BRANDYWINE

DESIGN NOTE: Players who wish to play Brandywine with the new Series Rules may use the following Exclusive Rules sheet. These are not new rules, but simply those rules that were embedded in the middle of the original Brandywine rulesbooklet.

1. COUNTERS AND SPECIAL MAP FEATURES

1.1 Unit Color Codes
AMERICAN: Light Blue = Greene's wing; Dark Blue = Sullivan's wing.

BRITISH: Red = British Regulars; Yellow = Loyalist; Green = German.

1.2 Highest Ranking Leader
In case where multiple Leaders have the same number of stars, their seniority is as follows:

AMERICAN 2-STAR: Greene, Sullivan, Stirling, Lafayette.
AMERICAN 1-STAR: Wayne, Maxwell
BRITISH 2-STAR: Cornwallis, Grey, Grant, Stirn

1.3 The "Dungeon Bottom" Path
This path, near Jones Ford, can not be used for Strategic Movement.

1.4 Miscellaneous
• The Meeting House and Town hexes are blocking terrain.
• A ZOC extends out of, but not into the Meeting House and Town hexes as well as fieldworks hexsides.

2. LEADERS

2.1 Washington
2.11 LEADERSHIP DRM: Washington has the ability to add his Leadership DRM to all morale checks and rally attempts by combat units he commands and by combat units in adjacent hexes (exception: 6.33). Washington's Leadership DRM is +4 for combat units with which he is stacked. Washington's Leadership DRM is +1 for combat units to which he is adjacent. This latter modifier is in addition to any Leadership DRM provided by the Leader in command in the adjacent hex.

2.12 CAPTURE/KILLED: If Washington is captured or eliminated, the American player must return two Momentum Chits to the pool. If the American player does not have enough Momentum Chits to return, the British player is entitled to take one Momentum Chit from the pool for each one the American player is unable to return. If there are no Momentum Chits in the pool, there is no further effect.

2.2 Howe
2.21 [Advanced] NO TEA STOP: Before the Initiative die rolls are made on game turn 6 of the Entire Battle scenario, the British player may choose to pay 3 Army Morale points to automatically have the Initiative on game turn 6. In addition, if he pays the 3 Army Morale points, his game turn 7 reinforcements receive an extra 2 MPs on game turn 7.

DESIGN NOTE: At approximately 2:00 PM the British flanking column crested Osborne Hill. They had been on the march for nine hours. They covered some fourteen miles and had forded, chest deep, across both the east and west branches of Brandywine Creek. Now they were poised upon the right and rear of the American position. Historically, General Howe chose this moment to call a one hour halt for tea so his weary men could rest, eat and shed their gear in preparation for battle. As they rested they could observe the Americans across the valley desperately trying to form lines of battle on Birmingham Hill. Howe displayed no sense of urgency at seeing the obvious unpreparedness of the Americans. In fact Cornwallis was overheard to say, "The damned rebels form well." This rule allows the British player the option of not halting for rest and refreshments. The penalty to Army Morale reflects the consequences of the forced march.

2.22 KILLED/CAPTURED: If Howe is captured or eliminated, the British player must return one Momentum Chit to the pool. If the British player does not have a Momentum Chit, the American player is entitled to take a Momentum Chit from the pool. If there are no Momentum Chits in the pool, there is no further effect.

2.3 Lafayette
Lafayette is a special Leader who does not have any of the normal abilities of a Leader. Instead, in one Close Combat during the game in which he is the only Leader stacked with any of the units involved, he provides a one-column shift in the American's favor. Lafayette must remain stacked with Washington until the movement phase of the player turn in which he is so used to influence a battle (at which time, he may move to the stack where he will conduct his one-time ability). Remove Lafayette after the Close Combat is resolved in which his ability is used. Lafayette is also removed from the game at the end of an American player turn if he is not stacked with Washington. There is no Army Morale penalty for Lafayette's removal.

2.4 Stirn
Stirn may NOT end a phase stacked with British Regulars or Loyalist combat units. All combat units must be German for Stirn to be in command and play tactics chits.

DESIGN NOTE: Stirn did not speak English. In addition, there was a bias within the British officer corps against foreign officers commanding British troops. Lt. General Baron Knyphausen was an exception. Not only did he speak English and French, and thus was able to effectively communicate with

the British, but also he had the benefit of rank. Besides being the second most senior officer on the field, he was commander of the 2nd Hessian Division.

