



SHARP PRACTICE 2 Awi



An imprumtu scenario for roughly 1777 between a Loyalist raid and a patriot/rebel militia force.

Forces choice: (done with Sharpulator) the CI2 for ex mean class2 level leader; all abreviations and game terms refer to Sharp practice2 rule.

I assume that one miniature represents 2real men. I the case of commanders, a batman or as they can be replaced, their seconds. It suits ok the space they take on table



REBEL/ PATRIOT

4 groups of 1777 militia	4x 3	12 pts
Their captain Cracker CI2 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 CI 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



Both forces are chosen before checking the mission. The terrain might have to be changed a bit in case it does not fit the mission.

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

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

the primary deployment point: red roundel. The secondary waiting.

Roll for scenario Terrain: Escort duty

Tory ambush?

Now roll for Initial force morale: tory 11; patriot 10; considering their -2 for militia they did well!

Deployment of the rebels as they have the lowest force morale.



Two militia formations up fron; same at queue.
 Two groups of rifles irregular skirmishers trying to check the woods.
 One group of musket skirmishers on left flank security.
 Convoy rolled 3 moves forward before the game starts..
 Actually on the pic the convoy is one move ahead of the scouts here, to fit the on table.



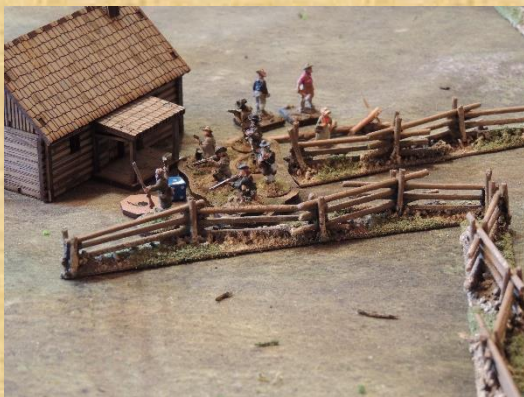
The lucky tories now roll 1 for their main deployment point. Ok in woods away from enemy, not so good as the line will be in trouble deploying from there. But the second roll called by scenario says they can chose.

They have a mobile secondary. Deployment point, handy for the rangers who can use it. They put the primary one behind the orchard on the left to use for the tory line to block the way. Mobile sec (bought) ahead behind a house hoping can be moved in woods for the rangers.



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.

Having leader 1 cards allows to move the mobile deployment point 12" ahead as still not in sight of the rebels.



Next troops to act: left flanker irregular skirmisher (now on =sk to speed up) They risk 1 shock to run to a house in front of the convoy, just not enough inches rolled to make it inside but next go they will. Providing...

Then

Leader 3 tory, the sergeant. Already moved with column.

Next card Leader 1 rebel/ patriot. He will shake out the militia in line on a fence. One initiative to do that and the other one to take off shock from sk ahead. (shouting here you go, you there with a beret don't fuss, catch up run lad!)



His third initiative (it used a command card) to order forward the convoy

Happy man a 6" for each. Militia company . Goes 6 " left along fence, second action is for second platoon to form up on left.

Next:

Tory 2 commander of line company. Already moved.

Cards: command cards 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!).

Next 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 to move. First moves 6" second 8" but stays alongside the first. Hopes to go right in woods to deny tory deployment and shoot from an elevated position.

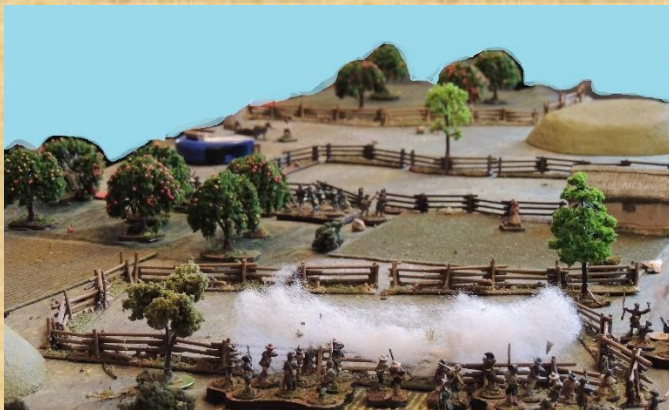
Reb command card; he has 3. Hopes for 4th to move again one group. Glutton...

But **Tiffin**

Waste. All groups have acted. Note the 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 already deployed militia, 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 is ordered her first fire. Long range, most of the target seen through orchard though so 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 for the tories.

Tiffin (means stop, reshuffle cards++)

. Reb have one command. Activate sk to enter the house.



Then...

Rebel 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 from one window . 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 cards! 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 thing happened: 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:



The convoy as seen by tory scout from the woods.



MILITIA ENGAGING, CONVOY WAITING, SKIRMISHERS TRYING TO REACH THE WOODS

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

The rifles are trying to rush on the right between fences and wood second militia company is still behind the 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 .A 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 to risk getting 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.



