

# BRANDYWINE

## RULES OF PLAY

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NOTES:

## 1.0 Map board

The map board depicts the area of operations where the Battle of Brandywine was fought on September 11<sup>th</sup> 1777 between the British army under command of General Sir William Howe and the American Army under command of General George Washington. A square grid is drawn over the map board to determine movement and areas of control for unit counters. A key to the map board terrain features are listed below.....

Open ground - All light green squares...level one.

Slope - Squares containing tan or light brown color...level two.

Crest - Squares containing all dark brown color....level three.

Brandywine Creek – Squares containing thick blue lines.

Tributary – Squares containing thin blue lines.

Roads - Squares containing connecting thin black lines.

Ford – Squares that contain a road crossing a creek.

Woods – Squares containing dark green color.

Villages – Squares containing small black boxes representing groups of buildings.

Buildings – Squares containing individual small black boxes.

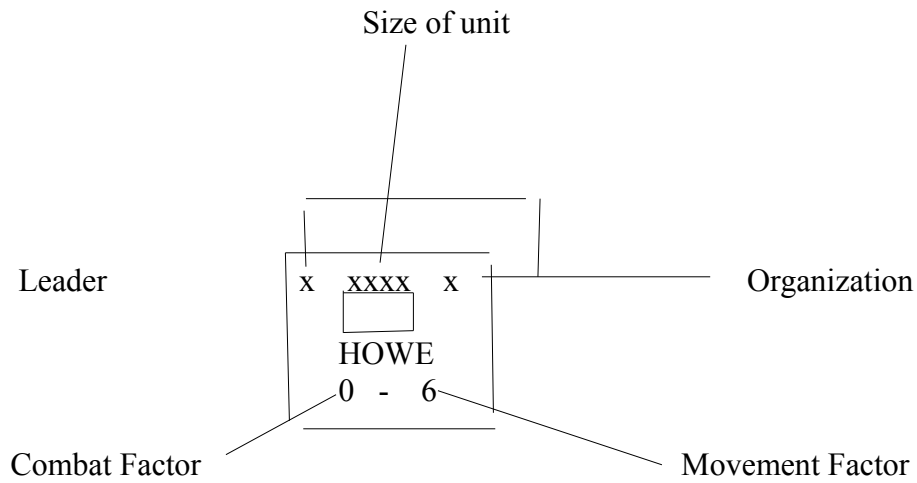
Grid Coordinates – Numbers and letters to cross reference to indicate each square.

Swamp - Squares containing swamp symbols.



## 2.0 Unit counters

The blue counters represent the American army. The red counters represent the British army. Below is an explanation of the numbers, letters, and symbols.



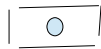
Unit Types



Infantry



Cavalry



Artillery

Unit Sizes	$\frac{\text{XXXX}}{\square}$	Army Commander
	$\frac{\text{X}}{\square}$	Brigade
	$\frac{\text{111}}{\square}$	Regiment
	$\frac{\text{11}}{\square}$	Battalion
	$\frac{\text{1}}{\square}$	Company

Combat Factor - Basic fighting strength when attacking or defending.

Movement Factor - Maximum number of squares a unit may move.

### 3.0 Unit Abbreviations

A Armstrong	L Left Wing
G Greene	R Right Wing
W Wayne	FG Foot Guard
S Sullivan	H Hessian
ST Stephen	G Grenadier
SL Sterling	J Jagers
U Unattached	QR Queens Rangers
PEN Pennsylvania	RC Rifle Corps
LT Light	
M Militia	
NC North Carolina	
V Virginia	
MD Maryland	

#### 4.0 Setup

The American player places all their units on the map board anywhere east of Brandywine Creek and east of the east branch of Brandywine Creek. Units may not be placed on creek squares. Turn one starts with the British moving first. All British units enter at square A5.

