

The Battle of Brandywine

By Bruce McFarlane & Bob Barnetson 14th September, 1777

As he comes to the end of his AWI series of articles Bob Barnetson takes a look at an important battle in the American War of Independence: Brandywine. A great scenario based around a historical engagement that had plenty of nerve wracking moments in it. To try and simulate the uncertainty of it all Bob has also created a campaign system that should keep you on your toes. So a fitting end to what has been a great set of AWI wargames rules, scenarios and now campaign system. In the next issue Bob is changing direction, and time period, and working on some WWII articles for us.



INTRODUCTION

Brandywine was a pivotal battle of the British campaign to capture Philadelphia in 1777. Some 17,000 British troops landed at the north end of Chesapeake Bay and soon encountered General George Washington's 10,000-man army.

After some maneuvering, Washington deployed on the high ground near Chadds Ford on the Brandywine. He deployed detachments to cover other fords and drive the British towards Chadds Ford. Sir William Howe decided on a flanking manoeuvre and sent 5,000 men to Chadds Ford to engage American troops while Lord Charles Cornwallis marched north to the overlooked Jeffrey's Ford. Once across the river, Cornwallis was to march south and roll Washington's right flank.

Heavy fog and lack of intelligence meant the Americans were surprised to find British troops across the Brandywine and on their right flank in the early afternoon. The Americans attempted to cover their flank and formed a line at the Birmingham Meeting House. This effort slowed the British but in the meantime the British successfully attacked across Chadds Ford. The Americans then fought a fighting withdrawal until nightfall allowed them to retreat.

The battle was a major British victory and Howe eventually captured the American capital of Philadelphia. This led to the subsequent battles at Germantown (Issue 6) and Monmouth (Issue 7).

MINI-CAMPAIGN & SCENARIOS

We've put together a mini-campaign and four historical scenarios. The mini-campaign allows players to fight the approach to Brandywine using their retrospective knowledge of the battle. Can you do better than Washington? Probably, but remember your opponent will likely have read the Wikipedia entry on Brandywine too. Players move brigades around the operational map and then fight out any encounters using miniatures on the appropriate portion of the battlefield map.

Four historical scenarios are included:

- **Brandywine:** If you have several big tables, long arms and many miniatures, you can fight out the entire historical battle as a miniatures game. If you'd like add in some fog of war, we've also included rules allowing the British player to secretly determine the troops Cornwallis takes north over Jeffrey's Ford. You can also link the arrival time of British troops at Jeffrey's Ford to a dice roll mechanic we've provided.

For those the less ambitious, three smaller scenarios addressing the pivotal points of the Brandywine are also provided:

- **Birmingham Meeting House:** A key early battle was the American defence of the Birmingham Meeting House. The battlefield comprises Columns A, B and C and Rows 2 and 3 of the battlefield map. Historical orbats are provided.

- **Chadds Ford:** The historical attack over Chadds Ford can be gamed on a table comprising Columns A, B, C and D and Rows 6, 7 and 8 of the battlefield map. Historical orbats are provided.

- **Rearguard:** The fighting withdrawal of the American army can be gamed using Columns C, D and E and Rows 4 and 5 of the battlefield map. Some conjectural orbats are provided.

HISTORICAL ORBATS

A full orbat for Brandywine is presented in Tables 1 (British) and Table 2 (American) and both the mini-campaign and scenario use the brigades listed here. Developing an orbat for Brandywine is made tricky by there being 57 American and 47 British battalions, most of which were very under-strength. In fact, 18 of the British and 42 of the American battalions are half-strength battalions, most with fewer than 100 men. Consequently, we have combined two or more of these smaller battalions to make units of a somewhat more consistent size for gaming purposes.

Table 1: Historical British Order of Battle

Commander	Historical Unit(s)	Unit Type
Major-General Grey (CV8)	15/17 Foot Regiments 42 Foot Regiment 44 Foot Regiment	3 Infantry Units
Major-General Agnew (CV8)	33/37 Foot Regiments 46/64 Foot Regiments	2 Infantry Units 1 Cannon
Brigadier-General Matthew (CV9)	1 Battalion British Grenadiers 2 Battalions British Grenadiers 1 Battalion British Guards 2 Battalions British Guards Von Liusingen Battalion Von Lengerke Battalion	4 Grenadier Units 2 Infantry Units 2 Cannons
Major-General Vaughn (CV7)	4/23 Foot Regiments 28/49 Foot Regiments	2 Infantry Units 1 Cannon
Major Grant (CV8)	5/10 Foot Regiments 27/40 Foot Regiment 55 Foot Regiment	3 Infantry Units 2 Cannons
Brigadier-General Stirn (CV 8)	Lieb Regiment Mirbach Regiment Donop Regiment	3 Infantry Units 1 Cannon
<i>May attach to any unit</i>	Queen's Rangers 16 Dragoons	1 Scouts Unit 1 Dragoon Unit

