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Germantown Combat Units

**BRITISH Player**

- Tan with red stripe: British Regulars
- Tan with yellow stripe: Provincials
- Tan with green stripe: Hessians

**AMERICAN Player**

- Light blue with dark blue stripe: Continentals
- Light blue with light blue stripe: Continentals (Greene’s Wing)
- Light blue with no stripe: Patriot Militia

Most but not all American combat units feature a white letter designation. This indicates formations as follows:

1. A = Armstrong’s Brigade
2. C = Conway’s Brigade
3. G = Greene’s Division
4. M = McDougall’s Brigade
5. Mx = Maxwell’s Brigade
6. N = Nash’s Brigade
7. S = Sullivan’s Division
8. Sm = Smallwood’s Division
9. St = Stephen’s Division
10. W = Wayne’s Division

**Replacement Counters**

The counter sheet includes 7 replacement counters for Volume II in the *Battles of the American Revolution* series: *The Battle of Brandywine*.

1. **Grenadier Guards**: This unit replaces the 1st Foot Guards and has also been modified to include grenadier-style headgear.

The following units have all received corrections to their uniform specs:

2. **Bland’s Horse**

3. **Spencer**

4. **Old Eleventh**

5. **Hartley**

6. **7th Pennsylvania**

7. **Lady Washington’s Horse**

**CREDITS**

GAME DESIGN: Mark Miklos & Bill Madison
ART DIRECTOR: Rodger B. MacGowan
MAP: Charles Kibler
COUNTERS: Rodger B. MacGowan and Mark Simonitch
PLAYBOOK LAYOUT: Charles Kibler
PLAYTESTERS: Don Hanle, Jack Joyner, Charles Orndorff and David Stiffler
PROOFREADER: Jonathan Squibb
PRODUCTION COORDINATION: Tony Curtis
PRODUCERS: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

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I. PREPARE FOR PLAY

1.1 Fortified Hexes & Hexsides

- The Chew House (hex 3313) is considered a fortified hex (see rule 3.10 & Terrain Effects Chart).
- Fieldworks are located along hexsides 3724-3624, “Ewald’s Barricade” & hexsides 3907-3908, “Luken’s Mill Flechette” (see Terrain Effects Chart).

1.2 Initiative

- Turns 1-3: American followed by British
- Turns 4-10: Random Player Order

1.3 Game Length

The game begins at 5:20 AM (Turn 1) and ends at 2:20 PM (Turn 10) unless either side achieves automatic victory.

1.4 Army Morale

British: 14, American: 13

1.5 Momentum

The American player starts with 1 Momentum Chit.

1.6 At-Start Set Up

- All units with 4-digit at-start location numbers are placed on the board in the corresponding hexes.
- Units with turn of entry designations are placed on the Game Turn Track as reinforcements.

1.7 Sequence of Play

- Initiative Determination (beginning Turn 4)
- Fog Check (Turns 4-6 only)
  » Fog is automatically “dense” on Turns 1-3 and weather is automatically clear on Turns 7-10.
- Move Stephen’s Formation (beginning on Turn 2, American Player Only)
  » Consult Stephen’s Movement Table for random direction.
- Friendly Fire Check (beginning on Turn 4, American Player Only)
  » Friendly Fire can only occur once in the game. Afterward, this step is skipped in the Sequence of Play.
- Reinforcements
- Rally Phase
  » Panic Recovery
- Defensive Artillery Fire Phase (non-phasing player)
  » Includes off-board militia bombardment during clear weather
- Rifle Fire Phase (simultaneous)
- Close Combat Phase
- Advance Game Turn Marker

II. HOW TO WIN

2.1 Decisive

2.1.1 British Decisive Victory:
Case (1): Eliminate or capture 17 or more SPs of non-militia non-artillery combat units, including SPs lost among reduced units still on the board.
Case (2): If Washington is a casualty, the number of SPs required for Decisive Victory is reduced to 12.

Note: When counting lost SPs for Decisive Victory purposes, Panicked units that retreated off the board are counted although they do not count for VPs when calculating Marginal Victory.
2.1.2 American Decisive:

Case (1): American Army does not panic; Occupy British entry hex “B” (hex 4617) with a combat unit other than artillery at the end of any game turn without any British combat units adjacent.

