



Early playtest of the Germantown scenario in 2014.

SCENARIO

BATTLE OF GERMANTOWN

October 4, 1777

The scenario recreates the main attack by the American center column, using the larger 50-men per stand scale. The scenario can be played by three or four players on each side, takes about six hours to play, and requires a 7.5-ft. deep by 6-ft. wide gaming area when using 15mm figures.

Terrain

Terrain should be laid out as shown in the scenario map. Terrain effects are as follows:

Elevations. The Germantown road and town extend along a low and gently sloping ridge that runs on a north-south axis across the length of the table. Across Winohocking Creek is a second ridge that runs along the east table edge. A small, second-level elevation called Kelley's Hill overlooks the creek just north of Luken's Mill Road.

The two ridges are separated by a ravine through which Winohocking Creek flows. The main ridge also descends into a ravine near the northwest corner of the table. Rather than raise the entire surface of the battlefield to show the low ground

between the ridges, it is easier to leave out the first-level elevation of both ridges and simply mark the base of the ravines with a strip of earth-colored fabric.

The ridges and hill have no crest line that blocks line of sight. An elevation only blocks line of sight when it lies between two units. Only the first 3" along the edge of each level is considered a slope. A defending unit in charge combat receives a +1 modifier for favorable ground only if the attacker charged up the slope.

Winohocking Creek. The creek and all unnamed smaller streams are rated broken ground to cross. In charge combat, the defender receives a +1 for favorable ground if the attacker charged across a stream.

Ponds. Winohocking Creek flows through two ponds. The ponds are impassable. A unit forced to retreat through a pond must lose formation and retreat broken around the obstacle.

Woods. All woods are rated broken ground for movement. Line of sight through woods is reduced to 4". In fire combat the firing stands suffer a -1 modifier for partial cover when firing through woods, or a -2 for full cover if the target is in open order. In charge combat a unit defending in woods receives a +1 modifier for favorable ground.

Cultivated Fields. Cultivated fields are open ground and have no effect on movement, line of sight, or combat.

Orchards. Orchards are minor wooded terrain feature that do not block line of sight. They are rated broken ground for movement. Firing stands suffer a -2 modifier only when firing at a target in open order located in an orchard. They do not provide a cover modifier for units in other formations, and have no defensive modifier in charge combat.