Table 2: Historical American Order of Battle

Commander	Historical Unit(s)	Unit Type
Major-General Greene (CV9)	1 Virginia Brigade 2 Virginia Brigade	2 State Infantry Units 2 Cannons
Major-General Stephen (CV8)	3/7 Virginia Regiment 11/15 Virginia Regiment 4 Virginia Brigade	3 State Infantry Units
Major-General Sullivan (CV7)	1 Maryland Brigade 2 Maryland Brigade German Battalion	3 State Infantry Units 1 Cannon
Brigadier-General Wayne (CV8)	1 Pennsylvania Brigade 2 Pennsylvania Brigade	2 State Infantry Units 2 Cannons
Major-General Sterling (CV8)	3 Pennsylvania Brigade New Jersey Brigade	2 State Infantry Units 1 Cannon
Major Armstrong (CV8)	1 Pennsylvania Militia 2 Pennsylvania Militia	2 Militia Units
<i>May attach to any unit</i>	Bland's Dragoons White's Dragons	2 Dragoon Units

MINI-CAMPAIGN

The attached mini-campaign allows players to second guess Howe's approach to Brandywine using the provided operational map and counters. The mini-campaign is meant to generate miniature battles.

OPERATIONAL MAP

The operational map comprises the land west and north of Wilmington, Pennsylvania. The historic battlefield is outlined with a grid corresponding to the battlefield map. To the north and west of the battlefield are the roads and waterways of the area. The creeks and streams have no effect in the operational game.

The roadways are differentiated between roads (single lines) and turnpikes (double lines). All movement outside the battlefield is point-to-point movement along these roadways, from named

location to named location. All movement within the battlefield is done from one map grid to another, either contiguously or diagonally.

COUNTERS

There are three types of counters: commanders, brigades and decoys.

- Commanders represent senior commanders and their staffs. They enhance the movement of brigades and play an important command role in the miniatures game.
- Brigades represent the troops set out in Tables 1 and 2.
- Decoys are simply to confuse and upset your opponent. Counters are double-sided. On the front is the name of the brigadier or commander, their command number and the number of military units contained in the formation. On the back is the command number of the counter. The exception is commander counters that have the same information on both sides.