Case (2): American Army Panics; Occupy or be the last to have occupied the Chew House (hex 3313) and occupy Market Square (hex 3915) with combat units other than artillery at the end of any game turn without any British combat units adjacent.

2.2 Substantial
Same as Series Rules.

2.3 Marginal
• American Marginal Victory = 2 or more American VP margin.
• British Marginal = 2 or more British VP margin.
• Any other outcome is considered a draw.

2.4 Objective Hexes and Leader Casualties

2.4.1 Chew House: (hex 3313) is worth 1 VP to the British player if he occupies it at the end of the game.

2.4.2 Market Square: (hex 3915) is worth 1 VP to the American player if he occupies it at the end of the game.

2.4.3 Leader Casualties: See Leader Summary Table on Player Aid Card.

III. SPECIAL RULES

3.1 Fog
• Turns 1-3, fog is automatically “Dense.”
• Turns 4-6, American player rolls on the Fog Table (see map).
• Turns 7-10, weather is automatically “Clear.”

3.1.1 Effects of Dense Fog:
• Maximum artillery range is reduced to one hex (adjacent).
• Movement is normal along roads, lanes, and trails.
• Strategic Movement along roads and lanes is permitted according to Series Rule 9.52.
• Movement is reduced by 1 MP if any portion of a unit’s movement is off of road, lane or trail.
• −1 DRM to Friendly Fire Check (American only).

3.1.2 Effects of Moderate Fog:
• Maximum artillery range is reduced to 2 hexes.
• −1 DRM to Friendly Fire Check (American only).

3.2 Stephen’s Shame

Design Note: Major General Stephen was drunk on duty and later court-martialed and cashiered for his role in the American defeat at Germantown.

3.2.1 Movement Procedure: Stephen’s movement precedes the regular American movement phase.
• Beginning on Turn 2, the American player rolls on Stephen’s Movement Table (located on the map) to determine the mandatory direction the units in Stephen’s Division will move.

Important Correction: On Stephen’s Movement Table, a die roll result of 7 in the Turn 5+ column was omitted. When rolling 7, units must move north (N). Players should edit the Table accordingly.

• Units in Stephen’s Division must move their full movement allowance, if possible.

Exception: General Stephen must always end Stephen’s Movement Phase stacked with at least one of his infantry units.

Exception: Units in Stephen’s Division that intend to have combat with adjacent enemy units may remain in place.

• If any of Stephen’s units marches off the board due to the random direction assigned by the Stephen’s Movement Table, those units may not re-enter play.

Reduce American Army Morale by 1 the first time this occurs. This reduction in Army Morale is a one-time event.

• On Turns 2, 3 and 4 a directional die roll of 9 will yield a “No Restriction” result. In such a case the American player may not voluntarily march Stephen’s units off the board. Voluntarily abandoning the field of play is prohibited.

3.2.1.2 Strategic Movement: Units in Stephen’s Division that begin on a road or lane and are not adjacent to enemy combat units must use Strategic Movement if the first hex entered along the road or lane conforms to the direction mandated by the directional die roll. In such a case, move the units as far along the road or lane as possible, even if the road/lane turns away from the original die roll direction.

Clarification: If a unit begins on a road or lane, and if the direction rolled is other than that of the road or lane, then the unit must leave the road or lane and set out across county.
• If an intersection or a fork in the road occurs while Stephen’s units are using Strategic Movement, those units must turn as closely as possible in the direction determined by the original directional die roll. If two or more directions are equally valid, the American player may choose the one he prefers.
• If Stephen’s units are using Strategic Movement and the road or lane ends or if the road or lane is blocked by adjacent enemy units, Stephen’s units end their movement according to Series Rule 9.52.

Extended Example of Stephen’s Movement: Assume the 4th VA Brigade starts on hex 3304 on game turn 5.

Die Roll 0-1: The brigade must move south. Because the Lime Kiln Rd continues south from hex 3304, the brigade must use Strategic Movement. Hex 3405 is an intersection but the Lime Kiln Rd continues south into hex 3505 and so that direction must be chosen. Hex 3806 is also an intersection. Of the three directions available, hex 3807 (southwest) conforms most closely to the original mandatory direction (south) and must be chosen. Assuming no enemy units are adjacent to the road, the brigade will end up in hex 3907. It could not continue into hex 3908 because the Luken’s Mill flechette is an enemy fieldwork which requires an American unit to pay +1 MP to cross.

