

The Battle of Flatbush

EXAMPLE of PLAY



It is the first Operations Phase of turn 1 and Hessians are about to attack from the vicinity of Flatbush. All units on both sides are at full strength and normal status. The weather is normal.

These Hessian units are deployed to attack as follows:

- Mirbach's Brigade (4 units) in 2432.
- Donop's Brigade (2 units) in 2433. This hex is marked to perform an Assault Combat against hex 2333.
- Stirn's Brigade (3 units) and Leader Heister in 2344.
- Lossberg's Brigade (2 units) is in Flatbush (2631).
- Ries Cavalry is in 2731.

Defending against the Hessians are the following American units:

- PA Rifles. and LCM of Stirling's Brigade in 2233.
- PAM and DE Inf. of Stirling's Brigade in 2333.
- 3 PA and 16 Cont. of Mifflin's Brigade is in 2431.

The British/Hessian player declares these attacks:

- Mirbach's brigade is performing Regular Combat (Section 9.2) against hex 2431.
- Stirn's Brigade is performing Regular Combat (Section 9.2) against hex 2233.
- Donop's Brigade is performing Assault Combat (Section 9.3) against hex 2333 (resolved after the two Regular Combats are resolved).



Mirbach's Attack (Regular combat)

- Lieb infantry (5-4-3) is selected as the lead attacking unit, with 3 supporting units in its hex. This gives the Hessians a base CF of 8 (lead unit's CF of 5 plus 1 CF each for the 3 supporting units) and a CR of 4 (Lieb infantry's printed CR).
- The 16 Cont. infantry (4-2-3) is selected by the American player as the lead defending unit supported by 1 defending unit (3 PA). This gives the Americans 5 CF (lead unit's CF of 4 plus 1 for the 1 supporting unit) and a CR of 3 (lead unit's printed CR).
- The attackers are attacking across a steep ridge hex side into a Woods/Hill hex. This reduces the attacker's CF to 6 (-2 for the hex and hex-side terrain modifiers) and the attacking CR to 2 (-1 for the hex terrain and another -1 for attacking across a steep hex side). The hex terrain also increases the defender's CF to 6 (+1).
- The odds are 1:1 shifted one column to the left due to the American's higher CR of 3 to the Hessian's reduced CR of 2. There are no DR modifiers. The British Hessian player rolls a 6 that has no modifiers for weather, artillery support or leaders. This renders a combat result of CP/CP. Each side's lead unit must take a CP (step loss or retreat) and perform a DR check against each lead unit's printed CR. Both players elect to impose step losses on their affected units. The British player must assess an additional CP loss due to the Hessian lead unit's CR being 1 lower than the American's CR in the attack (Case 9.2.5). The British player decides to apply a CP to the Lieb Fus. supporting unit. All affected units have a Step Loss marker (1 step loss showing) placed beneath them. Both players then roll a die for their



lead and reduced units. The British/Hessian player rolls a 5 for the Leib lead unit and that is higher than its printed CR, so the Leib infantry unit is marked as Disrupted. A 1 is rolled for the Leib Fus. unit, so it remains Normal status. The American player rolls a 4, which is also higher than the 16 Cont. unit's printed CR, so that unit is also marked as Disrupted.



*Stirn's Attack
(Regular combat)*

- Mir.Msk. infantry (5-4-3) is selected as the lead attacking unit, with 2 supporting units and leader Heister in its hex. This gives the Hessians a base CF of 7 (lead unit's CF of 5 plus 1 CF each for the 2 supporting units) and a CR of 4 (Mir.Msk. infantry's printed CR).
- The PA Rifles infantry (3-2-3) is selected by the American player as the lead defending unit supported by 1 defending unit (LCM). This gives the Americans 4 CF (lead unit's CF of 3 plus 1 for the 1 supporting unit) and a CR of 2 (lead unit's printed CR).
- The attackers are attacking across a steep ridge hex side. This reduces the attacker's CF to 6 (-1 for the hex terrain) and the attacking CR to 3 (-1 for attacking across a steep hex side). The hex terrain also increases the defender's CF to 5 (+1).
- The odds are again 1:1 but shifted 1 right to 2:1 due to the higher Hessian CR. The DR is modified by +1 for Heister being present in the hex. The British/Hessian player unfortunately rolls a 1, that is modified to a 2, rendering a CP+1/NE result. The Hessians sustain 2 CP. 1 CP is met by a step loss for the lead unit, and has a step loss marker

placed beneath it. The British player also makes a DR check against the unit's CR rating (4). The British player rolls a 6, that is higher than the unit's CR, so the Mir.Msk. lead unit is also marked as Disrupted. The British player elects to retreat the Erb.Fus. supporting infantry unit two hexes to 2336 and perform a DR check against that unit's CR rating (4). The DR is 3 so the Erb. Fus. unit is unaffected at the end of its retreat and so remains in normal status. None of the American units are affected by the combat (although some may be getting hoarse from yelling taunts at the chastened Hessians).

- Since Heister was in a combat hex and a unit he was stacked was reduced, the British player rolls a die (case 11.2.1). The DR was not a 6, so Heister is unscathed.



*Donop's Attack
(Assault combat)*

- Donop's Assault is by the Lis.Gren. and 3/Dn.Msk. infantry units in 2433 against the American units in 2332 (PA M and DE Int. infantry units). The British player designates Lis.Gren. as the lead unit for the assault combat.
- The American player conducts defensive fire (Case 9.3.1). The American player rolls a die for each unit, using their printed CR ratings. The PAM targets the lead Hessian unit and rolls a 2, causing a hit and disrupting the Lis.Gren. unit. This results in the British player now having to use the weaker 3/Dn.Msk. unit as the lead unit in the assault. The American player targets the 3/Dn.Msk. unit with the DE Inf. and rolls a 5, which is a miss.
- Both players now calculate their Base Combat Factors (BCF) for the

assault by adding the CF and CR of the lead unit and counting the number of support units in the hex (Case 9.3.2). The American player has a BCF of 5 (PAM's CF of 2 plus CR of 2, and 1 supporting unit). The British player also has a BCF of 5 (3/Dn.Msk. CF of 2 plus CR of 4 minus 1 for attacking across a steep ridge hex-side. Note the disrupted Lis.Gren. contributes nothing as a Disrupted unit has it has a fractional value of .5, which is dropped per the rule from the final BCF total.

- Both players roll a die and add their BCF to their assault combat DR. The American rolls a 4 that is modified to 9. The British player rolls a 3 that is modified to 8. The American player wins the Assault combat with the higher DR, and the difference of 1 is the number of CP the British player must incur from the result. Rather than lose more Hessian steps in this lost battle the British player elects to retreat both units to hex 2435 (the lead unit must either retreat or take a step loss, but the British player voluntarily retreats the disrupted supporting unit as well).

The Hessian attack was a dismal failure. It may keep Stirling's Brigade tied down, however, as although stymied and somewhat bloodied, the Hessians are still strong and capable of more attacks, especially so if the Americans are compelled to leave the heights they occupy. If artillery support was available it could be brought up to support the Hessians. However, that is not an option in this scenario, so hopefully a better effort can be made against perhaps just one of the American positions by Percy's Division when it attacks in the second Operations Phase. Then perhaps a breakthrough could still be made here. Regardless, the threat to the American's right flank has not gone away. This issue is still very much in doubt near Flatbush...