

EXCLUSIVE RULEBOOK

BATTLES *of the* AMERICAN REVOLUTION, Volume II

# Brandywine

SECOND EDITION



By Roger B. MacGowan ©2017

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**GAME CREDITS**


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Game and Series Design **Mark Miklos**

Intelligence Variant Design **Don Hanle, PhD**

Game Development, Rules Editing, Player Aids **Rob McCracken**

Art Director, Package Art & Design **Rodger MacGowan**

Map Artwork, Counter Layout and Artwork **Charlie Kibler**

Counter Artwork **Rodger MacGowan, Mark Simonitch**

Playtesting **Don Hanle, Eric Walters**

Rulebook Layout **Mark Mahaffey**

Production Coordination **Tony Curtis**

Producers **Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley, Mark Simonitch**

Development (*1st ed.*) **Andy Lewis**

Playtesting (*1st ed.*) **Sean Cousins, Dennis Mason, Peter Stein, Bruce Reiff, Jim Rush, Mike Welker**

Map Artwork (*1st ed.*) based on original map art by **Mark & Darlene Miklos**

## Combat Units

### BRITISH Player

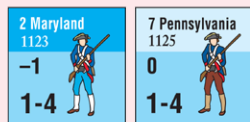


**Tan with red stripe:** British Regulars

**Tan with green stripe:** German Hessians

**Tan with yellow stripe:** American Loyalists

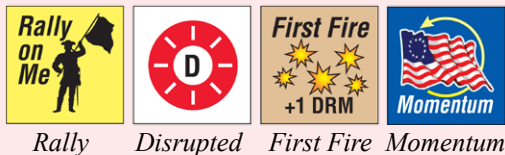
### AMERICAN Player



**Blue with dark stripe:** Sullivan's Wing

**Blue with light stripe:** Greene's Wing

## General Markers



Rally

Disrupted

First Fire

Momentum

## I. Prepare for Play

### 1.1 Game Length

The game begins on Turn 1 and ends on Turn 12 unless a Substantial or Decisive victory is achieved prior to Turn 12 (see section II).

### 1.2 Player Order

The British Player automatically has initiative on Turn 1. Thereafter, player order is determined randomly per Series Rule 6.0.

### 1.3 At-Start Army Morale

American: 20, British: 20

### 1.4 Momentum

The British Player begins the game with 1 Momentum chit.

### 1.5 Deployment

Both sides deploy their units either by the at-start hex or turn of entry indicated on the counters.

## II. How to Win

### 2.1 British Decisive Victory

At the end of any American player turn:

- At least 4 SPs of Parade Order British player infantry or light infantry units occupy either hex 2419 or hex 2428, regardless of American adjacency.

### 2.2 American Decisive Victory

**Case 1:** At the end of any game turn:

- Eliminate or capture at least 15 SPs of British player infantry and/or light infantry **AND**
- Eliminate or capture at least twice as many infantry and/or light infantry SPs as the British player has eliminated and captured.

**OR**

**Case 2:** At the end of game turn 12:

- The British player does not have a Parade Order infantry or light infantry unit in either of these hexes without American combat units adjacent: Birmingham Meeting House (hex 1910) and Proctor's Battery (hex 1127).

### 2.3 Substantial Victory

Either side can achieve a Substantial Victory as indicated in Series Rule 16.3.

### 2.4 Marginal Victory

If neither player wins a Decisive or Substantial victory by the end of Turn 12, the two players compare victory point scored for combat unit casualties, leader loss, and hex capture.

- If the British player has more VPs than the American player, the British player wins a marginal victory.
- Otherwise, the American player wins a marginal victory.

### 2.5 Victory Points

**2.5.1** Combat Unit and Leader Casualties: See the Victory Point Schedule and the Leader Summary Table on the Player Aid Card.

**2.5.2** British Only (see Turn Record Track):

- Capture of Proctor's Battery



The battery is captured if there is a British Parade Order combat in hex 1127, with no American combat units adjacent to it. Place the "Proctor's Battery Captured" marker in the turn of capture on the Turn Record Track. This marker is removed when an American combat unit moves adjacent to hex 1127, which eliminates any British VP gain obtained already. At the end of the game, the British player gains the VP amount indicated in the box where the marker is currently placed.

- Early release of Greene's Wing (see 3.6.1.2)
- Early release of Sullivan's Wing (see 3.6.1.3)

## III. Series Rule Variations

### 3.1 Leader Seniority

In cases where stacked Leaders have the same rank (number of stars), their seniority is as follows:

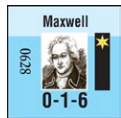
- American 2-star: Greene, Sullivan, Stirling, Lafayette
- American 1-star: Wayne, Maxwell
- British 2-star: Cornwallis, Grey, Grant, Stirn

### 3.2 Retreat Priorities

**3.2.1** The American player must retreat his units toward the American Headquarters (hex 1727) if possible.

**3.2.2** The British player must retreat his units toward their respective entry hexes if possible.

### 3.3 Stacking

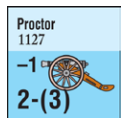


**3.3.1** The American leader Maxwell must be stacked with at least one light infantry unit from his Detachment (see 4.1) at all times if such units are in play.



**3.3.2** The German leader Stirn may not voluntarily end a friendly movement phase stacked with British or Loyalist combat units even if such a stack also contains German units. If forced to stack he may not command. Therefore, he cannot apply his combat or rally die roll modifiers nor allow the use of Tactics Cards. He must move to unstack as soon as possible.

*Design Note: Stirn did not speak English. In addition, there was a bias within the British officer corps against foreign officers commanding British troops. Lt. General Baron Knyphausen was an exception. Not only did he speak English and French, and thus was able to effectively communicate with the British, but also he had the benefit of rank. Besides being the second most senior officer on the field, he was commander of the 2nd Hessian Division.*



**3.3.3** American artillery units may move (but not retreat) through the Proctor's Battery hex (hex 1127) even if Proctor is in the hex.

### 3.4 Limited American Intelligence

The American player cannot examine British stacks until Sullivan's Wing is released (see 3.6.1.3).

*Exception:* the American player may examine the units in a stack upon which he is conducting Fire or Close Combat (Series Rule 7.4.2).

### 3.5 Strategic Movement



- The "Dungeon Bottom" path, near Jones Ford, cannot be used for Strategic Movement.
- Strategic movement cannot be used in a turn in which a unit crosses a Primary Ford (see 5.1).

### 3.6 Other Movement Considerations

#### 3.6.1 American Bivouac Area

All American at-start units must remain within the area bounded by the American Bivouac Area boundary and Brandywine Creek. Exception: Maxwell's Detachment (see 4.1).

##### 3.6.1.1 Release from the Bivouac Area

- Greene's Wing: On turn 4, the units of Greene's wing are free to cross Brandywine Creek. They may still not move north or east of the American Bivouac Area boundary.
- Turn 6: On this turn, the American player is released from the American Bivouac Boundary restriction. His units may now move anywhere.

##### 3.6.1.2 Greene's Early Release

If any unit of Maxwell's Detachment (see 4.1) is attacked by Fire or Close Combat, the American player may choose to release Greene's wing to cross the Brandywine Creek on turns 1, 2, or 3 by paying a VP penalty to the British. See Turn Record Track.



Place the Greene's Wing Released marker in the turn of release on the Turn Record Track even if the release occurs without penalty on turn 4.

##### 3.6.1.3 Sullivan's Early Release

The American player may choose to release his entire army from the American Bivouac Area restriction on game turns 4 or 5 by paying a VP penalty to the British. See Turn Record Track.



Place the Sullivan's Wing Released marker in the turn of release on the Turn Record Track even if the release occurs without penalty on turn 6.

#### Pre-Release Combat Impacts

American units may not choose to conduct Close Combat against a hex outside the American Bivouac Area until they are released.