375-yards
12"/ 15mm
18"/ 25mm
9"/ 6mm



Germantown Scenario Map



11 & 15 VA
3 VA 7 VA
Woodford

Grayson
10 VA 8 & 12
PVA & Patton
Stephens
Scott

1 & 5 VA 9 VA 13 VA 10 VA 6 VA 2 14 VA
PA & PA State
Weedon
Greene
Muhlenberg

von Donop
Lies
17 Ft

2 Gren
Cornwallis
1 Gren
Monckton
16 Lt Drg
Arty Bde

2 Ft Gd
1 Ft Gd
Matthew

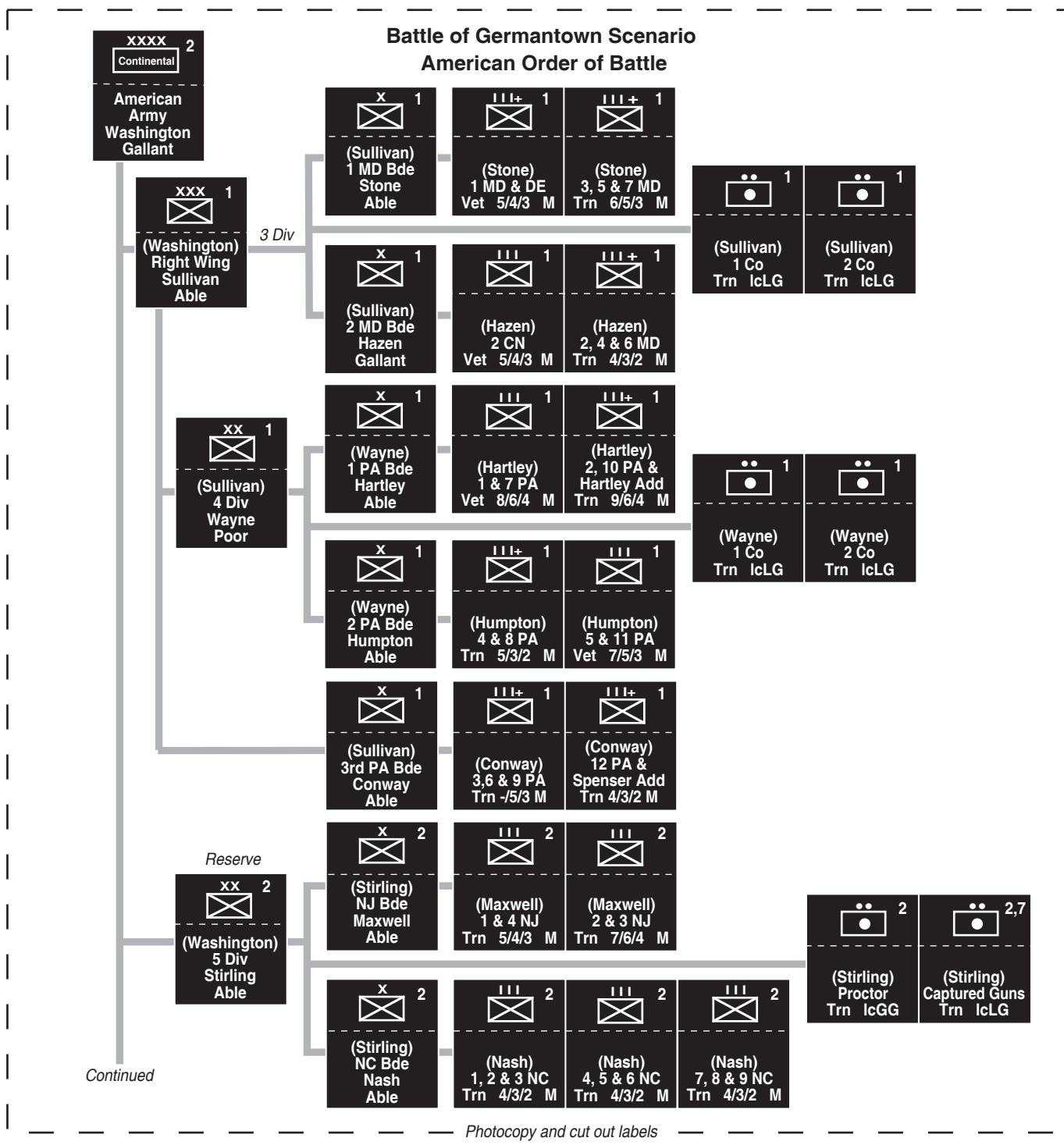
Gardens. Gardens are a minor terrain feature that do not block line of sight. They are rated broken ground for movement. They do not provide a cover modifier for any units, and have no defensive modifier in charge combat.

Fences and Hedges. Fences and hedges are rated broken ground to cross. Troops aligned behind a fence or hedge receive a +1 modifier in a maneuver check. Firing stands suffer a -2 only if firing at a target in open order aligned behind a fence or hedge. Units in any other formation do not receive a cover benefit. Fences and hedges do not affect line of sight or charge combat.

A section of fence may be dismantled equal to the width of the formation crossing the fence. A fence cannot be dismantled by a unit in open order or a retreating unit. Once dismantled, a fence does not affect movement or fire combat.

