

# WASHINGTON's CROSSING Charts & Tables



**COMBAT RESULTS TABLE (17.0)**

Modified Die Roll *	Attacker Leader Rating		
	2-4	5-6	7-8
-7 or less	!25/no effect	!20/no effect	!15/no effect
-6	!20/no effect	!15/no effect	!10/no effect
-5	!15/no effect	!15/no effect	!15/5
-4	!15/no effect	!10/no effect	?15/5
-3	!10/no effect	?10/no effect	?10/5
-2	?10/no effect	?15/5	?20/10
-1	?15/5	?15/5	R15/10
0	?15/5	R10/5	R10/10
1	R10/5	R10/5	R20/15
2	R10/5	R15/10	R15/15
3	R15/10	R10/10	20/20
4	R10/10	15/15	15/20
5	15/15	10/15	25/25R
6	10/15	20/20R	20/25R
7	20/20R	15/20R	25/30R
8	15/20R	20/25R	20/30R
9	20/25R	15/25R	20/40?
10	15/25R	10/25?	15/40?
11	10/25?	15/30?	20/50?
12	15/30?	15/40?	20/60!
13	20/40?	20/50!	15/70!
14	20/50!	20/60!	15/80!
15	25/60!	15/70!	10/90!
16	25/70!	15/80!	5/90!
17 or more	15/80!	10/100!	5/100!

##/## = Attacker loses ##% /Defender loses ##%  
**(Percentages are of defenders strength, see 17.1)**

R = Retreat 2 hexes  
 ? = Retreat 3 hexes & disordered  
 ! = Retreat 4 hexes & routed

**\* (Attacker Combat Die Roll Modifiers)**

-1	Minor River (on or before Jan. 3)	-1	Attacker Fatigue 3
		-2	Attacker Fatigue 4
-1	Mountain	+1	Defender Fatigue 4
-1	Snow	+2	Defender Fatigue 5
-2	Rain	+3	Defender Fatigue 6
+1	American	-1	Hasty Attack
+2	Defender Routed	?	Ratio Modifier (17.1)
-2	Defender Entrenched	?	Surprise (17.1)
+1	Defender Disordered	?	Outflank (17.2)

**Attacker to Defender Ratio (17.1)**

14:1 (or more) to 2:1	+14 to +2
3:2	+1
1:1	0
2:3	-1
1:2 to 1:9 (or less)	-2 to -9

**SURPRISE TABLE (17.1)**

Modified Die Roll *	CRT Modifier	Attacker %
-4 or less	-6	+15
-3	-5	+10
-2	-4	+10
-1	-3	+10
0-1	-2	+5
2	-1	+5
3	-1	-
4-5	0	-
6-7	+1	-
8-9	+2	-5
10	+3	-5
11	+3	-10
12	+4	-10
13	+5	-10
14 or more	+6	-15

**\* (Surprise Table Die Roll Modifiers)**

American Attacker	+7	Trenton Attack
	+3	Dawn Attack
	+1	Prepared Attack
	0	Normal Attack
	-1	Hasty Attack
	+2	Snow
British Attacker	+2	Prepared Attack
	-1	Normal Attack
	-2	Hasty Attack
Defender	+1	Disordered
	+2	Routed
	-2	Mountain
	-2	Entrenched
	-1	Marsh
	-1	Woods
	Defender (on or before Jan. 3)	-1
-2		Across Minor River

## MOVEMENT MATRIX (11.0)

Modified Die Roll *	2-4	5-6	7-8
-6 or less	0 MP	0 MP	0 MP
-5 to -3	3 MP	4 MP	5 MP
-2 to 0	4 MP	5 MP	6 MP
1 to 3	5 MP	6 MP	7 MP
4 to 6	6 MP	7 MP	8 MP
7 to 9	7 MP	8 MP	9 MP
10 or more	8 MP	9 MP	10 MP

\* (Movement Matrix Die Roll Modifiers)

+4	Night Move (American)	-2	Disordered
+2	British Vanguard	-1	Fatigue 1
-2	All other British	-2	Fatigue 2
-1	Snow	-3	Fatigue 3
-2	Rain	-4	Fatigue 4
+1	Freeze		

## MOVEMENT COSTS (11.0)

Terrain or Combat Type	Dec. 25 - Jan. 3	Jan. 4 - Jan. 6	Rain
Marsh	4	3	4
Creek	+1	0	+2
Minor River	+3	+1	Prohibited
Major River	Prohibited	+1	Prohibited
Ferry	+4	0	+4
Brunswick Ferry	+1	0	+1
Clear	2	2	2
Road	1	1	1
Woods	3	3	3
Mountain	4	4	4
Hasty Attack	1	1	1
Normal Attack	3	3	3
Prepared Attack	All	All	All

## CONTINUING WEATHER (7.0)

Die Roll	Result
0-2	Continues
3	Continues if Freeze, otherwise New Weather
4-5	Continues if Rain, otherwise New Weather
6-8	Continues if Snow, otherwise New Weather
9	New Weather (see table below)

## NEW WEATHER (7.0)

If night, subtract one from the die roll.

Die Roll	Result
-1	Freeze
0	Snow
1-4	Freeze
5	Rain
6-9	Fair

## DELAWARE RIVER CROSSING TABLE (11.4)

Results expressed as the number of troops that may cross per turn.

Modified Die Roll *	No Ferry	1 Ferry	2 Ferry
3 or less	0	0	0
4	0	250	500
5	0	500	1000
6	100	750	1500
7	200	1000	2000
8	300	1250	2500
9	400	1500	3000
10	500	1750	3500
11	600	2000	4000
12	700	2250	4500
13 or more	800	2500	5000

\* (Crossing Table Die Roll Modifiers)

+1	Washington	-2	Snow
+1	Glover	-2	Freeze
+1	Mifflin	+1	PA Navy
+2	Durham Boats	+1	Dec.25-Dec.27

## A. RAID TABLE (8.0)

Die Roll	Result
0-2	Raid - consult Raid Leader Table
3-9	No effect

## B. RAID LEADER TABLE (8.0)

Die Roll	Leader
0-1	Griffin
2-3	Ewing
4-5	Dickinson
6-7	Stephen
8-9	McDougal

## C. RAID RESULT TABLE (8.0)

On night turns, the defending leader receives one additional fatigue on all results.

Die Roll	Result
0	Attacker loses 20 troops
1-2	Attacker loses 10 troops
3	No effect
4-5	Defender loses 10 troops and takes 1 Fatigue
6	Defender loses 20 troops and takes 1 Fatigue
7	Defender loses 20 troops and the British player loses 1 Activation Point
8	Defender loses 30 troops and takes 1 Fatigue
9	Defender loses 30 troops and the British player loses 1 Activation Point