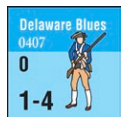
- However, if they are "Pinned" due to a prior combat result they *are* required to attack unless they break pin according to Series Rule 13.1.
- They are *not* permitted to advance after combat outside the Bivouac Area until released. This is an exception to Series Rule 12.2, Step 9.

### 3.6.2 Other American Movement Restrictions

#### 3.6.2.1 Radley Run

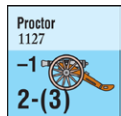
No American unit may end its movement phase north of Radley Run.

#### 3.6.2.2 Delaware Blues



The Delaware unit that begins in hex 0407 may not move until a unit, American or British, moves within two hexes of it. Once this occurs, the Delaware unit is free to move anywhere.

#### 3.6.2.3 Proctor



The Proctor Artillery unit may not move until its hex (1127) has been attacked by the British player in Close Combat. Its movement allowance is enclosed in parentheses as a reminder.

- Once the hex has been attacked in one Close Combat, the Proctor Artillery unit is free to move without restrictions.
- If Proctor's Artillery is forced to retreat as a result of fire combat it must move to re-enter the battery hex as soon as possible, and by the most direct means available, until it has been attacked in close combat as described above.
- See 3.3.3 for a Proctor-related stacking exception.

### 3.6.3 British Second Brigade Entry Option

The British player has seven units marked with "1A or 2B" and one unit marked with "2A or 3B." These units form the Second Brigade.

- Before the game begins, the British player must decide which entry hex to use for the Second Brigade.
- All units of the Second Brigade must enter at the same hex.
- Place the units on the game turn corresponding to the selected entry hex.

### 3.6.4 British Third Brigade Entry Option

The British Third Brigade consists of five units for the purposes of this rule. They are Grey, 15, 17, 44, and 3rd Brigade Artillery.

*Design Note: The Black Watch was part of the Third Brigade but was assigned HQ detail and so does not participate in this rule.*

- Before the game begins, the British player must decide which entry hex to use for the Third Brigade.
- All units of the Third Brigade must enter at the same hex.
- He selects and places a Disrupted marker on the game turn 3 box of the Turn Record Track.
- The symbol on the back of this Disrupted marker represents the turn and location that the British Player selects for the Third Brigade to enter:
  - ♦ Pinned = turn 3, hex A
  - ♦ Shattered = turn 3, hex B
  - ♦ Cav. Withdrawal = turn 8, hex D
- The back of the Disrupted marker is revealed at the beginning of the British player-turn of game turn 3.

### 3.7 Game Turn 6 Initiative

- **No Tea Stop:** Before the Initiative die rolls are made on game turn 6, the British player may choose to pay 3 Army Morale points to automatically have the Initiative on game turn 6.
- In addition, if he pays the 3 Army Morale points, his game turn 7 reinforcements receive an extra 2 MPs on game turn 7.

*Design Note: At approximately 2:00pm the British flanking column crested Osborne Hill. They had been on the march for nine hours. They covered some fourteen miles and had forded, chest deep, across both the east and west branches of Brandywine Creek. Now they were poised upon the right and rear of the American position. Historically, General Howe chose this moment to call a one hour halt for tea so his weary men could rest, eat, and shed their gear in preparation for battle. As they rested they could observe the Americans across the valley desperately trying to form lines of battle on Birmingham Hill. Howe displayed no sense of urgency at seeing the obvious unpreparedness of the Americans. In fact Cornwallis was overheard to say, "The damned rebels form well." This rule allows the British player the option of not halting for rest and refreshments. The penalty to Army Morale reflects the consequences of the forced march.*

### 3.8 Combat Considerations

- The Birmingham Meeting House and Town hexes are blocking terrain for LOS purposes.
- A ZOC extends out of, but not into the Meeting House and Town hexes as well as fieldworks hexsides.

### 3.9 The Birmingham Meeting House

- Units in the Meeting House hex are not required to attack during the Close Combat Phase. Exception: Pinned units must attack.
- Pinned units in the Meeting House (hex 1910) which pay the morale penalty to break pin do *not* have to leave the hex. This is an exception to Series Rule 13.1.
- Units in the Meeting House that broke pin may not attack other enemy units this player-turn nor may other friendly units attack those enemy units whose pin was broken by the units in the Meeting house.
- If the Close Combat result against a lead unit in the Meeting House hex is a "Retreat," the unit does NOT automatically retreat. Instead, the lead unit takes a morale check, adding +1 for taking a morale check in the Meeting House. If it passes, it does not retreat and the other units in its hex do not check morale.

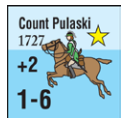
## IV. Special Units

### 4.1 Maxwell's Detachment

Maxwell's Detachment consists of the four American units marked with "MD", the three units which start in hex 0628, and the Pennsylvania State Foot in hex 0829.

- The "MD" units can set up in any hex or hexes south of Maxwell's Detachment Boundary (inclusive) and west of Brandywine Creek subject to stacking limits. See the Terrain Key for the symbol used to denote Maxwell's Detachment Boundary.
- While west of Brandywine Creek, Maxwell's Detachment cannot move outside of the area defined by the Maxwell's Detachment boundary.
- Maxwell's Detachment may freely cross Brandywine Creek to the east, but once across it must conform to the American Bivouac Area movement restrictions.

### 4.2 Count Pulaski



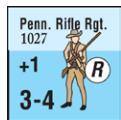
The American Count Pulaski dragoon unit acts as a demi-leader for Tactics Card play for itself and all dragoon units stacked with it. If involved in a multi-hex combat or if stacked with non-draagoon units, normal Tactics Card Use Restrictions apply.

### 4.3 Ferguson's Rifles



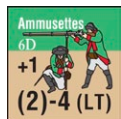
Ferguson's Rifles are fitted with bayonets and therefore do not suffer a negative modifier in Close Combat (Series Rule 12.2 Step 3). In addition, this unit always gives the firing British player a +1DRM on the Ranged Fire To-Hit Table in Fire Combat.

### 4.4 Pennsylvania Rifle Regiment



The Pennsylvania Rifle Regiment is a mixed regiment of rifles and muskets and therefore does not suffer a negative modifier in Close Combat (Series Rule 12.2 Step 3).

### 4.5 Amusettes



*Design Note: Amusettes are heavy caliber weapons, larger than standard muskets but not large enough to be considered artillery. They were operated by a two-man crew. Amusettes were accurate to 500 yards. Some versions were mounted in fortifications (wall guns) or on naval vessels but the Hessian forces in the American Revolution are also documented as having used them. This counter represents two gun crews.*

#### 4.5.1 Attachment

The Amusettes begins the game "attached" to the Hessian Chasseurs. Place the Amusettes under the Chasseurs to indicate that it is attached.

- The Amusettes may only attach with Hessian infantry or light infantry combat units.
- To "attach" to another friendly unit, simply stack the Amusettes with the new unit during the friendly movement phase. This may occur as often as desired.
- Note that no unit can move more than once per turn. Therefore, if the Amusettes move to stack with another Hessian unit and "attach" to it, the new parent unit will not be able to move that turn.

#### 4.5.2 Stacking

The Amusettes never count against stacking.

#### 4.5.3 Movement

The Amusettes movement rate depends upon whether or not it is "attached".

- When "attached" to another friendly combat unit it moves with that unit and adheres to its movement costs, be it light or regular infantry.
- When alone, it moves as Light Infantry, indicated by the "LT" designation on the counter.
- When alone in a hex, the Amusettes may not voluntarily move adjacent to an enemy combat unit.
  - ♦ If it begins its Movement Phase alone and adjacent to an enemy combat unit it must move to a non-adjacent hex if possible. If unable to move away due to enemy units or ZOC it is captured.

#### 4.5.4 Zone of Control

Amusettes exert a ZOC in the standard way. Unlike rifle units, there is no additional movement point cost for entering or leaving Amusette ZOC.