A

B

C

D

E

F

Csbourne Hill

Darlington Corner

1

2

3

4

5

6

7

8

Birmingham Meeting House

TRCV

60405

Dilworthtown

Brinton's Ford

Widow Shad's House

Chads Ford

Chad's Ferry

B R A N D Y W I N E



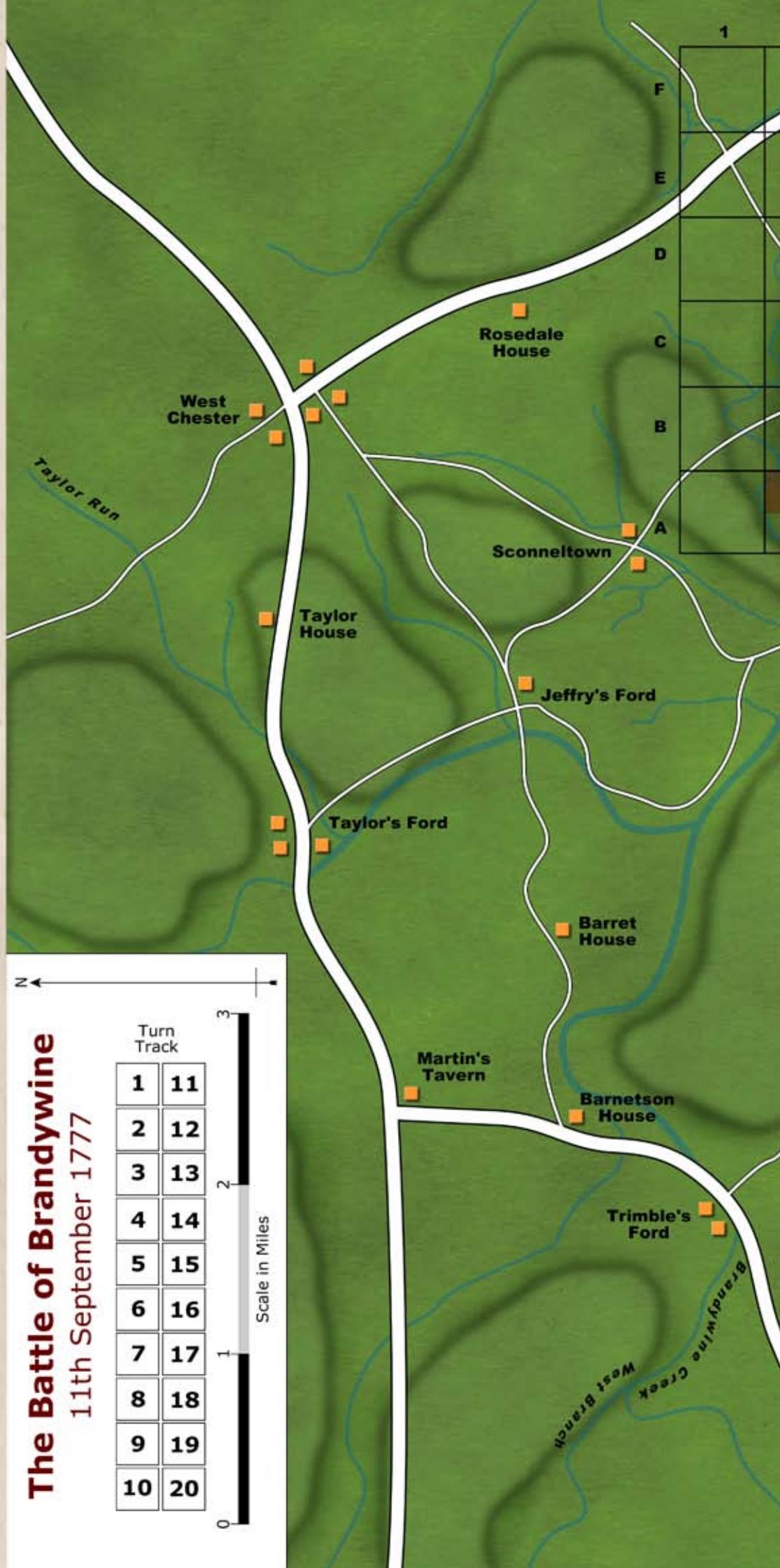
BACK

4+	5+	3+
Cornwallis	Knypha'sen	Howe
4+	3+	4+
5+	4+	4+
4+	3+	3+
3+	4+	4+
5+	5+	3+

BRITISH

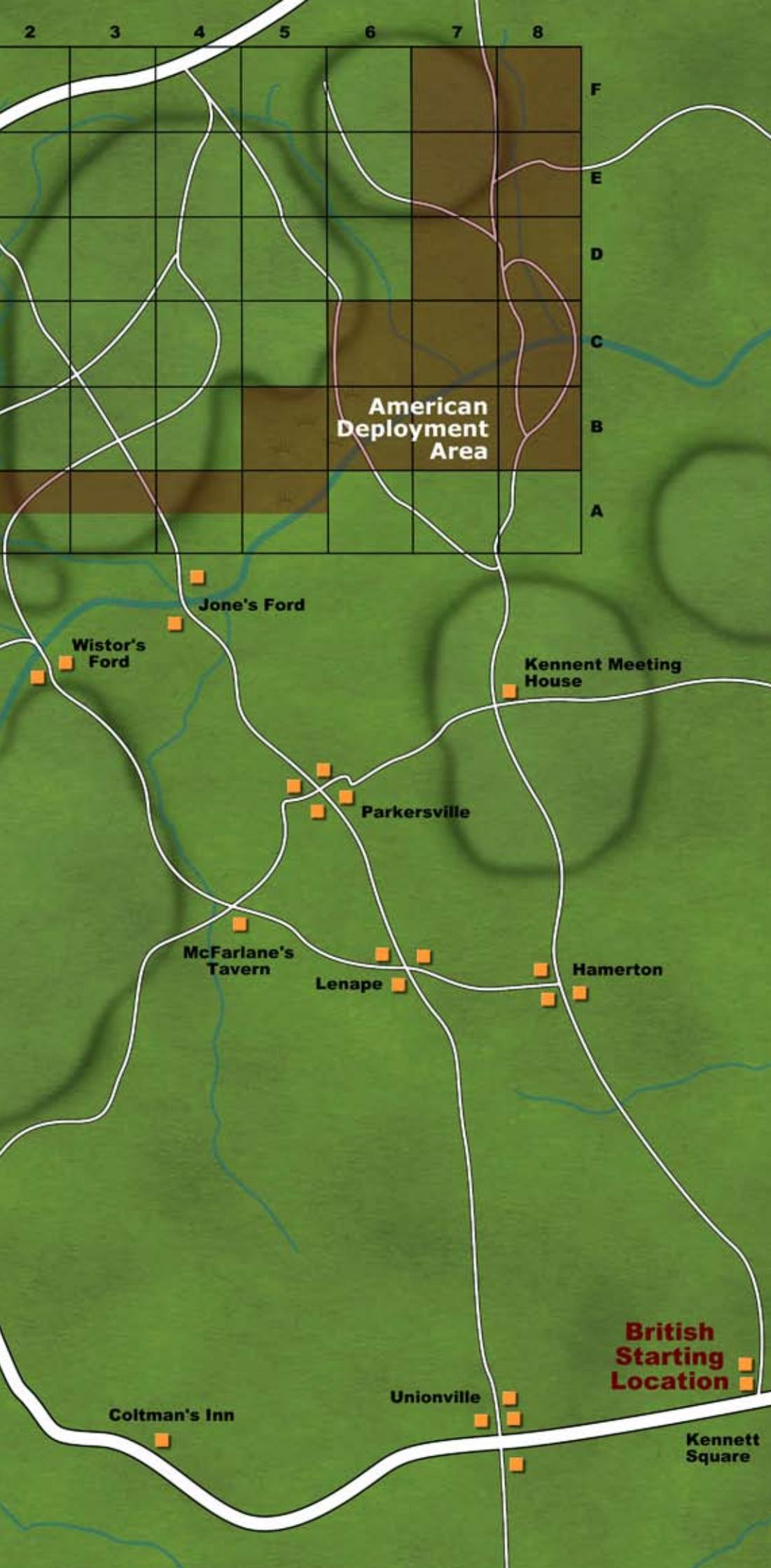
4+	4+
	Washington
5+	4+
4+	3+
3+	4+
3+	3+
5+	4+

AMERICAN



The Battle of Brandywine 11th September 1777

Turn Track	
1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20



FRONT

3+	5+	4+
Howe	Knypha'sen	Cornwallis
3 Units	4+	8 Units
4+	3+	3 Units
4+	3+	4+
Grey	Mathew	Agnew
5 Units	4+	4 Units
4+	4+	3 Units
5+		5+
Grant	Stirn	Vaughn
Dg 3+	Lt 3+	DECOY
		4+
DECOY	DECOY	DECOY
4+	4+	3+
DECOY	DECOY	DECOY
3+	5+	5+

BRITISH

4+	2 Units	4+
Washington	Armstrong	
3 Units	4+	4 Units
5+		5+
Stirling	Sullivan	
Dg 3+	3 Units	4+
		Stephen
4 Units	4+	4 Units
3+		3+
Wayne	Greene	
Dg 3+	DECOY	
	3+	
DECOY	DECOY	
4+	5+	

AMERICAN

DEPLOYMENT

All counters start the game face down. All British counters start at "Kennett Square". All American counters start within the blue-bounded area labelled "American Deployment Area". The only stacking limitation is that inside the battlefield, a player may only have two counters (excluding commanders) per square. There must be at least 3 American counters, one of which can be a Decoy, in grid squares F7, F8, E7 or E8.

MOVEMENT

Play begins with the British player attempting to move some, none or all of his counters. To move a counter, the player nominates a counter and rolls 1D6. If the roll is greater than or equal to the counter's command number, the counter may move from one location to another along a road or turnpike or from one map grid square to an adjoining grid square, either contiguously or diagonally. If the die roll is less than the counter's command number, the counter is not activated. British counters attempting to move along a turnpike add one (+1) to their dice roll

Commanders move in the same way as decoys and brigades but may move two locations or grid squares. Furthermore, they may activate one other counter at their start location, even if this additional unit failed its own command roll in that turn.