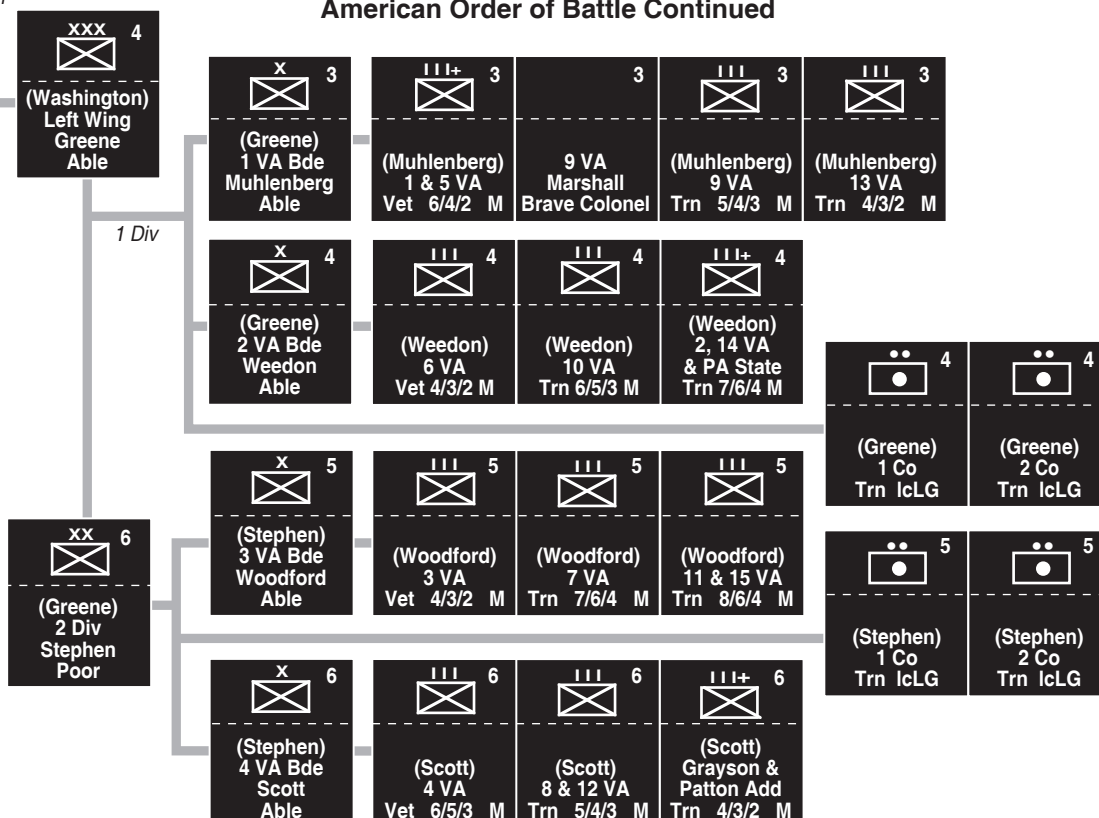
Roads. All roads are in good condition. Units in march column, limbered guns, and leaders may move at the prorated road movement rate.

Sunken Road. A segment of Church Lane below Kelley's Hill and east of Winohocking Creek is a sunken road. Troops in line or open order and aligned in the sunken road receive a



American Army
Washington

Battle of Germantown Scenario American Order of Battle Continued



- Photocopy and cut out labels -

+1 modifier in a maneuver check. Firing stands suffer a -2 when firing at a target in the road. In charge combat, a unit defending in the road receives a +2 modifier for strong position.

Town Buildings. With the exception of three large buildings, the houses along the turnpike and in the town are too small to be garrisoned. These buildings are rated broken ground for movement and do not block line of sight. A unit must have enough movement to pass entirely through the building model. In fire combat, the firing stands suffer a -1 modifier for partial cover if half or more of the fire points pass through the buildings, or a -2 if the target is in open order. Buildings do not provide a defensive modifier in charge combat.

Germantown Academy and German Reform Church. The church adjacent to Market Square and the academy next to Schoolhouse lane are substantial structures that can be garrisoned. Each can be represented by a single building in an approximately 4-inch by 5-inch town block. The block can be garrisoned by one infantry unit, regardless of its size, and any number of leaders. The rules for garrisoning can be found on page 40 in the basic rule book. Artillery cannot garrison the church.

A leader located inside the block must be attached to the garrisoning unit. The leader does not exert a command radius outside the building. Also, a leader located outside the block does not exert his command radius into the building. One troop stand may fire out of the block for every inch of frontage along

each side of the block. Troop stands may fire out of any side of the building regardless of their facing.

A unit with a Well Handled maneuver can move half at the broken-ground rate, and then change formation to garrison the block. To exit, it must change formation adjacent to the building and move half at the rate for the terrain it is entering. A unit with a Tardy maneuver must start adjacent to garrison the block. To exit, it must change formation adjacent to the block and hold its position.

The two buildings blocks line of sight. A garrison cannot be outflanked or enfiladed, and receives a +1 modifier for linear cover in its maneuver check. In fire combat, the firing stands suffer a -2 modifier for full cover when firing at a target in the building. In charge combat, the defending garrison receives a +2 for strong position.

