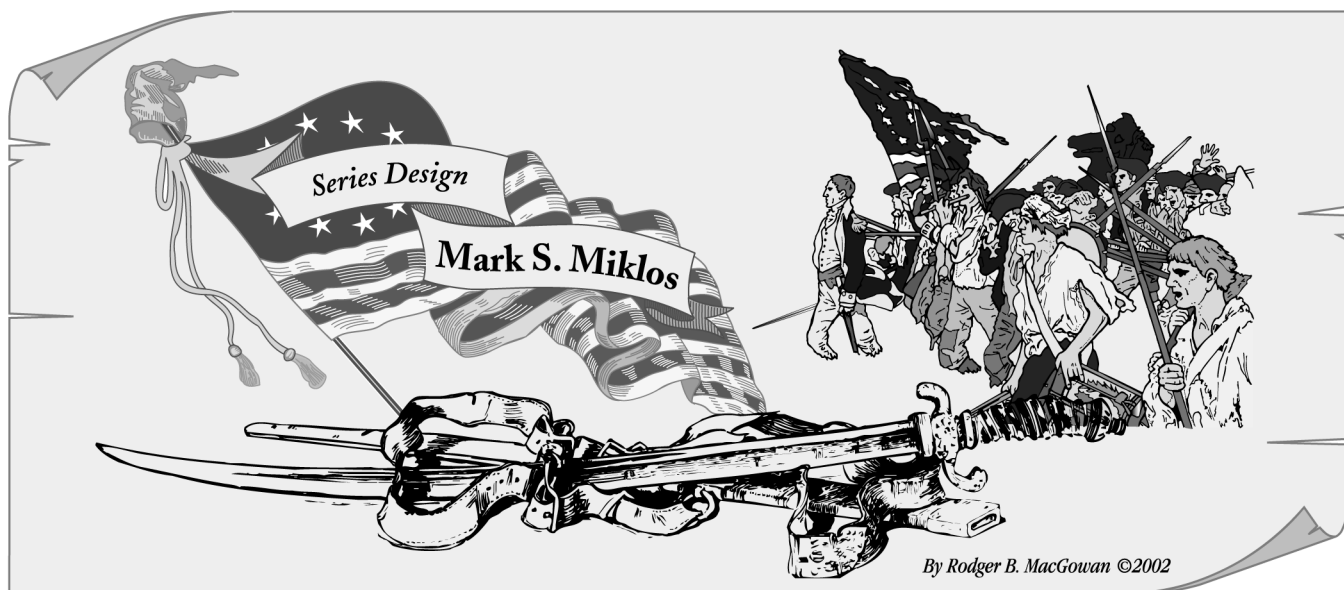


SERIES RULEBOOK

GREAT BATTLES OF THE AMERICAN REVOLUTION

Game Design by Mark Miklos



Version: February 2013

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1. INTRODUCTION

Rules that apply only to a specific battle are found in the specific rulebook. Certain rules sections are marked as Advanced. These rules should be ignored until the players are familiar with the rules and the system. The Advanced rules should be used by experienced players and during all tournaments.

2. COMPONENTS

See the specific rules for the list of components included in each game.

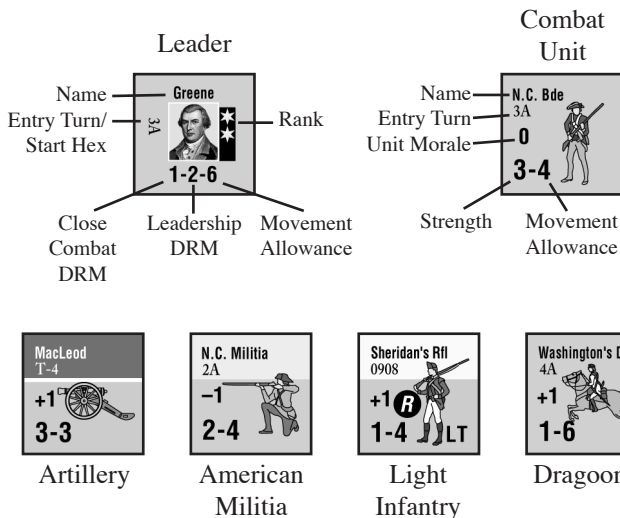
2.1 The Game Map

The map depicts the area over which the battle was fought, covered by a hexagonal grid that regulates movement and combat.

2.2 Counters

UNIT COLOR CODES: Each unit has a color band across the top of it. This band defines which group the unit belongs to. See the specific rules for their definition.

TWO-STEP UNITS: Some units have values on both sides; these units have two steps. The full-strength side is marked with either the setup hex, or the turn of entry and entry hex; the reduced side has a lower strength point value, and the unit morale is usually one less than the full-strength side.



2.3 The Die

The game includes one 10-sided die that is used to resolve certain game functions. The 0 is treated as a 0 (not a 10).

Damaged/Missing Components, or Questions?

If you have any questions about the rules, we'll be glad to answer them, if you provide us with a self-addressed, stamped envelope. Send questions to:

GMT Games P. O. Box 1308 Hanford, CA 93232-1308

Want a quick answer? Send email to the designer or developer at: mmiklos@gmtgames.com, or alewis@gmtgames.com

3. GAME SCALE AND TERMINOLOGY

3.1 Game Scale

UNIT SCALE: Each infantry, light infantry, militia, rifle or mounted cavalry Strength Point equals approximately 100 men. Each artillery Strength Point equals two cannons.

MAP SCALE: Each hex is approximately 200 yards from hex-side to hex-side.

TIME SCALE: Each turn represents approximately one hour.

3.2 Key Terms

British Player: Refers to the player who controls the British Regulars, Loyalists and German units.

British units: The British Regulars, Loyalists and German units are treated as one nationality except in certain circumstances. See Exclusive Rules for any stacking or command limitations.

Combat Unit: Any infantry, light infantry, mounted cavalry, artillery or militia unit. Leaders and markers are not combat units.

Die Roll Modifier (DRM): An event or situation which causes a die roll to be adjusted.

Highest Ranking Leader: The Leader with the most stars listed for Rank. In the case where multiple Leaders have the same number of stars, their seniority is given in the specific rules.

Into Fieldworks: An attack across a fieldworks hexside from outside the hex which contains the fieldworks symbol (see Terrain Key).

Light Infantry: Light Infantry units are designated by the symbol 'LT' on the counter.

Line of Sight (LOS): The ability of combat units to see each other across intervening hexes.

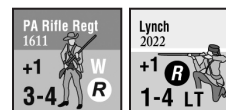
Militia: Militia is often (but not always) a lower quality unit consisting of volunteers without proper military training. American Militia units are designated by a kneeling soldier on the counter. British militia are depicted standing to attention.

Movement Points (MPs): Used to regulate how far a unit can move in one game turn.

Out of Fieldworks: An attack or ZOC which crosses a fieldworks hexside from the hex which contains the fieldworks symbol (see Terrain Key).

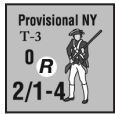
Parade Order: A combat unit is in Parade Order if it is not disrupted or shattered.

Phasing Player: The player whose player turn it is, and is therefore moving units or assigning Close Combats. The other player is considered the non-phasing player.



Rifle Unit: A light infantry or infantry unit which is armed with rifles. Rifles permitted units to fire over greater distances than units solely armed with muskets. Rifle units are either designated by a white "R" in a

black circle or a black “R” in a white circle on the counter. The distinction will have bearing on Close Combat modifiers.



Musket/Rifle Unit: Typically these are mixed musket/rifle formations which are effective in Close Combat. The SP values are read as Close Combat/Rifle Fire, and each value is applied in the corresponding phase

Strength Points (SPs): The combat strength of a unit. Used for stacking, artillery/rifle fire and close combat.

Surrounded: When all six hexes adjacent to a unit are occupied by enemy units or their ZOC. *Important:* For this rule only, friendly units negate enemy ZOC in their hex.

Up Slope: Attack across a slope hexside into the hex which contains the solid line portion of the slope symbol. Movement is affected in both directions across a slope hexside (see Terrain Key).

Victory Points (VPs): Used to determine which side has won the battle. VPs are gained by eliminating and capturing enemy steps, units and leaders, by capturing and/or holding terrain objectives, and by choosing to influence certain game actions.

Zone of Control (ZOC): The ability of a unit to exert influence over an adjacent hex.

4. HOW TO WIN

See specific rules for Decisive and Marginal Victories. See rule 16.3 for a Substantial Victory.

VP Clarification: A 2-step unit that is eliminated is worth 2 VPs whereas a 2-step unit that is captured is worth only 1 VP. In other words, captured units are worth 1 VP regardless of whether they have one or two steps. Eliminating a unit will destroy its organizational staffing which means more effort than providing replacements must be expended to return the unit to fighting capacity.

5. SEQUENCE OF PLAY OUTLINE

Each game turn consists of two player turns. During the initiative segment, players determine which player executes their player turn first. Each player turn consists of several phases that must be executed in sequence.

A. Initiative Segment

Determine which player has the Initiative this turn.

B. Initiative Player Turn

1. Flip the game turn marker to indicate the correct player turn
2. Movement phase
3. Rally phase
4. Defensive Artillery Fire phase
5. Rifle Fire phase (simultaneous)
6. Close Combat phase
7. Move the game turn marker to the bottom half of the game turn and flip it over

C. Second Player Turn

1. Movement phase
2. Rally phase
3. Defensive Artillery Fire phase
4. Rifle Fire phase (simultaneous)
5. Close Combat phase

D. End-of-Turn Segment

1. Check for Automatic Victory
2. If it is the last game turn of the scenario, determine a winner
3. Advance the game turn marker to the top half of the next game turn 0

6. INITIATIVE

6.1 General Rules

Initiative is determined by a die roll. Each player rolls a die and adds their Army Morale Initiative DRM (found on the Army Morale Track). The higher modified roll wins the Initiative for the game turn.

TIES: In case of a tie of modified rolls, both players roll again using the same modifiers.

NOTE: see Specific rules for exceptions.

6.2 (Advanced) Momentum Chits and Initiative

Besides the Army Morale DRM, this die roll can also be modified by use of Momentum chits (12.62).

7. STACKING

7.1 Stacking Limit

Each hex may contain up to six friendly SPs of infantry, light infantry, militia or mounted cavalry, and one friendly artillery unit (regardless of its SPs). Leaders and markers do not count for stacking purposes. Exclusive Rules may contain further restrictions and/or exceptions to stacking.

7.2 Stacking during Movement and Retreat

Stacking limits apply at all times, including during movement and retreat—a unit may never move or retreat through a hex in excess of stacking limits.

7.3 Overstacking Penalty

If units are ever found to be overstacked, the owning player must eliminate enough steps to meet the stacking limit.

7.4 Intelligence

Both sides may examine all stacks of friendly and enemy units. Where Exclusive Rules provide exceptions and players are prohibited from examining enemy stacks, follow the following procedure for designating Fire Combat targets and Close Combat.

- Once a target hex is identified for Artillery or Rifle Fire, the firing player is free to examine all units in that specific hex in order to pick the specific target.
- One unit in the reviewed hex *must* be fired upon in that very same Fire Phase before any other targets are identified.
- It is also permitted to examine an enemy stack for purposes of calculating odds in Close Combat but only after friendly units

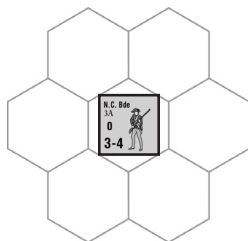
have been moved adjacent and the Close Combat phase is in effect.

- A penalty of -1 Army Morale will be imposed upon a player EACH TIME he examines an enemy stack other than for the above stated purposes.

8. ZONES OF CONTROL(ZOCs)

8.1 General Rules

All Parade Order combat units exert a ZOC into all six adjacent hexes. A unit loses its ZOC while it is disrupted or shattered. The ZOC is restored if the unit rallies to Parade Order. Note that ZOCs do extend across Ford and non-Ford Creek hexsides.



Exception: A ZOC extends out of, but not into, light forest/orchard, heavy forest, and fieldworks hexsides. See exclusive rules for additional exceptions.

8.2 Negating ZOCs

A combat unit negates an enemy ZOC in its hex for the purpose of the surrounded Close Combat modifier (12.7). It does not negate an enemy ZOC in its hex for retreat purposes (13.22).

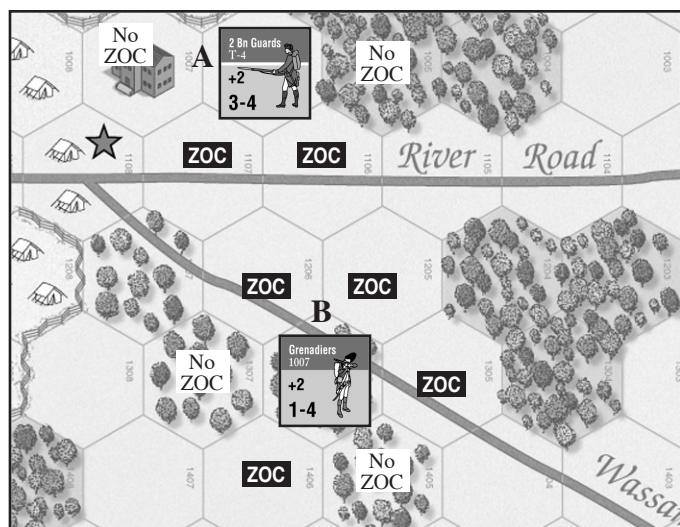
8.3 Effects of ZOC on Movement

8.31 A unit that enters a hex in an enemy ZOC must stop and end all movement for the turn. In addition, it costs +1 MP to enter or exit an enemy rifle unit's ZOC.

8.32 A unit which begins movement in an enemy ZOC may move directly into another enemy ZOC but must stop in that hex. If the first hex entered does not contain an enemy ZOC, the unit may continue moving until it again enters an enemy ZOC.

8.4 Other Effects of ZOCs

- ZOCs and the Surrounded Close Combat Modifier (12.7)
- ZOCs and Retreat (see 13.22).



EXAMPLE: Unit A's ZOC does not extend into the Plantation House or the Heavy Woods. Unit B's ZOC extends out of, but not into the Lt Woods hexes.

9. MOVEMENT

9.1 General Rules

During the movement phase, the phasing player may move all, some, or none of his units. Units expend Movement Points (MPs) to enter hexes and cross hexsides moving into adjacent (contiguous) hexes (see the Terrain Effects Chart [TEC]). MPs may never be saved for use in future turns or transferred to other units in any way. Each unit must complete its movement before any other unit may move. Units are never required to move. A unit may never expend more MPs than its movement allowance.

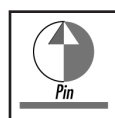
Exception: A unit may always move one hex as long as no movement restrictions are broken (Under certain circumstances, heavy artillery in *Savannah* may not automatically move 1 space).

9.2 Movement Restrictions

The following movement restrictions apply:

- Shattered units may not move (13.4).
- Disrupted units may only move 1 hex per turn (13.3).
- Pinned units may move only if they do not end the movement phase adjacent to any enemy units and the phasing player reduces his Army Morale (9.3 & 13.1).
- A unit may never enter an enemy occupied hex or prohibited terrain (see TEC).
- A unit may never move through a hex in excess of stacking limits (7.2).