#### 5.0 Sequence of play

- 1 British player rolls for reorganization of units.
- 2 British player may move all, some or none of their units according to each unit's movement factor and cost of terrain.
- 3 British player resolves all combat.
- 4 American player rolls for reorganization of units.
- 5 American player may move all, some or none of their units according to each unit's movement factor and terrain costs.
- 6 American player resolves all combat.
- 7 One hour is checked off the time record.  
Repeat steps one through seven until the end of the 9 PM turn.

## 6.0 Victory Conditions

A player may achieve a major victory, minor victory, or draw by scoring points in the following ways.

1 point for each eliminated opposing combat unit.

5 points for an eliminated opposing commander.

By being the last player to have occupied the following squares with a combat unit at the end of the game. Commander counters do not count for occupation.

15 points Square D28

10 points Square J27

5 points Square Q28

3 points Square M23

3 points Square T19

The American player begins the game having control of all five victory squares.

A player must have a 2-1 advantage in points at the end of the game to achieve a major victory. A 3-2 advantage in points results in a minor victory.

A 1-1 result in points results in a draw.

## 7.0 Time Record

After both players have completed their respective turn sequence once one hour is checked off the time record. Use a blank counter to move down the time record on the dice roll chart or keep track on scrap paper.

## 8.0 Movement of units

During the movement portion of a player's turn they may move all, some, or none of their units.

Units may be moved up to the limit of their movement factor.

Units may move in any direction.

Movement factors may not be accumulated from turn to turn.

All movement must be done before combat is resolved.

A player's units may not be moved during their opponent's turn.

## 9.0 Terrain effects on movement To enter a square

Open square One movement factor.

Road square One quarter movement factor regardless of terrain. May combine with normal movement. One movement factor to enter square containing road. One quarter movement factor to continue moving by road. A unit must follow the path of the road to gain bonus.

Woods square two movement factors.

Tributary square two movement factors

A unit may move along the same tributary at two movement factors.

Creek Square Two movement factors.

A unit may move to another creek square at two movement factors.

Village square one movement factor from a non road square.

Level 2 or level 3 square two movement factors for entering all squares.

Ford square One quarter movement factor by road.

2 movement factors from a non road square.

Fords are a square where a road crosses a creek.

Swamp square Two movement factors but must stop moving until following turn unless moving by road at a cost of one quarter movement factor.

Terrain effects on movement are not cumulative. To enter a square containing level one or level two and woods costs two movement factors. To enter a square containing a tributary or creek and woods costs two movement factors.

## 10.0 Unit stacking

A player may stack no more than 15 combat factors in a square.

Units may pass through squares containing other friendly units during movement so long as they end their movement within the 15 factor limit.



11.0 Unit facing

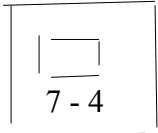
The top of a counter is the front of the piece.

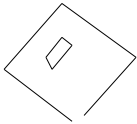
The sides of a counter are the flanks of the piece.

The bottom of a counter is the rear of a piece.

A player may change the facing of a unit only during the movement portion of their turn or after advancing after combat.

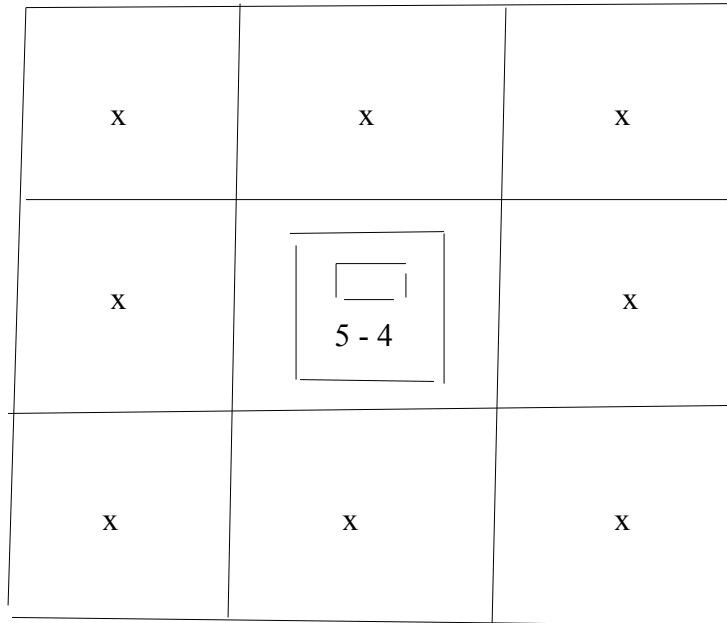
A square may contain units facing in different directions.