Clivedon (Benjamin Chew House). A paper scale model of Clivedon is on the last page. The building is garrisoned by a 3-stand British detachment of the 40th Foot, a single amusette gun stand, and an attached brave colonel Musgrove leader stand. The building is an obstacle to movement and blocks line of sight. The Americans must use specially designed fire and charge combat tables to engage the garrison (see special scenario rules).

Friendly Table Edge. Broken American units have two retreat directions. Broken units from the Right Wing and Reserve



XXXX a
BRITISH
British Army
Howe
Able

Battle of Germantown Scenario British Order of Battle

xx a
(Howe)
Right Div
Grant
Able

Pickets

ii a,i	ii a,i
(Grant) 1 Det/ 1 Lt Elt 5/3/2 M	(Grant) 2 Det/ 1 Lt Elt 5/3/2 M

1st & 2nd
Brigades

iii a	iii a	iii a	iii a	•• a	•• a
(Grant) 55 Ft Vet 4/2/1 M	(Grant) 5 Ft Vet 6/4/2 M	(Grant) 49 Ft Vet 6/4/2 M	(Grant) 4 Ft Vet 5/3/2 M	(Grant) Bn Guns Vet 1cLG	(Grant) Bn Guns Vet 1cLG

Pickets

xx a
(Howe)
Center Div
Cornwallis
Able

ii a,i	b	ii b	ii a,i	• b
(Cornwallis) 2 Lt Elt 7/5/3 M	40 Ft Musgrove Brave Col	(Cornwallis) 1 Det/ 40 Ft Vet 3-/1 M	(Cornwallis) 2 Det/ 40 Ft Vet 3-/1 M	1 Det/ 40 Ft Amusette Vet 1cLG

x a	iii c	iii a	iii a	•• a
(Cornwallis) 3 Bde Grey Gallant	(Grey) 17 Ft Vet 4/2/1 M	(Grey) 44 Ft Vet 6/4/2 M	(Grey) 15 Ft Vet 6/4/2 M	(Grey) Bn Guns Vet 1cLG

x a	iii a	iii a	iii a	iii a	•• a
(Cornwallis) 4 Bde Agnew Able	(Agnew) 37 Ft Vet 6/4/2 M	(Agnew) 64 Ft Vet 8/5/3 M	(Agnew) 46 Ft Vet 6/4/2 M	(Agnew) 33 Ft Elt 7/5/3 M	(Agnew) Bn Guns Vet 1cLG

x e	ii e,g i	ii e,g i
(Cornwallis) Br Gren Monckton Gallant	(Monckton) 1 Gren Elt 10/7/4 M	(Monckton) 2 Gren Elt 9/6/4 M

From Left Division

iii d	•• d
- Lieb Vet 10/7/4 M	- Lieb Bn Gun Vet 1cGG

iii f,i	•• f	•• f
(Cornwallis) 16 Lt Drg Vet 3-/1	(Cornwallis) Arty Bde Vet hcHG	(Cornwallis) Arty Bde Vet hcHG

From Right Division

From Left Division

Extended
Game

x g	iii g	iii g	iii h	•• h
(Grant) Gd Bde Matthew Able	(Matthew) 1 Ft Gd Elt 8/5/3 M	(Matthew) 2 Ft Gd Elt 8/5/3 M	- von Donop Vet 9/6/4 M	- von Donop Bn Gun Vet 1cGG

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commands must retreat toward the north table edge. Broken units from the Left Wing must retreat toward the east table edge. Broken British units must retreat toward the south table edge. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count towards heavy casualties.

Order of Battle

The following number of stands is needed:

STAND	AMERICAN	BRITISH
Infantry	131	97(119)
Infantry command	27	19(22)
Cavalry	0	2
Cavalry command	0	1
Artillery (gun with limber)	9	7(8)
Artillery (gun without limber)	1	1
Army/Wing/Division leader	6	3
Brigade leader	11	3(4)
Brave colonel	1	1
Total	186	134(161)

American Forces. Total stands represent a force of 8,300 men and 20 guns.