9.3 Removing Pinned Markers



After all movement is complete, remove pinned markers from all units on both sides which are not adjacent to enemy units (see PIN under 13.1). The phasing player must reduce his Army Morale by one if any pinned markers are removed.

9.4 Effects of Terrain on Movement

See the TEC and the specific rules booklets for terrain cost. All terrain effects of hexes and hexsides on movement are cumulative.

Exceptions: Up Slope/Creek and Down Slope/Creek hexsides are each treated as a distinct combined terrain type as indicated on the Terrain Effect Chart (i.e. when reading Up Slope/Creek, ignore the Up Slope and Creek effects).

9.5 Roads/Tracks/Paths and Strategic Movement

9.51 ROADS/TRACKS/PATHS: If a unit moves from one hex to another through a hexside crossed by a road, track or path, it spends 1 MP. It ignores the cost of the other terrain in the hex and of any other hexside terrain.

9.52 STRATEGIC MOVEMENT: A unit may move up to twice its printed movement allowance if it conducts its entire movement along roads or tracks, provided it does not begin or move adjacent to enemy units at any point in its movement. Therefore, every hexside crossed must contain connected road or track. Creek fords do not impede Strategic Movement.

9.6 Reinforcements

9.61 PLACEMENT: At the beginning of their side's Movement Phase on the game turn of arrival, reinforcements are placed in

hexes marked with the letter that appears after the turn of entry on their counter. Reinforcements may be placed in excess of stacking limits, but the units must obey normal stacking limits as soon as they leave the entry hex, or by the end of the player turn of entry. Reinforcements may always be voluntarily delayed until a later game turn unless the Exclusive Rules for that game prohibit it.

9.62 MOVEMENT: Placement on the board does not cost any movement points. The unit can expend its entire movement allowance and use Strategic Movement during the game turn of entry. See Exclusive Rules for exceptions.

10. RIFLE FIRE

10.1 General Rules

During the Rifle Fire Phase, both players may fire their rifle unit(s). Rifle Fire is voluntary. No unit is ever required to fire. No unit may fire more than once per phase.

10.2 Selecting a Target

The phasing player must select his target unit(s) before the non-phasing player selects his. If a unit chooses to fire, it must select an adjacent target combat unit. No unit may be the target of more than one Rifle Fire per phase. If more than one rifle unit fires at a target unit, the number of SPs firing is combined.

10.3 Procedure

STEP 1: The firing player cross references his firing SPs on the 'adjacent' column of the Fire Table to determine the 'To Hit' number.

STEP 2: The player rolls a die. The result is modified by all applicable DRMs given in the Fire Combat DRM Table. The modified die roll is compared to the 'To Hit' number. If it is equal to or greater than the 'To Hit' number, a hit is scored.

STEP 3: If a hit is scored, a second (unmodified) die roll is made on the Rifle Fire Damage Table to determine the result. Only the target combat unit will be affected by the result. Ignore any reference to other units in the hex (Exception: 13.1 Leader Casualty). After applying the results, make any Army Morale adjustments that are required.

10.4 Simultaneous Fire

Rifle Fire is considered simultaneous. Results, including Army Morale adjustments, are applied at the same time after both sides have fired. The non-phasing player must execute any retreats before the phasing player.

10.5 First Fire Bonus

The DRM for first-time rifle fire can only be used if ALL the units are conducting their first fire. (Players should keep a record of which rifle units have fired.) All firing units lose their first-fire bonus for future fire combats even if no hit is attained. A rifle unit also loses its First Fire capability if it participates in Close Combat in any Game Turn prior to attempting Rifle Fire.

10.6 (Advanced) German Jaeger Rifles

The German Jaegers may make two die rolls against their 'To Hit' number if:

- they are *not* in a clear or crops hex, and
- there is an open flank as defined in the Turn Flank requirements (12.52).

Both die rolls must be against the same target and only one hit will result in a damage die roll. If both die rolls hit, ignore the second hit.

DESIGN NOTE: The Jaeger companies performed a tactic known as Strassefeuer ("street fire") in which groups of up to 25 men would advance in open order on the exposed flank of an enemy, in five files of five men each. The first man in each file would fire and countermarch to the left to gain the rear of his file and reload. The next man in each file would then fire and countermarch in like fashion. This would continue while the formation was steadily advancing, thus each volley would be delivered several paces closer to the enemy than the previous one. The effect could be devastating, particularly when directed at point-blank range.

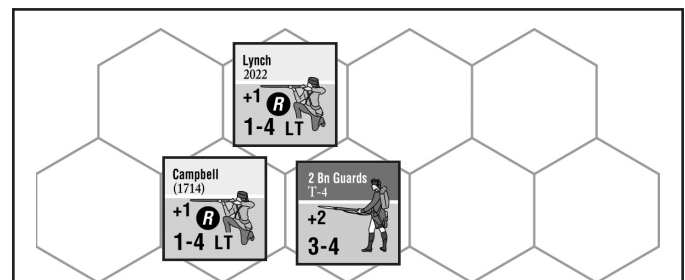
11. DEFENSIVE ARTILLERY FIRE

11.1 General Rules

During the Defensive Artillery Fire phase, the non-phasing player may fire any of his artillery. Defensive Artillery Fire is voluntary-no unit is ever required to fire. No unit may fire more than once per phase.

11.2 Selecting a Target

If a unit chooses to fire, it must select a target combat unit that is within range and LOS (11.4). All artillery units have a maximum range of three hexes (in Vol. IV there will be an exception). The range is the number of hexes from the firing unit to the target, counting the target's hex but not the firing unit's hex. No unit may be the target of more than one Defensive Artillery Fire per phase. If more than one artillery unit wants to fire at a unit, the number of SPs firing is totaled and the range of the farthest unit is used to determine the 'To Hit' number.



EXAMPLE: The two American militia units conduct Rifle Fire on the British Guards unit. The SPs of the two rifle units must be combined. Assuming no terrain modifiers, the 'To Hit' number is ≥ 6 with one die, but the two rifle units have not yet fired this game and so receive the +1 DRM First Fire Bonus. The American player rolls a 5 which scores a hit. He then consults the Fire Damage Table and rolls again. He rolls a '4' which results in an R (Retreat) for the Guards unit.

DESIGN NOTE: Although extreme ranges were possible for field artillery (3 and 6 pounders), it was the standard practice of the day to fire at 600-800 yards, and often much closer. All artillery of this period was smooth bore and, like the musket, inaccurate at anything but comparatively short distances.

11.3 Procedure

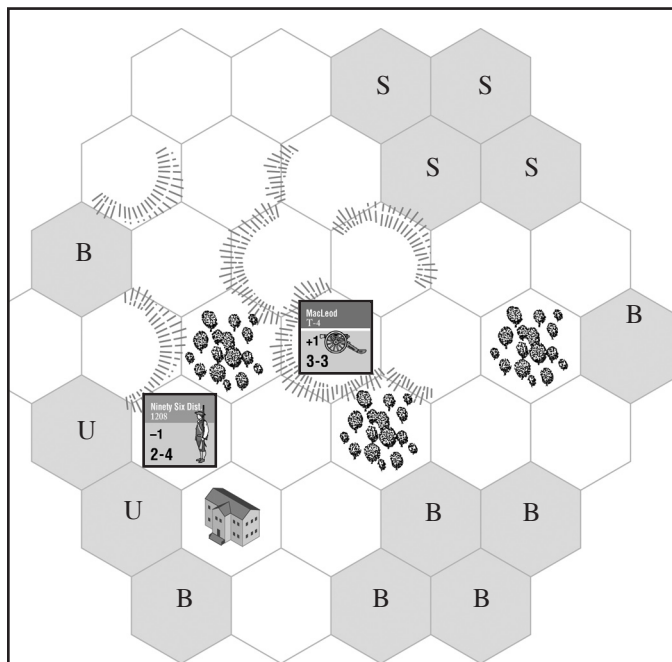
STEP 1: The firing player cross references his SPs with the range to the target on the Fire Table to determine the 'To Hit' number.

STEP 2 (same as in 10.3 above): The player rolls a die which is modified by all applicable DRMs given in the Fire Combat DRM Table. The modified die roll is compared to the 'To Hit' number. If it is equal to or greater than the 'To Hit' number, a hit is scored.

STEP 3: If a hit is scored, a second (unmodified) die roll is made on the Artillery Fire Damage Table to determine the result. Only the target combat unit will be affected by the result. Ignore any reference to other units in the hex. (Exception: 13.1 Leader Casualty.) After applying the results, make any Army Morale adjustments that are required.

11.4 Line of Sight

11.41 For artillery units to fire at a target two or three hexes away, they must be able to see it. In game terms, the artillery unit must be able to trace a clear Line of Sight to the target unit. LOS is always clear when firing at an adjacent unit. LOS is traced from the center of the firing hex to the center of the target hex. For purposes of LOS, slope and slope/run hexsides are considered to be exactly the same, and are referred to solely as slope hexsides.



EXAMPLE: The artillery unit is about to conduct artillery fire. The shaded hexes indicate those hexes which are not in the artillery unit's Line of Sight. Hexes marked 'B' are blocked by blocking terrain, hexes marked 'S' are blocked by slopes, and hexes marked 'U' are blocked by a combat unit.

11.42 BLOCKING TERRAIN: The following hex types are blocking terrain: forest, light forest, Meeting House and Town (see exclusive rules for additional examples of blocking terrain). In addition, any hex that contains combat units, whether friendly or enemy, is blocking terrain. LOS can always be traced into blocking terrain, but never through it (Exception: 11.43, case C—Both units are 'up slope').

11.43 UPSLOPE: Determination of LOS depends upon whether or not both the firing unit and the target unit are in 'up slope' positions to each other. A unit is in an 'up slope' position if the LOS traced from the other unit crosses an up slope hexside as it enters the target hex.

- Neither unit is 'up slope': The LOS is blocked if it passes through any blocking terrain hex. In addition, the LOS is blocked if it crosses any slope hexside which is not part of the firing or target unit's hexes.
- One unit is 'up slope'. The LOS is blocked if it passes through any blocking terrain hex. With one unit 'up slope', a LOS may be traced through a slope hexside which is not part of the firing or target unit's hexes. The up slope direction of the hexside must be in the same orientation as the up slope direction of the slope hexside in the firing or target unit's hex. If the orientation is not the same, the LOS is blocked. If both the firing and target units have slope hexsides and the range is 3 hexes, the intervening hexside must also be a slope hexside with the same orientation as the other two hexsides. If this intervening hexside is not a slope hexside or if the orientation is different, the LOS is blocked.
- Both units are 'up slope'. The LOS between these units is always clear. Ignore blocking terrain.

11.44 HEX SPINES: If a LOS runs exactly along a hexside, it is blocked only if both hexes adjacent to the hexside contain blocking terrain and/or combat units.

12. CLOSE COMBAT

12.1 General Rules

12.11 ATTACKER/DEFENDER: The phasing player is considered the Attacker, while the non-phasing player is the Defender.

12.12 WHO MUST ATTACK: Close Combat is mandatory for all friendly combat units (except artillery units) which are adjacent to enemy units. This includes any units which retreated from Fire Combat and are now adjacent to enemy units.

Exception: Rifle units are never required to attack. See Exclusive rules for additional exceptions.

12.13 WHO MUST BE ATTACKED: All enemy units which are adjacent to friendly units must be attacked.

Exception: See 12.14 Diversion.

12.14 (Advanced) DIVERSION: During each Close Combat phase, the phasing player may designate *one stack* of defending units as receiving a Diversion. The Attacker does not attack these defending units, but the adjacent Attacker's units that created the

Diversion must attack some other enemy units. All attacking units which are adjacent to the defending units receiving the Diversion are penalized by having the odds in the Close Combat(s) in which they are involved shifted one column to the left (for example, 2-1 is reduced to 3-2).

12.15 MULTI-HEX COMBAT RESTRICTIONS:

- Each unit, attacking or defending, may only be involved in one Close Combat per player turn.
- Attacking units stacked in a single hex may combine in a single attack or attack different units.
- All defending units in a single hex must be attacked together in a single Close Combat.
- Each Close Combat must involve either one attacking hex or one defending hex only.

EXAMPLE: one attacking hex versus two or more defending hexes or two or more attacking hexes versus one defending hex are legal, but two or more attacking hexes versus two or more defending hexes in a single Close Combat is illegal.

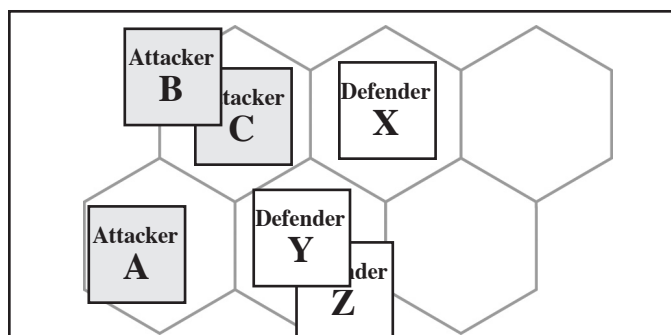
12.2 Procedure

12.21 DESIGNATE ATTACKS: The phasing player must announce all Close Combats before resolving any of them. The phasing player designates which friendly units are attacking and which enemy units are being attacked.

12.22 REMOVE PIN MARKERS: After the phasing player has announced all Close Combats, the players remove the 'Pin' markers from all units on the board (13.1).

12.23 COMBAT SEQUENCE: Each Close Combat is resolved separately in any order that the Attacker chooses. For each, follow the procedure given below:

STEP 1, DETERMINE ODDS RATIO: The players total the non-artillery SPs of all their units involved in this Close Combat. The Attacker compares his SP total to that of the Defender. The ratio of Attacking SPs to Defending SPs is rounded off in favor of the Defender to a set of odds given on the Close Combat Table.



EXAMPLE: Attackers A, B and C have moved next to Defenders X, Y and Z. During close combat, Defenders Y and Z must be attacked together. However, Attackers B and C need not attack the same hex, though all units shown must be involved in a combat. The attacking player decides to have C attack X, while A and B combine in a single close combat against Y and Z.

EXAMPLE: 5 SPs attacking 4 SPs is 1:1, but 4 SPs attacking 5 SPs is 1:2.

- See 12.3 if all defending units are artillery.
- The defender may declare a Cavalry Withdrawal at this time (see 12.4)

STEP 2, DETERMINE LEAD UNITS: Each side, starting with the Attacker, must choose one unit to be its lead unit. The lead unit must be a Parade Order unit if one is available in the hex. Artillery units may not be chosen as lead units. This unit's morale, as modified by Army Morale, will be used as a DRM for the Close Combat. Also, if there is an adverse combat result, the lead unit will be the first unit to absorb the result (Exception: See 13.1 regarding capture results).

- **LEAD UNITS AND PROHIBITED TERRAIN:** Units cannot be chosen as lead units if they would be required to advance after combat into prohibited terrain. If only this kind of unit is available, it can be selected as the lead unit, but will not be allowed to advance after combat.