Die Roll 2-5: The brigade must move southwest. It will end movement in hex 3307, having paid +1 MP to cross Mill Creek at hexside 3306-3307.

Die Roll 6: The brigade must move northwest. It will end movement in hex 3006, having paid 1½ MPs each to pass through the heavy woods in hexes 3205 and 3105.

Die Roll 7: The brigade must move north. This means the brigade must use Strategic Movement and will march off the board passing through entry hex A. The American player must immediately reduce American Army Morale by 1.

Die Roll 8: The brigade must move northeast. It will end in hex 3300.

Die Roll 9: The brigade must move southeast. It will end movement in hex 3603, having paid +1 MP to cross Saw Mill Creek at hexside 3503-3603.

3.2.2 Friendly Fire Procedure: Beginning on Turn 4, whenever units in Stephen’s Division end their movement stacked with or adjacent to units from other formations, there is the possibility of a Friendly Fire incident occurring.

• Place a Friendly Fire marker on every unit from Stephen’s Division that is adjacent to or stacked with a unit from another American formation; also place Friendly Fire markers on those American units that are adjacent to one or more units from Stephen’s Division.

Exception: Artillery and units without formation designations neither trigger nor receive Friendly Fire.

Note: Players are not limited by the counter mix when placing Friendly Fire markers. If more markers are needed use any suitable means.

• Units roll individually on the Friendly Fire Table (see map) to determine if an incident occurs. The American player may resolve potential Friendly Fire in any order he wishes.
  » If the result is “No Effect,” remove the Friendly Fire marker.
  » As soon as the first unit experiences Friendly Fire, flip its Friendly Fire marker to the “Panic” side and remove all remaining Friendly Fire markers. Friendly Fire can only occur once in the game.

Reduce American Army Morale by 1 the moment that Friendly Fire occurs. This reduction in Army Morale is a one-time event.

• Every unit stacked with or adjacent to the unit in panic is now also marked with a Panic marker, as are all units adjacent to those units, including artillery but excluding units without formation designations.

Note: Players are not limited by the counter mix when placing Panic and Friendly Fire markers. If more markers are needed use any suitable means.

3.2.3 Effects of Panic:

• Units in panic immediately retreat 4 hexes northwest, if possible, following all other retreat rules as normal.
• Units in panic that retreat off the board may not re-enter play (see 2.1 for effects on British Decisive Victory conditions).

Reduce American Army Morale by 1 the first time this occurs. This reduction in Army Morale is a one-time event.

• Panicked units have no ZOC and may not move, fire or attack, but may defend at ½-strength (round up).

3.2.3.1 Recovery From Panic:

• Panicked units may attempt to recover by performing a morale check beginning on the Rally Phase of their next player turn.
• Apply a –1 DRM to the rally die roll in addition to normal modifiers.
  » If a panicked unit passes the morale check it is considered recovered. Remove the Panic marker.

Important Note: Units that recover from panic do not gain Army Morale points.
  » If a panicked unit fails the morale check it remains panicked and immediately retreats another 4 hexes toward the northwest, if possible.

3.3 Initial British Movement Restrictions

• Turn 1: Only British & Hessian units on or north of hex row 34xx can move.
• Turn 2: Units released on Turn 1 and all remaining Hessian units may move.
• Turn 3: All of the British player’s units may move.
3.4 Reinforcements

• Arriving units enter at no cost and may move normally, including the use of Strategic Movement.

• If enemy units or their ZOCs occupy an entry hex, reinforcements may enter at the nearest unblocked hex paying normal terrain costs to do so. If more than one such hex is available, the owning player may choose.

3.4.1 American Reinforcements:

Enter on Turn 2 at hex 2800, labeled “A-1.”

Important Note: These American reinforcements cannot be voluntarily withheld. This is an exception to Series Rule 9.61.

3.4.1.2 American Variable Reinforcements:

Beginning on Turn 7, the American player rolls to see if Smallwood’s Militia enters play. The die is rolled during the American player’s Movement Phase. Consult the Game Turn Track and roll the number shown. Note, the turn-of-entry designation for these units is in parenthesis as a reminder that they have variable entry.