front	front	front
flank		flank
rear	rear	rear

front	front	flank
front		rear
flank	rear	rear

## 12.0 Squares of control

The eight squares surrounding a unit are its squares of control.



## 13.0 Combat

Any time a moving unit enters a controlled square of an opposing unit the moving unit must stop and combat must occur during the combat portion of the moving players turn. The moving player is considered the attacker and the non moving player is considered the defender. All attacks must be initiated into one of a units three front squares.

The attacker resolves all combat one battle at a time in any order they choose.

Battle odds are determined by totaling the attackers combat factors and comparing them to the total of all defending units.

Examples Attacker 14 factors and defender 7 factors equals 2-1 odds.

Attacker 18 factors and defender 7 factors equals 2-1 odds.

Attacker 21 factors and defender 7 factors equals 3-1 odds.

Attacker 5 factors and defender 7 factors equals 1-2 odds.

Attacker 3 factors and defender 7 factors equals 1-3 odds.

Attacker rolls two dice for each battle and cross references the roll with the odds on the dice roll table to get the result of the battle.

Each unit may only fight one battle per turn.

An attacking unit must attack all opposing units whose squares of control they are in.

The attacker may move as many units as they wish into opposing squares of control, up to stacking limits, before resolving combat.

An attacker may not move into an opposing units square of control and then enter another.

A unit beginning its turn in an enemy square of control must either withdraw or attack during the current turn.

Attacks against just one square from more than one adjacent squares can be divided into more than one attack if the defender has more than one unit in the square being attacked.

Situations pertinent to the attacker

Attacking unit is on defending units flank (full enfilade) combat factor tripled.

Attacking unit is on defending units direct rear square combat factor doubled.

Attacker has partial front enfilade combat factor doubled.

Attacker has a partial rear enfilade combat factor doubled.

Attacking down hill to lower level combat factor is doubled.

Attacking a units direct front square combat factor is normal.

Attacking from a creek square combat factor is halved. Rounded up.

Attacking from a ford square combat factor is normal.

Situations pertinent to the defender

Defending unit is disorganized combat factor is one half (rounded up).

Defending unit is on a ford square or creek square combat factor is normal.

Defending unit is in a woods square combat factor is doubled.

Defending unit is in village square combat factor is doubled.

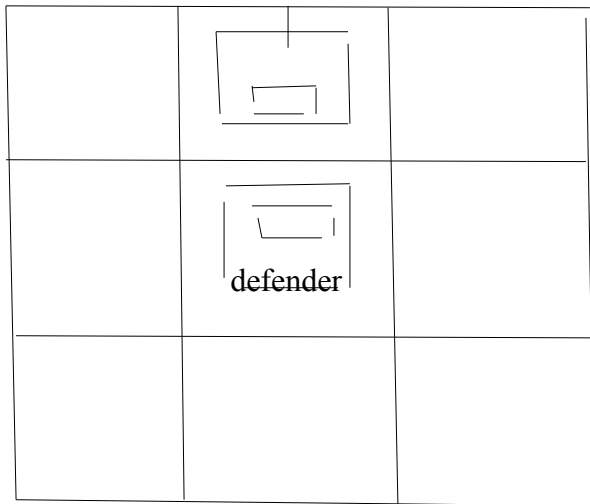
Defending unit is on a level 2 or 3 square combat factor is doubled.