STEP 3, DETERMINE DRMs: Before rolling the die, the players check the Close Combat DRM Chart to see what additional adjustments will be made to that die roll.

NOTE: Militia defending with non-militia artillery would not be considered an all-militia force even though the artillery does not participate in Close Combat nor serve as the lead unit.

NOTE: Rifle units designated by a white letter "R" in a black circle will suffer adverse DRMs in Close Combat while those designated by a black letter "R" in a white circle are immune from adverse DRMs in Close Combat.

DESIGN NOTE: Each close combat takes into account factors other than the sheer numbers involved. These factors are integrated as adjustments to the resolution die roll.

STEP 4, SELECT AND RESOLVE TACTICS: Each side secretly chooses one of its eligible Tactics Chits by placing the chit face-up under their hand. The two Tactics Chits are then revealed simultaneously and cross-referenced on the Tactics Matrix to determine if there is any DRM.

- **NC Tactics Matrix Result:** No combat takes place. If a side played a Withdraw chit and the Tactics Matrix result is NC, the side playing the Withdraw chit must retreat all units one hex. Exception, artillery in the attacker's stack never retreats. If both sides chose Withdraw, the Defender retreats first. Skip to step 9.

STEP 5, RESOLVE CLOSE COMBAT: Close Combat is resolved by rolling a die, applying the DRMs, and cross-referencing it with the Odds Ratio on the Close Combat Table. The results to the left of the slash apply to the Attacker. The results to the right of the slash apply to the Defender.

STEP 6 (Advanced), MOMENTUM DECISION: The player holding the fewest Momentum Chits (the Defender in the case of a tie) may choose to spend one to return to the Resolve Close Combat step and re-roll the die. If this player declines to use momentum, the other player may choose to expend a Momen-

tum Chit to return to the Resolve Close Combat step and re-roll the die. Multiple Momentum Chits may be spent by one or both sides in each Close Combat, but only one may be spent each time this step is reached (that is, there must be a re-roll of the Close Combat die between Momentum Chit expenditures).

DESIGN NOTE: This sequence is an attempt to ensure that the player entering a battle with the most momentum has the best chance to be the last player to call for a re-roll.

STEP 7, APPLY CLOSE COMBAT RESULTS: The Close Combat results are applied before proceeding to the next Close Combat (see 13.1 for explanations of results). When both players are required to retreat, the Defender must retreat before the Attacker. After applying the results, make any Army Morale adjustments which are required.

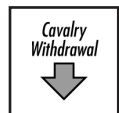
STEP 8 (Advanced), GAIN MOMENTUM: If the final modified Close Combat die roll is less than or equal to -1, the Defender gains one Momentum Chit. If the final modified Close Combat die roll is greater than or equal to 10, the Attacker gains one Momentum Chit.

STEP 9, ADVANCE AFTER COMBAT: If the defender's hex becomes vacant, the attacker must advance with at least the lead unit if it did not retreat. Other units which participated may advance up to the stacking limit, including units which had to take a morale check and passed it. Artillery units may never advance. The defender may never advance after combat.

12.3 Artillery in Close Combat

Artillery SPs never count for Close Combat. If the only defending units are artillery, they are captured. Place all the defending artillery units in the captured box and skip to step 9.

12.4 Cavalry Withdrawal



If all the defending units in a Close Combat are Parade Order cavalry and none of the attacking units are cavalry, the Defender has the option to announce a Cavalry Withdrawal. Instead of resolving the Close Combat normally, his mounted cavalry retreats three hexes to a hex not adjacent to an enemy unit. Mark the unit(s) with a Cavalry Withdrawal marker and go straight to step 9 of the Close Combat procedure.

RESTRICTIONS: Mounted cavalry units marked with a Cavalry Withdrawal marker:

- May not move or attack
- Defend normally
- Retain their ZOC.

Mounted cavalry that are attacked again while already marked with a Cavalry Withdrawal marker may not choose back-to-back Cavalry Withdrawal options.

Pinned cavalry can choose the Cavalry Withdrawal option at a cost of -1 Army Morale adjustment according to Series Rule 13.1.

REMOVAL: Cavalry Withdrawal markers are automatically removed from friendly units during the owning player's next Rally phase.

12.5 Tactics Chits

NOTE: Beginning with Pensacola, Tactics Cards are now provided as an alternative to Tactics Chits. They are used in the same way as the chits are used.

12.51 At the beginning of the game, each player takes one set of Tactics Chits. During each Close Combat, each player will select one eligible Tactics Chit to influence the battle.

12.52 (Advanced) TACTICS CHIT USE RESTRICTION:

The following requirements must be met before a Tactics Chit is eligible to be selected in each Close Combat.

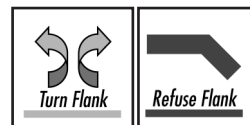
- Skirmish, Attack en Echelon, Stand Fast, Withdraw: No restriction.

Exception: An all-infantry force may not choose the 'Withdraw' tactic in clear, field, or crops terrain if the attacking force contains any mounted units.

- Frontal Assault, Commit Reserve: A Leader must be stacked with or adjacent to at least one unit involved in this Close Combat; the unit does not have to be the lead unit. See Exclusive Rules for leader restrictions.



- Turn Flank, Refuse Flank: There must be one empty hex adjacent to both players' units (one hex with defending units in it, and one hex with attacking units in it), AND a friendly Leader must be stacked with or adjacent to at least one unit involved in the Close Combat; the unit does not have to be the lead unit. See Exclusive Rules for additional restrictions.



Note: Flanks may not be turned if the only empty flank hex as described above is prohibited terrain.

12.53 One Leader can meet the eligibility requirements for Tactics Chit use for all units with which it is stacked or to which it is adjacent.

12.54 (Advanced) If one player plays an illegal Tactics Chit, their opponent receives a modifier of one in their favor (+1 for attacker or -1 for the defender). If both players play illegal Tactics Chits, the Tactics modifier is 0.



12.6 (Advanced) Momentum Chits

12.61 There is a pool of five back-printed Momentum Chits. Players accumulate Momentum Chits during the game. See specific rules to determine if one side starts the game with a Momentum chit

12.62 SPENDING MOMENTUM CHITS: Momentum chits may be used in one of the three methods below. When a Momentum Chit is used, it is returned to the pool and is eligible to be accumulated again.

- CLOSE COMBAT: Each chit spent allows the re-roll of one Close Combat resolution die roll. More than one Momentum Chit may be used in one Close Combat (12.23, step 6).
- INITIATIVE: For each Momentum Chit spent BEFORE the initiative die is rolled, a player may add two (+2) to their ini-

tiative die roll. The player who had Initiative on the previous game turn must decide how many Momentum Chits to spend first (6.0).

- **INITIATIVE:** A player may spend three Momentum Chits AFTER the initiative die rolls to negate the result of the die rolls and instead dictate which player has the initiative (6.0).

See *Exclusive Rules* for other ways to spend Momentum.

12.63 GAINING MOMENTUM CHITS:

- The Defender gains one Momentum Chit during the Gain Momentum step whenever the final modified Close Combat die roll is less than or equal to -1.
- The Attacker gains one Momentum Chit during the Gain Momentum step whenever the final modified Close Combat die roll is greater than or equal to 10.

12.64 LOSING MOMENTUM CHITS: If a unit with a printed unit morale of +2 is captured while it is at full strength, the owning player must return one Momentum Chit to the pool. If the player does not have a Momentum Chit, the opposing player is entitled to take a Momentum Chit from the pool. If there are no Momentum Chits in the pool, there is no further effect.

12.65 If a player is entitled to receive a Momentum Chit but there are none available in the pool, the opposing player must return one Momentum Chit to the pool instead. If the opposing player does not have a Momentum Chit, there is no further effect. See Army Morale Adjustment chart for additional cases.

12.7 Surrounded Close Combat Modifier

When all six hexes adjacent to a defending unit are occupied by enemy units, enemy ZOCs or prohibited terrain, the attacker modifies his Close Combat die roll by +1. The converse also applies—if the attacker is surrounded, the Close Combat die roll is modified by -1. For this rule only, friendly units negate enemy ZOCs in their hex.

13. COMBAT RESULTS

In the following rules, the ‘affected unit’ is the lead unit in a Close Combat, or the target unit for Fire Combat. In Fire Combat, other friendly combat units in the hex are never affected, but leaders may be.

13.1 Explanation of Results

“-” No effect.

“AM” Army Morale Loss: The affected player must reduce his Army Morale marker by one.

“R” Retreat: The owning player retreats the affected unit one hex (see 13.2). The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex also. When both sides must retreat, the defender retreats and makes morale checks first. See *Exclusive Rules* for exceptions to mandatory retreat.

“D” Disruption: The owning player retreats the affected unit three hexes (see 13.3) and places a disruption marker on the unit. The other friendly units in the close combat, and the Defender’s

artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex.

- If the affected unit was already disrupted, it is now shattered. The affected unit must still retreat three hexes.
- If the affected unit was already shattered, it is eliminated and placed in the eliminated box.

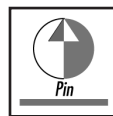
“1” One-Step Loss: The affected unit loses one step. If the unit is a full-strength two-step unit, it is flipped over and remains in the hex; otherwise, the unit is placed in the eliminated box. The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex.

DESIGN NOTE: Because it is considered to be covering the retreat of the other units, the unit that takes the loss never retreats.

“2” Two-Step Loss: The affected unit is eliminated and placed in the eliminated box. If the affected unit was only a one-step unit or was a reduced two-step unit, a second unit must take a one-step loss; if there is no other unit in the hex, the second step loss is ignored. The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex.

“DC” Captured, Defender’s Choice: One combat unit of the Defender’s choice on the affected side is captured; place the unit in the captured box (if the printed unit morale is +2, see also 12.64). This unit does not have to be the lead unit, neither does it have to be at full strength. The other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they pass, they must retreat one hex; if they fail, they suffer a “D” result (retreat three hexes and become disrupted).

“AC” Captured, Attacker’s Choice: One combat unit of the Attacker’s choice on the affected side is captured; place the unit in the captured box (if the printed unit morale is +2, see also 12.64). This unit does not have to be the lead unit nor does it have to be at full strength. The other friendly units in the close combat (including all the Defender’s artillery but not any of the Attacker’s artillery) must make a morale check; if they pass, they must retreat one hex; if they fail, they suffer a “D” result (retreat three hexes and become disrupted).



“PIN” Pinned: The opposing units remain engaged. All disrupted and shattered units on both sides are captured. The Defender, followed by the Attacker, then places his or her units in the captured box and adjusts army morale. A pinned marker is then placed on all hexes involved in this close combat. The next phasing player must either:

A. Attack with all units marked as pinned, and attack all defending units marked as pinned during this player turn (additional units may stack and/or attack with the pinned units);

OR:

B. Move all friendly pinned units so that they are not adjacent to any enemy units; and do not move any other friendly units

adjacent to the enemy pinned units; and reduce his or her Army Morale by one (9.3).

NOTE: In case B above a leader cannot leave a pin hex without triggering an Army Morale penalty.

NOTE: Pinned defending units may not receive a Diversion.

‘Pin’ markers are removed from all friendly and enemy units either at the end of the movement phase, with an Army Morale Penalty (9.3), or after all Close Combats are assigned (12.22).

Pinned defending units may not receive a diversion. This is an Exception to 12.14.

“*” Leader casualty: The modified die roll must equal this number exactly. The owning player removes one Leader and places it in the eliminated box. The Leader chosen need not be the one in command. This is the only result from artillery or rifle fire that may affect other units in the hex. If no leader is present, ignore both the result and the Army Morale adjustment due to Leader casualty.

13.2 Retreat

13.21 RETREAT GUIDELINES: If possible, a unit must retreat into a hex which is not adjacent to an enemy unit. In addition, the unit must retreat towards a friendly map edge if possible. See specific game rules for definition of ‘friendly map edge’.

13.22 RESTRICTIONS: Units may not retreat:

- Into an enemy occupied hex
- Into an enemy ZOC, even if friendly units already occupy the hex
- Into prohibited terrain
- Off the map
- In violation of stacking limits (see 13.23 two-step unit exception).

13.23 RETREAT AND CAPTURE: Any unit that cannot retreat the full distance because of restrictions is captured instead; this includes retreats caused by Rifle Fire or Artillery Fire. The unit is removed and placed in the captured box.

Exception: If a two-step unit would be captured for failure to retreat due to stacking limit violations, the owning player may choose to take a step loss and retreat, provided that the reduced-strength unit would not violate stacking limits in the hex into which it retreats. The Army Morale adjustments of suffering a ‘1’ result are applied if the unit is reduced in this manner. (The player may still choose to have the unit captured instead of taking a step loss.)

13.24 Any unit that is retreating three hexes must end three hexes from its starting hex, counting by the shortest distance, or else be captured. The hex may not be adjacent to an enemy unit if there is any hex which is also three hexes from the starting hex and not adjacent to an enemy unit. Cavalry Withdrawal (12.4) may never end adjacent to an enemy unit.

13.25 COMBAT AND PREVIOUSLY RETREATED UNITS: If a unit retreats from a Close Combat into a hex which has not yet had its Close Combat resolved, it may not contribute any strength to that Close Combat, nor may it be selected as the lead unit. If

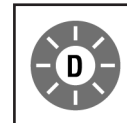
its side suffers any result in the Close Combat, the previously-retreated unit must make a morale check. If it passes, it must retreat one hex; if it fails, it suffers a “D” result (per 13.1).

13.26 LEADER RETREATS: Any Leader may freely retreat along with any friendly retreating units with which it is stacked. Leaders are never required to retreat.

13.27 ARTILLERY RETREATS: Artillery units retreat like other units. Artillery units are NOT captured automatically if they end the Apply Close Combat Results Step adjacent to enemy combat units. Automatic capture only occurs to defending artillery units during the Determine Odds Ratio Step.

13.3 Disruption

Disrupted units:



- May only move one hex per turn, and may not move adjacent to an enemy unit. If a disrupted unit begins a movement phase adjacent to an enemy unit, it must use its one hex move to move away from (i.e. no longer adjacent to) as many enemy units as possible
- May not attack; artillery and rifle units may not fire
- Defend with only half of their SPs (fractions rounded up)
- Have no ZOC
- Are shattered, if they receive an additional “D” result
- Are captured if they receive a ‘PIN’ result
- Suffer an additional “D” result, if they end their own Close Combat phase adjacent to enemy units, and are not stacked with friendly Parade Order units. This results in the unit becoming shattered (i.e. they must retreat 3 hexes or be captured).

13.4 Shattered

Shattered units:



- May not move
- May not attack; artillery and rifle units may not fire
- Defend with 1 SP (regardless of their actual SP ratings), and may NOT receive any terrain DRMs
- Have no ZOC
- Are eliminated, if they receive an additional “D” result (place such units in the eliminated box)
- Are captured, if they receive a ‘PIN’ result
- Are captured, if they end ANY Close Combat phase adjacent to enemy units, and are not stacked with friendly Parade Order units; remove the units and place them in the captured box.

13.5 Morale Checks

When a Morale Check is required, a die is rolled and the value is added to the unit’s modified morale. If the result is 5 or greater, the unit passes the morale check. If the result is 4 or less, the unit fails the morale check.