The commander and the brigade/decoy do not have to move to the same location on a successful commander's roll. It is, therefore, advantageous to roll commanders last so that the commander can activate a brigade/decoy that has otherwise failed to activate.

Once the British player has attempted to activate all of the British counters desired, play passes to the American player. American counters may never leave the battlefield portion of the map. American counters may not enter grid squares A6, A7 and A8. American counters in grid squares A1, A2, A3, A4 and A5 are considered to occupy only the eastern half of these squares for purposes of the miniatures game. American counters in grid squares A1, B1, C1, D1, E1 and F1 are considered to occupy only the southern half of these squares for purposes of the miniatures game. This leaves room for the British troops to deploy on the miniatures table.

BATTLE

When British and American counters are adjacent, the moving player must flip over his counter(s), revealing if it is a brigade or a decoy. If it is a decoy, it is removed and play continues. If it is a brigade, the non-moving player reveals his adjacent counters. Again, any decoys are removed. If both sides still have brigades face-up, a battle is in the offing.

Players should decide on which grid squares of the battlefield map will offer the best focus for the miniatures battle. The miniatures table is then set up and the troops deployed. The miniatures game is then started. At the end of each even numbered miniatures game turn (ie. turn 2, turn 4), the players returns to the map game and play an additional turn of the map game. As counters arrive at the grid squares represented by the miniatures table, the appropriate miniatures troops are added to the battle.

GAME LENGTH

The map game lasts 20 turns.

VICTORY CONDITIONS

The victory conditions are nearly the same as the full Brandywine scenario. The British win a major victory by destroying 16 American units. The British win a minor victory by holding Chadds Ford and Dilworthtown at the end of 20 turns.

The Americans win a major victory if they destroy 16 British units. They win a minor victory if they hold either Chadds Ford or the Birmingham Meeting House at the end of 20 turns.

SCENARIO 1: BRANDYWINE!

The scenario allows you to play out the entire Battle of Brandywine as a miniatures game, ideally with a team of players (each commanding two or three brigades). The size of the gaming table (360cm x 480cm) requires you either you halve the distances (each square on the battlefield map is 30cm across) or create a tiered set of three long tables (comprising rows 1, 2 and 3, rows 4 and 5, and rows 6, 7 and 8 respectively).

American Orbat & Deployment

The American General is General Washington (CV 9) and he must deploy within 10cm of the crossroads in Area C6 with the 2 units of dragoons. The American forces are deployed along the east side of the Brandywine in the following order (from north to south, starting in Area A5): Sterling, Stephen, Sullivan, Wayne, Greene and Armstrong. All units must be facing the river but can otherwise be deployed as the American player wishes. The American player deploys first.

British Orbat and Deployment

The British general is General Howe (CV 10) and he may deploy at Chadds or Jeffry's Ford. Major-General Cornwallis (CV 9) must deploy at Jeffries Ford. The British player may otherwise secretly divide up the entire historical orbat between Chadds Ford and Jeffry's Ford.

Units selected for Chadds Ford may be placed anywhere on board in areas A7 and A8. Any units remaining off board may appear on any turn anywhere on the British board edge in area A7 and A8.

The British player must roll at the beginning of each turn to see which units appear at Jeffry's Ford. Roll 1D10 per unit sent to Jeffry' Ford but not yet on the board and applies the following results.

- 1-2: The unit arrives in column and may be commanded.
- 3-4: Unit arrives in skirmish formation and may be commanded.
- 5-9: Unit is still in transit; roll again next turn.
- 10: Unit is lost and unavailable for this battle.

Units that arrive may be set up anywhere on the north board edge of Areas A1 or B1.

Victory Conditions

The game continues until one player has won a major victory or, failing this, both players agree that no further change in victory levels are likely.

The British win a major victory by destroying 16 American units. The British win a minor victory by holding Chadds Ford and Dilworthtown

The Americans win a major victory if they break the British army. They win a minor victory if they hold either Chadds Ford or the Birmingham Meeting House at the end of the game.

SCENARIO 2: BIRMINGHAM MEETING HOUSE

The scenario recreates the meeting of Cornwallis' northern pincer and the rapidly assembled screening force Washington threw out to his right flank. The battlefield comprises Columns A, B and C and Rows 2 and 3 of the battlefield map and should measure 120 x 180cm.