#### 4.5.5 Fire Combat

Amusettes fire only during the owning player's Rifle Fire Phase.

- They do not fire in the simultaneous Rifle Fire Phase during the other player's turn (Series Rule 10.4).
- Maximum range for Amusettes is 2 hexes and standard Line of Sight rules apply.
- Amusettes fire separately and may not combine fire with friendly units, even if attached to them.
- Amusettes may only fire at enemy artillery. Amusettes SPs are shown in parenthesis to remind players of this distinction. Amusettes always receive +2 "To Hit" DRM when firing.
- Amusettes receive a +1 DRM first-fire bonus in the same way that rifles do.
- Amusettes may be targeted by enemy artillery or rifle fire. When targeted by enemy fire, the firing units receive a +1 DRM on the Ranged Fire To-Hit Table.

#### 4.5.6 Close Combat

Amusettes are like artillery in that they have no Close Combat strength and may not be selected as the lead unit in Close Combat.

- Even though Amusettes have no Close Combat strength, they must be attacked during the enemy Close Combat Phase to be captured when alone in a hex.
- This treatment is identical to artillery units that are alone in a hex during close combat (Series Rule 12.3).

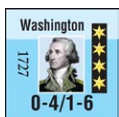
#### 4.5.7 Combat Results

“Attached” Amusettes are affected by combat results in the following ways:

- If the parent unit is impacted by a combat result (and the Amusettes are not), the Amusettes must accompany it at all times during Retreat, Disruption, Capture, or Pin even if the Amusettes did not suffer an adverse result.
  - ◆ Parent unit Step Loss results affect the Amusettes as well, but they must be absorbed by the parent unit first (even to the point of elimination) before the Amusettes suffer a loss.
- If the Amusettes suffer an adverse combat result (and the parent unit does not), it must adhere to all combat result rules (Series Rule 13) normally.
  - ◆ In the event of Retreat or Disruption, it is no longer “attached” and must retreat accordingly.
- Apply normal victory point and Army Morale adjustments when the Amusettes suffer a step loss, or are eliminated or captured.
  - ◆ In addition to any adjustment for its parent unit, if any.
  - ◆ Disruption of either unit only causes *one* AM point loss, and therefore only *one* AM gain upon rally.

### 4.6 Washington

#### 4.6.1 Leadership



Washington has the ability to add his Leadership DRM to all morale checks and rally attempts by combat units he commands and by combat units in adjacent hexes (exception: see 5.3 regarding non-ford Brandywine Creek hexsides).

- Washington’s Leadership DRM is +4 for combat units with which he is stacked.
- Washington’s Leadership DRM is +1 for combat units to which he is adjacent.
- This latter modifier is in addition to any Leadership DRM provided by the Leader in command in the adjacent hex.

#### 4.6.2 Momentum

If Washington is captured or eliminated, the American player must return two Momentum Chits to the pool.

- If the American player does not have enough Momentum Chits to return, the British player is entitled to take one Momentum Chit from the pool for each one the American player is unable to return.
- If there are no Momentum Chits in the pool, there is no further effect.



### 4.7 Howe

If Howe is captured or eliminated, the British player must return one Momentum Chit to the pool.

- If the British player does not have a Momentum Chit, the American player is entitled to take a Momentum Chit from the pool.
- If there are no Momentum Chits in the pool, there is no further effect.

### 4.8 Lafayette



Lafayette is a special Leader who does not have any of the normal abilities of a Leader. Instead, in one Close Combat during the game in which he is the only Leader stacked with any of the friendly units involved, he provides a one-column shift in the American’s favor.

- Lafayette must remain stacked with Washington until the movement phase of the player turn in which he is so used to influence a battle (at which time, he may move to the stack where he will conduct his one-time ability).
- Remove Lafayette after the Close Combat is resolved in which his ability is used.
  - ◆ Lafayette is also removed from the game at the end of an American player turn if he is not stacked with Washington.
- There is no VP or Army Morale penalty for Lafayette’s removal.



## V. Brandywine Creek

*Design Note: The topography around Brandywine Creek was the major factor in Washington's decision to make his stand there. In the first place, it was along the main British approach to Philadelphia and was the last good ground upon which to make a stand. The Creek was deep and wide and easily forded at only a few places. Around these fords the American defense could be anchored. In addition, there was high ground in the form of hills and bluffs which commanded the fords and added to the natural defensive quality of the position. In places the Creek valley was heavily wooded, offering concealment to defending infantry. Finally, the many small roads and lanes which led to the fords on the American side provided necessary interior lines, thus enabling the shifting of troops to threatened positions.*

### 5.1 Movement Impacts

- Units can move across Brandywine Creek at Primary Fords by expending an additional 1 MP or at Secondary Fords by expending an additional 2 MPs.
  - ♦ Strategic Movement cannot be used in a turn during which the unit crosses a Primary Ford.
- A unit which begins its movement phase adjacent to a non-ford Brandywine Creek hexside can expend its entire movement allowance and move across the Brandywine Creek into the adjacent hex.

The unit can move no further during that movement phase.

*Exception:* Artillery and Disrupted units may never cross.

**Important Distinction:** A unit may not move from one ZOC directly into another ZOC across a non-ford Brandywine Creek hexside.

### 5.2 Combat Impacts

- 5.2.1** Fire Combat across Brandywine Creek hexsides is not affected in any way.
- 5.2.2** Close Combat is conducted normally across Primary and Secondary Fords and is mandatory.
- 5.2.3** Close Combat can be conducted across Brandywine Creek hexsides which are not crossed by a Ford.
- Close Combat across non-ford hexsides is optional, not mandatory.
  - However, if units attack across a non-ford Brandywine Creek hexside, any enemy units adjacent to both the attacking and defending units must also be attacked by friendly units during this Close Combat phase.

Diversion *may* be used across a non-ford Brandywine Creek hexside.

**5.2.4** If some of the attacking units are attacking across non-ford Brandywine Creek hexsides along with some that are *not* attacking across non-ford Brandywine Creek hexsides, modify the Close Combat roll by -1 DRM.

**5.2.5** If *all* of the attacking units are attacking across non-ford Brandywine Creek hexsides, modify the Close Combat roll by -2 DRM.

**5.2.6** American units may not choose to conduct Close Combat against a hex outside the American Bivouac Area until they are released unless they are Pinned in which case they are required to attack unless they break pin according to series rule 13.1.

**5.2.7** If Pinned units choose to conduct Close Combat across non-ford Brandywine Creek hexsides, and if *all* the enemy units are marked as pinned, there is no Close Combat modifier for attacking across a non-ford Brandywine Creek hexside.

*Design Note: The two sides are in close proximity now and the original attacker has had time for most of his troops to cross the Creek.*

**5.2.8** There is no penalty to retreat across the Brandywine Creek at a Primary or a Secondary Ford hexside.

**5.2.9** Units may retreat across a non-ford Brandywine Creek hexside, IF it is the first hex of the retreat. The units suffer an additional "D" result after the retreat is complete.

- This means the unit(s) will end four hexes away from their original hex.

*Exception:* Artillery may never retreat across a non-ford Brandywine Creek hexside.

**5.2.10** Units which would be forced to retreat across a non-ford Brandywine Creek hexside during the second or third hex of the retreat are captured instead for failure to retreat (Series Rule 13.23).

**5.2.11** Eligible units may advance after combat across Brandywine Creek hexsides with or without benefit of a Ford hexside.

### 5.3 Leadership Impacts

Leaders which are adjacent to combat units but separated from them by a non-ford Brandywine Creek hexside do not count as being adjacent for allowing the use of Tactics Cards.