MORALE CHECK MODIFIERS: Apply the following modifiers to the Morale Check die roll:

+1 Defending units attacked solely across unbreached fieldwork hexsides including forts, redoubts, stockades, revetments, earthworks, flechettes or any other type of fortified hexside specifically depicted in the game.

+? Leadership DRM (14.23)

+1 *Defending units attacked solely across unbreached fieldwork hexsides including forts, redoubts, stockades, revetments, earthworks, flechettes or any other type of fortified hexside specifically depicted in the game.*

14. LEADERS

14.1 Stacking Leaders

Any number of friendly Leaders may stack in a hex. However, only the highest ranking Leader (see 3.2) may command units in a hex (that is, provide DRMs for those units). Place the Leader in command on top of the friendly units. Check Exclusive Rules for limitations to leader stacking.

14.2 Using Leaders

14.21 CLOSE COMBAT DRM: During Close Combat, a Leader in command modifies the die roll with his Close Combat DRM. When attacking, the rating is added to the die roll; when defending, it is subtracted.

14.22 TACTICS CHITS: If a combat unit is stacked with or adjacent to a Leader during Close Combat, the player is eligible to play additional Tactics Chits (12.5).

14.23 LEADERSHIP DRM: During all morale checks and rally attempts, the Leader in command may add his Leadership DRM to all combat units in his hex.

14.3 Affecting Leaders

14.31 Leaders are never disrupted. If stacked with units which retreat or suffer disruption, the leader may either retreat with them or remain in place. Leaders are only affected directly in combat by an “*” result.

14.32 Leaders alone in a hex are captured immediately if Parade Order or Disrupted enemy combat units enter their hex. This capture can occur either during the movement phase or as a result of advance after combat. If the Leader is captured during enemy movement, the capturing unit does not have to stop or expend additional movement points.

15. THE RALLY PHASE AND UNIT MORALE

15.1 The Rally Phase

During the Rally Phase, the phasing player's disrupted or shattered units that are not adjacent to enemy combat units may attempt to Rally. A unit attempts to Rally by making a Morale Check (13.5). A Leader in command may modify the Rally attempt of any units in the same hex by adding his Leadership DRM (14.23). A Leader is not required in order to make a Rally attempt.

15.2 Rally Effects

A disrupted unit that passes its Morale Check is restored to Parade Order. If it fails its morale check, it remains disrupted. A shattered unit that passes its Morale Check becomes disrupted.

If it fails its Morale Check, it remains shattered.

15.3 Unit Morale

15.31 BASE MORALE: A unit's base morale is printed on the unit. The base morale on the reduced side of a unit is usually one less than on the full-strength side.

15.32 MODIFIED MORALE: A unit's modified morale is the unit's base morale plus the unit's army morale modifier (see 16.2). A lead unit's modified morale is used as a DRM for Close Combat (see 12.2).

16. ARMY MORALE

DESIGN NOTE: In this period of warfare, battles were decided less often by inflicting overwhelming losses than by destroying the opponent's will to resist. The Army Morale Track measures the tenacity and will to fight of a player's entire force. The success or failure of the individual units throughout the course of play will have a cumulative effect upon the overall status of each player's army. Conversely, the overall morale status of a player's army influences the ability of individual units to perform to maximum effect.



16.1 Adjusting Morale

Army Morale may need to be adjusted each time one of the following occurs (see Army Morale Adjustment Chart):

- A Fire or Close Combat result is other than 'no effect'.
- A unit rallies (+1)
- A Leader casualty (see specific rules)
- PIN markers are removed in the Movement Phase (9.3).

16.2 Army Morale Levels

16.21 HIGH MORALE: If an army is considered at High Morale the Initiative DRM for that army is +1. All units in a High Morale army use their printed unit morale ratings.

16.22 FATIGUED: If an army is Fatigued, the Initiative DRM for that army is 0. All units in a Fatigued army have their unit morale ratings reduced by 1.

16.23 WAVERING: If an army is Wavering, the Initiative DRM for that army is -1. All units in a Wavering army have their unit morale rating reduced by 2.

16.24 If the Army's Morale changes between High, Fatigued or Wavering during the resolution of a Fire Combat or Close Combat, resolve any resulting morale checks using the Army Morale level that was in effect at the beginning of that Combat. The new Army Morale level is used for any Combats which are still to be resolved in that Combat Phase.

16.3 Demoralized and Substantial Victories

If an Army's Morale falls to 0, it is considered Demoralized. The game ends immediately, and the opposing player wins a Substantial Victory.

EXPANDED SEQUENCE OF PLAY

A. Initiative Segment (see 6.0)

- Each player rolls one die and modifies it by the Army Morale DRM to determine who has the Initiative this turn.

B. Initiative Player Turn

1. Flip the game-turn marker to indicate the correct player turn.

2. MOVEMENT PHASE (see 9.0)

- Shattered units may not move (13.4).
- Disrupted units may only move one hex (13.3)
- Pinned units may move only if they do not end their move adjacent to an enemy unit and the phasing player reduces his Army Morale (9.4).
- Units may conduct Strategic Movement along roads or tracks (rule 9.22)

3. RALLY PHASE (see 15.0)

- Make a Morale Check (13.5) for each friendly Disrupted (13.3) or Shattered (13.4) unit that is not adjacent to an enemy combat unit.
- A modified die roll ≥ 5 Rallies the unit.
- Shattered units that Rally become Disrupted, Disrupted units that Rally become Parade Order.

4. DEFENSIVE ARTILLERY FIRE PHASE (see 11.0)

- The non-phasing player may fire any or all of his artillery units.

STEP 1: Determine "To Hit" number (cross reference artillery SPs with the range to the target on the Fire Table).

STEP 2: Roll a die. If the modified die roll is equal to or greater than the "To Hit" number, a hit is scored.

STEP 3: If a hit is scored, a second unmodified die roll is made on the Artillery Fire Damage Table to determine the result. After applying the results, make any Army Morale adjustments that are required (16.1).

5. RIFLE FIRE PHASE (rule 10.0)

- Both players may conduct Rifle Fire with their Rifle units.
- Fire is considered simultaneous (10.4).

STEP 1: Determine the "To Hit" number (10.3).

STEP 2: Roll a die. If the modified die roll is equal to or greater than the "To Hit" number, a hit is scored (10.3).

STEP 3: If a hit is scored, a second (unmodified) die roll is made on the Rifle Fire Damage Table. Make any Army Morale adjustments that are required (16.1).

6. CLOSE COMBAT PHASE (rule 12.0)

A. Designate all attacks (12.21). *The phasing player must attack with all his units that are adjacent to enemy units (exception: artillery and rifles), and all adjacent enemy units must be attacked.*

B. Remove Pin markers from all units (12.22).

C. Conduct all designated Close Combats

CLOSE COMBAT SEQUENCE (12.23):

STEP 1: Determine Odds Ratio

- Artillery Capture (12.3)
- Cavalry Withdrawal (12.4)

STEP 2: Determine Lead Units

STEP 3: Determine DRMs

STEP 4: Select and Resolve Tactics

STEP 5: Resolve Close Combat

STEP 6: Momentum Decision*

STEP 7: Apply Close Combat Results

- Make Army Morale Adjustments

STEP 8: Gain Momentum*

STEP 9: Advance after Combat

*Advanced Game only

7. Move the game-turn marker to the bottom half of the game turn and flip it over

C. Second Player Turn

Same as above, except ignore B1 and B7.

D. End-of-Turn Segment

1. Check for Automatic Victory (see Exclusive rules booklet)
2. If it is the last game turn of the scenario, determine a winner.
3. Advance the game-turn marker to the top half of the next game turn.



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EXCLUSIVE RULEBOOK

Newtown Oriskany



Battles with the Iroquois Confederacy in Western New York

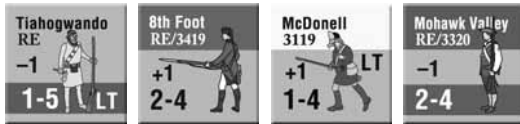
Game Design by Mark Miklos (Newtown) & Don Hanle (Oriskany)

Living Rules (Oct. 2013)

This is the “Living Rules” document for the game.
It includes errata and clarifications to the original rules. To aid readability, errata is indicated in blue text.

Newtown Combat Units

INDIAN Player



Tan with no stripe: Indians

Tan with red stripe: British Regulars

Tan with yellow stripe: Provincials

Tan with brown stripe: Tory Militia

AMERICAN Player



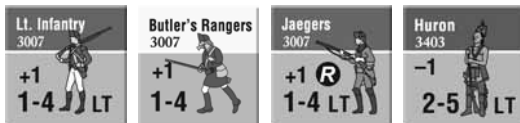
Blue with no stripe: Continentals

Blue with light blue stripe: Patriot Militia

Oriskany Combat Units

(The thin white horizontal stripe denotes an Oriskany unit)

BRITISH Player



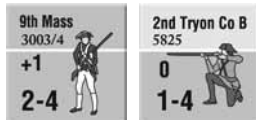
Tan with red stripe: British Regulars

Tan with yellow stripe: Provincials

Tan with green stripe: Hessians

Tan with brown stripe: Tory Militia & British-allied Indians

AMERICAN Player



Blue with no stripe: Continentals

Blue with light blue stripe: Patriot Militia & American-allied Indians

Shared Markers

In order to conserve counter mix space, many markers are shared between both games. In addition, the Ambush markers (front-side) are used in *Oriskany* while the Failed Resolve markers (back-side) are used in *Newtown*.



Momentum Destroyed Withdrawal Disrupted

Replacement Counters

The counter sheet includes 10 replacement combat units and 5 markers for previous games in the *Battles of the American Revolution* series.

Saratoga ("Next Day" scenario)



MacKay's Corp (new unit)

Queen's Loyal Rangers (new unit)

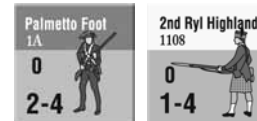
British HQ (new marker)

Brandywine Creek



2nd N.J. Volunteer Artillery (new unit)

Eutaw Springs



Palmetto Foot (Strength Points have been increased from 1 to 2 and the unit now has a reduced side)

2nd Royal Highland Emigrants (new unit)

Savannah



Georgia Volunteers (Unit Morale has been degraded from 0 to -1)

Volunteers of Ireland (new unit; *Design Note: This ad-hoc unit also includes Maryland Loyalists, the 4th N.J. Volunteers and infantry from Tarleton's British Legion*)

Georgia Lt. Dragoons (new unit)

Pensacola



Fijo de Luisiana (new unit)

Germantown



2nd N.J. Volunteer Artillery (new unit)

Friendly Fire/Panic (four additional markers)

Oriskany Exclusive Rules

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I. Prepare for Play

***Design Note:** Historically St. Leger's 6-pound battery fieldwork/emplacement was not completed until 7 August 1777—the day after the ambush of Herkimer's column. For play balance and playability all fieldworks are considered completed on 6 August.*

1.1 Game Length

The game begins at 6:00 AM (Turn 1) and ends at 7:00 PM (Turn 14) unless either a Decisive or Substantial Victory is achieved prior to the final turn (see Rule II).

1.2 Player Order

British player moves first until the Ambush. American player moves first on the turn following the Ambush. Remaining turns are Random Player Order according to Series Rules 6.0.

1.3 At-Start Army Morale

At start level is 14 for both players.

1.4 Momentum

Neither player starts with momentum.

1.5 Deployment



Both sides deploy their units as indicated by the hex designations on their counters (Americans first).

The following deployments are discretionary:

American:

- The 9th Massachusetts, 3rd New York, and Oneida Militia are placed in Ft. Stanwix or the Hornwork, subject to Stacking Limits.
- The Oneida Indians are placed with any unit in the Herkimer Relief Column.
- The Garrison Artillery can be broken down into two replacement counters (a lesser garrison gun and a mobile battery). These units are held off-board until they are utilized as described in Rule 5.4.

British:

- Joseph Brant is placed with any Mohawk unit.

1.6 Ambush Blocking-Hex Selection



The British player secretly notes the road hex that will serve as the Blocking-Hex for the Ambush. The Blocking-Hex may be any hex on the road between hexes 5319 and 3311 inclusive.

1.6.1 Ambush Zones

Ambush Zones are specified for use with the Ambush Success Table. The Ambush Hex—*not the Blocking-Hex*—determines which Ambush Zone table is used. There are four Ambush Zones;

- Zone 1 is hex 5420 (the historical ambush site).
- Zone 2 covers the area between hexes 5319 and 4612 inclusive.
- Zone 3 covers the area between hexes 4512 and 3511 inclusive.
- Zone 4 is hex 3412.

1.6.2 Blocking-Hex and Ambush Hex Distinction – and Examples

Once the Blocking-Hex is chosen, the Ambush Hex is the preceding adjacent road hex further away from Ft. Stanwix. For example, if the chosen Blocking Hex is 5319, the Ambush occurs in hex 5420; if the chosen Blocking Hex is 4911, the Ambush occurs in hex 5012; finally, if the chosen Blocking Hex is 3311, the Ambush occurs in hex 3412.

II. How to Win

2.1 British Decisive Victory

The British player wins a Decisive Victory if a Parade Order non-artillery British combat unit begins the friendly Movement Phase in Ft. Stanwix regardless of adjacent American units.

2.2 American Decisive Victory

The American player wins a Decisive Victory if *both* of the following conditions are met.

- An American Parade Order non-artillery combat unit begins the friendly Movement Phase in hex 3007 (Light Infantry Encampment), without the presence of enemy ZOC.
- The Supply Wagons have not been looted.

2.3 Substantial Victory

Either side can achieve a Substantial Victory as indicated in Series Rule 16.3.

2.4 Marginal Victory

If neither player achieves a decisive or Substantial Victory by the end of the game, the American player wins a Marginal Victory by having $\frac{1}{2}$ or more VPs than the British player at the end of the last game turn. Any other result is a British Marginal Victory.

2.5 Victory Point Schedule

2.5.1 Leader Casualties

See the Leader Loss Table.

2.5.2 British Encampments

1 VP is awarded to the American player for each destroyed British Encampment hex. There are three British Encampments:

- The Loyalist Encampment (hex 2302),
- The Light Infantry Encampment (hex 3007)
- The Headquarters Encampment (hex 3501)

A British Encampment is destroyed when an American Parade Order non-artillery unit begins a friendly Movement Phase in the Encampment hex without the presence of an enemy ZOC. Place a “Destroyed” marker on the hex.

Once the American player has destroyed a second Encampment hex, *reduce British Army Morale by –1 AM*.

III. Series Rules Variations

3.1 Leaders

3.1.1 British Seniority: The British player has three Leader units: Colonel (Bvt. Brig. Gen.) St. Leger, Colonel Johnson & Joseph Brant. The following rules apply to these leaders:

- Colonel (Bvt. Brig. Gen.) St. Leger may command all units.
- Colonel Johnson may command all units except British and German Regulars.
- Joseph Brant may only command Mohawk Indians.

