positions. Reinforcements are kept off the map. The Game Turn marker is placed "B" (British) side up in the 7:00 a.m. turn 1 box on the Turn Record Track.

5. Sequence of Play

Each turn is conducted in the following sequence:

- I. Reinforcement Phase: Reinforcements are placed on the map's edge.
- II. The British Player Phase: The British player conducts the following steps as the phasing player:
 - a. Rally: The phasing player may attempt to rally his routed troops, but only if they have a leader with them.
 - b. Movement: The phasing player moves his troops in one of two ways:
 1. Charge: Troops move at twice their movement factors to engage the enemy in melee.
 2. Regular Movement: Units move at the printed movement factor. Routed units continue to rout at the normal movement rate.
 - c. Fire Combat: Both sides fire their weapons at each other.
 - d. Melee: All melees are resolved.
 - e. Morale Check: Each player checks the morale of each unit which have suffered enough casualties. Those which rout are moved immediately.
- III. The American Player Phase: The American player turns the Game Turn marker to the "A" side. Steps a-e above are repeated with the American as the phasing player.
- IV. The Game Turn marker is turned over to the "B" side and moved to the next turn. The game ends at the end of turn 40.

6. Movement

During his movement phase, a player may move any, all, or none of his unit counters up to their respective movement factors. Routed units must be moved their full movement factor using the road bonus, if possible. Movement factors

are expended by moving from one hex to an adjacent one at the rate of one movement factor per hex moved. Movement factors may not be either transferred nor saved from turn to turn. There are no facing or turning restrictions.

a. Unit Contiguity

Unit counters bearing the same designation, for instance the 7th Fusiliers, must remain adjacent to each other. Every counter must be able to draw a contiguous line of counters (of the same unit) to each other. Any time a unit does not have its counters adjacent to each other, the counters must be moved in the owning player's next movement phase so as to make them become contiguous, that is, to make them become adjoining to each other. Leaders having command designations (for instance, Howard is designated as the Continentals' leader) must remain either stacked with or adjacent to that unit. Royal Artillery, routed units, and deployed skirmish units are exempted from this rule. See the morale rules for details on which counters are considered separate units.

b. Stacking

Only skirmishers and leaders may stack. See the Skirmishers rules (section 11) for the restrictions concerning the stacking of skirmishers. Any number of leaders may be in the same hex with any other unit counter(s).

c. The Road Bonus

Any counter moving along the road (moving from one road hex to another road hex) may add one hex to its movement of that turn. The road bonus applies even if the counter is on the road for only one factor of regular movement. The road bonus remains only one hex for charging units.

d. Charge

In order to engage in melee, a unit must charge. Further, at least one counter of a charging unit must be engaged in melee at the end of movement. (A counter must be in the same hex as an opposing player's counter to be engaged in melee.)

1. All of the counters in a unit (bearing the same designation) must charge.
2. A charging counter moves at double its normal movement rate.
3. Artillery and deployed skirmishers may not charge. Skirmish units which have stacked may charge.
4. Charging units may not fire in that player's phase.
5. Counters that are not in melee which belong to a unit which has counters in melee may charge - but the counters which were in melee (before movement) do not enjoy the melee bonus modifier during resolution of melee.

7. Combat

There are two basic types of combat in *Morgan's Rifles*: fire and melee. Each non-charging, non-routed counter which is not in a melee may fire. Further, Artillery units, in addition to their small arms fire, may fire their three pounder cannons if they have not moved that turn. Counters may be fired at if and only if they are not in melee, are in range, and are in the line of sight of the firing unit.

a. Range

Units may fire only at units within range. The ranges of the various units are:

Cavalry	Two Hexes
Infantry and Artillery (using muskets)	Five Hexes
Infantry with Rifles	Seven Hexes
Three Pounder Cannons	Twenty Hexes

The range of a target counter is determined by counting the distance in hexes from the firing counter's hex to the target counter's hex.

b. Line of Sight

A counter may not fire if there is either higher ground or another counter in the line of sight between the firing counter and its target. The line of sight is measured from the center of the firing counter's hex to the center of the target's hex using a straight line. If a counter, which would otherwise block the line of sight, is on lower ground than either the firing or target counter, then the line of sight is not blocked. The line of sight is blocked by higher ground only if the ground is higher than the firing and target hexes. Finally, if the line of sight is on the dividing line between two hexes, the line of sight is blocked only if both the hexes would block the line of sight.

c. Artillery

In the turns which they do not move, artillery units may not only fire as small arms units, but may also fire their three pounder cannons. Any Artillery unit, regardless of whether it has moved, may fire as an Infantry unit.

