

Washington's Army. Battle record sheet.

Name of Battle.			
Date.			
British attack points.		American attack points.	

Mounted commanders.

Command.	Name.	Command value	↓ British.		
Whole army.			1	2,3	4,5,6
Commander 1			3	2	1
Commander 2			↓ American.		
Commander 3			1,2	3,4	5,6
Commander 4			3	2	1

Replacement commanders 1 **quality worse** than D6 roll.
 Army commander 1 **quality better** than D6 roll.

Scenery

1	Wood
2	Wood
3	Linear/boundary
4	Linear/boundary
5	Farm
6	
7	
8	

Flanker total

Each 5,6 = 1 success. ⇨ = arrival

Initial D6 for taking part	5D6	5	
For each unit (1D6 only if 4 or fewer bases)	3D6		
For each unit that is raw quality	-1		
For each unit that is veteran quality	+1		
For each unit that is light infantry	+2		
Mounted commander's quality 0-1.	+3		
Mounted commander's quality 2-4.	+1		

Flanker total



Summary of game set up.

1	Calculate composition of army (500 points).
2	Choose scenery (8 pieces each).
3	Determine the quality of mounted commanders.
4	Allot event dice (60 + army modifiers).
5	Determination of attacker and defender (5,6's).
6	Defender deploys his transverse road.
7	Attacker deploys his "here to there" road.
8	Defender deploys all scenery (min 2 pieces per section).
9	Defender deploys 4 objectives. Attacker removes 1
10	Attacker attempts to re-deploy scenery items. D6+2.
11	Both players secretly choose which units become flankers (1 or 2 for defender. 1,2 or 3 for attacker) Then declare flanker total and units to opponent before army deployment.
12	Both players note down deployment sections for remaining units (min 2 foot units per section used).
13	Attacker deploys all units up 9" in from table edge.
14	Defender deploys all units up to 18" in from table edge.
15	Defender rolls for depletions and reinforcements (1 in 3 foot units off table as reinforcements).
16	Carry out and apply the results from events.
17	Deploy any linear defences given by army composition
18	Units can change to loose order.
19	Attacker starts the on table game.

Deployment

	Left.	Centre.	Right.
Commander			
Units.			
Flankers ⇨	Commander	Units	
Event notes			

Countdown	1	2	3	4	5	6		
7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	Start		

Event dice	Event dice 1-9.	+/-	Total.
Attacker (10-25).	15		
1. Subterfuge /Bluff.	5		
2. Battle plan clarity.	5		
3. Political Pressure.	5		
4. Scouting.	5		
5. Supplies.	5		
6. Artillery.	5		
7. Random Events.	5		
8. Weather.	5		
9. Local support.	5		
Total (60).	60		

Cavalry, field guns, militia and loose order target units retreating

Retreater rolls D6

+1 if veteran or mounted cavalry in the open or loose order.

-1 if raw or field gun

All retreaters move D6+1 inches. Assaulters stop at position or +1 base.

Assaulters remove any casualty markers. Retreaters retain casualty markers.

All assaulters except mounted cavalry in the open, disordered.

All retreaters disordered and lose next AP roll.

1,2	3,4	5,6
Caught out.	Minimal loss.	Good order.
Unit routed	1 casualty + marker	No casualties