1) Starting units and leaders:

Right Wing/division leader Sullivan, brigade leader Stone with 2 infantry units, brigade leader Hazen with 2 infantry units, and brigade leader Conway with 2 infantry units, all in line, and 2 limbered artillery companies

Division leader Wayne, brigade leader Humpton with 2 infantry units, and brigade leader Hartley with 2 infantry units, all in line, and 2 limbered artillery companies

2) Starting units and leaders with movement restrictions until Clivedon is captured: Army leader Washington, Reserve/division leader Stirling, brigade leader Maxwell with 2 infantry units, brigade leader Nash with 3 infantry units, all in line, and 2 unlimbered artillery companies (see special scenario rule).

3) Enter south of **D** adjacent to Luken's Mill Road on turn 1: division leader Greene, brigade leader Muhlenberg and brave colonel Marshall, with 3 infantry units in line.

4) Enter north of **D** adjacent to Luken's Mill Road on turn 2: brigade leader Weedon with 3 infantry units deployed in line, and 2 limbered artillery companies.

5) Enter north of **B** adjacent to Abington Road on turn 3: brigade leader Woodford with 3 infantry units in line and 2 limbered artillery companies. Woodford's command must move toward Clivedon and has movement restrictions until the building is captured (see special scenario rule).

6) Enter south of **C** adjacent to Bristol Road on turn 3: division leader Stephens, and brigade leader Scott with 3 infantry units in line.

7) The section of captured British guns do not have limbers. They may only be hand hauled.

British Forces. Total stands represent a force of 6,230 men and 14 guns, or 7,520 men and 16 guns if the extended game reinforcements are included.

a) Starting units and leaders:

Right Division leader Grant with 4 infantry units deployed in line, 2 light infantry detachments (1 Det/1 Lt in march column on the road, and 2 Det/1 Lt in open order), and 2 limbered battalion guns in Market Square

Army leader Howe with 2 light infantry units (2 Lt) retreating broken on the road and (2 Det/ 40 Ft) retreating in march column on the road, brigade leader Grey with 2 infantry units in line and 1 limbered battalion gun, brigade leader Agnew with 4 infantry units in line and 1 limbered battalion gun,

b) Garrison in Clivedon at location **X**: Brave Colonel Musgrove with 1 light infantry unit (1 Det/ 40 Ft) and 1 amulette gun. There are special garrison rules and movement restrictions (see special scenario rules).

c) Enter at **G** at a 45-degree angle to the table edge, on turn 5: 1 infantry unit (17 Ft) deployed in line.

d) Enter at **G** at a 45-degree angle to the table edge, on turn 7: 1 Hessian infantry unit (Lieb) deployed in line with 1 limbered battalion gun.

e) Enter at **F** adjacent to the Germantown Road on turn 7: Center Division leader Cornwallis and brigade leader Monckton with 2 infantry units (1 Gren and 2 Gren) in line.

f) Enter at **F** adjacent to the Germantown Road on turn 8: 1 cavalry unit (16 Lt Drg) in any formation and 2 limbered heavy guns from the Artillery Brigade. Cavalry cannot dismount.

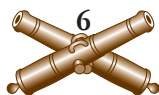
g) When playing the game extension, enter on turn 12 east of **E**: brigade leader Matthew with 2 infantry units (1 Ft Gd and 2 Ft Gd) in any formation (see special scenario rule).

h) When playing the game extension, enter at **G** at a 45-degree angle to the table edge, on turn 12: 1 Hessian infantry unit (von Donop) deployed in line with 1 limbered battalion gun (see special scenario rule).

i) The following units may deploy in open order: 1 Det/ 1 Lt, 2 Det/1 Lt, 2 Lt, 2 Det/ 40 Ft, 1 Gren and 2 Gren.

Game Length

The time scale for each game turn represents 15-minutes. The game is 11 turns long, starting with the British player turn at 6:45 AM and ending after the American player turn at 9:15 AM. The game may be extended for an additional four turns and ends after the American player turn at 10:15 AM. Additional British reinforcements arrive on turn 12.