- An empty hex which is adjacent to both players' units but separated from either unit by a non-ford Brandywine Creek hexside *does not* count to allow the use of Turn Flank or Refuse Flank Tactics Cards.
- Washington cannot provide his special adjacent Leadership DRM for morale checks or rally attempts across non-ford Brandywine Creek hexsides.





## VI. Intelligence Variant

### “Muddying the Waters of Brandywine Creek”

*Design Note: Before the battle began neither Howe nor Washington knew for certain the condition or even the precise locations of all the fords over Brandywine Creek. Neither could confidently predict whether a turning movement was feasible. Both had to make their initial plans based upon unverified intelligence from local inhabitants. In the real event, Washington believed his local information and was proven wrong whereas Howe did the same and was proven right. It could just as easily gone the other way.*

### 6.1 Declaration

On Game Turn 1, after the British player has committed the 2nd and 3rd Brigades according to rules 3.6.3 and 3.6.4, both players secretly draw a Tactics Card and expose it simultaneously. A “turn flank” card indicates the player will perform a reconnaissance of Jeffrie’s Ford (off-board) while a “stand-fast” card indicates the player will not. There are four possible permutations:

- 1) Only the British player recons
- 2) Only the American player recons
- 3) Both players recon
- 4) Neither player recons

Each permutation has its own procedure which players must consult immediately after declaration is complete. **Note:** These procedures are summarized on the Reconnaissance Matrix located on the “Muddying” Player Aid Card.

### 6.2 Secret Die Roll Procedure

**6.2.1** The rolling player will secretly write a number from 0 to 9 on a piece of paper. This secret number becomes the die roll *modifier* for the Jeffrie’s Ford Reconnaissance Table die roll.

**6.2.2** The secret DRM is added to an openly rolled die. If the modified die roll is greater than 9, then 10 is subtracted from it.

*EXAMPLE: The rolling player secretly writes a “5” on a slip of paper. When the time comes to perform the reconnaissance, he rolls an “8” and notes the result of this open die roll on a side bar record. In this example, only the rolling player knows the modified die roll is “13.” Since this result is greater than 9 he secretly subtracts 10 for a net die roll of “3” – meaning the ford crossing is “hindered.”*

**6.2.3** When the rules require a player to share information about the condition at the ford with his opponent, the player performing the reconnaissance reveals the secret number so as to confirm the modified die roll.

### 6.3 Jeffrie’s Ford Reconnaissance Table (Located on the “Muddying” Player Aid Card)

**Important Note:** As long as the British player conducts a reconnaissance of the ford on turn 1 he may *always* return all, or a portion, of Howe’s force to entry hex B, regardless of the conditions at the ford. Die rolls on the Special Army Morale Table would still apply according to rule 6.7.

### 6.4 Disposition of Howe’s Column

**6.4.1** As soon as the British player learns the condition at Jeffrie’s Ford, regardless of which player actually rolled on the Jeffrie’s Ford Reconnaissance Table, he *must* commit Howe’s forces to a given course of action. He does this by secretly annotating Howe’s Column Worksheet.

**6.4.2** Units designated to return to entry hex B must arrive in reverse order, i.e. the Black Watch, scheduled to arrive on turn 9, arrives first on turn 6, units scheduled to arrive on turn 8 arrive next on turn 7 and so on. *Design Note: The reverse order of arrival simulates Howe halting his column, ordering an about face and counter-marching.*

**6.4.3** The British player may delay the arrival of units returning to entry hex B according to Series Rule 9.61. If he chooses to do so, each unit arrives one turn later than it would otherwise arrive. In a two-turn delay, each unit arrives two turns later, etc. The British player may delay indefinitely however units scheduled to arrive on different turns may never arrive on the same turn, nor may they arrive out of order by “jumping over” units whose entry is being voluntarily delayed.

**6.4.4** If entry hex B is blocked by enemy units or their ZOCs, arriving units may arrive on the nearest unblocked hex paying normal terrain cost. If more than one such hex is available the owning player has his choice.

### 6.5 Howe’s Column Worksheet (Located on the inside back cover of these rules)

**Important:** It is recommended that players make copies of Howe’s Column Worksheet to accommodate multiple game sessions.

#### How to read the Worksheet:

- Artillery units are listed above the line on the Worksheet. The Jeffries Ford Reconnaissance Table has several outcomes that effect artillery including the requirement to separate it from its parent brigade or to delay its turn of arrival. Artillery units are therefore annotated separately.
- Units which are part of Brigades (including the Vanguard and Flank Companies) are grouped together by formation on the work sheet. The component units of each formation *must* enter the game together through the *same* entry hex.
- Certain units are not included in brigades: the three cavalry units, Generals Howe and Cornwallis, and the Black Watch. These units are therefore annotated separately.
- The British player places an “X” in the check box [ ] corresponding to each brigade or independent unit to indicate at which entry hex and on which turn that brigade or unit will arrive on the board as determined by the die roll on the Jeffries Ford Reconnaissance Table, paying close attention to any restrictions/capabilities required by the condition of the ford. **Important:** When the British player notates the Worksheet, it is always done secretly.
- General Howe *must* arrive on the same entry hex as the Black Watch. Their check-boxes are printed in bold italics as a reminder.
- If the units of the 3rd Brigade, (Grey, 15th, 17th, 44th, and 3rd Brig Arty), enter on game turn 3 according to rule 3.6.4, those units are simply ignored on Howe’s Column Worksheet. Players should strike through those units to avoid confusion.

## 6.6 Special Army Morale

*Design Note: Few things are as demoralizing to soldiers, especially infantrymen, than to have to double back and retrace their steps. Not only is it fatiguing, it suggests to the rank and file that their commander's strategy is perhaps somehow flawed, causing a detrimental effect to the morale of the common soldier. Likewise, a feeling of desperation can creep into screening forces which are suddenly faced with overwhelming and fast-moving flanking maneuvers.*

### 6.6.1 British Morale

The British player rolls on the Special Army Morale Table each turn in which any portion of Howe's column returns to entry hex B. The results of the die roll apply only to the units returning and only on their turn of arrival. The British player is only required to roll on this table once per turn regardless of how many units return to entry hex B in a given turn.

### 6.6.2 American Morale

The American player rolls on the Special Army Morale Table only when deploying his screening force. The die roll is made at the beginning of the American player's turn on turn 5; before any movement takes place but after the British player discloses whether any of his units will arrive at entry hex D. The die roll results are applied to the American screening force only.

## 6.7 Special Army Morale Table (Located on the "Muddying" Player Aid Card)

## 6.8 Player Notes

### American Player:

The decision to perform the reconnaissance offers great advantages coupled with great risk. On the positive side, the American player creates a powerful screening force where it is most needed *if* the British are coming around the flank in force. The down side is that these units will be sorely missed in the fighting around Brinton's Ford, especially if the British double back with some, or all, of Howe's column. Moreover, there is the risk that the American player will roll badly on the Special Army Morale Table which can further erode American Army Morale due to poor command and control.

Conversely, the American player may decide to play it more conservatively, as George Washington did that day. If the screening force is not created, and the ford is blocked, Howe will have to double back into the teeth of a much stronger American defense. Moreover, the risk of losing all or part of the screening force is avoided altogether by these more conservative tactics.

### British Player:

While it may seem to be a "no-brainer" for the British player to perform the reconnaissance, this is not necessarily so. The British player may wish to save his Army Morale and hope the ford is open. If it is, he is ahead of the game. If it turns out that the ford is blocked or partially blocked then the British player, having saved the -1 Army Morale cost, is in better shape with regard to paying any potential additional Army Morale cost for doubling back and returning to entry hex B should he roll badly on the Special Army Morale Table. And, not having paid for the

reconnaissance also increases the probability that the British player's Army Morale will be in sufficiently good shape to bear the cost of conducting a forced march (Rule 6.1.6) if the ford is open or dry.