Defending unit is on a tributary square combat factor is normal.

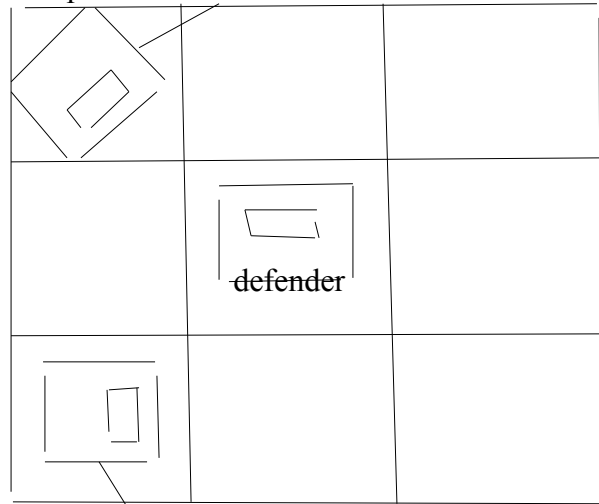
Defending unit is on a swamp square combat factor is one half (rounded up).

Note If the attacker is in the direct front square of even one defending unit the attacker does not receive enfilading doubling or tripling of combat factors.

Example diagrams  
frontal attack

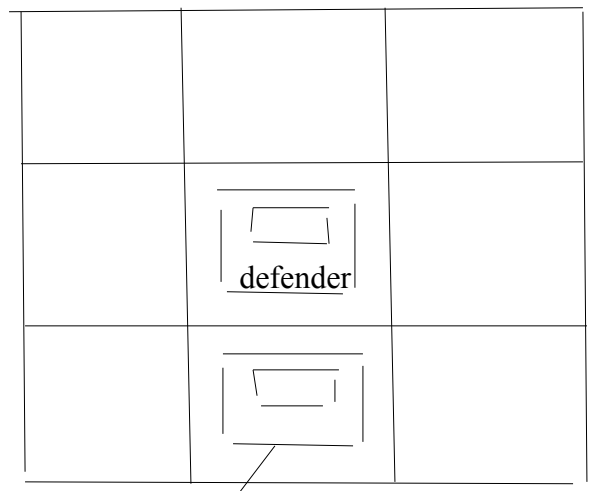
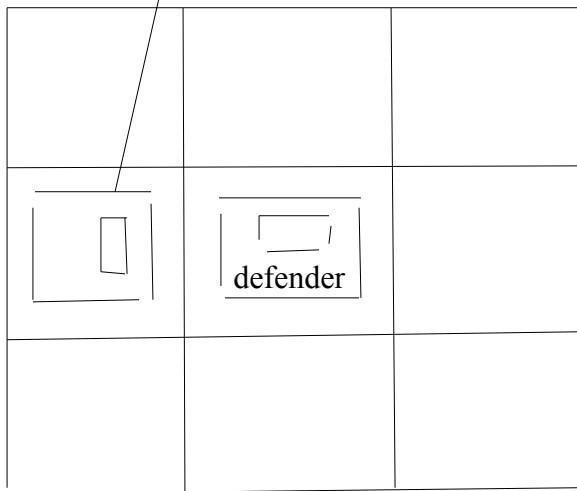


partial front enfilade



partial rear enfilade

full enfilade



rear attack

#### 14.0 Multiple unit battles

All units adjacent to an opposing unit or units controlled squares after movement must attack.

The attacking player must designate which units are attacking what squares and which units controlled by the defending player.

Combat factors are combined for all attacking units.

Combat factors are combined for all defending units.

When several units attack several defending units in different squares the attacker has the option to divide the attack into more than one battle or may choose to have just one battle.

A player may not split the combat factors of individual units into more than one attack.

Maximum attack A player may combine no more than eight squares into a single attack.

