

GERMANTOWN MAP AND SCENARIO

October 4th, 1777. Near Philadelphia Pennsylvania. After victories at Brandywine and Paoli, the British under Sir Howe moved to occupy Philadelphia. Howe left a garrison of about 3000 in Philadelphia and moved the remainder of his army, about 9000, to Germantown not far away. Washington, with about 1100 men, decided to take advantage of the split in British forces and devised a four-column counterattack. Thick fog throughout the day hampered the American attack and they withdrew from the field, not being pursued by Howe.

Map Explanation: Same as per Brandywine rulebook except there are four levels.

Level one.... All light green squares.

Level two.... slope..... Light green and beige squares.

Level three.... crest.... All beige squares.

Level four..... crest..... beige and dark brown squares.

Any square containing a building symbol doubles a defender's combat factor.

Cannot attack across lake.... L21 and M21 to L22 and vice versa. L21 to M22 and vice versa.

Each turn represents one half hour of time.

British Units and Setup:

From the Brandywine British Order of Battle....

At start.... In or south of row M and east of Wissahickon Creek.

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6 7-4 units and 7 5-4 units. Two of these units may be placed anywhere from row N north to row S and east of Wissahickon Creek.

Reinforcements: 2 7-4 units, 2 6-4 units, 1 3-4 unit, and 1 2-6 unit.

At beginning of each British turn two dice are rolled for each unit.

Greater than or equal to 9 unit may enter at any south map edge square.

American Units and Setup:

From the Brandywine American Order of Battle....

All American units are used except for 2 5-4 units.

Optional: From blue blank counters handmake 2 1-6 cavalry units.

All American units must enter map at any north edge square on the 6 AM American turn.

Victory Conditions:

Each player is awarded points for each opposing unit eliminated.

1 point for each combat unit eliminated.

2 points for the elimination of the opposing leader.

At the end of the 1:30 PM turn all points are totaled.

A two to one advantage in points equals a major victory.

A three to two advantage in points equals a minor victory.

A one to one point spread equals a draw.

Optional rule: Thick fog.....

All movement factors are halved.

A plus one modifier is added to all attacks.

Players should agree beforehand on what turn the fog lifts or roll two dice at the beginning of each turn. Greater than or equal to 9 means fog lifts that turn.

All units in squares containing the Schuykill river are considered to be on the east side.

Attacks from any river squares are halved, rounded up

Scenario begins at 6 AM and ends at the end of the 1:30 PM turn. American player moves first.

One combat factor equals roughly 100 men.

All pertinent Brandywine game rules are used.