Victory Conditions

One side must achieve more victory conditions than its opponent to claim victory. Victory conditions are achieved by inflicting both heavy casualties and greater losses to one side, and both sides occupying a separate key position, as follows:

Heavy Casualties. The American threshold for heavy casualties is determined separately for two higher commands. The British player achieves one victory condition for each American higher command that reaches its threshold after 25% losses. Greene's Left Wing command, consisting of all units in Greene's and Stephen's divisions, reaches its threshold after losing 18 troop or gun stands.

Sullivan's Right Wing command, consisting of all units in Sullivan's and Wayne's divisions, and Stirling's Reserve Division, reaches its threshold after losing 22 troop or gun stands.

The British threshold for heavy casualties also is determined separately for two higher commands. The American player achieves one victory condition for each British higher command that reaches its threshold after 30% losses. Grant's Right Division command, consisting of all units in the combined 1st and 2nd brigades, the two detachments of the 1st Light Infantry, and 2 battalion guns, reaches its threshold after losing 12 troop or gun stands. The threshold increases to 15 stand lost after the optional Guards Brigade enters on turn 12.

Cornwallis' Center Division command, consisting of all troop and gun units in the 3rd and 4th brigades, 2nd Light Infantry, and two detachments of the 40th Foot, reaches its threshold after losing 29 troop or gun stands. The threshold increases to 32 stands lost after the optional von Donop Regiment enters on turn 12.

Greater Losses. An army is at greater losses when its total troop and gun stands lost exceed the total stands lost by the enemy army. The modifier for heavy casualties increases to a -2 for each higher command in the army that is currently at greater losses. The side that inflicts greater losses on the enemy at the end of the game achieves an additional victory condition.

Key Position. There are two key positions. The two British encampments between points **Y-Z** is a key position under British control at the start of the scenario. The American player achieves one victory condition if at least one friendly unit occupies either camp between **Y-Z** at the end of the game. The British player achieves one victory condition if no enemy units occupy **Y-Z** at the end of the game.

In addition to this victory condition, for each turn one or more



Playtesting the Germantown scenario at the Siege of Augusta Con in 2022.

American units occupy **Y-Z**, all British units receive a -1 modifier for key position lost in subsequent maneuver checks. If all American units are pushed off of the key position **Y-Z** in a later turn, the modifier is reversed and all American units suffer the -1 in their maneuver check. The -1 modifier always applies to the last side to lose the key position.

The second key position is the Clivedon Mansion at location **X**, which is garrisoned by a detachment of British troops at the start of the scenario. The American player achieves one victory condition if the mansion is captured before the end of the game. The key position counts as a American victory condition even if the British retake the mansion later in the game. The British player achieves one victory condition only if the Chew mansion was not captured. Loss of the mansion does not affect maneuver checks.

Special Scenario Rules

Surprise Attack. The British were not fully prepared when the American attack began. All British units that start the game in camp must make a special maneuver check die roll at the beginning of the British player turn. Roll separately on the Surprise Attack Table for each troop and gun unit adjacent to its camp. There are no die roll modifiers for the table. A troop unit receiving an Alerted effect forms up in line formation and

in good order and hold position in front of its camp. Guns limber up and hold position. With a Hasty Alarm effect, troop unit forms up in disorder, and guns form up limbered and are marked silenced. They perform their normal maneuver check in the next British player turn.

A unit that suffers a Surprised effect failed to form up and must continue to roll on the Surprise Attack Table each successive turn until it succeeds in forming up. An unformed unit cannot move or fire and is treated as an enfiladed unit in fire combat and outflanked in charge combat.

The outpost units must perform a normal maneuver check on their first turn. They are the right and left detachments of the 1st Light Infantry, 2nd Light Infantry, 40th Foot, and the detachment of 40th foot garrisoning the Chew House.

Fog. Fog is a cloud of tiny water droplets suspended in the air near the ground. Fog obscures visibility and perception of distance by reducing contrast between an object and its background, which causes objects to become fainter and less distinct.

The battlefield was shrouded in fog all morning. Fog condi-

tions changed as the morning wore on, and varied from an impenetrable cloud to a barely noticeable mist. The battlefield is covered by a Thick Fog effect on turn 1. Starting on turn 2, the British player rolls one D10 at the beginning of each game turn to determine the maneuver and combat effects from the fog for that turn. Roll again each turn until a Fog Lifts effect occurs.