3. MOVEMENT RESTRICTIONS

3.1 Movement Restriction
All American units except for Maxwell's Detachment and the turn 5D reinforcements must remain within the area bounded by the American Bivouac Area boundary and Brandywine Creek [see Terrain Effects Key].

3.2 Release from Movement Restrictions
3.21 GREENE'S WING: On turn 4, Greene's wing (light blue units), are free to cross the Brandywine Creek. They may still not move north or east of the American Bivouac Area boundary.

3.22 TURN 6: On this turn, the American player is released from the American Bivouac Area restriction. His units may move anywhere.

3.23 [Advanced] GREENE'S EARLY RELEASE: If any unit of Maxwell's Detachment is attacked by Rifle Fire, Defensive Artillery Fire or Close Combat, the American player may choose to release Greene's wing to cross the Brandywine Creek on turns 1, 2 or 3 by paying a VP penalty to the British:

   3 VP if turn 1
   2 VP if turn 2
   1 VP if turn 3

Place the Greene's Wing Released marker in the turn of release on the Game-Turn Track even if the release occurs without penalty on turn 4.

3.24 [Advanced] ARMY EARLY RELEASE: The American player may choose to release his entire army from the American Bivouac Area restriction on game turns 4 or 5 by paying a VP penalty to the British:

   2 VP if turn 4
   1 VP if turn 5

Place the Sullivan's Wing Released marker in the turn of release on the Game-Turn Track even if the release occurs without penalty on turn 6.

3.25 An attacking unit may not advance into a hex outside the American Bivouac Area unless it has been released or is otherwise not restricted to stay within the American Bivouac Area (for example, Maxwell's Detachment may advance across Brandywine Creek). This may prevent the attacker from advancing any units.

3.26 American units may not choose to conduct Close Combat against a hex outside the American Bivouac Area until they are released, unless they are Pinned in which case they are required to attack.

3.3 Intelligence [Advanced]
The American player can not examine British stacks until the Americans are released from their Bivouac Area (3.2). Excep-

tion: the American player may examine the units in a stack upon which he is conducting Rifle or Artillery Fire.

3.4 Other American Movement Restrictions
• No American unit may end its movement phase north of Radley Run.

• The Delaware unit that begins in hex 0407 may not move until a unit, American or British, moves within two hexes of it. Once this occurs, the Delaware unit is free to move anywhere.

• The Proctor Artillery unit may not move until its hex (hex 1127) has been attacked by the British in Close Combat. Its Movement Allowance is enclosed in parentheses as a reminder. Once the hex has been attacked in one Close Combat, the Proctor Artillery unit is free to move without restrictions. If Proctor's Artillery is forced to retreat as a result of fire combat it must move to re-enter the battery hex as soon as possible, and by the most direct means available, until it has been attacked in close combat as described above.

• American artillery units MAY move (but not retreat) through hex 1127 (Proctor's Battery) even if the Proctor Artillery unit is in the hex.

3.5 [Advanced] British Second Brigade Entry Option
The British player has seven units marked with "1A or 2B" and one unit marked with "2A or 3B." These units form the Second Brigade. Before the game begins, the British player must decide which entry hex to use for the Second Brigade. All units of the Second Brigade must enter at the same hex. Place the units on the game turn corresponding to the selected entry hex.

3.6 [Advanced] British Third Brigade Entry Option
The British Third Brigade consists of five units, for the purposes of this rule. They are the Grey, 15, 17, 44 and 3rd Brigade Artillery (but not the 2nd Queen's Light Dragoons). All of these units are marked with "8D." Before the game begins, the British player must decide which entry hex to use for the Third Brigade. All units of the Third Brigade must enter at the same hex. He selects and places a Disrupted marker on the game turn 3 box of the game-turn track. The symbol on the back of this Disrupted marker represents the turn and location that the British Player selects for the Third Brigade to enter:

   Pinned = turn 3, hex A
   Shattered = turn 3, hex B
   Cav. Withdrawal = turn 8, hex D

The back of the Disrupted marker is revealed at the beginning of the British player turn of game turn 3.

DESIGN NOTE: The Black Watch was part of the Third Brigade but was assigned HQ detail, so it must remain with Howe, and does not participate in this rule.