On the other hand, by performing the reconnaissance Howe's army is permitted to double back. Although this still risks an additional cost of -1 Army Morale if a bad roll occurs on the Special Army Morale Table, it could place powerful forces exactly when and where they are most needed. Because the American player knows that a British reconnaissance may result in doubling back, he may be less willing to release Sullivan's Wing (Rule 9.4.5) to defend Birmingham Hill, giving the British player yet one more means with which to deceive the American player.

### Summary:

The fact that the decision to perform or not perform the reconnaissance is done secretly in terms of a chit pull adds one more element of suspense to the game and can set in motion small variables which can have great influences on the game 6 or 7 turns later. Both players must decide what kind of strategy they are willing to pursue *before* the engagement begins; a factor emulating the limited command and control of 18th century armies. A player *can* recover and change his opening plan, but only with some risk and with difficulty.

These "fog of war" rules for Brandywine Creek are offered as a means to increase doubt in players' minds and to take one step further away from the mathematical precision of a game of chess. Even limited war in the Age of Reason involved innumerable variables and immense unknowns such as those faced by Generals Howe and Washington on the 11th day of September, 1777.

## VII. Scenarios

### 7.1 "Knyphausen's Feint"

#### 7.1.1 Prepare for Play

##### 7.1.1.1 Game Length

The game begins on Turn 7 and ends on Turn 12 unless a Substantial or Decisive victory is achieved prior to Turn 12.

##### 7.1.1.2 Player Order

Initiative is determined randomly on all game turns, per Series Rule 6.0.

##### 7.1.1.3 At-Start Army Morale

American: 19, British: 20

##### 7.1.1.4 Momentum

Neither side begins with a momentum chit.

##### 7.1.1.5 Deployment

The players deploy their units in the following strict order.

**Hex-specific deployments in tandem:****British:**

- 0518: King's Own, Reserve b Artillery
- 0827: Cleveland a Artillery
- 0828: Reserve a Artillery

**American:**

- 0717: Nelson, New York b Artillery
- 0918: New York a Artillery
- 1020: Jones Artillery
- 1022: Smith
- 1127: Proctor Artillery
- 1331: Rhode Island Artillery
- 1726: N. Carolina, NC Lt. Dragoons
- 1727: Washington, Lafayette, Pulaski, Washington Life Guards
- 1826: Continental Artillery

**Remaining British Artillery (Area-Specific):**

- Area bounded by the Wilmington-Philadelphia Pike, hex row 08xx, and Starved Gut Road (inclusive): 2nd Brigade Artillery
- Within two hexes of Chadd's Ford (hex 0928) and west of row 08xx (inclusive): Hessian Artillery
- Within two hexes of Chadd's Ferry (hex 0930) and west of row 08xx (inclusive): 1st Brigade Artillery
- Anywhere south of Starved Gut Road and west of row 08xx (inclusive): Cleveland b Artillery

**Remaining American Artillery (Area-Specific):**

- Area east of the Brandywine Creek and south of Renwick Run: Bedlam Artillery, 3 Pennsylvania Artillery
- Area east of the Brandywine Creek and south of the Philadelphia-Wilmington Pike (inclusive): 2 Pennsylvania Artillery

**Remaining British Area-Specific:**

- Area bounded by the Wilmington-Philadelphia Pike, hex row 08xx, and Starved Gut Road (inclusive): Grant, 5, 10, 40, 55, Enniskillens
- Within two hexes of Chadd's Ford (hex 0928) and west of row 08xx (inclusive): Stirn, Donop, "Combined," Mirbach, Leib
- Within two hexes of Chadd's Ferry (hex 0930) and west of row 08xx (inclusive): Royal Welsh Fusiliers, 28, 49
- Anywhere south of Ring Run: Queen's Rangers, Ferguson's Rifles
- Anywhere south of Starved Gut Road and west of row 08xx (inclusive): Knyphausen, 3 Queen's Lt Dragoons, 2 Fraser's Highlanders

British Turn 9 reinforcements arrive normally.

**Remaining American Area-Specific:**

- Area east of the Brandywine Creek and south of Renwick Run: Wayne, 2 Penn Brigade, Old Eleventh, Hartley, 10 Pennsylvania, 2 Penn Regiment, 7 Pennsylvania, Penn Rifle Regiment, Lady Washington's Horse
- Area east of the Brandywine Creek and south of the Philadelphia-Wilmington Pike (inclusive): Maxwell, Simms (reduced), Porterfield, Parker, 8th Chester County
- Area north Brinton Run and south of Renwick Run: Spencer, Grayson, Patton

American Turn 8 and 9 reinforcements arrive normally.

**7.1.2 How to Win****7.1.2.1 British Decisive Victory**

At the end of any game turn:

- At least one British Parade Order infantry or light infantry unit is in Proctor's Battery (hex 1127) and the American HQ (hex 1727) with no American combat units adjacent to either hex.

**7.1.2.2 American Decisive Victory**

At the end of game turn 12:

- The British player does not have a Parade Order infantry or light infantry unit in Proctor's Battery (hex 1127).

**7.1.2.3 Substantial Victory**

Either side can achieve a Substantial Victory as indicated in Series Rule 16.3.

**7.1.2.4 Marginal Victory**

If neither player wins a Decisive or Substantial victory by the end of Turn 12, the two players compare victory point scored for combat unit casualties, leader loss, and hex capture.

- If the British player has more VPs than the American player, the British player wins a marginal victory.
- Otherwise, the American player wins a marginal victory.

**7.1.2.5 Victory Points**

Combat Unit and Leader Casualties: See the Victory Point Schedule and Leader Summary Table on the Player Aid Card.

**7.1.3 Scenario Special Rules****7.1.3.1 Renwick Run**

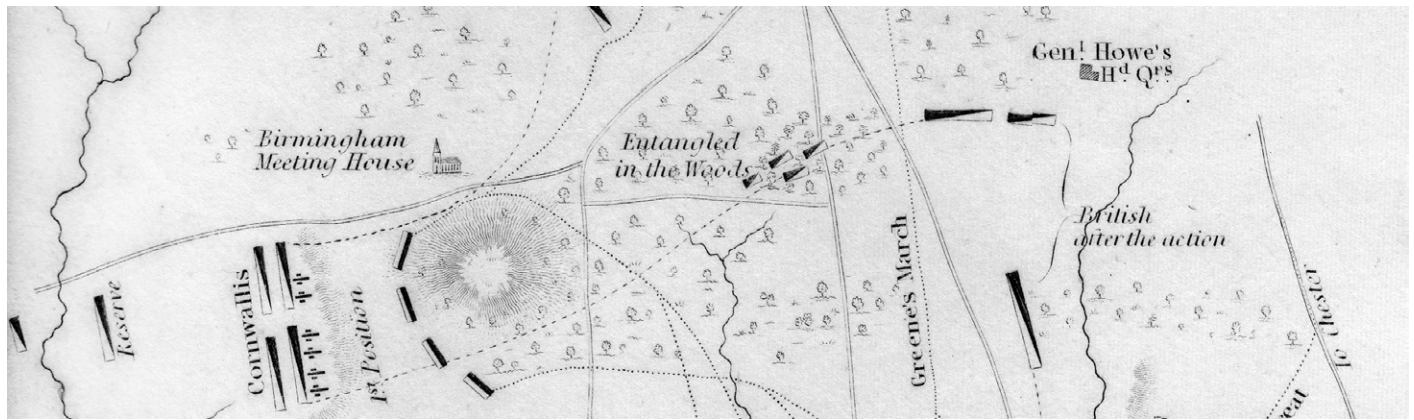
No British units may move or retreat north of Renwick Run.

**7.1.3.2 American Unit Removals**

Washington, Lafayette, Count Pulaski, and Washington's Life Guards are removed from play at the end of the turn 9 American movement phase regardless of their location on the map.

- There are no VP or Army Morale adjustments made.