#### 15.0 Movement after combat

A player may move units after combat in the following situations.

Defending or attacking units or units are forced to retreat one or two squares.

Attacking or defending units may advance into a square vacated by the opposing player due to elimination or retreat.

A units facing may be changed after advancing after combat.

## 16.0 Disorganization and reorganization

At the beginning of a player's turn before moving any units the controlling player rolls two dice for each unit that is disorganized.

A dice roll of 8 or less means the unit remains disorganized for that turn.

A dice roll of 9 or greater means the unit is reorganized and has its combat factor return to normal.

If a commander counter is present in the square containing the disorganized unit the controlling player may apply a plus one modifier to the reorganization dice roll.

Units which become disorganized have a blank counter placed on them.

The following restrictions apply to disorganized units.

- Combat factor is halved (rounded up).

- May not move into an opposing unit's square of control.

- May not remain adjacent to opposing units and must attempt to move away during the movement portion of the controlling player's turn.

- If unable to move the unit is eliminated.

- Movement factor remains normal.

- May not counterattack or hold and must withdraw during the controlling player's next movement.

- May not attempt to reorganize if adjacent to an opposing unit.

- A unit which is disorganized and receives an additional disorganization is eliminated.

## 17.0 Commander counters

There are two commander counters in the game. Washington and Howe.

Commander counters have no combat factor.

If a commander counter is attacked while alone in a square it must withdraw two squares and roll for elimination. Dice roll of 12 equals elimination.

If unable to withdraw or must withdraw off board it is eliminated.

Commander counters have two functions in the game, modifying the combat dice rolls and modifying the reorganization dice rolls.

Commander counters placed in a square from which an attack is being made may apply a minus one modifier to combat or bombardment dice rolls.

Commander counters placed in a square which is defending against an attack may apply a plus one modifier to combat or bombardment dice rolls.

A commander counter in the same square as a disorganized unit may apply a plus one modifier to the reorganization dice roll.

Commander counters have no effect on stacking limits.

Each time a commander counter is used in combat, not bombardment, (attacking or defending) a roll of two dice must be made. A roll of 12 means the commander counter is eliminated from play.

Commander counters may move from one opposing controlled square to another in the same turn.

Commander counters themselves are not affected by disorganization dice roll results and must always retreat when called to do so.

## 18.0 Artillery units

Artillery units may be used in regular adjacent square combat, alone or combined with other units. The controlling player may also choose to use them to bombard. Bombardment is done at any time during the combat portion of a player's turn.

The controlling player must choose whether to do normal combat or bombard. They cannot do both during one player turn. The bombardment rule is optional. Artillery units have a range of one square for bombardment.

To bombard, compare the total number of attacking combat factors to only one defending unit in a square. This will give the odds of the bombardment.

Roll two dice on the dice roll chart.

Only defender retreats and defender disorganized results are used.

All other results are no effect on defender.

All defending units in a bombarded square are effected by the dice roll results.

Bombarding units are not effected by dice roll results.

An artillery unit which remains adjacent to an opposing unit must attack again or withdraw the following turn.

Defending units which remain adjacent to bombarding units must counter attack or withdraw during their next turn.

Artillery units under hold may not bombard and can only defend against attacks.

A unit defending against bombardment is still affected by the terrain of the square they occupy.

Bombarding units receive the benefits of partial or full enfilades or rear attacks.

Bombarding units may be adjacent to several opposing controlled squares but can only attack one square.

## 19.0 Dice roll table

Resolving combat on the dice roll table is done as follows.

The total combat factors of all attacking units are compared to the total combat factors of all defending units involved in the battle.

Examples 5 attacking factors to 5 defending factors equals one to one odds.

5 attacking factors to 3 defending factors equals one to one odds.

5 attacking factors to 2 defending factors equals two to one odds.

3 attacking factors to 7 defending factors equals one to three odds.

