

## Close Combat DRMs (cumulative)

### Attacker Benefit

- +? Adjusted unit morale of attacker's lead unit.
- +? Close Combat DRM of attacker's commanding leader.
- +1 Any defending unit is a rifle unit
- +1 Any defending unit is disrupted or shattered.
- +1 Any attacker is mounted dragoon against solely disrupted and/or shattered units.
- +1 All defending units are militia attacked by at least 1 non-militia unit.
- +1 Defender is surrounded.
- +1 Any defender is Ammo Depleted.

### Defender Benefit

- ? Adjusted unit morale of defender's lead unit.
- ? Close Combat DRM of defender's commanding leader.
- 1 Any attacking unit is a rifle unit.
- 1 All attacking units are militia attacking at least one non-militia unit.
- 1 All attacking units are attacking across creek hexside.
- 1 All attacking units are attacking into fieldworks.
- 1 All attacking units are attacking across up-slope hexsides.
- 2 All attacking units are attacking across ravine hexsides.
- 1 Attacker is surrounded.
- 1 Any attacker is Ammo Depleted.

### General Benefit

- /+ Result of Tactics Chit play.

## Leader Casualty Summary

Leader	Army Morale Adjustment	Victory Points
Burgoyne	+2/-3	1
Phillips	+1/-1	1/2
von Riedesel	+1/-1	1/2
Fraser	+1/-1	1/2
Gates	+2/-3	1/2
Arnold	+1/-1	1
Lincoln	+1/-1	1/2
Warner	+0/-1	1/2

## Victory Point Schedule

VPs	Description
2	Each enemy 2-step unit eliminated
1	Each enemy 1-step unit eliminated
1/2	Each enemy 2-step unit reduced
1	Each enemy unit captured
1/2	Each enemy unit shattered
#?	Leader casualty (see Casualty Summary)
1	Freeman's Farm Objective
1	per American garrison hex abandoned

## Tactical Matrix

Defender ▼	Attacker							
	Attack en Skirmish	Attack en Echelon	Stand Fast	Withdraw	Frontal Assault	Commit Reserve	Turn Flank	Refuse Flank
Skirmish	0	-1	+1	NC	+2	-1	-1	0
Attack en Echelon	+1	0	-1	-1	0	0	+1	-1
Stand Fast	-1	+1	0	NC	-1	-1	+2	0
Withdraw	NC	+1	NC	NC	+2	0	0	NC
Frontal Assault	-2	0	+1	-2	0	+1	+1	0
Commit Reserve	+1	0	+1	0	-1	0	-1	-1
Turn Flank	+1	-1	-2	0	-1	+1	0	+2
Refuse Flank	0	+1	0	NC	0	+1	-2	0

NC = No combat     Requires Leader     Requires Leader and Open Flank

## Close Combat Table

	Odds Ratio (Attacker/Defender)						
	1-3	1-2	1-1	3-2	2-1	3-1	4-1
-2 ■	2/-	AC/-	AC/-	AC/-	AC/-	1*/-	D/-
-1 ■	AC/-	1*/-	1*/-	1*/-	1*/-	D/-	D/-
0	1*/-	1/-	1/-	1/-	1/-	D/-	R/-
1	1/-	D/-	D/-	D/-	D/-	R/-	R/-
2	1/-	D/-	D/-	D/-	R/-	R/-	PIN
3	D/-	D/-	R/-	R/-	PIN	PIN	R/R
4	D/-	R/-	R/-	PIN	R/R	R/R	-/R
5	R/-	PIN	PIN	R/R	-/R	-/R	-/D
6	PIN	R/R	R/R	-/R	-/R	-/D	-/D
7	R/R	-/R	-/R	-/D	-/D	-/D	-/1
8	-/R	-/R	-/D	-/D	-/D	-/1	-/1*
9	-/R	-/D	-/D	-/1	-/1	-/1*	-/DC
10 ●	-/D	-/D	-/1	-/1*	-/1*	-/DC	-/AC
11 ●	-/D	-/1*	-/1*	-/DC	-/AC	-/AC	-/2

- Odds of less than 1-3 are resolved as 1-3 with a -1 DRM.
- Odds of greater than 4-1 are resolved as 4-1.
- Shift the Odds on Close Combats where any attacking units are adjacent to Diversion defending units 1 column to the left (i.e., 2-1 becomes 3-2).
- Die rolls less than -2 are treated as -2. Die rolls greater than 11 are treated as 11.