• If successful, Smallwood’s units enter at hex 3800, labeled “A-2.”

• If unsuccessful, advance Smallwood’s units along the turn track and roll again in the following turn.

3.4.2 British Reinforcements:

Enter on Turn 5 at hex 4617, labeled “B.”

3.5 American Militia Bombardment Zone

The presence of American militia artillery across the Schuylkill River, off the map and out of play, has been abstracted as follows:

• During clear weather turns only the Americans may fire “off board” artillery at enemy combat units occupying the American Militia Bombardment Zone. This zone is identified by a dashed red line (see map).

• Fire is conducted during the Defensive Artillery Fire Phase. SPs firing are assumed to be 1 and range is assumed to be 3 regardless of the target hex.

Note: Line of Sight does not apply, but all other fire modifiers do. This is an exception to Series Rule 11.41.

3.6 American Surprise

To reflect surprise, units belonging to the American Vanguard receive a +1 DRM in Close Combat on Turn 1 only.

Note: These units have their MPs highlighted in a yellow box for ease of identification.

3.7 Wayne’s Fury

Whenever a unit in Wayne’s Division is the lead unit in an attack against British Light Infantry, and Wayne is stacked with that unit, the attacking Americans receive a +1 DRM in Close Combat.

Design Note: Wayne’s troops were eager to exact revenge upon the British Light Infantry for its role in the Paoli Massacre.

3.8 Retreat Priorities

• American units must retreat north, northwest or west if possible.

• British units must retreat south, southeast or east if possible.

3.9 Leaders

3.9.1 American:

Any American leaders may command any American units, unless specified below.

Washington: Washington has the ability to project his Leadership DRM into adjacent hexes.

• This is an Exception to Series Rule 14.23.

• His Leadership DRM is +4 when stacked and +1 when adjacent to friendly combat units.

• When adjacent, his +1 Leadership DRM is cumulative with any Leadership DRM provided by a leader in command in the adjacent hex.

Armstrong: Armstrong can only command American militia.

Design Note: Although Armstrong held a Continental Commission as Brigadier General, he is restricted to the command of militia in this game.

Matthews: Matthews can only command the 9th VA.
3.9.1.1 American Seniority:
• Major Generals: Sullivan followed by Stephen and Greene.
• Brigadier Generals: Maxwell followed by Wayne and Muhlenberg.

3.9.2 British:
Any British or Hessian leaders may command any British, Provincial or Hessian units unless specified below.

Musgrave: Musgrave can only command the 40th Foot.

3.9.2.1 British Seniority:
Major Generals: Cornwallis followed by Agnew, Grey and Grant.

Design Note: Grey’s rank of Major General was a brevet rank, awarded in 6/76, while Grant’s rank dated from 1/77. Grey was superior to Grant locally, but would not be considered his superior throughout the British military establishment. Grey’s brevet rank became permanent in 1778.

3.9.3 Demi-leader:
Ewald: Ewald is a demi-leader when alone or when stacked with Hessian units.

• He allows for the play of advanced tactics without normal use restrictions (see Series Rule 12.52).
• Ewald loses his demi-leader capability while stacked with non-Hessian units or while participating in a multi-hex attack.
• His status as a demi-leader is indicated by the 5-pointed gold star on the counter.

3.10 Chew House
The Chew House is a fortified hex with the following effects.

3.10.1 Movement: Cavalry & artillery may move through but may not end movement in the hex.

• ZOC extends out of but not into the hex.
• Retreat by cavalry or artillery into the hex is prohibited.

3.10.2 Morale Check: Units in the hex receive +1 DRM to morale check die rolls.

3.10.3 Fire Combat: Enemy units suffer –3 DRM when firing at units in the hex.

3.10.4 Close Combat: Enemy units suffer –2 DRM when attacking units in the hex.

- Units in the hex are not required to attack adjacent enemy units. Exception: Pinned units must attack.
- Diversions may be used normally.
- Units in the hex may not select “Turn Flank” or “Attack en Echelon” tactics.
- Units in the hex may ignore “Retreat” results from fire or close combat. In this case, other units normally required to make morale checks may ignore them.
- Disruption, step-loss and capture results are treated normally.
- Advance after combat out of the hex is optional.

