MUSKET & SABER
QUICK PLAY
MINI GAME SCENARIO RULES

SCENARIO: GERMANTOWN
WASHINGTON STRIKES
14 OCTOBER 1777

12.0 INTRODUCTION

12.1 Historical Background
The British had occupied Philadelphia, but much of their strength was drawn off to defend the city and reduce Colonial forts along the Delaware. Washington seized the opportunity and launched an attack against the weakened British main body. If the Americans could carry out his complicated attack plan, the entire British position in eastern Pennsylvania would be endangered.

12.2 Scenario
One player controls the Colonial forces and attempts to seize key terrain on the map. The other player controls the British, Hessians, and Tories and attempts to drive the Colonials from the field.

12.3 Standard Rules
All standard rules apply, including the optional rule to convert an Ex to a Dr result. Rule 15.0 lists several additional rules applying to this scenario.

13.0 SET UP
13.1 Unit Colors
Colonial Forces: Continental units are dark blue, militia units a lighter blue.
British Forces: British units are red, Hessian units a gray-green, and the lone Tory unit green.

13.2 Game Length & First Player
The game consists of up to nine turns but may end sooner. Place the Turn marker, fog side up (fog affects movement; see 15.4), in the 0500 box of the Turn Record Track. The Colonial player is the first player.

British First Turn Movement. No British unit may move more than one hex on Turn 1. Leaders move normally (but see 15.5).

13.3 British Set Up & Reinforcements
Ldrs Howe, Grant, Knyphausen: 1114
Guards Brigade: 0911
Hessian Brigade: 0511
1st, 2nd, 3rd, 4th Brigades: one each on remaining British camp hexes
  Left: 0504
  Right: 1004
Hessian Jaeger: 0310
Queens Rangers: 0630 at Hex E (1215)
1st Grenadier, 2nd Grenadier, Hessian Grenadier: 0800 at Hex E

13.4 Colonial Arrival
No Colonial forces start on the map. They arrive at one of four entry hexes: A (0108), B (0201), C (1201), or D (1503). Subtract two from the MA die roll for units arriving at hexes A, C, and D, but with a minimum MA of 1.
  Formation 1: 0500 at Hex A
  Formation 2: 0500 at Hex B
  Formation 3: 0500 at Hex C
  Formation 4: 0500 at Hex D
  Formation 5: 0630 at Hex B
  Ldr Washington: with any formation
  Knox artillery: with any formation

Optional Free Placement: Any formation may enter at any hex. Only one formation may enter a specfied hex in one turn. For any formation arriving on or after 0630, write down the entry turn and hex and keep it hidden until the specified turn of entry.

14.0 VICTORY CONDITIONS
14.1 Colonial Major Victory
The Colonial player wins a major victory if, at the end of any British combat phase, a Colonial unit was the last to occupy the market square (0808) or any British camp hex.

14.2 British Major Victory
The British player wins a major victory if no Colonial units remain on the map at the end of the game.

14.3 Minor Victory & Draw
If neither player wins a major victory, or if both win a major victory, calculate the VP scored by each. The player with the larger total wins a minor victory. If the totals are equal the game is a draw. When adding victory points for eliminated units, each step counts one VP; reduced two-step units do not count toward VP.

15.0 ADDITIONAL RULES

15.1 Battalions
A battalion functions like any other infantry unit in all ways with the following exceptions.
• It becomes ineffective if forced to retreat.
• The stacking limit of a hex is increased to four if at least one battalion is stacked in the hex.
• It may add its combat strength to that of any one other unit in the hex for combat purposes. The battalion may be the primary unit.

15.2 Step Recovery
A reduced two step unit may replace its lost step during a movement phase if it meets the requirements of 11.1 and passes a morale check. Eliminated units, two-step or battalion, may not be replaced.

15.3 Light Infantry
A unit with an "L" appended to its movement allowance is light infantry. It behaves as normal infantry in all ways with the additional capability of skirmishing.

Skirmishing. The unit may attack an adjacent enemy unit normally or it may skirmish attack. A skirmishing unit must be able to enter the defender's hex during movement. Skirmishing does count as an attack for 7.2, and may not be combined with non-skirmish attacks against the same target, but artillery may bombard the target. Use a light unit's movement factor as its combat factor; non-light defenders use a defensive strength of "0." No terrain effects apply. Treat all A or Ex results as NE; treat all Dx or Dm results as Dr. Ignore all secondary results. Skirmishers may not advance after combat.

Riflemen. A unit with an "R" appended to its movement allowance is a rifle infantry. It is a light unit with the additional capability of skirmishing against a unit two hexes away. The intervening hex must be unoccupied. The rifle unit must be able to move into the intervening hex, and must be able to skirmish attack the enemy unit from that hex. A Dr result automatically disrupts the defender; it may choose to retreat.