1. When cannon fire, their effect is found by crossindexing the range with the die roll on the artillery chart to find the number of casualties inflicted. Cannon may also conduct "pass through" fire at a range of two hexes if they are charged.
2. Artillery counters may not charge.
3. The two artillery counters may not be more than ten hexes away from each other and are treated as one unit in regards to morale.
4. Artillery (as well as other units) may not fire through unit counters.

d. Normal Fire

Counters which did not charge, are not involved in melee, and were not routing at the beginning of the turn, may fire at any opposing counter within both range and line of sight. The number of casualties is determined by rolling a die for each counter firing (whose target counter has been determined) and cross-indexing the sum of the die roll result and the range of the target counter with the strength of the unit on the Fire Combat Chart. A counter may fire only once per phase. A counter may be fired upon any number of times. Fire is considered to be simultaneous and casualties are taken after all units have been fired. Unstacked leaders and deployed skirmishers are fired upon with a plus one to the die roll result. The target of a counter need be designated only before the die is rolled.

e. Melee

Melee is another term for hand to hand combat and occurs when a counter charges into a hex occupied by an opposing counter (other than unstacked leaders). A unit must charge to initiate melee and a unit which charges must end its movement with at least one counter in melee. Only one round of melee occurs in each phase.

1. Counters which initiate melee must endure "pass through" fire from the counter defending in the melee. No other counter may fire at the charging counter during the phase. "Pass through" fire is taken only when the counter charges into the melee and not in subsequent phases of the melee. "Pass through" fire is resolved in the fire phase at a range of two hexes and casualties are taken before melee. Routed counters may not conduct "pass through" fire (but may melee).

2. **Melee Resolution:** Counters meleeing in the same hex exchange casualties simultaneously. Casualties are determined by rolling a die for each counter involved, modifying it as indicated on the Melee Combat Table, and cross-indexing the result with the combat strength of the counter on the MCT.
3. Counters in a melee may not leave the hex until the opposing counter has either been eliminated or has surrendered. They do not rout, move, or fire while in a melee. Counters in a melee may not be fired upon.

f. Casualties

Casualties affect the counters by reducing their combat strength and are recorded by placing hit markers on top of the counters during the fire and melee steps as the combat results are taken. After all the fire or melees have been resolved for both sides, the hit markers are placed beneath the counter and the counter's combat strength is reduced by the number of hits. Counters whose combat strength is reduced to zero are removed from the map. Note that each counter is back printed with a combat strength reduced by three points to facilitate ease of play and to reduce the number of hit markers needed.

8. Morale

After all combat has taken place, the American and British players must check the casualties inflicted on each unit and compare the casualties to the casualty levels listed on the Morale Chart. The American Continentals and the British Light Infantry each are considered to be one unit (in spite of having differently labeled counters) in terms of unit contiguity and morale. The Legion Dragon Cavalry and the Legion Dragon Detachment Cavalry are considered to be different units. If an unit has taken sufficient casualties to warrant a morale check, the owning player must immediately roll a die for the unit and consult the Morale Table (crossindexing the modified [through leaders] die result with the appropriate morale check) to determine if the unit has disintegrated, routed, or is OK. If the unit is OK, it may continue to move and fight normally until its casualty level reaches the point where it must take the next higher morale check. A unit will take only one first, one second, and one third morale check in a game. When an unit disintegrates or surrenders, all the unit's counters are removed from the map, including those in melee.

a. Leaders

If a leader counter is stacked with or adjacent to any counter of an unit that checks morale, the morale bonus of that leader is added to the die roll of the unit that is checking. Only one leader may add its morale bonus to a morale check. A leader may add its morale bonus to any number of units in one turn.