Reduction of Clivedon. The Americans must capture Clivedon (Benjamin Chew House) to achieve a victory point and also to remove movement restriction on several leaders and



“It would be unmilitary to leave a castle in our rear.”

- Chief of Artillery, Bde. Gen. Henry Knox

units. Washington made a bad tactical decision to tie up several elements of his army in an effort to capture the mansion garrisoned by a small detachment of British troops. Army leader Washington, Stirling's Reserve Division and later Woodford's Brigade from Stephen's Division must remain within a half move distance and facing Clivedon until it is captured.

The fortified building is garrisoned by a 3-stand detachment from the 40th Foot led by brave colonel Musgrove. An amusette gun is permanently attached. The stands are considered to be in an all around defense posture and cannot be enfiladed, outflanked, nor outnumbered. The defending stands may fire out the same side or out different sides of the building. During its maneuver check, the garrison is considered to be in a fortified position, so it does not retreat if it suffers a Fall Back, Shaken or Wavering effect. It must surrender from a Panic effect. They cannot exit the building.

The Americans must use specially designed fire and charge combat tables to engage the garrison in the fortified building. The defensive modifier for Clivedon's "massy walls" is built into the tables. The Americans must use the Bombardment Table to resolve fire combat. Only artillery may fire at the building in fire combat. Musketry has no effect. The American player must choose to fire either solid shot or grapeshot. Grapeshot has a higher fire point value, but solid shot can damage the building's defenses by causing a +1 modifier for firing on splintered doors and shutters. Also, firing at the back of the house where the walls are not as thick (made of stucco over stone rubble), also applies the same non-cumulative +1 modifier. Guns may continue to fire grapeshot (aimed at the upper floor) in the same turn troops are charging the building.

Opposing players jointly resolve charge combat on the Storming Table. Only the modifiers listed on the table apply. There is no modifier for outnumbered and American leaders may not attach to an attacking unit. Up to four units may participate in the attack, one unit for each side of the building. The attacker fights with his best unit when resolving combat and may choose a different unit to resolve another round of combat during a breach. The garrison does not suffer from the outnumbered modifier and it continues to fight when reduced to 1 stand. The building is captured after the last British troop stand is removed. The amusette does not count as a stand when removing losses. The movement restrictions on the attacker end after the building is captured.

Revenge for the Paoli Massacre. Two weeks earlier, Gen. Anthony Wayne's division suffered a brutal defeat. It was known as the Paoli Massacre, because the British used only bayonets in a surprise night attack on the Americans sleeping in their camp. To exact revenge, all units in Wayne's division ignore a charge checked effect during fire combat and always charge home when charging with cold steel.

Extending the Game The battle ends at about the time the Americans historically began their retreat as British reinforcements arrived. The game can be extended by four more turns. On turn 12, Matthew's Guard's Brigade enters east of **E** in any

formation. The Hessian Regiment von Donop enters in line at a 45-degree angle to the table edge, with one limbered battalion gun, at **G**.

Amusette Gun (A). An amusette gun is a cross between a very small smoothbore cannon and a large caliber musket. It was also known as a wall gun, hand cannon, or swivel gun depending on how it was mounted. It can be transported by three or fewer men or one horse. An amusette stand in the field can be represented with a bi-pod mounted gun with a crew of one or two figures. The stand is permanently attached to an infantry unit, usually light infantry, and moves at the unit's movement rate. It can be placed anywhere within the formation and can be freely shifted to another location in the formation during movement. The amusette can combine its fire points with the musketry fire from the unit or it may fire at a separate target. The gun may fire either shot or grapeshot at any target within range and regardless of proximity to a friendly unit. A Lively Fire effect does apply when all or some of the fire points are from an amusette.

The crew of the amusette are too few to count as a gun stand. The stand cannot be removed as a combat loss and it is not counted when determining the unit's current fresh/worn/spent level. The amusette is removed only after it suffers a low on ammunition effect. It ignores the effect if it occurs during the amusette's first fire.

Ammunition Supply. The British 2nd Light Infantry Battalion and American 6th Pennsylvania are marked low on ammunition at the start of the scenario. No units may replenish ammunition after suffering a low on ammunition effect. The Clivedon garrison ignores a low on ammunition effect, with the exception of the amusette.

