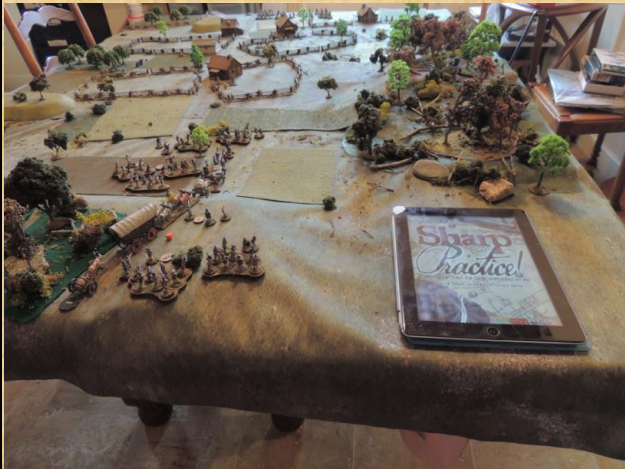




SHARP PRACTICE 2 Awi



Forces choice: (done with Sharpulator)



REBEL/ PATRIOT

4 groups of 1777 militia	4x 3	12 pts
Their captain Cracker Cl2 and a Sargent cl 1		9
1 irregular skirmisher with muskets	5	5
2 x same but with rifles	2x5	10
One capt cl2 one lieutenant cl1		9
Colonel Clinton-Suss Cl 2		6
(Wealthy son of a British born entrepreneur and quacker wife;-any decent American who can shout, read and has enough money to arm at one point and convince 150 guys who owe him can be a colonel!)		

here we have nearly 120 ; real so yes it deserves a colonel.

His drummer and his doctor 2

With the support of Mary Uningals passionate exuberant patriot who can stir the troops
in case of need (as preacher/holy man in rules) 1

Ammunition in convoy 3

57pts

TORY FORCE



One company of two platoons of tory regulars		6
Their captain Pinball and sergeant cl2 and 1		9
3 groups of rangers	3x7	21
with captain Lapman and leftenant cl2 and 1		9
Major Pommy-long and his drummer cl3 9+1		10
Moveable deployment point		2

57 pts

Do terrain: central plain with farms and fences a crossroad, bordered with woods and orchards.



Roll for scenario Terrain. Escort duty

Tory ambush?

Initial force morale: tory 11; patriot 10

Two militia formations up fron; same at queue.



Two groups of rifle irreg sk trying to check the woods.

One group left flank security.

Convoy rolled 3 moves.

Actually the convoy moved one move ahead of scouts here. To fit the on table.

Lucky tories now roll 1 for dep point. Ok in woods away from enemy. Second roll they can chose. Have mobile secondary. They put primary behind orchard on the left to use for the tory line to black the way. Mobile sec (bought) ahead behind a house hoping can be moved in woods for the rangers.



The convoy as seen by tory scout from the woods.



First card. Tory boss. Deploys inf in col just behind orchard ready next go to deploy hopefully behind fence ahead of yankee col. Good as mob deploy moves one house ahead towards the woods.



Next left flanker irregular skirmisher (now on =sk) risks 1 shock to run to a house in front of the convoy, just not enough but next go inside. Providing...

Leader 3 tory. Already moved with col.



Next card Leader 1 rebel/ patriot. Will shake out militia in line on fence. One action and take off shock from sk ahead. (shouting here you go, you there with beret don't fuss, catch up run lad!)

His second initiative to order forward the convoy Happy man a 6 for each. Militia company (I play as one fig = 2 which suits ok the space they take on table...)

Goes 6" left along fence, second action is for second platoon to form up on left.

pic: the tory column just entered, and militia already in position to welcome them!

Tory 2 commander of line company. Already moved.

Cards: command both sides. Now on I will rarely write about the command cards when they show up, only when used.

Of course in the decisions to use or not to use them, in their showing up at all lies a lot of the game and each side possibilities (which I might have missed!).

Patriot 3 already moved with convoy (column move)

Patriot 2 militia 1st company commander, Already acted in formation.

Leader 4 reb rifles. 2 initiatives, 2 groups. First moves 6" second 8" but stays alongside the first. Hopes to go right in woods to deny tory deployment.

Reb command. Hopes for 4th to move again one group. Glutton...

But Tiffin

Waste. All groups have acted. Note rangers are not yet in.

Next turn

Re leader 1 tory will deploy facing left ahead.. Despite his shouting encouragements, they seems not so eager to go in front of the militia already deployed 100-120 paces away! A paltry 1 so no deploying, pushing ahead second action, another 1!!! They screw up! Still in column as not enough space to deploy and not where intended anyway.

Tiffin!



Next go.

Leader 1 rebel. Lucky!