1. A leader dies if he receives one hit. A leader may not receive a hit until the counter he is stacked with (if any) is eliminated. A leader surrenders if he is in a melee and the counter he is with is eliminated or if an enemy counter enters a hex containing the unstacked leader. Leaders may not capture other leaders. A leader with a unit designation is removed from the map if his unit disintegrates. A leader must either be stacked with or adjacent to his unit.
2. A leader never routs, but may move with a routing unit to which he is adjacent or with which he is stacked. Morgan, Pickens, and Tarleton are not assigned to any unit, and does not suffer if the unit with which he is stacked disintegrates.

3. Units can rally only if there is a leader with which they are stacked or to which they are adjacent. Only one leader may add its morale bonus to the roll to rally the unit.

b. Rout

When it is determined by the Morale Table that a unit routs, that unit immediately moves away from the opponent using its full movement factor toward the northern exit of the board (for the American player) or the southern road exit of the board (for the British player) and a rout marker is placed on one of the counters of the unit. Routing units must move toward the road and use the road bonus if possible. In subsequent turns, non-rallied routing units must continue to move to the board road exit (along the road if possible) and must exit the board, if possible.

1. A routed unit may not fire, but may melee, if charged.
2. Counters of a routing unit, which are in a melee, do not move. Should it later survive the melee, it then moves as if it had just routed during the morale check portion of the turn.
3. Routed counters may move through unrouted friendly counters. Routed counters may not end their movement on a friendly counter and need not remain adjacent to the other counters of their units. Should a routed counter be unable to move, because of these restrictions, then it remains in place.

c. Rally

A routed unit may be rallied only when a leader counter is stacked with or adjacent to a counter of the routed unit during the rally portion of that player's phase. Rally is determined in the same manner as a morale check, using the appropriate check as determined by the casualty level of the unit. If disintegration is the result of the rally attempt, the unit's counters are removed from the map; if the unit continues to rout, it moves in the movement portion of the turn; if the result is "OK," the unit rallies. Rallied units must immediately reform and may not fire during the phase in which it rallied.

1. Upon rallying a unit, flip the rout marker to the "rally" side and place it on top of the counter that was adjacent or stacked with the rallying leader. If all the units are adjacent to each other contiguously, the unit may reform in that phase. If not, the unit is considered rallied, but cannot fire until all of the counters of the unit must move to become contiguously adjacent to each other, at which time the next phase is used to reform the unit. Leaders do not have to stay with the counter once rallied, unless, of course, the leader has the unit's designation.
2. Once reformed, the rout/rally marker is removed from the counter and the unit moves and fights normally.

9. Reforming Units

Any unit which has taken casualties may form up. Units which have routed must form up. To form up, a unit must be out of range of the opponent's small arms unless the unit is reforming after a rally. Players may reform unrouted units during either player's phase. During the phase in which the unit reforms, the unit may not move nor fire and if they reform during an opponent's phase, they may not move during the next (owning player's) phase. When reforming, the player transfers strength points from one or more counters to the other counters in the

same unit in order to bring the counters up to full strength for more effective fire. Counters which are reduced to zero strength are removed from play. Note that the number of strength points left in a unit is not changed.

10. Reinforcements

British reinforcements enter the map on the south edge, on or west of the road on game turn thirteen. The 71st Scots Infantry and the Legion Dragon Cavalry (minus detachment) are the British reinforcements.

American reinforcements enter the map on the northern edge, on or east of the road. The 3rd and McCall Cavalry units constitute the American reinforcements and arrive on game turn seven. Reinforcements are placed on the edge hexes at the beginning of their turn of entry and may be fired upon thereafter. No movement points are expended to enter the map.

11. Skirmishers

Only the American player has skirmish units. They are represented in the game by the American front line "3-R-3's".

1. When firing at unstacked skirmishers, one is added to the die roll.
2. Skirmish counters must have another skirmish counter of the same unit within two hexes. No skirmish counter may be further than seven hexes away from any other skirmish counter of the same unit.
3. Skirmish counters of the same unit may stack in order to concentrate their fire. When stacking, all the counters in a unit must stack, or if one of the counters have been eliminated, all but one of the counters must stack. Two movement points must be expended by each counter in the unit to stack and all the counters are treated as if they were one counter and may not unstack. Skirmish units must stack to reform their units. Once stacked, skirmish units act, and operate under the same rules as any other unit. Further, their movement factor, once stacked, is reduced to two movement points.