3.1.2 American Seniority: The American player also has three Leader units: Colonel Gansevoort, Brigadier General Herkimer & Colonel Visscher. The following rules apply to these leaders:

- Colonel Gansevoort may command all units.
- Brigadier General Herkimer may only command the Tryon County Militia and the Oneida Indians.
- Colonel Visscher may only command the Tryon County Militia.

3.2 Retreat Priorities

3.2.1 British Player: Units retreat towards British Encampment hexes. Indians may also retreat toward Indian Camps.

3.2.2 American Player

- Units that began the game in Ft. Stanwix or the Hornwork retreat first to Ft. Stanwix if possible, otherwise towards the north map edge.

Exception: Units in Ft. Stanwix may ignore Retreats (4.3.2).

- Units that are part of the Herkimer Relief Column retreat toward Oriska if possible.

Exception: Units in laagered Supply Wagons may ignore Retreats (5.3.2.1).

3.3 Movement and Combat

There are many rules that impact movement and combat in the following two sections (IV and V).

IV. Special Rules

4.1 Herkimer Relief Column (HRC)



Prior to the Ambush, the HRC cannot be engaged in combat and has the following movement restrictions. These restrictions are lifted for the remainder of the game starting with the American turn immediately following the Ambush.

- At the beginning of each Movement Phase the American player must select one of two movement rates; Regular Movement or Herkimer Relief Column (HRC) Movement.

Note 1: Strategic Movement is not allowed prior to the Ambush.

Note 2: Herkimer Relief Column (HRC) Movement is not allowed after the Ambush.

- General Herkimer must remain at the head of the column.
- Tryon Companies may only stack within their Regiments (i.e., Companies A & B, 2nd Tryon) but are not required to stack.
- Colonel Vissher, the Supply Wagons and the Oneida Indians may stack anywhere in the column.
- All units in Herkimer's Column must remain on the road until Ambushed.
- There may never be a vacant hex between any units in the column until Ambushed.

4.1.1 Regular Movement Functionality

- If Herkimer's Column is using Regular Movement, adjust American Army Morale -1 AM for every turn that Regular Movement is selected.

- When using Regular Movement, all units must use their full Movement Allowance along the road, without leaving hex-gaps between units.
- If Ambushed while moving at this rate, modify the Ambush Success Table die roll by -1 DRM.

4.1.2 HRC Movement Functionality

- If Herkimer's Column is using HRC Movement, place the HRC marker on the head of the column.
- All units must move six hexes along the road.
- If Ambushed while moving at this rate, the British player receives +1 DRM in addition to any other modifiers during Ambush Close Combat resolution.

4.2 The Ambush

The Ambush is an attack by the British player on the Herkimer Relief Column during the American Movement Phase. **The Ambush occurs once in the game and must consist of the following units: Colonel Johnson, Joseph Brant, at least one Mohawk unit and at least one non-Indian unit, only if they are still eligible as indicated in the "Important Note" below.** The Ambush may also consist of other eligible units; however, there may never be more non-Indian units assigned to the Ambush than Indians.

The following units may never participate in the Ambush: Colonel (Bvt. Brig. Gen.) St. Leger, Canadian Militia, 8th Foot, 34th Foot, British Grenadiers and British artillery units. *Furthermore, prior to the Ambush, no British player units may cross the stream that runs from 3009 to 2211 inclusive.*

4.2.1 Ambush Sequence

Step 1: The moment the first American unit(s) moves into the pre-designated Blocking Hex the British player announces that the Ambush is triggered and reveals his previously written note.

Step 2: That American unit(s) must stop in the road hex immediately preceding the Blocking Hex. This is the Ambush Hex, and it must conform to one of the four Ambush Zones.



Step 3: The British player places Colonel Johnson and at least one combat unit under an Ambush marker in the Blocking Hex.

- Ambushing units are simply picked up from undestroyed British player Encampment Hexes and Indian Camps and placed under Ambush markers at the British player's discretion.

Important Note: Units that are not in their at-start Encampment Hexes or Indian Camps at the moment the Ambush is triggered may not join the Ambush.

Step 4: The American player moves his remaining units forward covering consecutive road hexes—leaving no open hexes between them.

- American stacks must remain as they are the moment the Ambush is triggered.

Clarification: The American player cannot reposition the Supply Wagon, Oneida Indians or Tryon Militia Companies within the column in order to enhance the column's defense. This restriction is removed at the beginning of the American player's next Movement Phase.



Step 5: Place other Ambushing units under Ambush markers adjacent to and west or south of the American units (the side away from the Mohawk River).

- Place Joseph Brant in any Ambush Hex containing at least one Mohawk unit and neither stacked with nor adjacent to Colonel Johnson if possible.
- There can be no empty hexes between the Ambush markers. In other words, they must be placed in contiguous hexes.
- The British player does not have to use all Ambush markers but is restricted by the counter mix.

4.2.2 Ambush Resolution

Once all Ambushing units are placed, the British player rolls on the Ambush Success Table that corresponds with the correct Ambush Zone.

- In cases where the American column stretches across multiple Ambush Zones, use the table that corresponds to the original Ambush Hex.
- There is a -1 DRM to this die roll if the Herkimer Relief Column was using regular movement at the moment it was Ambushed.
- Remove Ambush markers equal to the number indicated beginning with the Ambush marker farthest from the blocking (Johnson's) hex. Johnson's Blocking Hex is never affected by this die roll.

4.2.3 Ambush Fire

Remaining occupied Ambush markers may now fire a 1 SP rifle shot.

- Ambush markers may combine fire with each other and also with the Jaegers if participating in the Ambush.

Important Note: Jaegers forfeit Strassefeuer capability if they combine fire during Ambush Fire (see Series Rule 10.6).

- All normal DRMs for terrain and unit type apply, including First Fire Bonus.

4.2.4 Ambush Close Combat

- Ambushing units must now attack in Close Combat.
- Exception:** Jaegers do not have to attack (the Rifle exception to Series Rule 12.12 applies).
- Diversion is allowed during the Ambush.
- The British player receives an automatic +1 DRM for these attacks.
- If the American player was using HRC Movement at the moment the Ambush was triggered, the British player receives an additional +1 DRM in addition to all other modifiers during this Close Combat.
- General Herkimer and Colonel Visscher may only affect the tactics chit pull for the units they are stacked with *during this initial Ambush Close Combat*.
- Ambush markers are removed at the end of combat.

4.2.5 Return to Normal Game Sequence

Players execute the remainder of the turn sequence, beginning with the American player Rally Phase, *for units not involved in the Ambush*.

The Americans automatically go first in the turn immediately after the Ambush is triggered.

4.3 Fort Stanwix & The Hornwork



4.3.1 Movement

- Movement into or out of the Fort or the Hornwork costs no additional movement points for friendly units.
- The fort is part of the road network. Strategic Movement is permitted into or out of the fort.

- ZOCs extend out of, but not into, the Fort and Hornwork.

4.3.2 Combat

- Units inside Ft. Stanwix never have to attack adjacent enemy units (**Exception:** Pinned units).
- Units inside the Hornwork **must** attack adjacent enemy units.
- Lead Units attacking out of Ft. Stanwix or the Hornwork never have to Advance After Combat.
- Units inside Ft. Stanwix are never considered surrounded for DRM purposes.
- Units inside Ft. Stanwix (only) ignore Retreat results. They may Disrupt or Shatter in place *if* there is at least one undisrupted non-artillery combat unit also in the hex.
- Garrison Artillery always Disrupt or Shatter in place.

- The Light Artillery Battery is not considered Garrison Artillery. It cannot Disrupt or Shatter in place unless there is at least one undisrupted non-artillery combat unit also in the hex.

4.4 Indian Withdrawal



- Parade Order Indian units located in Woods or Cedar Swamp, attacked by enemy units containing no Indians or Light Infantry, may declare Indian Withdrawal after the attacker has declared his Lead Unit but before Close Combat is resolved.

Note: Defending “pinned” Indians can choose Indian Withdrawal if they break Pin at a cost of –1 Army Morale.

- The Indian unit immediately retreats three hexes—regardless of movement costs—following Retreat priorities to a hex not adjacent to an enemy unit. Place an Indian Withdrawal marker on the unit.
- The Indian Withdrawal marker is removed after the next friendly Movement Phase.

4.4.1 Effects

- Withdrawn units may not move or attack, but they retain their ZOC and defend normally.
- If attacked while marked with an Indian Withdrawal marker they may not again chose it.

4.5 Weather



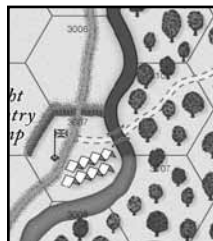
There is a chance that a thunderstorm will occur on either Turn 8, 9 or 10. The storm may only occur once and the storm’s effect will only last one turn.

- At the beginning of the turn the phasing player rolls for weather. On a roll of a 0-3, the storm occurs. Place the Storm marker on the Turn Track.

4.5.1 Storm Effects

- –1 MP to movement.
- ZOC’s are ignored, including the penalty to enter or exit a rifle unit’s ZOC.
- –1 DRM to all Rally and Fire “To Hit” die rolls.
- Close combat is prohibited; units remain adjacent (this is an exception to Series Rule 12.12 & 12.13).
- Previously Pinned units remove Pin at no penalty.

4.6 Mohawk River



The River is fordable on and *north* of hexside 3106-3007. The River is out of play below that point.

- A unit which begins its Movement Phase adjacent to a non-forded Mohawk River hexside can expend its entire Movement Allowance and cross into the adjacent hex. That unit can move no further during that Movement Phase.

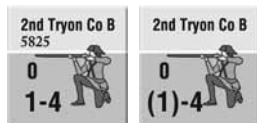
Exception: Artillery and Disrupted units may never move or Retreat across non-forded hexsides.

- A unit may not move from one ZOC directly to another across a non-ford Mohawk River hexside.
- ZOC extends across all Mohawk River hexsides north of hexside 3106-3007, except into Light Woods (see Series Rule 8.1– Exception).
- Close Combat across non-forded hexsides is *optional* (this is an Exception to Series Rule 12.12). However, if units attack across, any enemy units adjacent to both the attacking and defending units must also be attacked.
 - Diversion may be used.
 - Pinned units *must* attack or break pin.
- If some but not all attacking units are attacking across non-forded River hexsides, the attacker suffers –1 DRM.
- If *all* of the attacking units are attacking across non-forded hexsides, the attacker suffers –2 DRM.
- Units may Retreat across a non-forded River hexside if it is the first hex of Retreat. The units suffer an additional Disruption, however, and thus will end four hexes away from their original hex.
 - Units that would be forced to cross non-forded River hexsides during the 2nd or 3rd hex of a Disruption-induced Retreat are captured instead.
- Parade Order infantry units and leaders may freely Advance-After-Combat across non-forded hexsides.



V. Special Units

5.1 Tryon County Militia Companies

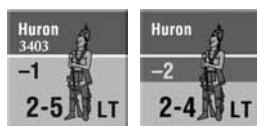


The American 1st, 2nd, 3rd and 4th Tryon Militia Regiments each have two companies which serve as special 1-step units with combat values on their reverse side.

5.1.1 Combat

- When a Tryon Company takes an initial step loss there is no gain or loss of Army Morale.
- Reduced Tryon Companies that begin a Movement Phase alone in a hex and adjacent to enemy combat units must move away if possible.
- If unable to move away due to enemy ZOC, prohibited terrain or the map edge, they suffer an additional -1 DRM in Close Combat in addition to other modifiers.
- When stacked with unreduced units they can never be chosen as the Lead Unit.

5.2 British Player Indian Units



British Indians are back-printed, but *they are not two-step units*. If these units lose a step due to combat, they are eliminated. The back-

printed side shows lower morale and movement ratings to reflect the fact that these Indians are Looting (see Rule 5.3.4).

5.2.1 Indian Camps



- British Indian Lead Units defending in their own (as indicated on the map) undestroyed Camp hex increase their printed unit morale by +1.

- If the American player occupies an Indian Camp hex with a combat unit, other than artillery, the Camp is considered destroyed. Place a “Destroyed” marker in the hex.
- British Indians perform an immediate morale check each time any Indian camp is destroyed regardless of where they are located on the board.
 - **Pass** = No effect.
 - **Fail** = That Indian unit is removed from the game with no VP or AM adjustments. Place the removed Indians in the Removed Box.

5.2.2 Mohawk and Huron/Abenaki Stacking Restriction

The Mohawk may pass through Huron and/or Abenaki units during movement but may not voluntarily end a Movement Phase stacked with them. If forced to stack as a result of Retreat, they must move to unstack as soon as

possible. If engaged in Close Combat while stacked they suffer a DRM penalty of 1 whether attacking or defending. Joseph Brant may not command a mixed Mohawk/Huron/Abenaki stack.

***Design Note:** The Mohawk were traditional enemies of the Huron and Abenaki.*

5.3 Supply Wagons

***Design Note:** This unit represents 15 wagons loaded with supplies for the garrison at Fort Stanwix.*



- Supply Wagons may be in one of two states: Limbered (for movement) or Laagered (for defense).
- Supply Wagons never count against Stacking Limits.
- Supply Wagons have no ZOC and cannot move adjacent to enemy combat units if alone.

5.3.1 Limbering

It costs 1 MP to Limber the Supply Wagon or 2 MPs when Limbering adjacent to an enemy combat unit. Laagered Supply Wagons cannot use Strategic Movement on the turn in which they limber.

5.3.1.1 Effects of Pin

Laagered Supply Wagons that become Pinned may still Limber at a cost of 2 MPs but may not move unless breaking the Pin.

5.3.2 Laagering

It costs 2 MPs to Laager the Supply Wagon or 3 MPs when Laagering adjacent to an enemy combat unit.

5.3.2.1 Effects of Being Laagered

- Laagered Supply Wagons may not move.
- Laagered defenders receive a +1 DRM to all morale checks.
- When occupied by a Parade Order American combat unit, the Laager receives a provisional 1 SP on the Rifle Fire Table. First Fire bonus applies.
- Laagered defenders receive no additional fire combat modifiers other than hex terrain.
- Attacking units suffer -1 DRM in Close Combat when attacking Laagered defenders.
- Laagered defenders ignore Retreat results; all other combat results apply normally.

5.3.2.2 Effects of Pin

Llimbered Supply Wagons that become Pinned may still Laager at a cost of 3 MPs.

5.3.3 Combat Considerations

Even though the Supply Wagon has no Close Combat strength, it must be attacked during the Close Combat Phase to be captured when alone in a hex. No odds are calculated and no die is rolled. Instead, the Supply Wagon is captured when the British Lead Unit occupies the hex.

5.3.4 Looting Supply Wagons



The moment a British player's Lead Unit enters a Supply Wagon hex following Close Combat, the Supply Wagon is Looted, regardless of whether it is Limbered or Laagered.

Step 1: Replace the Supply Wagon with its Looted counterpart.

Step 2: In addition to the Lead Unit, *all* Indians that participated in the attack *must* advance into the hex, subject to Stacking Limits, in order to Loot.

- This is an Exception to Series Rule 12.23, Step 9.
- If more Indians are available than can stack, the British player chooses which Indians to move into the hex.

Step 3: If Stacking Limits have not been reached, other attacking units may voluntarily enter the hex up to the Stacking Limits according to Series Rules.