3.10.5 Victory Points: 1 VP is awarded to the British player only at the end of the game if he occupies or was the last to occupy the hex.

IV. SPECIAL UNITS

4.1 PA State Foot & 5th Pennsylvania
• These are mixed musket/rifle regiments with two SP values separated by a backslash.

- The SP values are interpreted as Close Combat / Rifle Fire, and each value is applied in the corresponding phase.

Note: When either of these units receives a step loss, the Close Combat value on the back of the counter is reduced but the Rifle Fire value is not.

4.2 PA Rifle Regt, PA State Foot & 5th Pennsylvania
• These rifle-armed regiments do not suffer the normal –1 DRM for rifle units in Close Combat.

- Their rifle designation is shown as a black “R” in a white circle rather than the standard white “R” in a black circle for ease of identification.

4.3 American Vanguard
• Doyle’s Rifle Company, Spencer’s Regiment, Conway’s Brigade, Conway’s Brigade Artillery and Moylan’s Horse belong to the American Vanguard.

- The Vanguard is entitled to a surprise attack benefit on Turn 1 only (see 3.6).
- The Vanguard has its MPs highlighted in a yellow box for ease of identification.
HISTORICAL SUMMARY
The Battle of Germantown

By Bill Madison
Edited by Mark S. Miklos

A fter their successes at Brandywine and Paoli the British advanced upon Philadelphia relatively unmolested. On the night of 22 September 1777 the British forded the Schuykill River, and the next day marched to Norrington. When news of the British advance reached Philadelphia the city was gripped by panic; Congress fled, the city was stripped of anything the British could use, known patriots fled from their homes, cattle in the surrounding countryside were driven off and wagon loads of clothing and forage were carted out of the city.

On the 25th General Howe marched to Germantown, outside of Philadelphia, and bivouacked 9,000 troops there. The following day Lord Cornwallis entered the American capital with an additional 3,000 men. They paraded through the streets and were enthusiastically welcomed by the local Loyalists. The sight of Loyalists in Philadelphia was as welcome to General Howe as the sight of his red-coated troops was to the Tories. According to Sir William, “Through the whole march of the army, from the Head of Elk to Philadelphia, the male inhabitants, fit to bear arms (a very few excepted) had deserted their dwellings, and I had great reason to believe, were in arms against us. The Quakers were the only people against whom I entertained no suspicion.”

Cornwallis quickly set to work on fortifications, setting up batteries to defend the riverfront from the Pennsylvania State Navy, which patrolled the Delaware. The Royal Navy had entered the lower Delaware and awaited the army’s help to reduce American river defenses.
By the end of September General Washington’s army numbered 11,000 men, thus slightly outnumbering the British bivouacked at Germantown; Washington determined to make a surprise attack during the predawn hours of October 4. Howe had chosen to rely on his patrols, perhaps being overconfident that no attack was possible. As a result he had failed to fortify his position. Washington’s ambitious plan called for four columns to make a long, coordinated march at night in order to conduct simultaneous surprise attacks at first light on these unfortified British positions.

On the far right, Major General Armstrong with the Pennsylvania Militia was to turn the British left flank near the Schuylkill River. Sullivan’s 3rd and Stirling’s 5th Divisions would advance along Germantown Road accompanied by General Washington. The main attack would be made on the left by Greene’s and Stephen’s Divisions, who were to march upon the Germantown marketplace and force the British right wing. On the extreme left, Brigadier-General Smallwood’s Maryland Militia and Brigadier-General Forman’s New Jersey Militia would advance down the Old York Road, and get into the rear of the British right wing.

The timing of Washington’s plan had allowed for two hours of rest for each column upon reaching their pre-attack positions. Unfortunately, the plan fell apart from the outset, as all the columns were late in reaching their appointed positions. A thick fog that night made the approach march difficult, though it also disguised the advance. Early on the morning of October 4 the British 1st Light Infantry captured an American scout and learned of the impending attack, but—incredibly—this information was not relayed.