4. SPECIAL UNITS

4.1 Maxwell's Detachment
4.11 Maxwell's Detachment are the four American units

marked with "MD" and the three units which start in 0628 and the Pennsylvania State Foot in 0829. The "MD" units can set up in any hex or hexes south of Maxwell's Detachment Boundary (inclusive) and west of the Brandywine Creek. See the Terrain Key for the symbol used to denote Maxwell's Detachment Boundary.

4.12 While west of Brandywine Creek, Maxwell's Detachment is restricted by the Maxwell's Detachment boundary. Maxwell's Detachment may freely cross Brandywine Creek but once across is restricted by the American Bivouac Area.

4.2 Count Pulaski
The American Count Pulaski dragoon unit acts as a leader for tactics chit play for itself and all dragoon units stacked with it which participate in the Close Combat. If involved in a multi-hex combat or if stacked with non-dragoon units, normal Tactics Chit Use Restrictions apply.

4.3 Ferguson's Rifle
The Ferguson unit has a value of 2 SP on the front side and has a reduced side. The unit has high morale (+2/+1), is not affected by a negative modifier in Close Combat, and always gives the firing British player a +1 modifier in Fire Combat.

4.4 Pennsylvania Rifle Regiment
This is a mixed regiment of rifles and muskets. It is not affected by a negative modifier in close combat.

5. HOW TO WIN

5.1 British Automatic Victory
The British player wins a DECISIVE victory at the end of any American player turn when at least 4 SP of Parade Order infantry or light infantry units occupy either hex 2419 or hex 2428, regardless of American adjacency.

5.2 American Automatic Victory
The American player wins a DECISIVE Victory at the end of any game turn if:

- He eliminates or captures at least 15 SP of British or German (not Loyalist) Infantry and/or Light Infantry AND

- He has eliminated or captured at least twice as many Infantry and/or Light Infantry SP as he has had eliminated and captured AND

- The British player has failed to achieve an automatic victory.

- At the end of game turn 12 if the British player does not have (without the presence of an American ZOC) a Parade Order infantry or light infantry unit in either of these hexes: Birmingham Meeting House (hex 1910) and Proctor's Battery (hex 1127).

5.3 Substantial Victory
Same as in Series Rules.

5.4 Proctor's Battery
Victory points may be awarded to the British based upon when he occupies and holds this hex (1127). This hex is marked with

a red star for easy identification. The British player is considered to occupy the battery if he has a Parade Order combat unit other than artillery in the hex AND no American combat units are adjacent to the hex.

CAPTURED: Place the marker, "Proctor's Battery captured," in the game-turn box corresponding to the game turn when the British occupy this hex. If the American player moves adjacent to or enters this hex while the marker is on the game-turn track, remove the marker from the track. The British loses the advantage of having occupied the battery earlier.

VICTORY POINTS: At the end of the scenario, award the victory points indicated in the box on the game-turn track according to the location of the "Proctor's Battery captured" marker. The award may be zero victory points.

5.5 Victory Point Schedule
2 VPs   Each enemy 2-step unit eliminated
½ VP   Each non-captured enemy 2-step unit reduced
1 VP   Each enemy 1-step unit eliminated
1 VP   Each enemy unit captured
½ VP   Each enemy unit shattered at the end of the game
½ VP   Each other enemy Leader captured or a casualty
? VP   British captured and held Proctor's Battery (see game-turn track)

AMERICAN ONLY VPs:
2 VPs   If Howe is captured or becomes a casualty
1 VP   If Cornwallis is captured or becomes a casualty

BRITISH ONLY VPs:
3 VPs   If Washington is captured or becomes a casualty
1 VP   If Greene is captured or becomes a casualty
? VP   [Advanced] Release of Greene's Wing [3.23]
? VP   [Advanced] Release of the American Army [3.24]

This schedule does mean: a) captured units are worth 1 point regardless of whether they have one or two steps; b) a reduced two-step unit which is captured is worth only 1 point.

DESIGN NOTE: The numbers are correct; it is worth more to eliminate a one-step unit than to reduce a two-step unit. Eliminating a unit will destroy the organizational staffing of the unit asAAAAA well. This means that more effort, than just providing replacements, must be expended to return the unit to fighting capacity.

These sections come directly (word for word) from the old rules booklet:

6. BRANDYWINE CREEK

Design Note: The topography around Brandywine Creek was the major factor in Washington's decision to make his stand there. In the first place, it was along the main British approach to Philadelphia and was the last good ground upon which to make a stand. The Creek was deep and wide and easily forded at only a few places. Around these fords the American defense could be anchored. In addition, there was high ground in the

form of hills and bluffs which commanded the fords and added to the natural defensive quality of the position. In places the Creek valley was heavily wooded, offering concealment to defending infantry. Finally, the many small roads and lanes which led to the fords on the American side provided necessary interior lines, thus enabling the shifting of troops to threatened positions.