PATRIOT SECOND COMPANY FINALLY MOVING FORWARD

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.

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

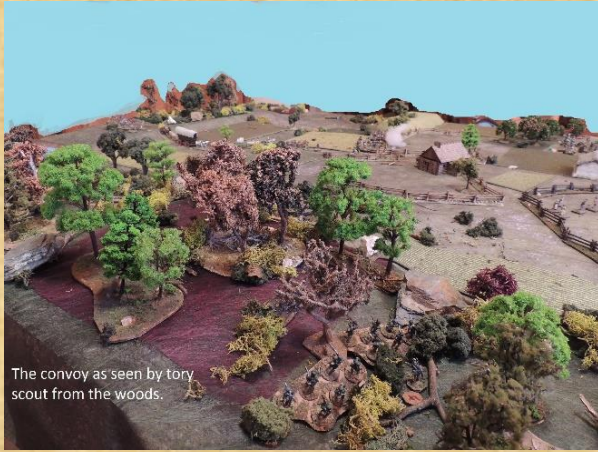
4+ to hit 12 dice plus his 2. 8 hits, tory vengeance. One dead 4 shock.

Cards. Us 3 hopes for4...

But tiffin. Activated militia with 3 cards 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 on rebel line; one shock.

Tory line sgt takes off one shock.



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

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

Event. Building on fire within 12" no none.

Pommy is 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.

Same with late ranger.

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. Leader1 tory card.

Ranger capt orders fire and reload. 3 dead one shock. 7 hits: left group has more shock than guys, it withdraws, putting force morale to 9. Rifle lieutenant escapes whistling bullets.

Reb house sk..Fires. Well...

Tory sgt dutifully kicks off last shock from line.

Tiffin 3 cards allowlate Ranger to activate.

Next go:



Reb 2nd militia coy shakes up in line. Then event: march column. Irrelevant; just about! (on pic left, second militia company deployed)

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 It still ok.

Left rifle grp broken. Runs away 9" other withdraws (thanks to invulnerable It 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 fire again?)

Reb colonel looks back. Oh my god get those rifles back. Uses all 3 cards. Initiative rises to 5: one to keep his line shooting, 4 to skake up the passing rifles. Only one shock on tory line though.

House sk? Yes. They found something more interesting?

Tiffin. 3 card brit activates tory line. one shock obviously no one sees much now at long range.

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?

Leader2 tory line: fire but no hits.

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

Reb 1: the colonel decides to break the stalemate, the tory line blocking his path is right reduced; going to close range might do it. Forward to the other fence. He has 19 guys vs 11, maybe.

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

Tory sgt: shock off.

Reb 3 (second militia company) edges off left to reach the 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, eying rangers.

Ranger 4 captain, left move to outflank militia and get out of the firing line.

Tiffin.

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

Next go

Reb 4: 2 shocks off rifles.

Reb 2 1st company militia groups get back information, 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 changes angle; forget the fence.

Rifle capt rallying one shock each.

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

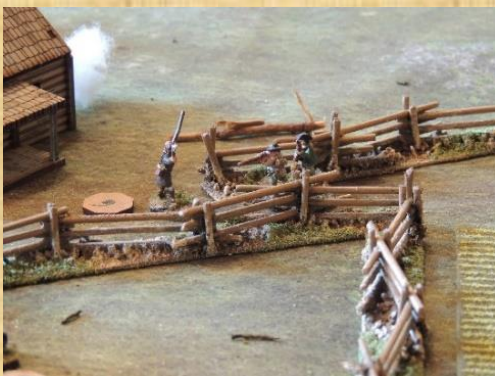
18 men plus own capt attached 20 dice; One killed and 3 then 6 shock (doubled for crashing volley).

Tory 5 shoots; nothing, no ownder.

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 curious militiamen 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 regroupes 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 last stand.

Tiffin

Reb col one last salvo off +one card. The patriots have been very lucky with the sequence of cards.



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 captain. They 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!



- 1 MOBILE DEPLOYMENT POINT LOYALISTS HOPES
- 2 LOYALISTS LINE ENTRY
- 3 THEIR FIRING POSITION
- 4 RANGERS FINAL MOVES
- 5 RANGERS ARRIVAL
- 6 RANGERS FIRING POSITION

- 1 CONVOY ARRIVAL AND MILITIA GETS IN FIRING POSITION
- 2 FINAL ADVANVED FIRING POSITION OF MILITIA 1ST COY
- 3 RIFLES ARRIVED THERE BEFORE MOVING BACK AND BEING FIRED
- 4 2ND COMPANT STAND
- 5 RIFLES RALLYING
- 6 THE CONVOY MOVES OUT WITH MOST OF ITS ESCORT.

Patriot victory.