At about 5.30am the 6th Pennsylvania Regiment, at the forefront of Sullivan’s column, reached the community of Mount Airy on a rise of high ground known as Mount Pleasant and engaged the pickets of the 2nd Light Infantry. The Lights formed to counterattack, thinking it a small patrol, but Conway’s Brigade and Sullivan’s and Wayne’s Divisions formed their line and forced the pickets to retreat. The heavy musketry stabbing through the fog and smoke convinced the Lights that this was a significant force. Their whole battalion was forced to fall back from its position along with the accompanying Royal Artillerymen who were also obliged to drag away their two 6-pounders, but not before one of their round shot went sailing over Conway’s Brigade and mortally wounded Brigadier-General Nash, commander of the North Carolina Brigade.

General Howe, now aware of the attack, galloped toward the sound of gunfire and was astonished to see his Light Infantry in full retreat. A hail of grape-shot from the Americans soon convinced him of the seriousness of the situation. At about this time, Armstrong’s Pennsylvania Militia arrived on the British left. The Hessian Jaegers positioned there had been warned the previous day of a possible attack and in the early hours one of their patrols discovered Armstrong’s advance. Captain Ewald positioned his Jaegers on the heights overlooking a defile, and at barricades thrown up over a bridge spanning Wissahicken Creek, and waited. Armstrong attacked with the full force of his division, but the Jaegers held throughout the entire engagement.
The Chew House

At about 6.15am the 2nd Light Infantry were continuing to fall back towards the Chew House where the 40th Foot was stationed. The accompanying artillerymen were forced to abandon their guns, cutting the drag ropes so that they could not easily be moved if captured. The 40th formed their line to support the retreating Light Infantry, until the news that Wayne’s Division were in their camp, outflanking them, obliged Colonel Musgrave to order the 40th to retreat in their turn. Acting decisively, however, Musgrave first ordered about 120 of his men to hold the Chew House, the imposing stone-built country house of the wealthy Benjamin Chew. This substantial example of Georgian architecture was quickly turned into a fortress. Doors and windows were barricaded with furniture and most of the little garrison manned firing positions in the upper windows and those of the semi-basement. Lieutenant William Harris’ detachment guarded the ground floor with fixed bayonets.

The defenders fired upon Sullivan’s and Wayne’s Divisions as they passed, but these units sensibly did not stop to engage. When General Washington arrived with Stirling’s Division, however, the house attracted more attention. Upon the advice of Brigadier-General Henry Knox, the commander of Washington’s artillery, Washington ordered an attack. Four cannon opened fire at about 7am, first upon the northwest corner and then directly upon the front. The doors and windows were quickly blown in, but after half an hour the guns had proved too light to breach the solid stone structure, and Washington ordered the house taken by storm. Maxwell’s New Jersey Brigade formed to the west of the house and the North Carolina Brigade to its north, opening a steady fire. The 3rd New Jersey Regiment made a valiant assault, but each attempt was beaten back by the defenders with mounting losses.

At about this time, Greene’s Division arrived and drove in the pickets of the 1st Light Infantry forcing them back onto the main British body. Stephen’s Division inclined to their right towards Abington Road and became separated from Greene in the fog. Meanwhile, the British were preparing a counter-attack. The 5th and 55th Foot were ordered to support the 40th; but the order was countermanded upon the arrival of Greene’s Division, and these units were drawn off to protect the British right flank, followed by the 15th and 37th Regiments.

Woodford’s 3rd Virginia Brigade of Stephen’s Division, following the sound of gunfire, approached the Chew House from the east; they halted, and opened fire with the brigade’s four artillery pieces. The house was now taking fire from three sides. Further south, at about 7.30am Anthony Wayne became apprehensive about these sounds of heavy fighting in his rear. Having lost contact in the fog with Sullivan’s Division to his right, he feared the worst; his division broke off their attack, and counter-marched towards the sound of cannon fire. They approached the Chew House from the south, completing its encirclement. Stephen was advancing with Scott’s 4th Virginia Brigade when they encountered one of Wayne’s counter-marching brigades. Mistaking them for British, the Virginians opened fire; in the fog and smoke the Pennsylvanians were equally confused, and the two brigades blindly traded volleys for some minutes.
On the British far right, the New Jersey and Maryland Militia were sighted by the Queen’s Rangers on the Old York Road. The 27th and 28th Foot and the Foot Guards were brought up in support of the Loyalist unit, forming a line of battle.