Two dice are rolled and the result is cross referenced with the odds column to get the result of the combat or bombardment. Odds greater than 6 to 1 treated as 6 to 1. Odds less than 1 to 6 treated as 1 to 6.



## 20.0 Dice roll table explanation

AE Attacker eliminates one unit from the attacking force involved.

DE Defender eliminates one unit from the defending force involved.

A1 Attacker retreats all units involved one square.

A1\* Attacker retreats all units involved one square and are disorganized.

A unit which becomes disorganized has a blank counter placed on them.

A2 Attacker retreats all units involved two squares.

A2\* Attacker retreats all units involved two squares and are disorganized.

D1 Defender retreats all units involved one square.

D1\* Defender retreats all units involved one square and are disorganized.

D2 Defender retreats all units involved two squares.

D2\* Defender retreats all units involved two squares and is disorganized.

Retreating units are eliminated if unable to

complete their retreat, end their retreat in an in an opposing units

controlled square, are forced to retreat off board, or are over stacking limits.

EXC Exchange Defending player eliminates one unit from the defending force and attacking player eliminates one unit from the attacking force equal to or greater the defending unit or units eliminated.

DH Defender hold A flipped over blank counter is placed on the unit or units.

In their following turn the defending unit, units or may not move or attack

and must remain in place for the following turn. Commander counters may still move.

The attacking player in their next turn must either attack again or withdraw.

The hold counter remains on the defending unit or units until the attacker either attacks again or withdraws or a different combat result is obtained.

Additional units may be added to the square under hold but may not attack or move again as long as the hold is in place.

Units under hold may not counterattack.

Units under hold may change their facing during their movement portion of a turn.

If an attacking unit itself comes under hold from a counterattack from another square the hold marker is removed from the unit that first came under hold so long as there are no other attacking units adjacent that are not under hold.

DCA Defender counter attack The defending player in their next turn must either attack or withdraw.

Counterattacking units must attack all opposing units they are adjacent to.

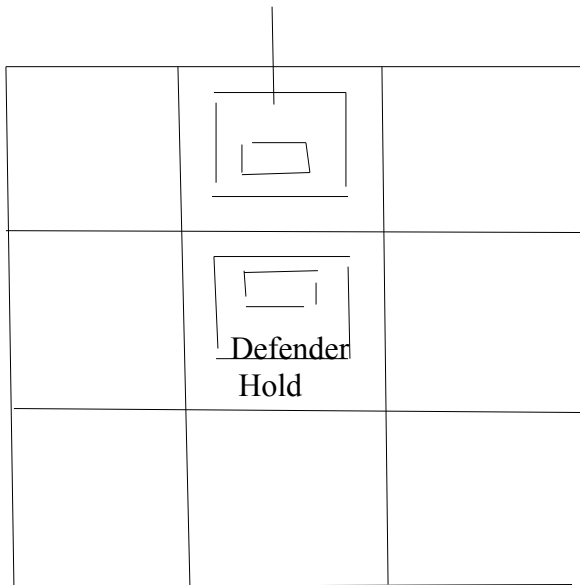
Retreating units movement is done regardless of terrain costs.

21.0 Order of battle cards

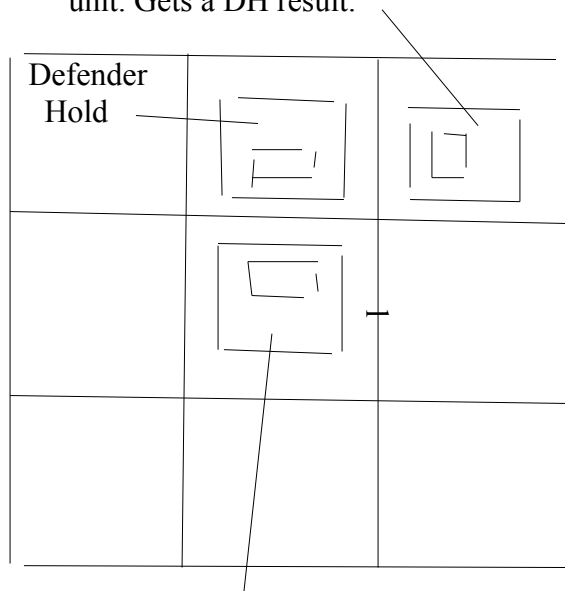
Order of battle cards for the British and American armies involved in the Battle of Brandywine are provided. Use the extra sheets to make spare counters if needed.

