

# Black Powder Scenario: Brandywine, 1777

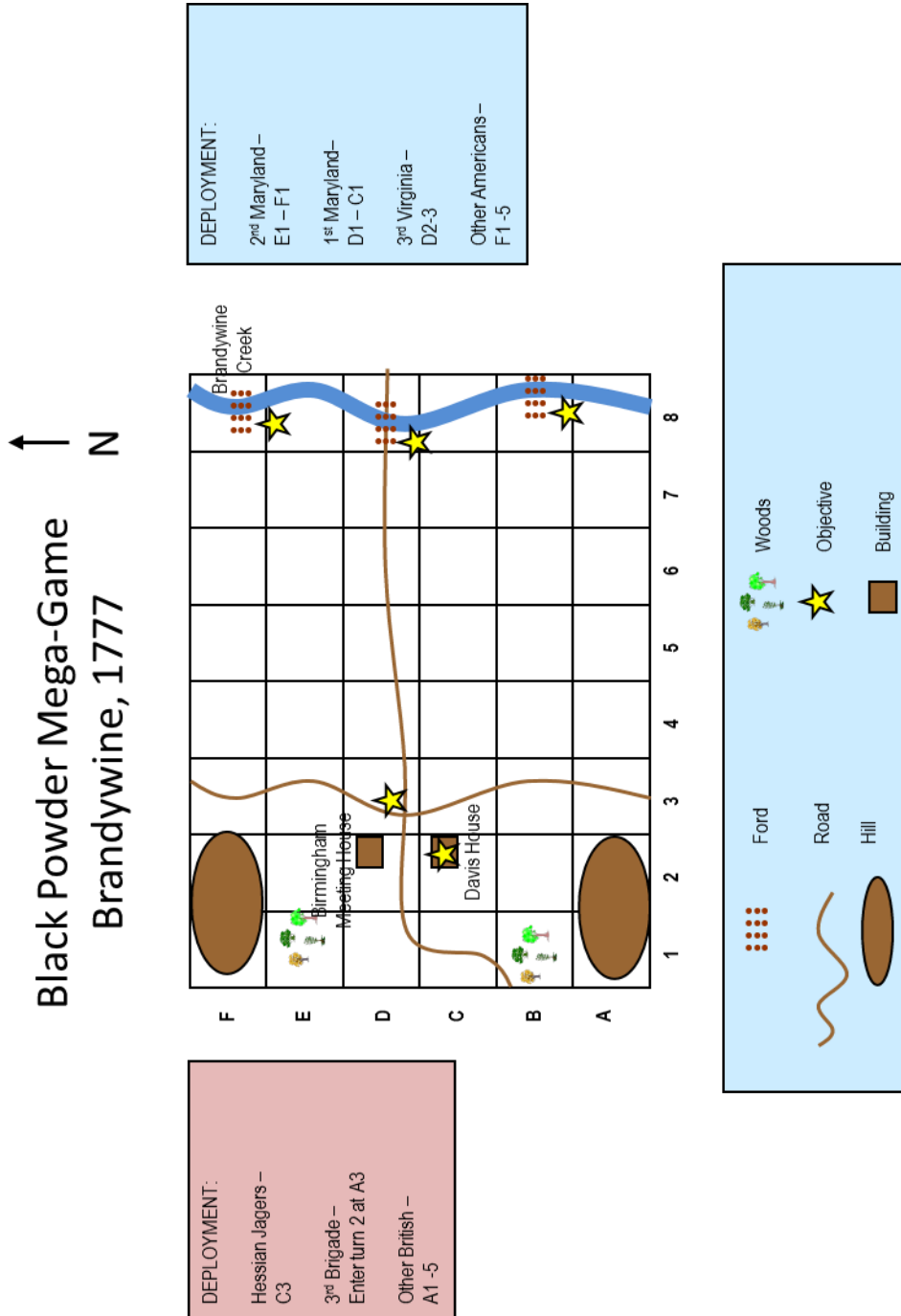
## The American Right Flank

1777 was a key year in the course of the American War of Independence, which saw the best chance for the crown to retain its colonies and end the rebellion militarily.

The pivotal battle of the Philadelphia campaign, Brandywine saw George Washington fight to defend the Continental capital, and also to preserve his army.

This scenario is based on one offered in Wargames Illustrated 311, and focuses on the afternoon fighting on the American right flank, near the Birmingham Meeting House and 3 fords over Brandywine Creek. It commences as the British flank march arrives on Washington's flank in the late afternoon.

