

Washington's Crossing % Loss Table

Revision 3/16/13

	5%	10%	15%	20%	25%	30%	40%	50%	60%	70%	80%	90%
10	0.5	1.0	1.5	2.0	2.5	3.0	4.0	5.0	6.0	7.0	8.0	9.0
20	1.0	2.0	3.0	4.0	5.0	6.0	8.0	10.0	12.0	14.0	16.0	18.0
30	1.5	3.0	4.5	6.0	7.5	9.0	12.0	15.0	18.0	21.0	24.0	27.0
40	2.0	4.0	6.0	8.0	10.0	12.0	16.0	20.0	24.0	28.0	32.0	36.0
50	2.5	5.0	7.5	10.0	12.5	15.0	20.0	25.0	30.0	35.0	40.0	45.0
60	3.0	6.0	9.0	12.0	15.0	18.0	24.0	30.0	36.0	42.0	48.0	54.0
70	3.5	7.0	10.5	14.0	17.5	21.0	28.0	35.0	42.0	49.0	56.0	63.0
80	4.0	8.0	12.0	16.0	20.0	24.0	32.0	40.0	48.0	56.0	64.0	72.0
90	4.5	9.0	13.5	18.0	22.5	27.0	36.0	45.0	54.0	63.0	72.0	81.0
100	5.0	10.0	15.0	20.0	25.0	30.0	40.0	50.0	60.0	70.0	80.0	90.0
200	10.0	20.0	30.0	40.0	50.0	60.0	80.0	100.0	120.0	140.0	160.0	180.0
300	15.0	30.0	45.0	60.0	75.0	90.0	120.0	150.0	180.0	210.0	240.0	270.0
400	20.0	40.0	60.0	80.0	100.0	120.0	160.0	200.0	240.0	280.0	320.0	360.0
500	25.0	50.0	75.0	100.0	125.0	150.0	200.0	250.0	300.0	350.0	400.0	450.0
600	30.0	60.0	90.0	120.0	150.0	180.0	240.0	300.0	360.0	420.0	480.0	540.0
700	35.0	70.0	105.0	140.0	175.0	210.0	280.0	350.0	420.0	490.0	560.0	630.0
800	40.0	80.0	120.0	160.0	200.0	240.0	320.0	400.0	480.0	560.0	640.0	720.0
900	45.0	90.0	135.0	180.0	225.0	270.0	360.0	450.0	540.0	630.0	720.0	810.0
1,000	50.0	100.0	150.0	200.0	250.0	300.0	400.0	500.0	600.0	700.0	800.0	900.0
2,000	100.0	200.0	300.0	400.0	500.0	600.0	800.0	1,000.0	1,200.0	1,400.0	1,600.0	1,800.0
3,000	150.0	300.0	450.0	600.0	750.0	900.0	1,200.0	1,500.0	1,800.0	2,100.0	2,400.0	2,700.0

In Washington's Crossing, combat results are given as a % of the **defenders** strength. For those who don't use a calculator, we have provided a table to aid gamers in calculating combat losses. For any force that takes a loss, simply reference the thousand number, the hundreds number, and the tens number versus the % that applies and add them together and round to the nearest 10. *Example: A force of 2,370 troops takes a loss of 15%. 15% of 2000=300. 15% of 300=45. 15% of 70=10.5. So the total casualties are 300+45+10.5 or 355.5 rounds up to 360.*

Errata

1. On the Charts and Tables the Attacker to Defender Ratio has a typo in the line 1:2 to 1:9 or less. The modifier should read -2 to -9. Meaning that at 1:2 you subtract 2 from the combat die roll. At 1:3 you subtract 3. At 1:4 you subtract 4. And so on up to a maximum of -9 for odds of 1:9 or beyond.
2. On the Combat Result Table the line that says Attacker Leader Value should read Attacker Leader Rating. Thus Washington with a Leader Rating of 8 would attack on the 7-8 column.
3. The Delaware River Crossing modifiers for Washington, Glover, or Mifflin are only used if they are present in the hex at the time of the attempted crossing. They modify any leaders crossing attempt not only their own. A leader need not be activated to give a modifier for crossing.
4. The second result on the raid table should read 3-9, not the 3-6 printed on the table.
5. On the Charts and Tables the Movement Matrix (11.0) modifier for Disordered is incorrect. It should be -2, as is stated in the rules, not the -1 printed.