Line first fire. Long range, most of the target seen through orchard so will count as light cover.

But 20 men plus leader 2 plus first fire, target in column, 22 dice, 4+ to hit. Then reload.

12 hits! 2 dead, (or wounded) 4 shocks.

And major Pommy-long is hit. Roll 2 knocked over might recover. Minus one force morale.

Tiffin (means stop, reshuffle cards++)

. Reb have one command. Activate sk to house.



Reb leader one again! Fire at will! 3 hits one shock obviously the smoke from the first volley had not cleared enough.

Leader rebel 6 fires from house; only two can . Nothing. (already found the liquor?)

Event

Last was firing. Fouled barrels in house.

Next activation of #6 will clean from well (farm must have a well hey? Out of despair can use bottle of moonshine.). -1 until then. Possibly only those who already shot.

Reb has now 4 command. Will reshoot will militia: 7 hits. 2 killed.

Tiffin

Reb command and again then leader 6 unfouls muskets. And reloads waiting.

Leader 2 and event

Consider last firing. Remove one shock. None there so shouting enthusiastic insult to tories.

Leader 1 tory. No recovery despite brandy from drummer. (has to roll 5-6)

Cannot move second point from behind farm as would be seen from sk. I assume we could, after all it is not coming from him but the guys already moving in cover.



Tory 4 Late rangers, and not where expected. Too greedy. Have to put them behind woods too far from the hoped for flank of the convoy.

Tiffin. Both have two cd cards.

Reb move rifles. Lo dice. Reluctant!

Leader 3 tory sergeant: off one shock



Leader 4 reb rifles forward. Hoping for high point in woods.

Leader 4 rangers ahead in woods . Hope to chase rifles and turn rebels. 2 init, can activate the first 2 groups.

Reb 6 reshoot from house. No hit... As usual.

Reb leader 3 rush ahead of wagons.

Tiffin

Tiffin again, which means Chapter... Pommy- long still incapacitated.

On pic: general situation about that time:

Far right lurking in and behind wood the late rangers; left engagement between tory line and 1st militia company (smoke)

The rifles are trying on the right between fences and wood second militia company still behind convoy; late (for the ones in front; safeguarding the rear in case, for their report).

Leader 1 reb. Fire line, moves convoy. Lots of noise, obviously now smoke .paltry 3 hits one shock!

Tory command cards



Third ranger group move ahead in woods.

Leader 3 tory sergeant still waiting for his captain to do something, removes 1 shock

Reb 4 rifles now thinks it is not good in close combat with the lurking rangers. Back! Run!

2 groups, 2 activations one shock each for the run.

Sk in house .leader 6. Well as usual.

Second reb militia company. To cover right flank; move.

3 on two dice. Lots of noise and confusion ahead...

Maybe we can let 1st coy finish?

Both sides have 3 cd cards.

Only use for tory who finally activates capt Pinball #2.

6"! -2 shocks to go over fence and deploy! Off one shock. Second initiative spent.

Tiffin

Tory 3 off one shock. Reshapes the line.

Rebel capt looks towards colonel waiting?

Leader 4 ranger capt rush to flank the Americans.



Tory line sgt takes off one shock.

Leader 2 tory finally shoot! Adds one card. 3 init , present fire reload!

4+ to hit 12 dice plus his 2. 8 hits, tory vengeance. One dead 4 shock.

Cards. Us 3 hopes for 4... But tiffin. Activated militia who returns fire. One dead.

Brit with 2 cards can move last ranger but no. As leader would stay behind?

Next go:

Reb 2: off 2 shocks.

Tory 2 plus one card desultory fire one shock.



Ranger capt made it! Now shooting in the back of the rifles! Effective range! First fire 3+

12 plus capt 14 dice. 11 hits! 1 dead and double shock from rear! 8 shock. (Even in open, considered as light cover dispersed target.)

Event. Building within 12 none.

Pommy still out.

Leader 6 sk reb 2 guys to fire other window on far away rangers plus front. Well you know the result.

Now both sides have 4 cd cards!

Leader 3 reb (second company). Re activated; edges forward.

Tiffin

. Brit activates late ranger platoon.

Reb 1 fire. One shock off. Nothing.

Rifle capt. Off one shock each. Trying to rally them forward.

Pommy still off. Leader 1 tory card.

Ranger capt fire and reloads. 3 dead one shock. 7 hits left group more shock than guys. Withdraws putting force morale to 9. Rifle lieutenant escapes whistling bullets.

Reb house sk..Fires. Well...

(on pic left, second militia company deployed)

Tory sgt dutifully kicks off last shock from line. Tiffin

3 cards. late Ranger activated.

Reb 2nd militia coy shakes up in line. Then event: march column. Irrelevant; just about!

Leader 2 takes off both shocks from his militia coy.