*Design Note: Once Washington became convinced that Knyphausen's was the holding force and the attack from the north carried the weight of the British effort, he not only ordered General Greene to respond with the last of the Army's reserves, but he also rode personally to the threatened sector with his staff and entourage.*



## 7.2 “Howe’s Flank Attack”

### 7.2.1 Prepare for Play

#### 7.2.1.1 Game Length

The game begins on Turn 6 and ends on Turn 12 unless a Substantial or Decisive victory is achieved prior to Turn 12.

#### 7.2.1.2 Player Order

The British Player automatically has initiative on Turn 6. Thereafter, player order is determined randomly per Series Rule 6.0.

#### 7.2.1.3 At-Start Army Morale

American: 19, British: 20

#### 7.2.1.4 Momentum

The British player begins the game with 1 momentum chit.

#### 7.2.1.5 Deployment

##### *British hex-specific:*

1803: 1 Queen’s Light Dragoons, Ewald Dragoons

1801: Ewald, A/B Jaegers, Chasseurs, Amusettes

Hex D: All British units that enter here, enter normally.

No other British units are used in this scenario.

##### *American hex-specific:*

0716: Sullivan, 1 Maryland, 3 Maryland, 6 Maryland, New York a Artillery

0717: 2 Maryland, 4 Maryland, German Battalion, Porter Artillery

0817: Nelson, Smith

0407: Delaware

0405: Congress’ Own

1707: Bland’s Horse, Moylan’s Horse

1908: 3 Virginia

1710: Lord Stirling, Spencer

1814: New Jersey, New Jersey a Artillery

1815: 3 Pennsylvania, Crane Artillery

2119: 14 Virginia

2316: Patton, Grayson

2317: 4 Virginia, Lee Artillery

2318: 7 Virginia, Stephenson

2319: 15 Virginia, Connecticut Artillery

American reinforcements appear only on Turn 11 at the hexes indicated below. The entry hex costs no movement points, but *strategic movement cannot be used upon entry*.

2316: Greene, 2 Virginia, 10 Virginia

2219: 6 Virginia, Penn. State Foot, Penn. State Rifle, Stevens Artillery

2019: 1 Virginia, 5 Virginia, 9 Virginia

1919: West Augusta, Doyle, Bedlam Artillery

1718: Washington, Lafayette, Count Pulaski,

Washington Life Guards

### 7.2.2 How to Win

#### 7.2.2.1 British Decisive Victory

At the end of any game turn:

- At least one British Parade Order infantry or light infantry unit is in the Birmingham Meeting House (hex 1910) and either hex of the Sandy Bottom (2215/2315) with no American combat units adjacent to the occupied hexes.

#### 7.2.2.2 American Decisive Victory

At the end of game turn 12:

- The British player does not have a Parade Order infantry or light infantry unit in the Birmingham Meeting House (hex 1910).

#### 7.2.2.3 Substantial Victory

Either side can achieve a Substantial Victory as indicated in Series Rule 16.3.

#### 7.2.2.4 Marginal Victory

If neither player wins a Decisive or Substantial victory by the end of Turn 12, the two players compare victory point scored for combat unit casualties, leader loss, and hex capture.

- If the British player has more VPs than the American player, the British player wins a marginal victory.
- Otherwise, the American player wins a marginal victory.

#### 7.2.2.5 Victory Points

Combat Unit and Leader Casualties: See the Victory Point Schedule and Leader Summary Table on the Player Aid Card.

## 7.3 “Short Campaign Scenario”

### 7.3.1 Prepare for Play

#### 7.3.1.1 Game Length

The game begins on Turn 7 and ends on Turn 12 unless a Substantial or Decisive victory is achieved prior to Turn 12.

#### 7.3.1.2 Player Order

Initiative is rolled normally on Turn 7; however the American player must subtract 1 from his die roll. Thereafter, player order is determined randomly per Series Rule 6.0.

#### 7.3.1.3 At-Start Army Morale

American: 19, British: 20

#### 7.3.1.4 Momentum

The British player begins the game with 1 momentum chit.

#### 7.3.1.5 Deployment

The British player deploys all of his units from the Knyphausen’s Feint and Howe’s Flank Attack scenarios first, both hex-specific and area specific.

All British units deploy—there is no sequential deployment with the Americans.

The American player deploys his units as indicated:

#### *American hex-specific:*

0405: Congress’ Own  
 0407: Delaware  
 0613: Sullivan, Smith, 1 Maryland, 3 Maryland, German Battalion  
 0614: 2 Maryland, 4 Maryland, 6 Maryland, Porter Artillery  
 0717: Nelson, New York b Artillery  
 0918: New York a Artillery  
 1020: Jones Artillery  
 1127: Proctor Artillery  
 1331: Rhode Island Artillery  
 1707: Bland’s Horse, Moylan’s Horse  
 1710: Lord Stirling, Spencer  
 1726: N. Carolina, NC Lt. Dragoons  
 1727: Washington, Lafayette, Pulaski, Washington Life Guards  
 1814: Crane Artillery, 3 Pennsylvania  
 1815: New Jersey a Artillery, New Jersey  
 1816: Stephenson  
 1826: Continental Artillery  
 1908: 3 Virginia  
 2028: West Augusta, 1 Virginia, 14 Virginia  
 2128: Doyle, 9 Virginia, 5 Virginia  
 2226: Greene, Stevens Artillery, Penn State Rifle, 10 Virginia, 2 Virginia  
 2227: 6 Virginia, Penn State Foot  
 2316: Patton, Grayson  
 2317: 4 Virginia, Lee Artillery  
 2318: 15 Virginia, Connecticut Artillery  
 2319: 2 Massachusetts Artillery, 7 Virginia

#### *American Area-Specific:*

Area east of the Brandywine Creek and south of Renwick Run:

- Wayne
- 2 Penn Brigade, Old Eleventh, Hartley, 10 Pennsylvania, 2 Penn Regiment, 7 Pennsylvania, Penn Rifle Regiment, Lady Washington’s Horse
- Bedlam Artillery, 3 Pennsylvania Artillery

Area east of the Brandywine Creek and south of the Philadelphia-Wilmington Pike (inclusive):

- Maxwell
- Simms (reduced), Porterfield, Parker, 8th Chester County
- 2 Pennsylvania Artillery

Both sides receive their normal reinforcements on turns 7, 8, and 9. *Note:* The New Jersey a Artillery unit is not used in this scenario.

### 7.3.2 How to Win

#### 7.3.2.1 British Decisive Victory

At the end of any American player turn:

- At least 4 SPs of Parade Order British player infantry or light infantry units occupy either hex 2419 or hex 2428, regardless of American adjacency.

#### 7.3.2.2 American Decisive Victory

At the end of game turn 12:

- The British player does not have a Parade Order infantry or light infantry unit in either of these hexes without American combat units adjacent: Birmingham Meeting House (hex 1910) and Proctor’s Battery (hex 1127).

#### 7.3.2.3 Substantial Victory

Either side can achieve a Substantial Victory as indicated in Series Rule 16.3.

#### 7.3.2.4 Marginal Victory

If neither player wins a Decisive or Substantial victory by the end of Turn 12, the two players compare victory point scored for combat unit casualties, leader loss, and hex capture.

- If the British player has more VPs than the American player, the British player wins a marginal victory.
- Otherwise, the American player wins a marginal victory.

#### 7.3.2.5 Victory Points

Combat Unit and Leader Casualties: See the Victory Point Schedule and Leader Summary Table on the Player Aid Card.