Step 4: If Stacking Limits have still not been reached, British Indians that begin their next Movement Phase within 2 hexes of the Looted Wagon *must* move directly to the hex and join the Looting.

- If more Indians are available than can stack, the British player chooses which Indians to move into the hex.



Flip all Looting Indians to their reverse side showing -2 Unit Morale and 4 MP. This is a permanent adjustment. Indians that subsequently Loot-Rally (see 5.3.5) remain flipped to their reverse side for the remainder of the game.

All units that enter the hex are placed under the Looted marker to indicate that they are Looting.



5.3.4.1 Effects of Looting

- Supply Wagons that were Limbered when Looted may not move.

Design Note: *The draft animals are part of the loot.*

- All units under the Looted marker are considered to be Looting and suffer the following effects until they Loot-Rally.
- Looting units have no ZOC.
- Looting units may not move.
- Looting Rifle units may not fire.
- Looting units suffer a DRM penalty of 1 whether attacking or defending in Close Combat.
- A unit continues to Loot until it Loot-Rallies.

5.3.5 Loot-Rally

- Loot-Rally is rolled during the Rally Phase.
- Die roll modifiers to the Loot-Rally roll are:
 - » +1 if Mohawk stacked with Joseph Brant or Loyalists (in any stack)..
 - » +2 modifier if British Light Infantry or Jaeger.
- If the unit passes the Loot-Rally die roll, place it on top of the Looted Supply Wagon marker.
- It is possible for a unit to Loot for the entire game.

Design Note: *These Looters have found the rum.*

5.3.6 Spoils of War

- Each Indian unit that performs a successful Loot-Rally *must immediately make a second die roll* on the Spoils of War Table to see if it remains in the game or disperses to its Tribal Homeland with the spoils.
- Indians that disperse are removed from play and placed in the Removed Box with no AM or VP adjustments.

5.4 Garrison Artillery



The Ft. Stanwix Garrison Artillery exists in either of two states; as a 3 SP Garrison battery (at-start) or as a 2 SP Garrison battery with a Light Artillery section detached.

5.4.1 Detaching the Light Artillery



- Detaching the Light Artillery from the Garrison's battery occurs during the American Movement Phase. To detach, the Garrison Artillery must be at full strength and in Parade Order.
- Replace the 3 SP Garrison Artillery with its 2 SP counterpart *and* the Light Artillery Battery. The Light Artillery Battery must immediately move in order to avoid stacking violations.

5.4.2 Combining the Light Artillery

- Combining the Light Artillery with the Garrison's battery occurs during the American Movement Phase. To recombine, the Garrison Artillery must be at full strength and both units must be in Parade Order.
- Stack the Light Artillery Battery with the Garrison Artillery. Replace the two counters with the 3 SP version of the Garrison Artillery.

5.5 Coehorn Mortar

Design Note: The British Coehorns used at Ft. Stanwix consisted of four 5.5-inch mortars weighing 112 pounds each and carried on a wooden stretcher or sledge by two men. The explosive projectile weighed 16 pounds and was designed to be used as a light, anti-personnel weapon. Effective range was between 500-750 yards.



The British Coehorn mortar is a special artillery enhancement unit that affects damage against non-artillery targets. The Coehorn only confers this special enhancement when stacked with a British artillery unit during the Defensive Artillery Fire Phase (this is an exception to Series Rule 7.1).

5.5.1 Artillery Fire Enhancement

An artillery unit stacked with the Coehorn Mortar adds +1 DRM to the damage die roll when firing at a non-artillery target. This modifier applies even if British artillery is combining fire on the same target so long as the Coehorn is stacked with one of the firing units.

5.5.2 Coehorn Unit Capabilities

- The Coehorn never counts against Stacking Limits.
- The Coehorn has a ZOC.
- If moving while stacked with British artillery, the two units move at the slower 3-MP rate of the primary battery.
- The Coehorn may be targeted by enemy Fire Combat.
- Even though the Coehorn has no Close Combat strength, it must be attacked during the Close Combat Phase to be captured when alone in a hex.
- The Coehorn is otherwise treated as an artillery unit.



HISTORICAL SUMMARY

The Battle of Oriskany

By Don Hanle, PhD

"Blood Shed a Stream Running Down"

It was the late afternoon of 2 August 1777 and Colonel Barry St. Leger was dismayed as he looked upon his objective, the wooden and earth fortification guarding the great portage between the Mohawk River and Wood Creek that led to Lake Ontario. The fort, alternately known as Ft. Schuyler or Ft. Stanwix, had been reported to be in disrepair and lightly manned. What St. Leger confronted, however, was a refurbished fort now manned by nearly 1,000 men—including artillery and Continental Regulars. This situation threatened the entire British military campaign of 1777.

St. Leger's small command of 800 consisted of British and German Regulars, Canadian Militia and Mohawk Valley Tories. This force was augmented by nearly 1,000 Iroquois Indians. Together they had forced-marched from Oswego with the idea of surprising and overwhelming the unprepared defenders of Ft. Stanwix. It was now apparent that St. Leger would be forced to lay siege to the fort. This was a problem for several reasons.

A siege would take St. Leger's force out of the British plan of maneuver for as long as the siege lasted. This plan had envisaged General Burgoyne driving south from Canada, Lord Howe driving north from New York City and St. Leger driving from the west to threaten any American army that tried to stand and fight—or to delay its escape if it tried to move west along the Mohawk River.

St. Leger had even more pressing concerns, however, with his Indian allies. He had promised them the opportunity to raid and loot with very little fighting—certainly no set-piece European-style battles or sieges. Now that he had stopped to lay siege, the Indians were already complaining that the game would quickly run out and opportunities to raid would wane as the fall weather approached.

The third issue facing St. Leger was the lack of a suitable artillery train with which to prosecute a siege. He knew his guns were too small to effectively destroy the fort and, given that he could only count on his European troops to stand and fight a set-piece battle, the fort's defenders alone might have enough power to drive him off. Worse still, there were rumors that the New York militia was on the move to come and relieve the garrison.

The American commander of Ft. Stanwix, Colonel Peter Gansevoort, was unaware of St. Leger's concerns, but felt confident in his command's ability to hold the fort for the time being. He had 500 men of his own 3rd New York Regiment which had been reinforced just hours before St. Leger arrived, by 200 men of the 9th Massachusetts, who brought with them six week's rations for the entire garrison. Moreover, Gansevoort had managed to make contact with the Tryon County Militia commander, General Herkimer, who had promised to bring in more reinforcements and supplies. Now that the fort was under siege, Herkimer's command would constitute a relief column.

It took General Herkimer two days to assemble the 800 men of the Tryon County Militia and to gather the supplies necessary to provision the fort. Herkimer's force reached the small Oneida village of Oriska on the evening of 5 August where he held an officer's call. The session was stormy because Herkimer wanted to move forward the next morning with caution, believing the British would prepare an ambush for his force. His officers charged him with cowardice and even treason, noting that Herkimer's brother was a relatively high ranking officer in the Tory militia. As a consequence of this, and against his better judgment, Herkimer marched out of Oriska on the morning of 6 August 1777 moving as fast as his heavily-laden wagons could move.

Alerted to Herkimer's column moving north St. Leger dispatched some 400-600 Indians, as well as William Johnson's Royal New York Regiment (Johnson's Greens) and Butler's Rangers to set an ambush. They chose a perfect spot where the road descended to cross a marshy creek before ascending to drier ground

beyond. These forces were in place and waiting when the advancing column came into sight.

Herkimer riding at the head of his command reached the ambush site at roughly 10:00 AM. The ambush was sprung a bit prematurely since only 600 militiamen were within the zone of the ambush; the last 200 being able to avoid the initial volley permitting their escape. Herkimer was not so lucky. Hit below the right knee in the opening moments of the ambush, he was further injured when his horse fell on him. Extracted by his men, Herkimer was propped up against a tree where he continued to command the fight as best he could.

Unlike most militia engagements in the war which usually involved two or three volleys followed by a retreat, the Tryon County Militia stood and fought for six straight hours—neither asking for, nor giving quarter. Several times the militia appeared to be on the verge of collapse, but each time they rallied, eventually securing the high ground overlooking the site of the ambush and driving off repeated attacks.

Around 2:00 PM, hearing the gunfire to the south and hoping to help Herkimer's forces, Gansevoort sent his second in command Lt Colonel Willett on a sortie against the British positions surrounding the fort. Willett took 200 hand-picked men and two small cannon to move against the Ranger camp south of the fort. Easily driving off the handful of surprised defenders, Willett permitted his men to loot the camp and a nearby Indian encampment. They loaded several wagons full of loot, destroyed the rest and managed to return to the fort just as St. Leger arrived with the 34th Foot to engage them.

By 4:00 PM the fighting began to die down at the ambush site as Indians and Rangers learned their camps had been looted. Johnson called for one more attack against the exhausted militiamen, but soon the Iroquois call of "oohna, oohna" was heard throughout the forest, signaling they were withdrawing.

Sources differ on the number of casualties suffered by both sides, but most agree that well over half of Herkimer's forces were killed or wounded (450 is the number most often cited) while the British suffered some 175 casualties—most of them Indian. These losses for the Indians were particularly grievous given that several chiefs were among the dead. Worse still, for St. Leger, the Indians made it clear they had no more stomach for this campaign. Not only had they lost many braves in fighting they were promised wouldn't happen, only a few had gotten to loot Herkimer's wagons while others had lost critical goods—such as blankets—when Willett looted their camp.

St. Leger refused to lift the siege and opened a bombardment with his 6-pounders which even the Indians could see had little effect upon the fort. By 22 August, with word that Benedict Arnold was only a day's ride away with 1,000 men and many cannon, the Indians melted away, compelling St. Leger to lift his siege and return to Osewego. General Herkimer never learned of this as he died of his wounds on 17 August.

Oriskany is considered one of the bloodiest battles of the American Revolution as a percentage of the number of men who fought there. While Herkimer's column never made it to the fort, the ferocity of the fighting, coupled with the sortie from the fort to loot British and Indian encampments made it clear the American Rebels would fight and fight hard—something St. Leger's Indians were not prepared to do. Although the British would maintain the siege for 16 more days, the fighting spirit displayed by the American defenders and Herkimer's column had sealed the fate of St. Leger's command. Moreover, with Lord Howe moving south to engage Washington at Brandywine Creek, the defeat of St. Leger virtually sealed the fate of General Burgoyne who was already moving towards a small New York town named Saratoga.

The British **24th Foot** counter should read **34th Foot**. The misidentification of this unit will have no effect on game play. The British **Butler's Rangers** unit should display "LT" on the counter indicating the unit is Light Infantry. Players may anticipate corrected counters for these units being issued in a future volume of this game series.

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Battle of Oriskany

August 6, 1777

Orders of Battle

British Forces

Colonel (Brevet Brigadier General) Barry St. Leger – Commander-in-Chief

8th Regiment of Foot – *Captain LeRoult*

34th Regiment of Foot – *Colonel St. Leger*

Hanau-Hesse Jaegers

Butler's Rangers – *Colonel John Butler*

King's Royal Regiment of N.Y. ("Johnson's Greens") –

Colonel John Johnson

Canadian Militia

Iroquois Indians

Mohawk: *Joseph Brant*

Seneca: *Old Smoke & Cornplanter*

Cayuga

Allied Indians

Huron

Abenaki

American Forces

Ft. Stanwix Garrison – *Colonel Peter Gansevoort*

3rd New York – *Lt Colonel Marinus Willett*

9th Massachusetts – *Lt Colonel James Mellon*

Oneida Militia

Herkimer's Relief Column – *Brigadier General Nicholas Herkimer*

1st Battalion Tryon County Militia – *Lt Colonel Ebenezer Cox*

2nd Battalion Tryon County Militia – *Colonel Jacob Klock*

3rd Battalion Tryon County Militia – *Colonel Frederick Visscher*

4th Battalion Tryon County Militia – *Colonel Peter Bellinger*

Oneida Indians – *Thawengarakwen ("Honyery Doxtater")*

Newtown

FRONT

8th Foot Platoon 3419 +1 2-4 1-4 LT	Blacksnake 3713 +1 2-5 LT	Famer's Brother 3418 0 1-5 LT	Jack Berry 2914 0 1-5 LT	Little Bully 3420 0 1-5 LT	Red Jacket 3418 -2 1-5 LT	Hell Moon 3417 0 2-5 LT	Little Beard 3415 0 1-5 LT	Complanter 3318 1-1-6	Col. John Butler 3318 1-1-6
Walter Butler 3419 +1 2-4 1-5 LT	McDonnell 3119 +1 1-4 LT	Mohawk Valley 3320 -1 LT	Mohawk Valley 3320 -1 LT	Little Beard 3415 0 1-5 LT	Red Jacket 3418 -2 1-5 LT	Hell Moon 3417 0 2-5 LT	Little Beard 3415 0 1-5 LT	Complanter 3318 1-1-6	Col. John Butler 3318 1-1-6
Cpt. Montour 3320 +1 1-5 LT	Cpt. Montour 3318 +2 1-5 LT	Fish Carrier 3315 0 1-5 LT	Old Smoke 2616 0-2-6	Indian Only	War Dance +1 Unit Morale	Wampum Belt +1 SP & +1 UM	HONOR +1 Leadership	Visions	Breastwork Abandoned
Sagawartha 3314 -1 1-5 LT	Tishogwando 3314 -1 1-5 LT	Cpt. Frazier 1408 0 4-5 LT	Optional	Indian Only	Big Medicine +1 Close Combat	Wampum Belt +1 SP & +1 UM	HONOR +1 Leadership	Visions	Breastwork Abandoned

Penn Bde 5820 +1 3-4	New York Bde T-3 +1 4-4	On Bde T-3 0 2-4	German Bn 5820 0 1-4	1st New Jersey T-2 +1 3-4	New Jersey Bde T-2 +1 3-4	2nd New Hampshire T-2 +1 2-4	3rd New Hampshire T-2 +1 2-4	New Hampshire Bde T-2 +1 3-4	McLester's DE Hecce T-4 0 1-6
Wyoming 5820 -1 1-4	Capt. Wool T-3 0 1-3	Cattle Herd +3	Troy Co. Vols. T-3 -1 1-4	Capt. Machin T-2 +1 2-3	Lt. Jenkins T-2 +1 1-3	Lt. Stephens T-2 +1 1-3	Light Infantry 5620 +1 1-4 LT	Soldier's Ind. Rifle 5519 0 1-4 LT	Parr 5519 +1 1-4 LT

Mohawk & Tory	Seneca	Seneca	Cayuga	Onondaga RE	Delaware	Tuscarora
Mohawk & Tory	Seneca	Seneca	Cayuga	Onondaga RE	Delaware	Tuscarora

2nd NJ Vol T-5 1-3	2nd NJ Vol 3A 2-3	Georgia Vol 2103 -1 1-4	Vols of Ireland 1906 1-4	Palmetto Fire 1108 0 2-4	2nd Ryl Highland 1108 0 1-4	Flip de Louisiana 2611 +1 1-4
Brandywine	Brandywine	Brandywine	Brandywine	Brandywine	Brandywine	Brandywine