Notes and diagrams:

1. Red attacks, gets a DH result.



2. Blue counter attacks with full enfilading unit. Gets a DH result.



3. Blues hold is removed.

## 22.0 Historical Summary

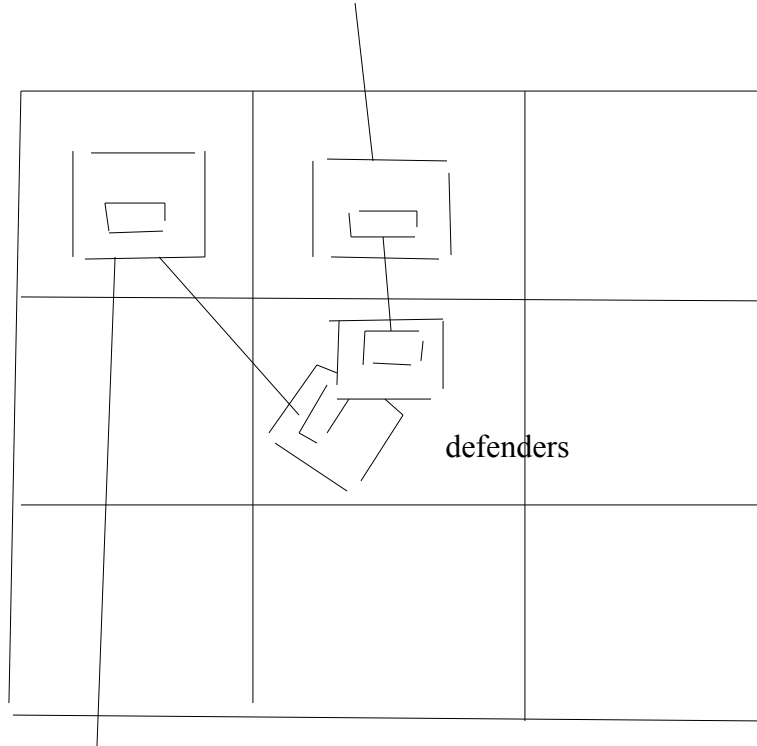
The Battle of Brandywine, fought September 11<sup>th</sup> 1777, along Brandywine Creek in southeastern Pennsylvania between the British army under General Sir William Howe and the American continental army under General George Washington. The battle was the largest and longest fought of the American revolutionary war with fighting for eleven hours. On July 23<sup>rd</sup> 1777 Howe and the British army departed Sandy Hook New Jersey near the occupied town of New York, set sail and landed at present day Elkton Maryland, at the mouth of the Susquehanna River. The British then marched north in an attempt to take Philadelphia, then the American capitol. Washington offered battle along the Brandywine Creek in Pennsylvania. When Howe reached near Washington's position he sent a large portion of his force far to the north of Washington's right flank to cross Brandywine Creek. Three American divisions were shifted to the right to near the Birmingham Friends Meeting House to counter the British move. A fierce fight ensued with the Americans being driven back in retreat. The British also attacked near Chad's Ford driving back the American left wing as well. The Americans retreated in disarray leaving Philadelphia vulnerable. The British captured Philadelphia two weeks later and held it until June of 1778.

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Notes and diagrams:

1. Red attacks with one unit, frontal attack.



2. Red attacks with one unit, no partial enfilade.
3. Could combine into one attack, no partial enfilade.