*Fin.*

1st Brigade 1A +1 2-3	2nd Brigade 1A or 2B +1 2-3	3rd Brigade 3D +1 2-3	4th Brigade 7D +1 2-3	Cleveland a 3A +2 3-3	Cleveland b 3A or 3B +1 2-3	Reserve a 2A +1 3-3	Reserve b 2A or 3B 0 1-3
Reserve c 7D +1 2-3	Light Artillery 7D 0 3-3	28 1A 0 3-4	King's Own 1A +2 4-4	Ry. Welsh Fus 1A +1 3-4	49 1A +1 3-4	Ensigns 1A +1 3-4	55 1A or 2B +1 2-4

40 1A or 2B 0 3-4	5 1A or 2B +1 2-4	10 1A or 2B +1 3-4	2 Fraser's H 3A +1 5-4	Grenadier Gds 7D +2 5-4	Colistream Gds 7D +2 5-4	1 Grenadiers 7D +2 5-4	2 Grenadiers 7D +2 5-4
33 7D +1 4-4	37 7D 0 2-4	48 7D +1 3-4	64 7D +1 4-4	15 8D 0 4-4	17 8D +1 2-4	44 8D +1 3-4	1 Fraser's H 9E +1 5-4

Black Watch 9D +2 6-4	1 Light Inf. 7D +1 5-4	2 Light Inf. 7D +1 5-4	17 Light Inf. 7D +1 1-4	Ferguson's Rifles 1A +2 2-4	4 Dr's. Lt. Drgn 6D +1 1-6	2 Dr's. Lt. Drgn 6D +1 1-6	3 Dr's. Lt. Drgn 6D +1 1-6
Dr's Riflers 1A +1 3-4	2nd NJ Vol 3A 0 2-3	Howe 0 1-3	Grant 0 0-1	Grey 0 1-2	Cornwallis 0 1-2	Knyphausen 0 1-2	Stirn 0 0-2

Ammusettes 1A +1 (2)-4 (LT)	Mirbach 2A +1 5-4	Leib 2A +1 6-4	Donop 2A +1 5-4	"Combined" 2A -1 4-4	H. Jaegers 2A +1 1-4	A/B Jaegers 2A +1 1-4	Ewald 6D +2 1-4
First Fire +1 DRM	Lange Grenadiers 7D +2 5-4	v. Lin Grenadiers 7D +2 4-4	v. Min Grenadiers 7D +2 4-4	Chasseurs 6D +1 2-4	Hessian 7D 0 2-3	Hessian Light 7D 0 1-3	Ewald 6D +2 1-6

First Fire +1 DRM	First Fire +1 DRM	Army Morale 					
First Fire +1 DRM	GAME TURN 	Army Morale 					

Sullivan's Release	Greene's Release	Proctor's Battery Captured	Rally on Me	Rally on Me	Rally on Me	Rally on Me	Rally on Me
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3 Virginia +1 1-4	Spencer 0 1-4	3 Pennsylvania -1 3-4	Congress' Own +1 2-4	German Battalion -2 1-4			
	1 Maryland -1 1-4		7 Virginia 0 3-4		15 Virginia -1 1-4	4 Virginia -1 3-4	

2 Massachusetts 0 2-3	Porter -1 1-3			New York a 0 1-3	Crane -1 1-3	Connecticut -1 1-3	New Jersey 0 3-4
Sullivan							

Lord Stirling		Hartley -1 1-4	10 Virginia +1 2-4	Old Eleventh -1 1-4	10 Pennsylvania -1 1-4	2 Penn. Brigade -1 3-4	
			6 Virginia 0 1-4				2 Virginia 0 1-4

		2 Pennsylvania 0 1-3	Penn. Rifle Rgt. 0 2-4			N. Carolina -2 3-4	
			Simms -1 1-4		Proctor -2 1-3	Continental +1 2-3	

Wayne	Maxwell	Greene	Washington		8 Chester County -1 1-4	First Fire +1 DRM	
						First Fire +1 DRM	First Fire +1 DRM

					First Fire +1 DRM	First Fire +1 DRM	First Fire +1 DRM
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2 Maryland 1123 -1 1-4	4 Maryland 1029 0 1-4	German Battalion 1019 +1 2-4	Congress' Own 64 +2 4-4	3 Pennsylvania 1416 0 6-4	Spencer 1319 +1 2-4	Crayton 1526 0 1-4	3 Virginia 1322 0 2-4
4 Virginia 1527 0 6-4	15 Virginia 1322 0 2-4	Patton 1526 0 1-4	7 Virginia 1423 +1 5-4	Dobson 0407 0 1-4	1 Maryland 0918 0 2-4	3 Maryland 0917 0 1-4	6 Maryland 1017 -1 1-4

New Jersey 1216 +1 5-4	Connecticut 1322 0 2-3	Crane 1418 0 2-3	New York a 0918 +1 2-3	Jones 1020 0 1-3	New Jersey b 1216 +1 1-3	Porter 1121 0 2-3	2 Massachusetts 1423 +1 3-3
Stephenson 1527 0 1-4	Smith 1022 0 1-4	Nelson 0717 0 1-4	Moylan's Horse 53 0 1-6	Band's Horse 31 +1 1-6	New York b 0717 +1 1-3	Lee 1527 0 1-3	Sullivan 0918 0 0-2

7 Pennsylvania 1125 0 1-4	2 Penn. Brigade 1029 -1 6-4	10 Pennsylvania 1228 0 2-4	Old Eleventh 1228 0 2-4	10 Virginia 3E +2 3-4	Hartley 1028 0 2-4	1 Virginia 0833 0 1-4	Lord Stirling 1216 0 0-2
2 Virginia 1331 +1 2-4	West Augusta 0932 -1 1-4	14 Virginia 3E -1 1-4	5 Virginia 1131 +1 1-4	6 Virginia 3E +1 2-4	Penn. State Foot 0829 0 1-4	9 Virginia 1032 0 4-4	Wash. Life Guards 1727 +2 1-4

2 Penn Regiment 1127 0 1-4	N. Carolina 1726 -1 5-4	Penn. State Rifle 3E 0 1-4	Doyle 1131 0 1-4	Penn. Rifle Rgt. 1027 +1 3-4	2 Pennsylvania 1125 0 2-3	Bodam 1131 0 1-3	Stevens 3E 0 1-3
Rhode Island 1331 +1 1-3	Continental 1826 +2 4-3	Proctor 1127 -1 2-3	New Jersey b 0626 +1 1-3	Simms MID 0 2-4	Porterfield 1017 0 1-4	Parker 0626 +1 3-4	Philadelphia Militia 9E 0 1-3

First Fire +1 DRM	3 Pennsylvania 1228 +1 1-3	8 Chester County MID 0 2-4	Phil Associates 8E 0 1-4	Washington 1227 0 0-4/1-6	Greene 3E 0 1-2-6	Maxwell 1028 0 0-1-6	Wayne 1127 0 1-1-6
First Fire +1 DRM	First Fire +1 DRM	1 Pennsylvania 9E -1 6-4	2 Pennsylvania 9E -1 6-4	Lady Wagh's Hrs. MID +1 1-6	Count Pulaski 1726 +2 1-6	NC Lt. Dragons 1726 -1 1-6	Lafayette 1727 0 ***6

First Fire +1 DRM	First Fire +1 DRM	First Fire +1 DRM	Momentum	Momentum	Momentum	Momentum	Momentum
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Reserve a 0 2-3	Cleveland b 0 1-3	Cleveland a +1 2-3	4th Brigade 0 1-3	3rd Brigade 0 1-3	2nd Brigade 0 1-3	1st Brigade 0 1-3
55 0 1-4	Ensigns 0 2-4	49 0 2-4	Ry. Welsh Fus 0 2-4	King's Own 0 2-4	28 -1 2-4	Light Artillery -1 2-3

2 Grenadiers +1 3-4	1 Grenadiers +1 3-4	Colistream Gds +1 2-4	Grenadier Gds +1 3-4	2 Fraser's H 0 3-4	10 0 2-4	5 0 1-4	40 -1 2-4
1 Fraser's H 0 3-4	44 0 2-4	17 0 1-4	15 -1 2-4	64 0 2-4	46 0 2-4	37 -1 1-4	33 0 2-4