2nd NJ Vol T-5 1-3	2nd NJ Vol 3A 2-3	Georgia Vol 2103 -1 1-4	Vols of Ireland 1906 1-4	Palmetto Fire 1108 0 2-4	2nd Ryl Highland 1108 0 1-4	Flip de Louisiana 2611 +1 1-4
Brandywine	Brandywine	Brandywine	Brandywine	Brandywine	Brandywine	Brandywine

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8th Foot 3201 +1 2-4	Seneca 2925 0 2-5 LT	24th Foot 2802 +1 2-4	Grenadiers 3501 +2 1-4	Lt. Infantry 3007 +1 1-4 LT	6-Pound Bty 3100 +1 2-3	3-Pound Bty 2802 +1 1-3	Chester Mtr 2802 0 *-4	Jagers 3007 +1 1-4 LT
Seneca 2925 0 2-5 LT	24th Foot 2802 +1 2-4	Grenadiers 3501 +2 1-4	Lt. Infantry 3007 +1 1-4 LT	6-Pound Bty 3100 +1 2-3	3-Pound Bty 2802 +1 1-3	Chester Mtr 2802 0 *-4	Jagers 3007 +1 1-4 LT	Jagers 3007 +1 1-4 LT
Seneca 2925 0 2-5 LT	24th Foot 2802 +1 2-4	Grenadiers 3501 +2 1-4	Lt. Infantry 3007 +1 1-4 LT	6-Pound Bty 3100 +1 2-3	3-Pound Bty 2802 +1 1-3	Chester Mtr 2802 0 *-4	Jagers 3007 +1 1-4 LT	Jagers 3007 +1 1-4 LT

Butler's Rangers 3007 +1 1-4	St. Leger 3501 1-1-6	Col. Johnson 2302 0-1-6	Joseph Brant 3501 1-2-6	Mohawks only	Supply Wagons 5925 *-3	3rd New York 3003/4 +1 5-4	5th Mass 3003/4 +1 2-4	Garrison Arty 3003 0 3-0	Light Battery Rep 0 1-3
Butler's Rangers 3007 +1 1-4	St. Leger 3501 1-1-6	Col. Johnson 2302 0-1-6	Joseph Brant 3501 1-2-6	Mohawks only	Supply Wagons 5925 *-3	3rd New York 3003/4 +1 5-4	5th Mass 3003/4 +1 2-4	Garrison Arty 3003 0 3-0	Light Battery Rep 0 1-3









Onondaga Militia 3003/4 -2 1-4	1st Tryon Co A 5824 0 1-4	3rd Tryon Co B 5926 0 1-4	4th Tryon Co A 5925 0 1-4	2nd Tryon Co B 5825 0 1-4	Indian Withdrawal	Storm -1	Turn
Onondaga Militia 3003/4 -2 1-4	1st Tryon Co A 5824 0 1-4	3rd Tryon Co B 5926 0 1-4	4th Tryon Co A 5925 0 1-4	2nd Tryon Co B 5825 0 1-4	Indian Withdrawal	Storm -1	Turn

























Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed
Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed	Destroyed

















Indian Withdrawal	Indian Withdrawal	Indian Withdrawal	Indian Withdrawal	Indian Withdrawal	Indian Withdrawal	Indian Withdrawal	Indian Withdrawal
Indian Withdrawal	Indian Withdrawal	Indian Withdrawal	Indian Withdrawal	Indian Withdrawal	Indian Withdrawal	Indian Withdrawal	Indian Withdrawal

BACK

[illegible]

 Turn	American Army Morale	British Army Morale	<div>2nd Tryon Co B</div> <div> 0 (1)-4</div>					<div>2nd Tryon Co A</div> <div> 0 (1)-4</div>					<div>1st Tryon Co B</div> <div> 0 (1)-4</div>					<div>1st Tryon Co A</div> <div> 0 (1)-4</div>					<div>3rd Tryon Co A</div> <div> 0 (1)-4</div>					<div>3rd Tryon Co A</div> <div> 0 (1)-4</div>				
	Storm	Indian Withdrawal																														
	Herkimer Relief Column																															

Failed Resolve	Failed Resolve	Failed Resolve	Failed Resolve	Failed Resolve	Failed Resolve	Indian withdrawal →	Indian withdrawal →
----------------	----------------	----------------	----------------	----------------	----------------	---------------------	---------------------

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Newtown

1306

[illegible]

New Hampshire Eels	 0 2-4	3rd New Hampshire	 +1 1-4	2nd New Hampshire	 -2 1-4		New Jersey Bids	 0 2-4	1st New Jersey	 0 2-4		Penn Bids	 0 2-4
							Du Bids	 -1 1-4	New York Bids	 -1 1/1-4			

	Turn				
American Army Morale	Indian Army Morale	Clinton	Poor	Sullivan	
Check Resolve	Check Resolve				
				Capt. Machin  1-3	

[illegible][illegible]

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Newtown Sequence of Play

Initiative Determination

- Turn 1 is American Player only.

AMERICAN PLAYER TURN

Movement Phase

Rally Phase

- 1) Spend Momentum to purchase additional Opportunity Cards.
- 2) Perform Rally Rolls to recover Disruption/Shatter

Rifle Fire Phase (Simultaneous)

Close Combat Phase

- Check for Indian Ambush when Close Combat occurs for the first time in the game.

Advance/Flip Game Turn Marker

INDIAN PLAYER TURN

Standard Movement Phase

- Move British Regulars, Butler's Rangers & Mohawk Valley Militia

NOTE: The Militia may either move now or during Activation Movement but not both.

Activation Movement Phase

- 1) On turns 2-8 roll for Indian Sortie according to the Game Turn Track. Disregard this step after successful sortie.
- 2) Draw Activation Markers one at a time from the opaque container and move only those units corresponding to the marker drawn.
- 3) Activation Movement immediately ends once the Combat Marker is drawn. Proceed to the Rally Phase.
- 4) Remove Indian Withdrawal Markers

Rally Phase

- 1) Perform Rally Rolls to recover Disruption/Shatter.
- 2) Perform Rally Rolls to remove Failed Resolve Markers.

Defensive Artillery Fire Phase (American Player)

Rifle Fire Phase (Simultaneous)

Close Combat Phase

- Check for Indian Ambush when Close Combat occurs for the first time in the game.

Final Movement Phase

- 1) Indian units whose Activation Markers have not been drawn and who are not adjacent to enemy combat units may now move but may not move adjacent to enemy combat units.
- 2) Units marked with Failed Resolve may not move.

End Phase

- 1) Return Activation Movement markers to opaque container.
 - Add Check Indian Resolve markers (if necessary).
- 2) Roll for Indian Honor Transfer (if necessary).

Advance/Flip Game Turn Marker

Oriskany Sequence of Play

Initiative Determination

- The British always move first until the turn after the Ambush.
- The Americans always move first on the turn immediately following the Ambush.
- Remaining turns are Random Player Order.

BRITISH PLAYER TURN

Movement Phase

Rally Phase

- Indians check for Loot-Rally.

Defensive Artillery Fire Phase (American Player)

Rifle Fire Phase (Simultaneous)

Close Combat Phase

Advance/Flip Game Turn Marker

AMERICAN PLAYER TURN

Movement Phase

- 1) Place or Remove HRC Movement marker (ignore this step after the Ambush has been triggered).
- 2) If the Ambush is triggered, go immediately to the Ambush Turn Sequence (below).

Rally Phase

Defensive Artillery Fire Phase (British Player)

Rifle Fire Phase (Simultaneous)

Close Combat Phase

Advance/Flip Game Turn Marker

Ambush Turn Sequence

Place Ambushing Units

Roll for Ambush Resolution

Ambush Fire

Ambush Close Combat

Resume American Player Turn, beginning with Rally Phase (non-Ambush units only).

Advance the Turn marker to the top of next Turn

- Americans always hold the initiative on the turn immediately following the Ambush.



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Oriskany

Player Aid Card

Army Morale Adjustment

Event	Gain/Loss
Rally	+1/-0
Suffer "D"	+0/-1
Suffer "AM"	+0/-1
Inflict / Suffer "1" result	+1/-1
Inflict / Suffer "2" result	+1/-2
Capture unit / Have unit captured	+1/-1
Breaking "Pin"	-1
Loss of second encampment hex (British player only)	-1
Per turn if Herkimer Relief Column uses regular movement (American player only)	-1
Leader captured or eliminated	+?



Victory Point Schedule

VPs	Description
2	Each enemy 2-step unit eliminated
½	Each non-captured enemy 2-step unit reduced at end of game
1	Each destroyed British Encampment hex (American player only; 3 hexes total)
1	Each enemy 1-step unit eliminated
1	Each enemy unit captured
½	Each enemy unit shattered at end of game
+?	Leaders captured or eliminated

Limbering and Laagering Supply Wagons

1 MP	Limber
2 MP	Limber adjacent to enemy combat unit
2 MP	Laager
3 MP	Laagering adjacent to enemy combat unit
3 MP	Laagering when Pinned

Ambush Success Table DRM

-1	If Herkimer's column is Ambushed while using regular movement.
----	--

TERRAIN EFFECTS CHART

HEXES							ATTACKER MODS	
	Leader	Infantry	Lt. Infantry	Indian	Artillery	Wagons	Fire	Combat
Clear / Crops	1	1	1	1	1	1	-	-
Light Woods	1	1	1	1	2	2	-1	-
Heavy Woods	1	1½	1	1	2	2	-1	-
Cedar Swamp	2	3	2	2	P	P	-1	+1 ^a
Marsh	2	3	2	2	P	P	-	+1 ^a
Indian Camps	1	1	1	1	1	1	-1 ^b	-1 ^c
Oriska / British Encampments	1	1	1	1	1	1	-	-
Road ¹	1	1	1	1	1	1	-	-
Trail	1	1	1	1	1	1	-	-
Fort Stanwix ²	+1	+1	+1	+1	P ³	P ³	-2 ^d	-2 ^d
Laagared Wagons	N/A	N/A	N/A	N/A	N/A	N/A	-	-1 ^e
HEXSIDES								
Stream ⁴	+1	+1	+1	+1	+1	+1	-	-1
Ford	+0	+0	+0	+0	+0	+0	-	-1
Up / Down Slope ⁴	+1	+1	+1	+1	+1	+1	-	-1 ^f
Mohawk River ⁵	E/M	E/M	E/M	E/M	P	P	-	-2 ^g
FORTIFIED HEXSIDES⁶								
Hornwork	+1	+1	+1	+1	P ³	P ³	-1 ^e	-1 ^e
Breastwork	+1	+1	+1	+1	P ³	P ³	-1	-1
Redoubt / Flechette / Siege Works	+1	+1	+1	+1	P	P	-1	-1

P = Prohibited; N/A = Not Applicable; E/M = Entire Movement

Notes:

- Strategic Movement = ½ MP per hex. *Exception:* Herkimer's column may not use Strategic Movement before the Ambush.
- Penalties apply only to British player units entering Ft. Stanwix. *Exception:* entering by road incurs no movement penalty.
- Enemy and friendly artillery, and wagons, may enter/exit only via the road.
- Crossing a hexside containing both a stream and slope only costs +1 MP. These two terrain features are not cumulative.
- Units expend entire movement to cross north of the ford at hexside 3106/3007. Mohawk River is out of play otherwise.
- Penalties apply only to enemy units crossing into.

^a Defender occupies swamp or marsh and attacker does not.

^b Does not apply to Seneca camp.

^c Applies *only* to Indian lead-units defending in their own camps.

^d Units in Ft. Stanwix ignore Retreat. They Disrupt or Shatter in place if there is one undisrupted, non-artillery unit in the hex.

^e Units in Laagared Wagons and the Hornwork may ignore Retreat.

^f If *all* units are attacking up slope.

^g -2 if *all* units are attacking across; -1 if *some* units are attacking across.

Important: A unit may always move 1 hex unless prevented by Prohibited terrain.

Close Combat DRMs (cumulative)

Attacker Benefits

- +? Adjusted unit morale of attacker's Lead Unit
- +? Close Combat DRM of attacker's commanding leader
- +1 Any defender is a black-circled rifle unit
- +1 Any defender is Disrupted or Shattered
- +1 All defending units are Militia attacked by at least one non-Militia unit
- +1 Defender is in Cedar Swamp or marsh and attacker is not
- +1 Defender is surrounded
- +1 Defender is reduced Tryon Company alone
- +1 (British only) Ambush
- +1 (British only) Ambush: Americans using HRC movement
- +1 (American only) Defender is Looting
- +1 (American only) Defender is Mohawk stacked with Huron/Abenaki

Defender Benefits

- ? Adjusted unit morale of defender's Lead Unit
- ? Close Combat DRM of defender's commanding leader
- 2 Defender occupies Fort Stanwix
- 2 All units attacking across Mohawk River
- 1 Some units attacking across Mohawk River
- 1 Any attacker is a black-circled rifle unit
- 1 All attacking units are Militia attacking at least one non-Militia unit
- 1 All attacking units are attacking across stream, up-slope or stream/up-slope hexsides
- 1 Attacker is surrounded
- 1 All attacking units are attacking across fortified hexsides
- 1 Indian lead units defending in their own camps
- 1 Defender occupies Laagered wagons
- 1 Storm
- 1 Attacker is reduced Tryon Company alone
- 1 (American only) Attacker is Looting
- 1 (American only) Attacker is Mohawk stacked with Huron and/or Abenaki

General Benefit

- /+ Result of Tactics Card play.