## Combat Results (For Fire and Close Combat)

-	No Effect	DC	Captured, Defender's Choice
AM	Army Morale Loss	AC	Captured, Attacker's Choice
R	Retreat	PIN	Pinned
D	Disruption	*	Leader Casualty
1	One Step Loss	■	Defender gains momentum
2	Two Step Loss	●	Attacker gains momentum

## SARATOGA Terrain Effects Chart

HEXES	Inf.	Lt. Inf.	Dragoon	Artillery	Leader	ATTACKER MODIFIERS	
						Fire	Combat
Clear/Crops	1	1	1	1	1	NE	NE
Forest	1½	1	2	2	1	-1	NE
Marsh	P	P	P	P	P	NE	NE
Houses / Camp	OTIH	OTIH	OTIH	OTIH	OTIH	NE	NE
Road/Track <sup>(1)</sup>	1	1	1	1	1	NE	NE
<b>HEXSIDES</b>							
Creek	+1	+1	+1	+1	+1	NE	-1 <sup>(3)</sup>
Up Slope	+1	+1	+1	+1	+1	NE	-1 <sup>(3)</sup>
Down Slope	+1	+1	+1	+1	+1	NE	NE
Ravine	+2	+2	P	P	+2	NE	-2
Up Creek/Slope <sup>(2)</sup>	+1	+1	+1	+1	+1	NE	-1 <sup>(3)</sup>
Down Creek/Slope <sup>(2)</sup>	+1	+1	+1	+1	+1	NE	NE
Bridge / Ford	0	0	0	0	0	NE	-1 <sup>(3)</sup>
Into Fieldworks	+0	+0	P	P	+0	-1	-1 <sup>(3)</sup>
Out of Fieldworks	+0	+0	P	P	+0	NE	NE
Enter/Exit Rifle Unit's ZOC	+1	+1	+1	+1	+1	NE	NE

P = Prohibited; NE = No Effect; OTIH = Other Terrain in Hex

**Notes:**

(1) Roads negate other terrain. Strategic (double) movement along connected road.

(2) Moving across a stream-slope hexside costs only +1 MP. Units attacking across a stream and up a slope still only suffer -1. These two terrain features are not cumulative.

(3) All attacking units must be attacking across one of these hexsides.

### Rifle/Artillery Fire "To Hit" Table

SPs Firing	Range to Target		
	Adjacent	2-3 hexes	4 hexes
1	7	9	-
2	6	8	9
3-5	4	7	8
6-9	2	6	7
10+	1	5	6

**Fire Combat DRMs (cumulative)**

- 1 Target is Light Infantry
- 1 Target occupies forest hex
- 1 Fire into a fieldworks
- +1 Target is artillery or mounted dragoon
- +1 Rifle unit firing for the first time in the game

### Artillery Fire Damage Table

Die Roll vs. Non-Arty	Die Roll vs. Arty
0-3 R	0-4 R
4-6 D	5-7 D
7-8 1	8 -1 AM
9 1*	9 1

### Rifle Fire Damage Table

Die Roll vs. Non-Arty	Die Roll vs. Arty
0-3 -1 AM	0-4 R
4-6 R	5-7 D
7-8 D	8 1
9 1*	9 1*

### Army Morale Adjustment

Event	Gain/Loss
Rally	+1/-0
Suffer "D"	+0/-1
Suffer "AM"	+0/-1
Inflict/ Suffer "1" result	+1/-1
Inflict / Suffer "2" result	+1/-2
Capture unit / Have unit captured	+1/-1
Remove Pin during Movement Phase	+0/-1
Leader casualty (see Leader Casualty Summary)	+/-?