15.4 Colonial Militia
Colonial militia have the following special characteristics.
• They may not enter an EZOC unless a morale check is passed. If the check fails, movement ends in the last non-EZOC hex entered.

- They are treated as light (L) in a woods hex (either type), may skirmish attack from woods, and may enter an EZOC in a woods hex.
- They are eliminated if routed when reduced.

15.5 Fog
At the beginning of each Colonial combat phase, roll one die and compare the result to the range listed on the TRT. If the result falls within the range, it is a fog turn; if the result is outside the range it is a clear turn. Flip the turn marker to reflect the status. Once it becomes clear it remains clear until 1530. Clear has no effect on play. Fog affects unit movement and changes the effects of some terrain types. See the box on the map for details.

15.6 Chew House Garrison
A British or Hessian infantry battalion in the Chew House (hex 0707) at the end of its movement and not in an EZOC may convert the house into a bastion. Place a square marker on the unit. While it is in square its capabilities are altered; see the box on the map for details.

15.7 Colonial Ammunition Shortage
Beginning with the 0930 turn, the British player may make morale checks for the number of Colonial units indicated on the TRT (for example, on the 1100 turn, two morale checks may be made). Select that number of undisrupted Colonial units—any units, anywhere on the map. Make a morale check for each; use the unit's printed morale number without modification by leader. If the unit fails the check, it is disrupted.

16.0 DESIGNER'S NOTES

Germantown and its sister game *First Saratoga* are the first forays of the *Musket & Saber* system into the pre-Napoleonic era. The key differences of this period to the 19th century are the relative shortage of trained light infantry, and the generally slower pace of movement (but not killing) owing to the exclusive use of line formation for infantry units. The addition of battalions (a standard rule in the parent system but a newcomer to the *QuickPlay* rules) allowed presentation of small but high quality units without forcing them into ahistorically large formations.

COMBAT RESULTS TABLE (CRT)

Differential	-5 or less	-4 to -3	-2 to -1	0 to +1	+2 to +3	+4 to +5	+6 to +7	+8 to +9	+10 or more
DIE ROLL									
1	Ax	Ax	Ax	Ar	Ac(NE)	Dc(Ex)	Dr	Dr	Dx
2	Ax	Ax	Ar	Ar	Dc(Ex)	Dc(Ex)	Dr	Dx	Dm(Dr)
3	Ax	Ar	Ar	Ac(Ex)	Dc(Ex)	Dr	Dx	Dm(Dr)	Dm(Dr)
4	Ar Leader	Ar Leader	Ac(Ex) Leader	Dc(Ex) Leader	Dr Leader	Dr Leader	Dm(Dr) Leader	Dm(Dr) Leader	Dm(Dx) Leader
5	Ar	Ac(NE)	Dc(NE)	Dr	Dr	Dm(Dr)	Dm(Dr)	Dm(Dx)	Dm(Dx)
6	Ar	Dc(NE)	Dc(Dr)	Dr	Dm(Dr)	Dm(Dr)	Dm(Dx)	Dm(Dx)	Dm(Dx)

Results

Dm = Rout Check. If MC failed, unit routs. If MC passed, apply parenthesized result.

Ar/Dr = Retreat. All units either disrupt or retreat 1-3 hexes.

Ac/Dc = Retreat Check. If MC failed, treat as Ar/Dr. If MC passed, apply parenthesized result.

Ax/Dx = Retreat or Loss. If MC passed, unit may take a loss. If MC failed, or if passed and player chooses, all units disrupted and retreat 1-3 hexes.

Ex = Exchange. Each side loses step.

NE = No Effect.

Leader = Leader Casualty. Roll a die, leader killed on 5-6; check for each leader on both sides.

MC = morale check for primary unit.

If retreat only possible on unsafe path, unit routs. If no retreat possible, the unit is captured. Whenever defender retreats, attack may advance.

TERRAIN EFFECTS CHART (TEC)

Clear Hex	1 MP to enter. No effect on combat.
Light Woods Hex	1 MP to enter. Attacker halved attacking into if attacking across a clear hexside. Blocks artillery line of sight unless artillery is on a hill hex.
Deep Woods Hex	Only infantry may enter; must stop after entering. Only infantry may attack into. CF halved attacking into or out of. ZOC blocked in or out. LOS blocked in, out, and through.
Road Hex	1/2 MP while moving along the path (see 4.3), ignore other terrain in hex and on hexside crossed. No effect on combat (use other terrain in the hex).

Hill Hex	Same as Clear. Blocks LOS unless both observer and observed also on a hill. Light woods on a hill block LOS between hills.
Stream	Infantry & cavalry +1 MP to enter, artillery must stop after entering. All CF halved attacking into or out of.
Brook	Treat as a stream for movement purposes in fog turns, ignroe in clear turns.
Buildings	1 MP to enter. Infantry defending the hex add 2 to CF.
Bastion	Treat as buildings unless garrisoned (see 15.6).