

ARMY MORALE TRACK KEY

Demoralized: Wavering: Fatigued: Wavering: Demoralized:

Demoralized: Initiative -1, Unit Morale -2
Wavering: Initiative 0, Unit Morale -1
Fatigued: Initiative +1, Unit Morale Normal

15	At Barricade
14	At Barricade
13	At Barricade
12	At Barricade
11	At Barricade
10	At Barricade
9	At Barricade
8	At Barricade
7	At Barricade
6	At Barricade
5	At Barricade
4	At Barricade
3	At Barricade
2	At Barricade
1	At Barricade
0	At Barricade

The Battle of Germantown
October 4, 1777

Map features include: Church Road, Tacony Creek, Lime Kiln Road, Abington Road, Old York Road, Saw Mill Creek, Mill Creek, Wissabickan Creek, Schuylkill River, Flour Town, Chestnut Hill, Germantown, Beggar's Town, and various mills and churches.

Tactical Game Turn Track

1 5:20 AM American Ref.	2 6:20 AM American Ref.	3 7:20 AM Fog Check	4 8:20 AM Fog Check <i>Begin Friendly Fire Check</i>
5 9:20 AM Fog Check <i>British Ref.</i>	6 10:20 AM Fog Check	7 11:20 AM Clear Weather Smallwood: 0	8 12:20 PM Smallwood: 0-1
9 1:20 PM Smallwood: 0-1	10 2:20 PM Smallwood: 0-2		

Stephen's Movement Tables

Turn 2	Turns 3-4	Turns 5+
Roll	Roll	Roll
0-5 S	0-3 S	0-1 S
6-7 SW	4-6 SW	2-5 SW
8 NW	7 NW	6 NW
9 No Restriction	8 N	8 NE
	9 No Restriction	9 SE

Fog Table

Turn 4	Turn 5	Turn 6
Roll	Roll	Roll
0-5 Dense	0-1 Dense	0-6 Moderate
6-9 Moderate	2-8 Moderate	7-9 Clear
	9 Clear	

Friendly Fire Table

Die Roll	Results
0	Friendly Fire Occurs
1-9	No Effect

Modifiers*

- 1 Fog
- 1 Units in Stephen's Formation
- 2 Units stacked with Stephen

* Modifiers are cumulative

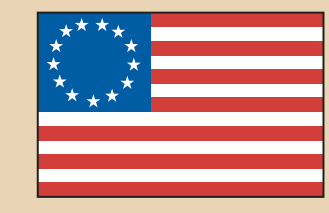


Map Key

- Fortified hex
- Entry hex
- Victory hex
- Road
- Stream
- Bridge
- Lane
- Trail
- Creek
- Light Woods
- Heavy Woods
- American Militia Bombardment Zone
- Fieldworks
- Building
- River

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