Map:



Order of Battle – Union:  
CiC – George Washington [8]

| 1 <sup>st</sup> Maryland Brigade [Smallwood / 8] |          |                   |     |       |       |        |         |               |
|--|----------|-------------------|-----|-------|-------|--------|---------|---------------|
| Unit   | Size     | Armament          | HTH | Shoot | Range | Morale | Stamina | Special Rules |
| 1 <sup>st</sup> Maryland                         | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 3 <sup>rd</sup> Maryland                         | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 7 <sup>th</sup> Maryland                         | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 1 <sup>st</sup> Delaware                         | 32 / lg  | Smoothbore musket | 8   | 4     | 18"   | 4+     | 4       | First fire    |

| 2 <sup>nd</sup> Maryland Brigade [de Borre / 6] |          |                   |     |       |       |        |         |               |
|---|----------|-------------------|-----|-------|-------|--------|---------|---------------|
| Unit  | Size     | Armament          | HTH | Shoot | Range | Morale | Stamina | Special Rules |
| 2 <sup>nd</sup> Maryland                        | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 4 <sup>th</sup> Maryland                        | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 6 <sup>th</sup> Maryland                        | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 2 <sup>nd</sup> Canadian                        | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |

| 3 <sup>rd</sup> Virginia Brigade [Woodford / 8] |          |                   |     |       |       |        |         |               |
|---|----------|-------------------|-----|-------|-------|--------|---------|---------------|
| Unit  | Size     | Armament          | HTH | Shoot | Range | Morale | Stamina | Special Rules |
| 3 <sup>rd</sup> Virginia                        | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 7 <sup>th</sup> Virginia                        | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 11 <sup>th</sup> Virginia                       | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 15 <sup>th</sup> Virginia                       | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |

| 4 <sup>th</sup> Virginia Brigade [Scott / 8] |          |                   |     |       |       |        |         |               |
|--|----------|-------------------|-----|-------|-------|--------|---------|---------------|
| Unit   | Size     | Armament          | HTH | Shoot | Range | Morale | Stamina | Special Rules |
| 4 <sup>th</sup> Virginia                     | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 8 <sup>th</sup> Virginia                     | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 12 <sup>th</sup> Virginia                    | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |

| New Jersey Brigade [Maxwell / 8] |          |                   |     |       |       |        |         |               |
|----------------------------------|----------|-------------------|-----|-------|-------|--------|---------|---------------|
| Unit                             | Size     | Armament          | HTH | Shoot | Range | Morale | Stamina | Special Rules |
| 1 <sup>st</sup> New Jersey       | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 2 <sup>nd</sup> New Jersey       | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 3 <sup>rd</sup> New Jersey       | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 4 <sup>th</sup> New Jersey       | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |

| 3 <sup>rd</sup> Pennsylvania Brigade [Conway / 8] |          |                   |     |       |       |        |         |               |
|---|----------|-------------------|-----|-------|-------|--------|---------|---------------|
| Unit  | Size     | Armament          | HTH | Shoot | Range | Morale | Stamina | Special Rules |
| 3 <sup>rd</sup> Pennsylvania                      | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 6 <sup>th</sup> Pennsylvania                      | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 9 <sup>th</sup> Pennsylvania                      | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |
| 12 <sup>th</sup> Pennsylvania                     | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | First fire    |

| Unbrigaded – Must be attached to a brigade |        |              |     |       |       |        |         |               |
|--|--------|--------------|-----|-------|-------|--------|---------|---------------|
| Unit                                       | Size   | Armament     | HTH | Shoot | Range | Morale | Stamina | Special Rules |
| Battery                                    | Light  | SB Artillery | 1   | 3/2/1 | 36"   | 4+     | 2       |               |
| Battery                                    | Light  | SB Artillery | 1   | 3/2/1 | 36"   | 4+     | 2       |               |
| Battery                                    | Medium | SB Artillery | 1   | 3/2/1 | 48"   | 4+     | 2       |               |

Order of Battle – British:  
CiC – Cornwallis [8]

| Guards Brigade – Matthew [8]  |          |                   |     |       |       |        |         |                                     |
|-------------------------------|----------|-------------------|-----|-------|-------|--------|---------|-------------------------------------|
| Unit                          | Size     | Armament          | HTH | Shoot | Range | Morale | Stamina | Special Rules                       |
| 1 <sup>st</sup> Grenadier Gds | 32 / lg  | Smoothbore musket | 8   | 4     | 18"   | 4+     | 4       | 1 <sup>st</sup> fire, crack, steady |
| 2 <sup>nd</sup> Grenadier Gds | 32 / lg  | Smoothbore musket | 8   | 4     | 18"   | 4+     | 4       | 1 <sup>st</sup> fire, crack, steady |
| 1 <sup>st</sup> Light Btn     | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |
| 2 <sup>nd</sup> Light Btn     | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |
| 1 <sup>st</sup> Grenadier     | 32 / lg  | Smoothbore musket | 8   | 4     | 18"   | 4+     | 4       | 1 <sup>st</sup> fire, crack, steady |
| 2 <sup>nd</sup> Grenadier     | 32 / lg  | Smoothbore musket | 8   | 4     | 18"   | 4+     | 4       | 1 <sup>st</sup> fire, crack, steady |

| 3 <sup>rd</sup> Brigade - Grey [8] |          |                   |     |       |       |        |         |                                     |
|------------------------------------|----------|-------------------|-----|-------|-------|--------|---------|-------------------------------------|
| Unit                               | Size     | Armament          | HTH | Shoot | Range | Morale | Stamina | Special Rules                       |
| 15 <sup>th</sup> Foot              | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |
| 17 <sup>th</sup> Foot              | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |
| 42 <sup>nd</sup> Foot              | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |
| 44 <sup>th</sup> Foot              | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |

