Washington's Army — Battle record sheet

Name of Battle	
Date	
British attack points		American attack points	

Mounted commanders.

Command.	Name	Command value	British		
General			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 <u>quality</u> **worse** than D6 roll.
Army commander =1 <u>quality</u> **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.   9 = arrival
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Reason	D6	∑
Initially	**5**	5
Each unit (1D6 if 4 or fewer bases)	**3**	
Each raw unit	**-1**	
Each veteran unit	**+1**	
Each light infantry unit	**+2**	
Commander 0-1	**+3**	
Commander 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 per section).
9	Defender nominates 4 objectives. Attacker removes 1
10	Attacker (D6+2) 4,5,6 to move pieces.
11	Secretly choose flankers (1 or 2 for defender. 1,2 or 3 for attacker) Declare flanker total and units.
12	Both players note down deployment sections for remaining units (min 2 foot units per section used).
13	Attacker deploys up to 9" in.
14	Defender deploys up to 18"in.
15	Defender rolls for depletions (1 in 3 foot units must be off table as reinforcements. Round down).
16	Carry out and apply events.
17	Deploy army specific linear defences.
18	Change to loose order if wished.
19	Attacker has turn 1

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

Deployment

	Left	Centre	Right
Commander			
Units in command			

Event notes

Events	Event dice 1-9	+/-	Total (60)
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		

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