

Germantown

Player Aid Card

Army Morale Adjustment

Event	Gain/Loss
Rally	+1/-0
Suffer "D"	+0/-1
Suffer "AM"	+0/-1
Inflict / Suffer "1" result	+1/-1
Inflict / Suffer "2" result	+1/-2
Capture unit / Have unit captured	+1/-1
Remove Pin during Movement Phase	+0/-1
First time Stephen's unit exits map (American only)	+0/-1
First successful Friendly Fire (American only)	+0/-1
First time Panicked unit exits map (American only)	+0/-1
Leader casualty (see Leader Summary Table)	+?/-?

Victory Point Schedule

VPs	Description
2	Each enemy 2-step unit eliminated
1	Each enemy 1-step unit eliminated
1	Each enemy unit captured
1	Chew House (British only) ¹
1	Market Square (American only) ²
½	Each enemy 2-step unit reduced at end of game
½	Each enemy unit shattered at end of game
#?	Leader casualty (see Leader Summary Table)

¹ If British occupy or were the last to occupy at the end of the game.

² If Americans occupy or were the last to occupy at the end of the game.

Leader Summary Table

	Leader	Army Morale Adjustment	Victory Points
Americans	Washington	+3/-4	3
	Greene	+2/-2	2
	Sullivan	+1/-1	1
	Wayne	+1/-1	1
	Stephen	+1/-1	½
	Muhlenberg	+1/-1	½
	Maxwell	+1/-1	½
	Mathews	+0/-1	½
	Armstrong	+0/-1	0
	Howe	+3/-3	3
British	Cornwallis	+2/-2	2
	Knyphausen	+2/-2	1
	Grey	+1/-1	1
	Agnew	+1/-1	1
	Grant	+1/-1	½
	Musgrave	+0/-1	½

Note: Ewald is a demi-leader for himself and any German units with whom he is stacked.

TERRAIN EFFECTS CHART

ATTACKER MODIFIERS

HEXES	Leader	Infantry	Lt. Infantry	Cavalry	Artillery	Fire	Combat	LOS	ZOC
Clear	1	1	1	1	1	-	-	-	Yes
Light Woods	1	1	1	1½	2	-1	-	Blocked	Out Only
Heavy Woods	1	1½	1	2	2	-1	-	Blocked	Out Only
Road / Lane ¹	1	1	1	1	1	-	-	-	-
Trail	1	1	1	1	1	-	-	-	-
River	P	P	P	P	P	-	-	-	-
Individual Buildings	N/E	N/E	N/E	N/E	N/E	-	-	-	-
Fortified hex (Chew House) ²	1	1	1	P ³	P ³	-3	-2 ⁴	-	Out Only
HEXSIDES									
Stream ⁵	+1	+1	+1	+1	+1	-	-1 ⁶	-	Yes
Creek	+2	+2	+2	+3	P	-	-1 ⁶	-	Yes
Up / Down Slope ⁵	+1	+1	+1	+1	+1	-	-1 ⁷	See Series Rules	Yes
Bridge / Ford	N/E	N/E	N/E	N/E	N/E	-	Treat as stream	-	-
Fieldworks hexsides ⁸	+1 ⁹	+1 ⁹	+1 ⁹	+2 ⁹	+2 ⁹	-1	-1	-	Out Only

P = Prohibited; N/E = No Effect

Notes:

¹ Units that begin on a **road or lane**, remain on connected **road/lane hexes**, and never move adjacent to enemy combat units may use Strategic Movement at double MPs.

² +1 Morale Check for units occupying the Chew House. Advance after combat is not mandatory. Retreat is ignored; other units do not check morale.

³ Artillery and Cavalry may move through but may not end a Movement Phase in the hex.

⁴ **Attacking is optional and Turn Flank or Attack en Echelon tactics are not permitted for units occupying the Chew House.**

⁵ There is no additional movement penalty for crossing stream/slope hexsides.

⁶ All attacking units are attacking across.

⁷ All attacking units are attacking up slope.

⁸ Ewald's barricade (3724-3624) and Luken's Mill Flechette (3907-3908). Morale Check +1.

⁹ Friendly units are not penalized in movement.

Important: A unit may always move 1 hex unless prevented by Prohibited terrain.

Cavalry/Dragoons: The term "dragoon," found in the Series Rules or in other games in the BoAR series, and the term "cavalry" are used interchangeably.

Close Combat DRMs (cumulative)

Attacker Benefits

- +1 Cavalry attacking solely disrupted or shattered units.
- +1 Any defending unit is disrupted or shattered.
- +1 (British only) All defending units are militia.
- +1 Defender is surrounded.
- +1 Defender has rifles.
- +1 American Surprise (Turn 1 only).
- +1 Wayne's Fury.
- +? Adjusted unit morale of attacker's lead unit.
- +? Close Combat DRM of attacker's commanding leader.

