

Addendum: 10/24/02 1777: **The Year of the Hangman**

The Credits: The Painting on the cover of the Historical Commentary and Scenarios book was done by E.L. Henry circa 1876, and is hanging in the entrance hall at Cliveden.

The Map: You never really know how it's going to turn out till you get it back from the printer.

- Note that there are little red barns in Newark, Wilmington, Philadelphia, Trenton, Milltown (4514) and Pottsgrove (4325).
- Burdenstown is the archaic name for Bordentown. It is Bordentown in the scenarios.
- Village hexes should be treated as clear hexes for all intents and purposes (foraging, movement and combat).
- The three cannons note the locations of Forts Mifflin/Mercer and Fort Billingsport (Billingsfort).
- Elkton, Maryland in the scenarios is Head of Elk, Maryland on the game map.

Clarifications

The Big Rivers & Chesapeake: It is entirely possible for land units and ships to occupy the same hex if the hex contains land and water. The ships obviously occupy the water portion of the hex, the infantry the land. Thus, in the first scenario, Grey's brigade is on the land in hex 5000, while the two Royal Navy squadrons occupy the water. The southern border of the map, or frame, was purposely drawn with three intrusions. Use the intrusion immediately below Head of Elk if you think the fleet is a bit crowded in the set-up.

Optional: Ships can only attack units on land if the hexes have a shared shoreline. Example: If a squadron of ships occupies hex 3609, it could attack land units in hexes 3608, Chester, 3709, 3610, Billingsport, but not hex 3508. Nor could a land unit in hex 3508 obstruct the movement of ships on the river. Rephrased, one could also say that ships couldn't attack lands units in hexes that do not have a shoreline. Thus a squadron in hex 3608 could not attack a unit in hex 3507 even though the units, like the hexes, are adjacent. I've made this optional since the look of the map in conjunction with its scale makes it appear that cannon can shoot much farther than was actually possible then. Adopt it if you wish.

Combat Morale Modifiers: The chart on the back Historical Commentary and Scenarios book should list "Staking a Second Round" and Staking a Third Round" as positive modifiers; not negative as it was printed. *Also*, note that a wooded hill would have a cumulative effect of being "Defender in Woods" and "Defender in Hills;" that is, it would be +2. *Also*, "Defender is up-slope" and "Defender in Hills" are not necessarily mutually exclusive (certainly a defender is already up-slope if he is in a hill, so in this case they would be). There are some hills that have sloped hex-sides. In these cases they are not mutually exclusive. For instance, if a defender in hex 4217 were attacked from hex 4216, he would receive the benefit of the wooded hill (+2) he occupies, and the benefit for being attacked across the intervening up-slope hex-side. This condition exclusively occurs in The Chester Valley. *Also*, there is an anomaly on the map with regard to hex 4713. The west branch of the Brandywine appears to flow uphill here. The slope hex-sides adjoining hex 4713 from hexes 4714, 4814 and 4614 should either be disregarded or considered to originate in the aforementioned hexes. That is, if moving from hex 4713 into hex 4714 a unit would be moving up slope; the west branch of the Brandywine thus flowing through a ravine.

Scenario 13.4, Rebel Deployment: Maxwell's brigade begins the scenario in hex 4309.

Scenario 13.5, Crown Deployment: The column starting in Dilworth under Howe is that of Knyphausen, not Cornwallis.

Rule 4.A.7.b: Exception: Philadelphia and Reading are the only hexes that may contain an entrenchment and be foraged.

Adjusting The Rebel Morale Index

For ease of reference I've collected all the modifiers to the Rebel Morale Index below.

- 4.A.12.a: Successfully *Plundering Stores*....-1
 - 4.B.6.a.1: A Crown unit *Shatters*.....+1*
 - 4.B.6.a.2: A Crown unit *Surrenders*.....+2*
A Rebel unit *Surrenders*.....-1
 - 4.B.7.e.4: A Crown ship *Explodes*.....+1
 - 8.C: The Accumulated Crown Casualty
Track is emptied.....+1
 - 11.33.3: Sir William Howe is *Captured*.....+1
 - 11.41: Reading is *Foraged*.....-2
 - 11.42.c: Philadelphia is *Foraged*.....-1
- * If a Crown unit shatters and surrenders these should be considered mutually exclusive with a maximum adjustment of +2 to the RMI.

Omission: (The following paragraph somehow got lost between the various renditions of the rules and typesetting the final version.)

4.B.6.c Passage of Lines: If the only hex available to a retreating unit is occupied by a friendly unit, (the other hexes being occupied by enemy units or consisting of impassible terrain) and no leader is present that could consolidate the units into a single force, the retreating unit may pass through the friendly occupied hex. It ends this retreat in the first hex available to it wherein it could legally stop (a leader is in the hex that can consolidate it into a single force, or the hex is unoccupied).

Frequently Asked Questions & Some Bits

Q: If out of command Rebel forces move to Assembly, must they expend their full movement potential in doing so, that is, until they are adjacent to the Assembly marker?

A: No. They may expend some, none or all of their MP.

Optional Rule: The movement potential of every Rebel unit that moves to Assembly is determined by a die roll. Immediately prior to moving the unit, the Rebel player rolls the die. The resulting number is the movement potential for that unit. Modifiers: +2 if the force is commanded by Greene or Wayne (they may exceed their printed MP if a '5' or '6' is rolled). The Rebel player may not apply this option to only Greene or Wayne's forces, but must roll for each unit moving to assembly that turn.

Q: Which unit is the Light Infantry referred to in the scenario set-ups?

A: This is the brigade commanded by Lt. Col. Abercrombie. It consists of the 1st and 2nd Battalions of converged light infantry companies.

Q: The chart and rules state that the initiating player may attempt to entrench. Are there any restrictions on the reacting player doing so as well?

A: No. Both the initiating and reacting sides may entrench in the first pulse.

Q: Can you deploy two dummies stacked together with one flag?

A: No. That bit about "using blank markers" is a hold-over that never got edited out of the rulebook. Strike the last sentence of rule 1.5.

Q: Can The Heavy Sail counter enter the actual hex with the *chevaux de frise*?

A: No. They really did not know where they were, only that they were there, and gave the vicinity a wide berth.

Q: In rule 1.64.1 **Adding to Columns**, do Crown units that have not already moved also need an action chit in order to be picked up?

A: No.

Q: Should OBADs remain hidden from the opponents?

A: Yes. I certainly recommend this. And, in order to discourage peeking I also suggest removing the OBADs from the opposing player's view, to some remote corner of the room.

Q: Are all forces on the map obscured?

A: That's optional. You are limited in the number of units you may obscure by the number of "flag" markers provided in the mix. In other words, you may not use a blank marker for this.

Q: When are obscured units revealed?

A: During full battles, certainly.

Probe vs. skirmish; only top units in opposing forces (as stated).

Probe vs. defend...No.

Assault vs. skirmish...No.

Escalade...Only those that have been staked and participated in an actual round of combat.

In all other instances units remain obscured and are only revealed as per Reconnoiter (4.A.11.a).

Ships and floating batteries cannot be obscured. Land units they engage are not revealed.

Q: Is the movement potential of the Pennsylvania floating batteries ever affected by weather?

A: No.

Q: Can the attacker reduce odds during an attack?

A: Yes, but only as a result of an Assault vs. Defend match up. This must be done by brigade/division, according to the position of units on the OBAD, from the lowest number working up, prior to the actual tabulation of odds. In other words, the attacker may state that he is attacking with only the front three brigades of his four brigade force. This may be augmented if subsequent rounds are staked.