SPECIAL GERMANTOWN SCENARIO TABLES

SURPRISE ATTACK TABLE

		EFFECTS
DIE RESULT	9, 10	Alerted. Form up adjacent to camp, troops in line and in good order, and guns limbered. Unit cannot move.
	3 - 8	Hasty Alarm. Form up adjacent to camp, troops in line and disordered, and guns limbered and silenced. Unit cannot move.
	1, 2	Surprised. Troops and guns remain unformed and cannot move. Roll again next turn.

FOG TABLE

DIE ROLL MODIFIERS

Turn 1 starts as a thick fog
 0 Turn 2 - 4
 +1 Turn 5 - 8
 +2 Turn 9 - 15

		EFFECTS
DIE RESULT	11, 12	Fog Lifts. Weather improves each turn by one effect better than the previous turn, until the fog lifts with unlimited visibility and no penalties in maneuver or combat for the rest of the day.
	8, 9, 10	Patchy Fog. In a maneuver check, units over 4" from a leader suffer a -1 modifier for provisional command. In fire combat, firing stands suffer a -1 modifier for target in partial cover if half or more of the fire points were fired from over 4". Maximum weapon range reduced to 24".
	5, 6, 7	Thin Fog. In a maneuver check, a leader's command radius is reduced to 4". All other units must roll separately with the -2 modifier for out of command. In fire combat, firing stands suffer a -2 modifier for target in full cover if half or more of the fire points were fired from over 4". Maximum weapon range reduced to 12".
	1 - 4	Thick Fog. In a maneuver check, a unit only can be in command if it has an attached leader. All other units must roll separately with the -2 modifier for out of command. In fire combat, firing stands suffer a -2 modifier for full cover, with one exception. The -2 modifier does not apply if half or more of the firing stands are from participating units or incidental stands in a charge combat. Maximum weapon range reduced to 8".

	Grape Shot	Shot
	4" 12" 24" 36"	
Amusette (A)	2 1 $\frac{1}{2}$	

DIE ROLL MODIFIERS

-5 less than 1 fire point
 -4 1 pt.
 -3 2 pts.
 -2 3 pts.
 -1 4 pts.
 0 6 pts.
 +1 9 pts.
 +2 12 pts.
 +3 15 or more points

+1 Firing on splintered doors and shutters, or back of house

CLIVEDON BOMBARDMENT TABLE

	Grapeshot	Solid Shot
	4" 12" 24" 36" 48"	
Light Gun (LG)	4 3 2 1	
Galloper Gun (GG)	3 2 2 1	

FIRE POINT MODIFIERS

$\times \frac{1}{2}$ Gun low on ammo or damaged

		EFFECTS
DIE RESULT	11 or more	Telling Fire. Doors and shutters splintered if guns fired solid shot and: Troops disordered and lose 1 stand.
	10	Troops disordered. Lose 1 stand if already disordered.
	9	Troops disordered.
	7, 8	Destructive Fire. Doors and shutters splintered if guns fired solid shot. No other effect.
	6 or less	Desultory Fire. No effect.

CLIVEDON STORMING TABLE

DIE ROLL MODIFIERS

+1 Veteran troops	+1 Musgrove attached
0 Trained	-1 Splintered doors and shutters
+2 Fresh troops	-1 Breached
0 Worn	-1 On fire or
-2 Spent	-2 fire has spread
-1 Disordered	

		EFFECTS
DIE RESULT DIFFERENCE	9 or more	Last Stand. DEFENDER lose 1 stand, disordered and house breached, or surrender if already breached. Musgrove rolls for fallen leader. ATTACKER disordered. Combat continues and roll again.
	6, 7, 8	Breach. DEFENDER disordered. ATTACKER lose 1 stand, disordered and house breached, or BOTH lose a stand if already breached. Combat continues and roll again.
	3, 4, 5	On Fire. House set on fire, or fire spreads if already set. DEFENDER hold position in disorder. ATTACKER disordered and retreats beyond close range.
	0, 1, 2	Stiff Resistance. DEFENDER hold position in disorder. ATTACKER disordered and retreats beyond close range.
	-1 or less	Repulsed. DEFENDER hold position in disorder. ATTACKER lose 1 stand and retreats beyond close range.