12. Victory Conditions

The player with the most victory points at the end of forty turns (at 8:00) is the winner. Units which are disintegrated, surrendered, routed off the board, or routing at the end of turn forty are considered eliminated (and the cannons are captured if an American unit remains unrouted on the board). Players receive victory points for the following:

Enemy leader captured or killed	Victory Points Received
Each enemy unit eliminated	equal to the leader's morale bonus.
Each cannon captured	three victory points.
Margin of Victory (Subtract the British from the American Victory Points)	
Victory Point Differential	Margin of Victory
-21 and lower	Decisive British Victory
-11 to -20	Substantial British Victory
-1 to -10	Marginal British Victory
0	Marginal American Victory
1 to 10	Substantial American Victory
11 to 20	Decisive American Victory
21 and higher	Overwhelming American Victory

13. Some Interesting Twists

The following rules should add interest and spice to the game. They should be considered optional:

a. Detachments

Several units in the game may separate into detachments or may remain together as one large unit. Breaking into smaller units allows more flexibility in movement and combat. Remaining in large units allows the units to absorb more casualties before having to take a morale check. Units may detach and reattach at will as long as the units involved have not taken enough casualties to take the first morale check (as a larger unit and as detachments). Units may reform as a whole before the separate units become detached.

The American Continentals may separate into the Maryland Continentals and the Delaware Continentals. The British Light Infantry may separate into three units: Prince of Wales, 71st Light and the 16th Light Infantry. The British may elect to detach only one of the three Light Infantry units with the other two remaining together. The British Legion Dragoons starts the game detached into two units: the Legion Dragoons and the Legion Detachment. The Legion Dragoon Detachment may reattach together after the Legion Dragoons enter the board.

Units become detached during movement by moving the counters so that at the end of movement the two detachments are not adjacent. Units may become detached by regular movement or by charging. Leaders with unit designations must remain adjacent to one of the detachments.

b. Historical Unit Restrictions

Playtesting has indicated that the British side has a tendency to hang back for the reinforcements which arrive on turn thirteen and the American player has a tendency to be on the attack. In historical terms, the British rushed straight for the American line and the American commanders had considerable doubt as to whether the militia line would hold when the British troops came within range. The following rules allow the historical concerns to become evident: (These rules must be used together.)

1. The British player must occupy the fork in the road by turn thirty. Otherwise, the American player receives fifteen victory points.
2. The American player may not advance any of his non-cavalry units south of their initial positions until turn twenty. American militia units may be reformed only north of the initial position of the Continentals. Routing militia may be rallied south of the line, but the units may not reform until they are north of the line (a rallied militia counter must continue to move until it is north of the line). Skirmish units may not stack until they are behind the Continental line.

14. Historical Notes

See the back of the Turn Record Track

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15. Tables

Morale Tables

Unit	Casualties Needed For Morale Checks			Unit Strength
	1st	2nd	3rd	
American Militia				
McCall's Volunteers	3	6	9	10
Triplett's VA/GA	4	8	10	10
Tate's VA	6	12	15	15
Cunningham's GA	3	6	9	12
Donnelly's GA	2	4	6	10
McDowell's NC (Skirmish)	3	6	9	12
McDowell's NC	2	4	6	10
Brannon's SC	2	4	6	10
Hammond's SC	2	4	6	10
American Continentals				
3rd Dragoons	6	12	15	15
Continental Infantry	22	44	54	54
Maryland Continentals*	15	30	36	36
Delaware Continentals*	7	14	18	18
British				
Light Infantry	10	20	30	32
Prince of Wales' Light*	3	6	9	10
71st Light*	4	8	12	12
16th Light*	3	6	9	10
Legion Dra. (w/ Det.)*	5	10	15	50
Legion Dragoons	4	8	12	40
Legion Detachment	1	2	3	10
71st Scotch Highlanders	14	28	42	48
7th Fusiliers	11	22	33	36
17th Dragoons	4	8	10	10
Royal Artillery	4	6	6	6

*These are used only with the optional Detachment rules.

Modified Die Roll	Morale Check		
	1st	2nd	3rd
1	D	D	D
2	Rout	D	D
3	Rout	D	D
4	Rout	Rout	D
5	OK	Rout	D
6	OK	Rout	D
7	OK	OK	D
8	OK	OK	D

D: The unit disintegrates and surrenders.