The American Withdrawal

At around 8am significant elements of the American line began to run out of ammunition. Wayne’s men were the first to break off their attack, followed by Greene’s and Sullivan’s units. With no other option available, General Washington ordered the American center to withdraw. Major-General Grant engaged Greene’s Division with the 37th, 5th, and 15th Regiments; and by exploiting the gap in the line left by Stephen’s Division, the British broke the American left. In the ensuing retreat the 9th Virginia Regiment, which had penetrated all the way to Market Square, was captured en masse. The British Right Division under Grant advanced in pursuit of the New Jersey and Maryland Militia and Greene’s and Stephen’s retreating divisions, pursuing them as far as Whitemarsh Church.

Lord Cornwallis, having galloped north from Philadelphia, took command of the British center and advanced into Germantown against Sullivan’s Division. Lieutenant-General von Knyphausen, commanding the left, held his line in place. As Cornwallis approached the outskirts of Germantown his 17th and 44th Regiments were ordered to drive the Americans out of the town. These two regiments preceded the British movement against the retreating American center; and when the 44th arrived at the gates of the Chew House, its 40th Foot defenders sallied out and joined in the pursuit. During this advance down the streets of Germantown, Brigadier-General James Agnew was fatally shot by a civilian.

Cornwallis continued his pursuit as far as Chestnut Hill, where the British Grenadier battalions arrived after a forced march from Philadelphia. They threw themselves across Wissahicken Creek to protect their flank, and Cornwallis continued cautiously toward Whitemarsh. At 10am the British skirmished with the American rearguard, but were unable to come up with the main force. After a ten mile pursuit, Cornwallis retired to Germantown.

Rather than pursue Washington’s army in a game of cat and mouse, General Howe pulled his forces back into Philadelphia. Plans were already underway for a chain of redoubts between the Delaware and Schuylkill rivers to defend the northern end of the city and alterations were made to the camp in Germantown to prevent a future attack.

Despite the loss of the battle, Washington was applauded by friend and foe alike for his sheer audacity in launching an attack against the British camp. The French, then considering entering the war as an American ally, were much impressed by this display of resolve.

With the conclusion of the Battle of Germantown the British Army were masters of Philadelphia. General Howe expected that possession of Philadelphia would be a significant blow to the Patriot cause and the morale of its supporters. But whereas he had set out to capture the capital city of the rebellious colonies and had done so, he did not capture the leaders of the rebellion. The Continental Congress left Philadelphia before the occupation of the city and governed, as it were, just as effectively from other locations. More importantly, General Howe had failed to bring George Washington and the Continental Army to heel in a decisive defeat. That army continued to survive and became an even more cohesive fighting force after its long winter at Valley Forge, ensuring that the rebellion would continue.

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Battle of Germantown
October 4th, 1777
Orders of Battle

**BRITISH FORCES**

*General William Howe – commanding*

**Center Division – Major General Charles Lord Cornwallis**
- 16th “Queens Light” Dragoons
- 2nd Battalion Light Infantry
- 1st & 2nd Grenadier Battalions

**3rd Brigade – Major General Charles “No Flint” Grey**
- 17th Foot
- 44th Foot
- 3rd Brigade Artillery

**4th Brigade – Brigadier General James Agnew**
- 33rd Foot
- 46th Foot
- 64th Foot
- 4th Brigade Artillery

**40th Foot (from 2nd Brigade)**

**Leib Regiment (from Hessian Brigade)**
- Leib Regiment Artillery

**Corp Reserve Artillery Batteries (deployed with British pickets)**

**Right Division – Major General James Grant**
- Queens Loyalist Rangers
- 1st Battalion Light Infantry
- 1st & 2nd Guards Battalions

**1st Brigade**
- 4th Foot, “Kings Own”
- 28th Foot
- 49th Foot
- 1st Brigade Artillery

**2nd Brigade – Major General James Grant**
- 5th Foot
- 27th Foot, “Enniskillings”
- 55th Foot
- 2nd Brigade Artillery

**Hessian Brigade – Major General Johann Stirn**
- Chasseurs
- Von Linsing Grenadier Battalion
- Mirbach Regiment

**15th Foot (from 3rd Brigade)**
**37th Foot (from 4th Brigade)**

**Left Division – Lt. General von Knyphausen**
- Jaegers
- Von Minnigerade Grenadier Battalion
- Von Donop Regiment
- Von Donop Regiment Artillery