Defender Benefits

- 2 Defender occupies Chew House.
- 1 All attacking units are attacking across creek, stream, slope, or stream/slope hexsides.
- 1 All attacking units attacking across Fieldworks hexside.
- 1 (British only) All attacking units are militia.
- 1 Attacker is surrounded.
- 1 Attacker has rifles.
- ? Adjusted unit morale of defender's lead unit.
- ? Close Combat DRM of defender's commanding leader.

General Benefit

- /+ Result of Tactics Card play.

Unit Morale DRMs

- +1 Units rallying behind fortified hexside.
- +1 Unit in Chew House.
- 1 Panicked American unit.
- +? Leadership modifier of commanding leader.
- +?/-? Individual unit morale as adjusted by Army Morale.

Rifle/Artillery "To Hit" Table

SPs Firing	Adjacent	2-3 Hexes
1	7	9
2	6	8
3-5	4	7
6-9	2	6
10+	1	5

Fire Combat DRMs (cumulative)

- 3 Target occupies Chew House.
- 1 Target fired upon across Fieldworks hexside.
- 1 Target occupies Light Woods or Heavy Woods.
- 1 Target is Light Infantry.
- +1 Target is artillery.
- +1 Target is cavalry.
- +1 Rifle unit firing for the first time in the game.

Damage Tables

Artillery Fire Damage

Die Roll	vs. non-Arty	Die Roll	vs. Arty
0-3	R	0-4	R
4-6	D	5-7	D
7-8	1	8	-1 AM
9	1*	9	1

Rifle Fire Damage

Die Roll	vs. non-Arty	Die Roll	vs. Arty
0-3	-1 AM	0-4	R
4-6	R	5-7	D
7-8	D	8	1
9	1*	9	1*

Tactical Matrix

Defender ▼	Attacker							
	Skirmish	Attack en Echelon	Stand Fast	Withdraw	Frontal Assault	Commit Reserve	Turn Flank	Refuse Flank
Skirmish	0	-1	+1	NC	+2	-1	-1	0
Attack en Echelon	+1	0	-1	-1	0	0	+1	-1
Stand Fast	-1	+1	0	NC	-1	-1	+2	0
Withdraw	NC	+1	NC	NC	+2	0	0	NC
Frontal Assault	-2	0	+1	-2	0	+1	+1	0
Commit Reserve	+1	0	+1	0	-1	0	-1	-1
Turn Flank	+1	-1	-2	0	-1	+1	0	+2
Refuse Flank	0	+1	0	NC	0	+1	-2	0

NC = No combat Requires Leader Requires Leader and Open Flank

Close Combat Table

DR	Odds Ratio						
	1-3	1-2	1-1	3-2	2-1	3-1	4-1
-2 ■	2/-	AC/-	AC/-	AC/-	AC/-	1*/-	D/-
-1 ■	AC/-	1*/-	1*/-	1*/-	1*/-	D/-	D/-
0	1*/-	1/-	1/-	1/-	1/-	D/-	R/-
1	1/-	D/-	D/-	D/-	D/-	R/-	R/-
2	1/-	D/-	D/-	D/-	R/-	R/-	PIN
3	D/-	D/-	R/-	R/-	PIN	PIN	R/R
4	D/-	R/-	R/-	PIN	R/R	R/R	-/R
5	R/-	PIN	PIN	R/R	-/R	-/R	-/D
6	PIN	R/R	R/R	-/R	-/R	-/D	-/D
7	R/R	-/R	-/R	-/D	-/D	-/D	-/1
8	-/R	-/R	-/D	-/D	-/D	-/1	-/1*
9	-/R	-/D	-/D	-/1	-/1	-/1*	-/DC
10 ●	-/D	-/D	-/1	-/1*	-/1*	-/DC	-/AC
11 ●	-/D	-/1*	-/1*	-/DC	-/AC	-/AC	-/2

- Odds of less than 1-3 are resolved as 1-3 with a -1 DRM.
- Odds of greater than 4-1 are resolved as 4-1.
- Shift the Odds on Close Combats where any attacking units are adjacent to Diversion defending units 1 column to the left (i.e., 2-1 becomes 3-2).
- Die rolls less than -2 are treated as -2. Die rolls greater than 11 are treated as 11.

Close Combat Table (for Fire and Close Combat)

-	No Effect	DC	Captured, Defender's Choice
AM	Army Morale Loss	AC	Captured, Attacker's Choice
R	Retreat	PIN	Pinned
D	Disruption	*	Leader Casualty— <i>Modified die roll must equal this number exactly</i>
1	One Step Loss	■	Defender gains momentum
2	Two Step Loss	●	Attacker gains momentum