Ranger capt fire to finish the rifles! Use one card to add. 8 hits 6 shock. Rifle Lt still ok.

Left rifle grp broken. Runs away 9" other withdraws (thanks to invulnerable Lt presence)

-2 force morale to 7!

Rifle Lt. Moves his platoon (other one out of reach) out of the way. 8" no reduction as they are happily getting out of range!

Tory sgt: nothing to do. (but thinks hard when will that upstart capt fore again?)



Reb colonel looks back. Oh my god get those rifles back. Uses all 3 cards. Init 5 one to keep his line shooting, 4 to shake up the passing rifles. Only one shock on tory line. House sk? Yes. They found something more interesting?
Tiffin. 3 card brit activates tory line. one shock.
 Civilians in convoy, protest as they are now within range of rangers!

New turn

Leader 4 reb. moves to get in range of second group' One shock off

Tiffin

Leader 2 reb. Shock off.

Leader 6 reb what to expect?

Leader 2 tory line: fire no hits.

Reb 4, rifle captain, 2 shocks off rifle shaken; no longer broken.

Reb 1: forward to other fence. Has to go to change the stalemate. He has 19 guys vs 11, maybe.

Breaks formation and 2 shock for disorganisation crossing fence. They don't reach the next one.

Tory sgt: shock off.

Reb 3 edges off left to reach fence.

Event

2 to dice, moving. Hello ladies. 2 militiamen are deeply convinced of the unfairness of life, that in the house nearby, the poor firing of the sk is due to their pressing activities with several amazing ladies and they rush in to have a share.

On pic you can just see them on the road going to the house; the second company shaking out in line, the first crossing the fence. : The rifles running away,

Tory ranger capt moves left to get out of the fire angle of militia line.

Tiffin.

Tory 1 Pommy-Long finally gets up. Orders a crashing volley on closest militia group.

Still long-range!.. Nothing. Costs 3 command cards!

Tory 5 moves 3 ones! Ranger lieutenant obviously very cautious.

Tiffin. 3 cards. Second rifle grp gets closer to leader.

Reb 3, second company, still edging towards fence, eyeing rangers.

Ranger 4 captain, left move to outflank militia

Tiffin.

Reb cards allow militia to reach fence. And lost ranger to move.

Next go

Reb 4: 2 shocks off rifles.

Reb 2 formation for militia, 1st company and reload.

Tiffin.

Reb 2 again. Off 1 shock each group'

Tory 1 fire: only 3 hits (out of 14 dice!) with 4+ one killed.

Reb 3 change angle; forget the fence.

Rifle capt rallying one shock each.

Reb col orders crashing volley from reformed militia. Has 3 cards.

18 men plus own capt attached 20 dice; One killed and 3 then 6 shock (doubled for crashing volley).

Tory 5 shoots; nothing.

Tory line capt reduces 2 shock.



Ranger capt fires on second militia company Plus 2 cards.: 9 hits.
2 dead, 4 shock.



Tiffin. 3 reb cards allows leader 6 to contact the willing rapists and sends them back. (left pic)

Tory sgt off shock.

Event firing 6 but rangers had no shock.

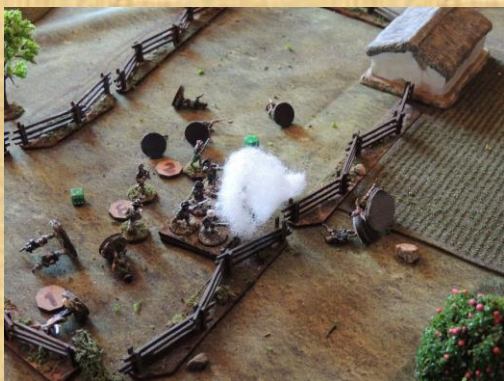
Tiffin.

Left militia 1st company 2 off one shock.

Reb 4 off two shocks.

Reb 2 fire + one card. 21 dice. 12 hits! Devastating 4 killed 2 shocks.

Pommy is hit again. Killed Minus two force morale now 8 for loyalists, 7 for reb.



Tory 2 regroups one shock off last stand? 6 men left out of 16!

Event 6 last firing? Exuberant vengeful militia off two shock.

Diehard sgt off one shock on tory stand.

Tiffin

Reb col one last salvo off +one card.



11 hits 3 dead! 5 shock both capt and srgt wounded 0 and 1 level 3 men left. Sgt well liked -1 force morale same for capt break, now force morale is down to 5.

On pic: the plight of the tory regulars

Tory 5 shoots: one shock. That won't change things now.

Tiffin

Tory 4 shoots. 14 dice one shock only. Call it a day?

Only 3 rangers groups left, none of the Patriot groups are any close to running. Of 6 figures vs 50!

Patriot victory.