| 4 <sup>th</sup> Brigade - Agnew [8] |          |                   |     |       |       |        |         |                                     |
|-------------------------------------|----------|-------------------|-----|-------|-------|--------|---------|-------------------------------------|
| Unit                                | Size     | Armament          | HTH | Shoot | Range | Morale | Stamina | Special Rules                       |
| 33 <sup>rd</sup> Foot               | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |
| 37 <sup>th</sup> Foot               | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |
| 46 <sup>th</sup> Foot               | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |
| 64 <sup>th</sup> Foot               | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |

| Hessian Brigade – von Donop [8] |          |                   |     |       |       |        |         |                                     |
|---------------------------------|----------|-------------------|-----|-------|-------|--------|---------|-------------------------------------|
| Unit                            | Size     | Armament          | HTH | Shoot | Range | Morale | Stamina | Special Rules                       |
| Linsing Grenadiers              | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |
| Minningerode Grenadiers         | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |
| Lengerke Grenadiers             | 24 / std | Smoothbore musket | 6   | 3     | 18"   | 4+     | 3       | 1 <sup>st</sup> fire, crack, steady |

| Unbrigaded – Must be attached to a brigade |            |                          |     |       |       |        |         |                                    |
|--|------------|--------------------------|-----|-------|-------|--------|---------|------------------------------------|
| Unit                                       | Size       | Armament                 | HTH | Shoot | Range | Morale | Stamina | Special Rules                      |
| 16 <sup>th</sup> Light Dragoons            | 6 / small  | Cavalry – sword & pistol | 5   | -     | -     | 4+     | 2       | Marauders, steady                  |
| Hessian Jagers                             | 16 / small | Rifled musket            | 5   | 2     | 24"   | 4+     | 2       | Sharpshooters, skirmish, marauders |
| Anspach Jagers                             | 16 / small | Rifled musket            | 5   | 2     | 24"   | 4+     | 2       | Sharpshooters, skirmish, marauders |
| Battery                                    | Light      | SB Artillery             | 1   | 3/2/1 | 36"   | 4+     | 2       |                                    |
| Battery                                    | Light      | SB Artillery             | 1   | 3/2/1 | 36"   | 4+     | 2       |                                    |
| Battery                                    | Medium     | SB Artillery             | 1   | 3/2/1 | 48"   | 4+     | 2       |                                    |
| Battery                                    | Medium     | SB Artillery             | 1   | 3/2/1 | 48"   | 4+     | 2       |                                    |

## Terrain Notes:

Rough Ground – skirmishing infantry or cavalry move normally, other infantry and cavalry move at 1/2 speed through them, and artillery cannot enter them. Hill areas and fords are treated as rough ground.

Light Woods - are treated as normal woods in Black Powder: infantry in skirmish can move through them at 1/2 speed, and must reform on exiting unless they are skirmish capable. Cavalry and Artillery movement is prohibited. The maximum visibility in light woods is 12", and firing through woods counts the target as obscured.

Fences - fences are obstacles, and cost 6" of movement for infantry to cross. Artillery may not cross fences except at gaps or gates. Any unit adjacent to a fence line may expend one move to remove it (remove as much of the fence line as desired along the unit's frontage with it).

Davis House - The Davis house is treated as a normal building in Black Powder – a single unit may enter and garrison it as normal.

Birmingham Meeting House – out of respect for the services within, no units may not enter this building. It still blocks line of sight based on the model's eye view as normal.

## Deployment:

Units are deployed as indicated on the map, the Americans deploying first. The Hessian Jagers and the 3<sup>rd</sup> Virginia may start the game in line, all other forces (except the Maryland brigades, see below) start the game in march column.

Maryland Brigades – these forces are watching British forces across Brandywine Creek. They must be deployed in line, within 6" of the ford they are guarding. Neither force may move until turn 2.

The British forces take the first turn.

## Reinforcements:

The British commander receives reinforcements as follows:

- Turn 2 – 3<sup>rd</sup> Brigade

Reinforcements enter the table as indicated on the map.

## Winning the Game:

The British goal was to roll up Washington's army now that they had successfully turned his flank. Washington needed to slow or halt their advance so that he could make an orderly withdrawal of the remainder of his forces.

The game will last until either army is broken, or six full turns before the remaining daylight is gone. If a sixth turn is fought, it is dusk and all visibility ranges are reduced to 12".

There are five important objectives on the table - the three fords, the Davis house and the Birmingham Meeting House. All of the objectives start the game under American control, and control changes if the non-controlling player has at least one non-shaken unit within 4" of the objective, and the opposing player has none.

Either force will win a decisive victory if they hold all five objectives at the end of the game, or if they break the opposing army. The victors will receive fame and accolades, and have swung the momentum of the war in their side's favor.

If neither force achieves a decisive victory, they secure a tactical victory if they control at least three objectives at the point the game ends.

Any other result is a draw.