

Historical Background

After defeating the Continental Army at the Battle of Brandywine on September 11 and the Massacre at Paoli on September 20, Howe outmaneuvered Washington and seized Philadelphia, which was the capital of the rebellious colonies. Howe then split his army, keeping the bulk of it near Germantown while occupying Philadelphia with over 3,000 troops. Learning of the division of the British Army, Washington was determined to attack it. The American plan called for four columns to converge on the British position at Germantown.

A heavy morning fog caused much confusion. After a sharp fight, Sullivan's right-center column routed the British light infantry opposed to him. During the fighting the 40th Foot occupied the substantial stone house of Chief Justice Chew

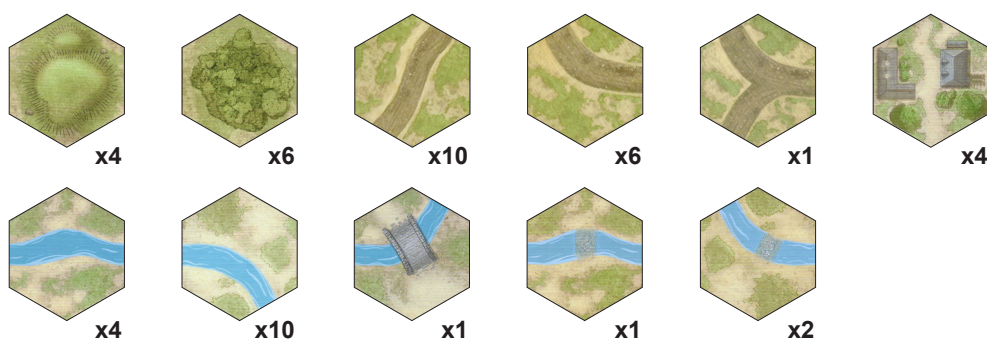
and used it as a strong point. The American advance halted while furious attacks – aided by artillery – were launched against the house.

Greene's division launched a savage attack on the British line as planned and broke through, capturing a number of British troops.

Sullivan's brigade was attacked on both flanks, by Grant with the 5th and 55th Foot on his left and by Brigadier Grey on his right. Sullivan's brigade broke. The British then turned on Greene's isolated division capturing Colonel Matthews and his 9th Virginia Regiment.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

Terrain



Units

Continental Army



British Army



Hessians



Germantown – 4 October, 1777

MM01



Battle Notes

Continental Army

- Commander: Washington
- 5 Command Cards & 6 Combat Cards
- Move First

British Army

- Commander: Braddock
- 2 Command Cards (increases to 5, see *The British are surprised* special rule) & 4 Combat Cards

Victory

- 5 Victory Banners

Special Rules

- *The British are surprised*: British start with 2 Command cards. End of turn 1, 2 and 3 draw an extra Command card. Start of turn 4 British will hold 5 cards.
- Wissahickon Creek is not fordable except at the ford.
- Frankford Creek is fordable.
- Max 3 hexes Ranged fire (due to fog).
- No Opening Cannonade.
- Chew Mansion is worth a Temporary Victory Banner to the side that occupies it at the start of their turn.
- Unit on Chew Mansion hex ignores 1 flag, except from artillery combat.
- No unit or leader within 2 hexes of Greene (including Greene) may be ordered until the British player has 5 Command Cards in hand.
- Once only, at the start of a British turn, the British player may discard any Combat card and battle with one American unit in the American Left flank against another American unit in the Centre section.