			Ferguson's Rifles +1 1-4		2 Light Inf. 0 3-4	1 Light Inf. 0 3-4	Black Watch +1 3-4
						2nd NJ Vol -1 1-3	Dr's Riflers 3A 0 2-4

			"Combined" -2 2-4	Donop 0 3-4	Leib 0 3-4	Mirbach 0 3-4	Ammusettes 0 (1)-4 (LT)
			Hessian -1 1-3	Chasseurs 0 1-4	v. Min Grenadiers +1 2-4	v. Lin Grenadiers +1 2-4	Lange Grenadiers +1 3-4

			Cavalry Withdrawal	Shattered	Army Morale 	First Fire +1 DRM	First Fire +1 DRM
			Cavalry Withdrawal	Cavalry Withdrawal	Army Morale 	GAME TURN 	First Fire +1 DRM

Rally on Me	Rally on Me	Rally on Me	Rally on Me	Rally on Me	Variable Victory Point	Variable Victory Point	Variable Victory Point
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## Howe's Column Worksheet

Unit Formation	Specific Unit	Original Turn of Entry	Actual Turn of Entry		
			Hex B	Hex D	
				<i>as scheduled</i>	<i>1 turn delay</i>
Artillery Assets	4th Brig Arty	Turn 7	[ ] Turn 8	[ ] Turn 7	[ ] Turn 8
	Reserve "C" Arty	Turn 7	[ ] Turn 8	[ ] Turn 7	[ ] Turn 8
	Lt. Arty	Turn 7	[ ] Turn 8	[ ] Turn 7	[ ] Turn 8
	Hessian Lt. Arty	Turn 7	[ ] Turn 8	[ ] Turn 7	[ ] Turn 8
	3rd Brig Arty	Turn 8	[ ] Turn 7	[ ] Turn 8	[ ] Turn 9
Vanguard	Chasseurs	Turn 6	[ ] Turn 9	[ ] Turn 6	<i>n/a</i>
	Amusettes				
	Ewald Rifles				
	A/B Jaegers				
Flank Companies	1st Grenadiers	Turn 7	[ ] Turn 8	[ ] Turn 7	[ ] Turn 8
	2nd Grenadiers				
	1st Lt. Infantry				
	2nd Lt. Infantry				
	17th Lt. Infantry				
Guards Brigade	Grenadier Gds.	Turn 7	[ ] Turn 8	[ ] Turn 7	[ ] Turn 8
	Coldstream Gds.				
Hessians Brigade	Lenge Grenadiers	Turn 7	[ ] Turn 8	[ ] Turn 7	[ ] Turn 8
	v. Lin Grenadiers				
	v. Min Grenadiers				
	H. Jaegers				
4th Brigade	33rd Foot	Turn 7	[ ] Turn 8	[ ] Turn 7	[ ] Turn 8
	37th Foot				
	46th Foot				
	64th Foot				
3rd Brigade <i>(Disregard if entering on T-3 per Rules 3.6.4 &amp; 6.5.)</i>	General Grey	Turn 8	[ ] Turn 7	[ ] Turn 8	[ ] Turn 9
	15th Foot				
	17th Foot				
	44th Foot				
Dragoons	Ewald Dragoons	Turn 6	[ ] Turn 9	[ ] Turn 6	<i>n/a</i>
	1st Qn's Lt. Dragoons	Turn 6	[ ] Turn 9	[ ] Turn 6	<i>n/a</i>
	2nd Qn's Lt. Dragoons	Turn 8	[ ] Turn 7	[ ] Turn 9	[ ] Turn 9
Column Leadership	General Cornwallis	Turn 7	[ ] Turn 8	[ ] Turn 7	[ ] Turn 8
	General Howe	Turn 7	[ ] Turn 8	[ ] Turn 7	<i>n/a</i>
	Black Watch	Turn 9	[ ] Turn 6	[ ] Turn 9	<i>n/a</i>

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# Abbreviated Sequence of Play

*With Brandywine-Exclusive References*

## A. Pre-Game British Reinforcement determination (Exclusive Rules 3.6.3, 3.6.4)

## B. Initiative Determination (Series Rule 6.0)

- Possible Turn 6 “No Tea Stop” (Exclusive Rule 3.7)

## C. Initiative Player Turn

- Flip the game-turn marker to indicate the correct player turn.
- **Movement Phase** (Series Rule 9.0)
  - ◆ See Exclusive Rule 3.3 for stacking exceptions
  - ◆ See Exclusive Rule 3.5 for strategic movement exceptions
  - ◆ See Exclusive Rule 3.6 for American-specific movement restrictions
  - ◆ See Exclusive Rules 3.8 and 3.9 for Birmingham Meeting House and Town effects
  - ◆ See Exclusive Rules Section IV for unit-specific combat considerations
  - ◆ See Exclusive Rule 5.1 for Brandywine Creek-specific movement considerations
- **Rally Phase** (Series Rule 15.0)
- **Defensive Artillery Fire Phase** (Series Rule 11.0)
- **Rifle Fire Phase** (Series Rule 10.0)
  - ◆ See Exclusive Rule 4.5.5 for Ranged Fire considerations related to the Amusettes
- **Close Combat Phase** (Series Rule 12.0)
  - ◆ See Exclusive Rules 3.8 and 3.9 for Birmingham Meeting House and Town effects
  - ◆ See Exclusive Rules Section IV for specific unit considerations
  - ◆ See Exclusive Rules 5.2 and 5.3 for Brandywine Creek-specific combat considerations
- Move the game-turn marker to the bottom half of the game turn and flip it over

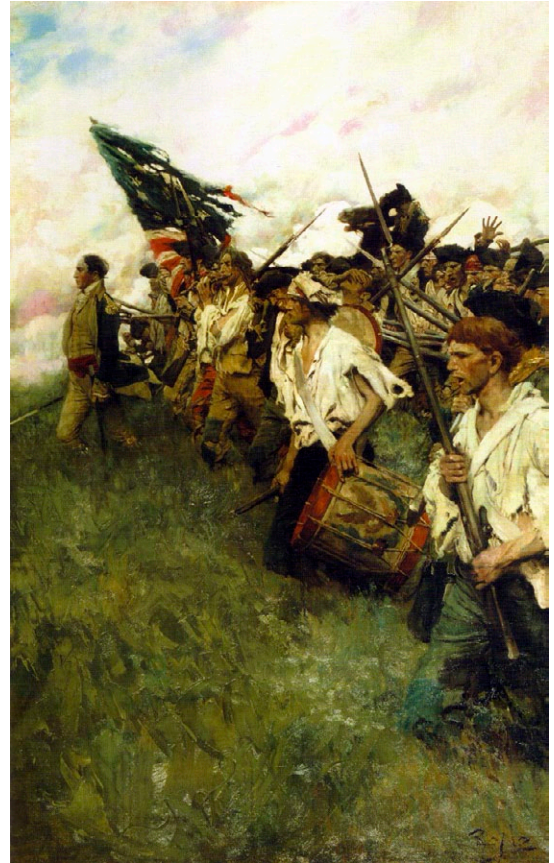
## D. Second Player Turn

- **Movement Phase**
- **Rally Phase**
- **Defensive Artillery Fire Phase**
- **Rifle Fire Phase**
- **Close Combat Phase**

## E. End-of-Turn Segment

- Check for Automatic Victory (Exclusive Rules 2.1 and 2.2)
- If it is the last game turn of the scenario, determine a winner (Exclusive Rules 2.3 through 2.5)
- Advance the game-turn marker to the top half of the next game turn

*Note: See the Expanded Sequence of Play on the back cover of the Series Rules for a listing of all action steps.*



**GMT Games, LLC**  
P.O. Box 1308, Hanford, CA 93232-1308  
www.GMTGames.com