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**CONTINENTAL ARMY**

*General George Washington – commanding*

**Center Column – General George Washington**

**3rd Division – Major General John Sullivan**
- 1st Maryland Brigade
- 1st Maryland
- 3rd Maryland
- 5th Maryland
- 6th Maryland
- Delaware Blues
- 1st Maryland Brigade Artillery

**2nd Maryland Brigade**
- 2nd Maryland
- 4th Maryland
- Smith’s Rifle Company
- German Battalion
- Hazen’s Regiment, “Congress’ Own”
- 2nd Maryland Brigade Artillery

**4th Division – Brigadier General Anthony Wayne**
- 1st Pennsylvania Brigade
- 1st Pennsylvania, “Pennsylvania Rifle Regiment”
- 7th Pennsylvania
- 10th Pennsylvania
- Hartley’s Regiment
- 1st Pennsylvania Brigade Artillery

**2nd Pennsylvania Brigade**
- 4th Pennsylvania
- 5th Pennsylvania
- 8th Pennsylvania
- 11th Pennsylvania, “Old Eleventh”
- 2nd Pennsylvania Brigade Artillery

**5th Division – Major General William Alexander; Lord Stirling**
- 3rd Pennsylvania Brigade
- 3rd Pennsylvania
- 6th Pennsylvania
- 9th Pennsylvania
- 12th Pennsylvania
- Spencer’s Regiment
- 3rd Pennsylvania Brigade Artillery

**New Jersey Brigade**
- 1st New Jersey
- 3rd New Jersey
- New Jersey Brigade Artillery

**North Carolina Brigade**
- 1st thru 8th North Carolina Regiments
- North Carolina Brigade Artillery

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**Left Column – Major General Nathanael Greene**

1st Division – Major General Nathaniel Greene
- 1st Virginia Brigade
  - 1st Virginia
  - 5th Virginia
  - 9th Virginia
  - 13th Virginia, “West Augusta”
- 1st Virginia Brigade Artillery

2nd Virginia Brigade
- 2nd Virginia
- 10th Virginia
- 14th Virginia
- Pennsylvania State Foot
- 2nd Virginia Brigade Artillery

2nd Division – Major General Adam Stephen
- 3rd Virginia Brigade
  - 3rd Virginia
  - 7th Virginia
  - 11th Virginia
  - 15th Virginia
  - 3rd Virginia Brigade Artillery

4th Virginia Brigade
- 4th Virginia
- 8th Virginia, “German Regiment”
- 12th Virginia
- Grayson’s Regiment
- Patton’s Regiment
- 4th Virginia Brigade Artillery

**McDougal’s Brigade**
- 4th Connecticut
- 5th Connecticut
- 8th Connecticut
- McDougal’s Brigade Artillery

**Left Militia Column – Brigadier General Smallwood’s Division**
- Maryland Brigade
- New Jersey Brigade
- 8th Chester County (PA) Regiment

**Right Militia Column – Brigadier General Potter’s Division**
- Armstrong’s Pennsylvania Brigade
- Levies from Philadelphia, Cumberland, York, Lancaster, Bucks & Berks counties.
- Philadelphia Associates
- Potter’s Artillery
- Irvine’s Pennsylvania Brigade

**Cavalry**
- Schott’s Independent Dragoon Company
- Bland’s Horse
- Moylan’s Horse
- McLane’s Delaware Horse

**Independent Unit**
- Doyle’s Rifle Company

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SEQUENCE OF PLAY

• Initiative Determination (Beginning Turn 4)
• Fog Check (Turns 4-6 Only)
  » Fog is automatically “dense” on Turns 1-3 and weather is automatically clear on Turns 7-10.
• Move Stephen’s Formation (Beginning on Turn 2, American Player Only)
  » Consult Stephen’s Movement Table for random direction.
• Friendly Fire Check (Beginning on Turn 4, American Player Only)
  » Friendly Fire can only occur once in the game. Afterward, this step is skipped in the Sequence of Play.
• Movement Phase
  » Reinforcements
• Rally Phase
  » Panic Recovery
• Defensive Artillery Fire Phase (non-phasing player)
  » Includes off-board militia bombardment during clear weather
• Rifle Fire Phase (simultaneous)
• Close Combat Phase
• Advance Game Turn Marker