6.1 Movement

6.11 Units can move across the Brandywine Creek at Primary Fords by expending an additional 1 MP or at Secondary Fords by expending an additional 2 MPs. Strategic Movement can not be used in a turn during which the unit crosses a Primary Ford.

6.12 A unit which begins its movement phase adjacent to a non-ford Brandywine Creek hexside can expend its entire movement allowance and move across the Brandywine Creek into the adjacent hex. The unit can move no further during that movement phase.

Exception: Artillery and Disrupted units may never cross.

6.13 A unit may not move from one ZOC directly into another ZOC across a non-ford Brandywine Creek hexside.

6.2 Combat

6.21 Fire Combat across Brandywine Creek hexsides is not affected in anyway.

6.22 Close Combat is conducted normally across Primary and Secondary Fords and is mandatory.

6.23 Close Combat can be conducted across Brandywine Creek hexsides which are not crossed by a Ford. Close Combat across non-ford hexsides is optional, not mandatory. However, if units attack across a non-ford Brandywine Creek hexside, any enemy units adjacent to both the attacking and defending units must also be attacked by friendly units during this Close Combat phase. Diversion MAY be used across a non-ford Brandywine Creek hexside.

6.23: (Addition) American units may not choose to conduct Close Combat against a hex outside the American Bivouac Area until they are released unless they are Pinned in which case they are required to attack.

Exception: Pinned units MUST conduct Close Combat across non-ford Brandywine Creek hexsides (however, see 6.26).

6.24 If some of the attacking units are attacking across non-ford Brandywine Creek hexsides along with some that are NOT attacking across non-ford Brandywine Creek hexsides, modify the Close Combat roll by -1.

6.25 If ALL of the attacking units are attacking across non-ford Brandywine Creek hexsides, modify the Close Combat roll by –2.

6.26 If ALL the enemy units are marked as pinned, there is no Close Combat modifier for attacking across a non-ford Brandywine Creek hexside.

Design Note: The two sides are in close proximity now and the original attacker has had time for most of his troops to cross the Creek.

6.27 There is no penalty to retreat across the Brandywine Creek at a Primary or a Secondary Ford hexside.

6.28 Units may retreat across a non-ford Brandywine Creek hexside, IF it is the first hex of the retreat. The units suffer an additional "D" result after the retreat is complete. This means the unit(s) will end four hexes away from their original hex.

Exception: Artillery may never retreat across a non-ford Brandywine Creek hexside.

6.29 Units which would be forced to retreat across a non-ford Brandywine Creek hexside during the second or third hex of the retreat are captured instead for failure to retreat. Units may advance after combat across Brandywine Creek hexsides with or without benefit of a Ford hexside.

6.3 Leadership

6.31 Leaders which are adjacent to combat units but separated from them by a non-ford Brandywine Creek hexside do not count as being adjacent for allowing the use of Tactics Chits.

6.32 An empty hex which is adjacent to both players' units but separated from either unit by a non-ford Brandywine Creek hexside does not count to allow the use of Turn Flank or Refuse Flank Tactics Chits.

6.33 Washington can not provide his special adjacent Leadership DRM for morale checks or rally attempts across non-ford Brandywine Creek hexsides.

7. BIRMINGHAM MEETING HOUSE

7.1 General Rules

7.11 (New Rule): Pinned units in the Birmingham Meeting House (hex 1910) which pay the morale penalty to not attack do NOT have to leave the hex. This is an exception to the series rules. These units in the Birmingham Meeting House may not attack other enemy units this player-turn.

Units in the Birmingham Meeting House hex are not required to attack during the Close Combat Phase.

7.12 If the Close Combat result against a lead unit in the Birmingham Meeting House hex is an "R," the unit does NOT automatically retreat. Instead, the lead unit takes a morale check, adding +1 for taking a morale check in the Birmingham Meeting House. If it passes, it does not retreat and the other units in its hex do not check morale.

New Counters:
Two new Brandywine counters are supplied with the Guilford Courthouse countersheet: the A/B Jaeger unit is corrected (LT added), and Grey receives a portrait.