American Orbat and Deployment

The American forces comprise Sullivan, Sterling and Stephen and their associated units from Table 2. There is no American General in this game - all of these fellows are officers. They may deploy anywhere up to 30cm north of the main E-W road. Stephen's troops must be east of Sterling's troops which must in turn be east of Sullivan's troops. The American player deploys first.

British Orbat & Deployment

Cornwallis (CV9) is the British General and is accompanied by Grey, Agnew and Matthew and their associated troops from Table 1. Roll 1D6 for each officer. On a 1-3, the officer (and any associated troops) arrives immediately. On a 4-5, they arrive on turn 2. On a 6, they arrive on turn 3. The units may deploy anywhere on the northern edge of Areas A2 and B2.

Victory Conditions

Cannon losses do not count towards either side's break point.

The British win a major victory by breaking the American army. They win a minor victory if they seize Birmingham Meeting House and the American army retreats off board before breaking.

The Americans win a major victory if they break the British army. They win a minor victory if the Americans inflict more casualties on the British than they take and retreat off board before breaking.

SCENARIO 3: CHADDS FORD

The scenario recreates the British attack across Chadds Ford. It is gamed on a table comprising Columns A, B, C and D and Rows 6, 7 and 8 of the battlefield map and should measure 180 x 240cm. The small creeks on the map are fordable along their length.

American Orbat and Deployment

The American forces comprise Washington (CV9) and Wayne, Greene and Armstrong and their associated units from Table 2. They may deploy anywhere east of the Brandywine. Greene may also station his troops up to 20cm west of the Brandywine. Wayne's troops must be positioned north of Greene's, which in turn must be north of Armstrong's units. The American player deploys first.

British Orbat & Deployment

The British forces comprise General Knyphausen (CV8) and Vaughn, Grant and Stirn and their associated units from Table 1. They may enter the board on the east edge of areas A7 and A8.

Victory Conditions

Cannon losses do not count towards either side's break point.

The British win a major victory if they seize a river crossing and break the American army. The British win a minor victory if they seize a river crossing but are themselves broken or the Americans retreat off the north edge of the board.

The Americans win a major victory if they prevent the British from controlling a crossing point at the end of the game or break the British Army. The Americans win a minor victory if they inflict more casualties than they take and successfully retreat off board.

SCENARIO 4: REARGUARD

This scenario recreates the fighting withdrawal of the American army after leaving the field at Birmingham Meeting House and Chadds Ford. It is gamed using Columns C, D and E and Rows 4 and 5 of the battlefield map and should measure 120 x 180cm. The small creek on the map is fordable along its length.

American Orbat and Deployment

The American forces comprise General Washington (CV9) and Greene, Stephen and Sullivan plus their forces from Table 2 (but without their cannons) and two units of dragoons. The Americans may set up anywhere on the eastern 120cm of the board but no closer than 20cm to where a road enters the board. The American player deploys first.

British Orbat & Deployment

The British forces comprise General Howe (CV 10) and Cornwallis (CV9) plus Matthew and Stirn with their forces from Table 1 plus 1 unit of scouts and 1 unit of dragoons. Howe, Cornwallis and Matthew may enter from either (or both) of the roads on the north and west edge. Stirn must enter from the road entering the south edge.

Victory Conditions

The British win a minor victory if they can seize the hill in Areas C4 and D4 (no American troops on the hill). They win a major victory if they can also place units at the exit point of both roads leaving the eastern edge of the board.

The Americans win a minor victory if they can hold the hill for 6 turns of play. They win a major victory if they can subsequently retreat their forces off the board via either of the roads exiting the eastern edge. If they cannot hold the hill for 6 turns, they can only win a minor victory by retreating their forces off of the board.

NOTES

To cross a ford a unit moves to the edge of the ford and stops. Any subsequent move order sees the unit move to the other side and change formation to skirmish order.

It is important for the American player to remember that units traveling in column move 150% of their move distance on the first move of a turn. It is also important to remember that units moving entirely by road ignore distance penalties on their command rolls.







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Great Northern War

The miniatures in these shots come from the collection of the author and show how the smaller scale mini can be used effectively to simulate 'massed ranks'. As you can see the 40mm x 20mm Warmaster sized bases allow Bob to stack up a number of men on the battlefield.