Unit Morale/Morale-Check-Rally DRMs

- | | |
|-----------------------------------|--|
| +1 In Fort Stanwix | +1 Mohawk loot-rally when stacked with Brant |
| +1 Behind fortified hexside | |
| +1 If Laagered | -1 Rally during storm |
| +2 British Lt. Infantry or Jaeger | +? Individual unit morale as adjusted by Army Morale |
| +1 Loyalist loot-rally | +? Leadership modifier of commanding leader |

Rifle/Artillery "To Hit" Table

SPs Firing	Adjacent	2-3 Hexes
1	7	9
2	6	8
3-5	4	7
6-9	2	6
10+	1	5

Fire Combat DRMs (cumulative)

- 2 Defender occupies Fort Stanwix
- 1 Target occupies Heavy Woods, Light Woods or Cedar Swamp
- 1 Defender occupies wooded Indian camps
- 1 All fire directed into fortified hexsides
- 1 Target is Light Infantry or Indians
- 1 Storm
- +1 Rifle units, including Laagered wagons and Ambush markers, firing for the first time in the game
- +1 Target is artillery

Damage Tables

Artillery Fire Damage

Die Roll	vs. non-Arty	Die Roll	vs. Arty
0-3	R	0-4	R
4-6	D	5-7	D
7-8	1	8	1 AM
9	1*	9	1

- +1 (British only) When firing at enemy infantry while Cohorn Mortar is firing with British artillery

Rifle Fire Damage

Die Roll	vs. non-Arty	Die Roll	vs. Arty
0-3	-1 AM	0-4	R
4-6	R	5-7	D
7-8	D	8	1
9	1*	9	1*

Tactical Matrix

Defender	Attacker							
	Skirmish	Attack en Echelon	Stand Fast	Withdraw	Frontal Assault	Commit Reserve	Turn Flank	Refuse Flank
Skirmish	0	-1	+1	NC	+2	-1	-1	0
Attack en Echelon	+1	0	-1	-1	0	0	+1	-1
Stand Fast	-1	+1	0	NC	-1	-1	+2	0
Withdraw	NC	+1	NC	NC	+2	0	0	NC
Frontal Assault	-2	0	+1	-2	0	+1	+1	0
Commit Reserve	+1	0	+1	0	-1	0	-1	-1
Turn Flank	+1	-1	-2	0	-1	+1	0	+2
Refuse Flank	0	+1	0	NC	0	+1	-2	0

NC = No combat ☐ Requires Leader ☐ Requires Leader and Open Flank

Close Combat Table

DR	Odds Ratio						
	1-3	1-2	1-1	3-2	2-1	3-1	4-1
-2 ■	2/-	AC/-	AC/-	AC/-	AC/-	1*/-	D/-
-1 ■	AC/-	1*/-	1*/-	1*/-	1*/-	D/-	D/-
0	1*/-	1/-	1/-	1/-	1/-	D/-	R/-
1	1/-	D/-	D/-	D/-	D/-	R/-	R/-
2	1/-	D/-	D/-	D/-	R/-	R/-	PIN
3	D/-	D/-	R/-	R/-	PIN	PIN	R/R
4	D/-	R/-	R/-	PIN	R/R	R/R	-/R
5	R/-	PIN	PIN	R/R	-/R	-/R	-/D
6	PIN	R/R	R/R	-/R	-/R	-/D	-/D
7	R/R	-/R	-/R	-/D	-/D	-/D	-/1
8	-/R	-/R	-/D	-/D	-/D	-/1	-/1*
9	-/R	-/D	-/D	-/1	-/1	-/1*	-/DC
10 ●	-/D	-/D	-/1	-/1*	-/1*	-/DC	-/AC
11 ●	-/D	-/1*	-/1*	-/DC	-/AC	-/AC	-/2

- Odds of less than 1-3 are resolved as 1-3 with a -1 DRM.
- Odds of greater than 4-1 are resolved as 4-1.
- Shift the Odds on Close Combats where any attacking units are adjacent to Diversion defending units 1 column to the left (i.e., 2-1 becomes 3-2).
- Die rolls less than -2 are treated as -2. Die rolls greater than 11 are treated as 11.

Close Combat Table (for Fire and Close Combat)

-	No Effect	DC	Captured, Defender's Choice
AM	Army Morale Loss	AC	Captured, Attacker's Choice
R	Retreat	PIN	Pinned
D	Disruption	*	Leader Casualty—Modified die roll must equal this number exactly
1	One Step Loss	■	Defender gains momentum
2	Two Step Loss	●	Attacker gains momentum



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Newtown

FRONT

Oriskany

1306

8th Foot Platoon 3419 +1 (1)-4	8th Foot RE/3419 +1 2-4	Walter Butler 3419 +1 2-4 LT	McDonnell 3119 +1 1-4 LT	Mohawk Valley 3320 -1 1-4	Mohawk Valley RE/3320 -1 2-4	Cornplanter 3318 1-1-6	Col. John Butler 3318 1-1-6
Blacksnake 3713 +1 2-5 LT	Farmer's Brother 3418 0 1-5 LT	Jack Berry 2914 0 1-5 LT	Little Billy 3420 0 1-5 LT	Red Jacket 3418 -2 1-5 LT	Half Mogn 3417 0 2-5 LT	Little Beard 3415 0 1-5 LT	Handsoma Lake 2616 0 1-5 LT
Josph Brant 3320 +1 R 2/1-5 LT	Cpt Montour 3318 +1 1-5 LT	Cpt Montour RE/3318 +2 1-5 LT	Fish Carrier 3315 0 1-5 LT	War Dance +1 Unit Morale	Fr. Margaret +1 SP +1 UM	Visions +1 Leadership	Breastwork Abandoned
Sagwarithra 3314 -1 1-5 LT	Tiahogwando RE -1 1-5 LT	Cpt. Frazer 1408 0 4-5 LT	Old Smoke 2616 0-2-6	Big Medicine +1 Close Combat	Wampum Belt	HONOR	Successful Sortie
Penn Bde 5820 +1 3-4	German Bn 5820 0 1-4	1st New Jersey T2 +1 3-4	New Jersey Bde T2 +1 3-4	Spencer T2 0 1-4	2nd New Hampshire T2 -1 2-4	3rd New Hampshire T2 +2 2-4	New Hampshire Bde T2 +1 3-4
New York Bde T-3 +1 4-4	Du Bois T-3 0 2-4	Provisional NY T-3 0 R 2/1-4	Spalding's Ind. 5620 0 1-4 LT	Light Infantry 5620 +1 1-4 LT	Selin's Ind. Rifle 5519 0 1-4 LT	Parr 5519 +1 1-4 LT	McLane's DE Horse T-4 0 1-6
Wyoming 5820 -1 1-4	Tryon Co. Vols. T-3 -1 1-4	Capt. Machin T-2 +1 2-3	Lt. Stephens T-2 +1 1-3	Lt. Jenkins T-2 +1 1-3	MORALE	MORALE	Turn
Capt. Wool T-3 0 1-3	Cattle Herd T-4 *-3	Sullivan T-2 1-2-6	Poor T-2 1-1-6	Clinton T-3 0-1-6	Check Resolve	Check Resolve	Seven Nations Optional
Mohawk & Tory	Seneca	Seneca	Cayuga	Onondaga RE	Combat	Delaware	Tuscarora
Mohawk & Tory	Friendly Fire	Friendly Fire	Friendly Fire	Friendly Fire	Queen's Lyl Rgrs 1518 -1 1-4 LT	MacKay's Corps 1920 0 1-4	Br HQ 1518
2nd NJ Vol T-5 0 1-3	2nd NJ Vol 3A 0 2-3	Georgia Vol 2103 -1 1-4	Vols of Ireland 1906 0 1-4	Georgia Lt. Drngs 2707 -1 1-6	Palmetto Foot 1A 0 2-4	2nd Ryl Highland 1108 0 1-4	Fijo de Luisiana 2611 +1 1-4
Germantown	Brandywine	Savannah	Eutaw Springs	Pensacola	REPLACEMENT COUNTERS		

8th Foot 3201 +1 2-4	24th Foot 2802 +1 2-4	Grenadiers 3501 +2 1-4	Lt. Infantry 3007 +1 1-4 LT	6-Pound Btty 3100 +1 2-3	3-Pound Btty 2802 +1 1-3	Coehorn Mtr 2802 0 *-4	Jaegers 3007 +1 R 1-4 LT
Seneca 2909 0 2-5 LT	Cayuga 2708 -1 1-5 LT	Huron 3403 -1 2-5 LT	Abenaki 3403 -1 1-5 LT	Mohawk 2306 -1 1-5 LT	Mohawk 2408 -1 1-5 LT	Mohawk 3007 0 1-5 LT	Mohawk 3007 -1 1-5 LT
Butler's Rangers 3007 +1 1-4	Johnson's Greens 2302 0 2-4	Canadian Militia 3100 -1 1-4	3rd New York 3003/4 +1 5-4	9th Mass 3003/4 +1 2-4	Garrison Arty 3003 0 3-0	Garrison Arty Repl 0 2-0	Light Battery Repl 0 1-3
St. Leger 3501 1-1-6	Col. Johnson 2302 0-1-6	Joseph Brant 3007 1-2-6	Supply Wagons 5925 *-3	Supply Wagons LOOTED	Col. Gansevoort 3003 1-1-6	Herkimer 5824 1-2-6	Col. Visscher 5926 0-1-6
Oneida Militia 3003/4 -2 1-4	1st Tryon Co A 5824 0 1-4	1st Tryon Co B 5824 0 1-4	2nd Tryon Co A 5825 0 1-4	2nd Tryon Co B 5825 0 1-4	MORALE	MORALE	Turn
3rd Tryon Co A 5926 0 1-4	3rd Tryon Co B 5926 0 1-4	4th Tryon Co A 5925 0 1-4	4th Tryon Co B 5925 0 1-4	Oneida **** -1 1-5 LT	Indian Withdrawal	Storm	Herkimer Relief Column
Destroyed	Destroyed	Destroyed	Destroyed	Indian Withdrawal	Momentum	Momentum	Momentum
Destroyed	Destroyed	Destroyed	Destroyed	Indian Withdrawal	Momentum	Momentum	Momentum
D	D	D	D	D	D	D	D
D	D	D	D	D	D	D	D
Indian Withdrawal	Indian Withdrawal	Ambush	Ambush	Ambush	Ambush	Ambush	Ambush

Oriskany

BACK

6-Pound Bty		24th Foot		8th Foot	
0 1-3		0 1-4		0 1-4	
Mohawk -2 1-4 LT	Mohawk -2 1-4 LT	Mohawk -2 1-4 LT	Mohawk -2 1-4 LT	Abenaki -2 1-4 LT	Huron -2 2-4 LT
Cayuga -2 1-4 LT	Seneca -2 2-4 LT				
Garrison Arty 0 1-0		Garrison Arty 0 2-0		9th Mass 0 1-4	
3rd New York 0 3-4		Johnson's Greens 0 1-4			
Supply Wagons		Supply Wagons			
Col. Visscher	Herkimer	Col. Gansevoort	LOOTED	Laagered 1R	Thayendanegea



Turn

American Army Morale

British Army Morale

Herkimer Relief Column

Storm

Indian Withdrawal

2nd Tryon Co B 0 (1)-4	2nd Tryon Co A 0 (1)-4	1st Tryon Co B 0 (1)-4	1st Tryon Co A 0 (1)-4
4th Tryon Co B 0 (1)-4	4th Tryon Co A 0 (1)-4	3rd Tryon Co B 0 (1)-4	3rd Tryon Co A 0 (1)-4



Indian Withdrawal	Destroyed	Destroyed	Destroyed	Destroyed
Indian Withdrawal	Destroyed	Destroyed	Destroyed	Destroyed

Pin	Pin	Pin	Pin
Pin	Pin	Pin	Pin

Failed Resolve	Failed Resolve	Failed Resolve	Failed Resolve	Failed Resolve	Failed Resolve	Indian Withdrawal	Indian Withdrawal
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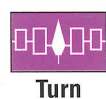
Counter Art by Rodger B. MacGowan, Mike Lemick and Mark Simonitch

Newtown

1306

Col. John Butler		Koeentwahka		Walter Butler		8th Foot	
0 1-4		0 1-4		0 1-4		0 1-4	
Half Moon 3417 -1 1-5 LT						Blacksnake 3713 +1 1-5 LT	
Breastwork Abandoned						Jsph Brant +1 R 1/1-5 LT	
Successful Sortie				Cpt. Frazer Optional -1 2-5 LT			

New Hampshire Bde 0 2-4	3rd New Hampshire +1 1-4	2nd New Hampshire -2 1-4	New Jersey Bde 0 2-4	1st New Jersey 0 2-4	Penn Bde 0 2-4
Provisional NY -1 R 1/1-4	Du Bois -1 1-4	New York Bde 0 2-4			



Turn

American Army Morale

Indian Army Morale



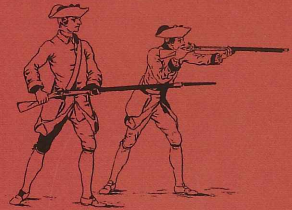
1-3

Activation	Check Resolve	Check Resolve	Clinton	Poor	Sullivan
Activation	Activation	Activation	Activation	Activation	Activation
Activation	Activation	Activation	Activation	Activation	Activation
Br HQ	Saratoga	Palmetto Foot -1 1-4	Germantown	2nd NJ Vol -1 1-3	Germantown
Pensacola	Eutaw Springs	Savannah	Brandywine	Germantown	

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TACTICS CARDS

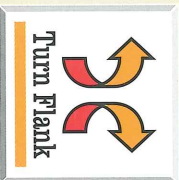
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Tactic	Attack	Defend
Skirmish	+2	-2
Attack en Echelon	0	0
Stand Fast	-1	+1
Withdraw	+2	-2
Frontal Assault	0	0
Commit Reserve	-1	+1
Turn Flank	-1	+1
Refuse Flank	0	0



Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	+1	-1
Stand Fast	+2	-2
Withdraw	0	0
Frontal Assault	+1	-1
Commit Reserve	-1	+1
Turn Flank	0	0
Refuse Flank	-2	+2



Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	0	0
Stand Fast	+1	-1
Withdraw	+1	-1
Frontal Assault	0	0
Commit Reserve	0	0
Turn Flank	-1	+1
Refuse Flank	+1	-1



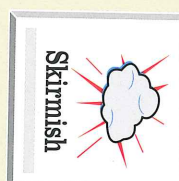
Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	0	0
Stand Fast	-1	+1
Withdraw	0	0
Frontal Assault	+1	-1
Commit Reserve	0	0
Turn Flank	+1	-1
Refuse Flank	+1	-1



Tactic	Attack	Defend
Skirmish	NC	NC
Attack en Echelon	-1	+1
Stand Fast	NC	NC
Withdraw	NC	NC
Frontal Assault	-2	+2
Commit Reserve	0	0
Turn Flank	0	0
Refuse Flank	NC	NC



Tactic	Attack	Defend
Skirmish	0	0
Attack en Echelon	-1	+1
Stand Fast	0	0
Withdraw	NC	NC
Frontal Assault	0	0
Commit Reserve	-1	+1
Turn Flank	+2	-2
Refuse Flank	0	0



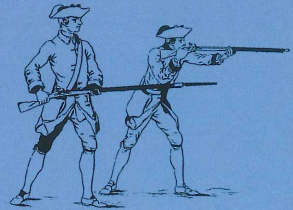
Tactic	Attack	Defend
Skirmish	0	0
Attack en Echelon	+1	-1
Stand Fast	-1	+1
Withdraw	NC	NC
Frontal Assault	-2	+2
Commit Reserve	+1	-1
Turn Flank	+1	-1
Refuse Flank	0	0



Tactic	Attack	Defend
Skirmish	+1	-1
Attack en Echelon	-1	+1
Stand Fast	0	0
Withdraw	NC	NC
Frontal Assault	+1	-1
Commit Reserve	+1	-1
Turn Flank	-2	+2
Refuse Flank	0	0

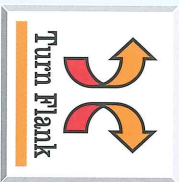
TACTICS CARDS

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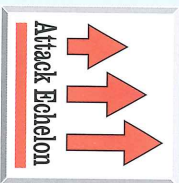




Tactic	Attack	Defend
Skirmish	+2	-2
Attack en Echelon	0	0
Stand Fast	-1	+1
Withdraw	+2	-2
Frontal Assault	0	0
Commit Reserve	-1	+1
Turn Flank	-1	+1
Refuse Flank	0	0



Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	+1	-1
Stand Fast	+2	-2
Withdraw	0	0
Frontal Assault	+1	-1
Commit Reserve	-1	+1
Turn Flank	0	0
Refuse Flank	-2	+2



Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	0	0
Stand Fast	+1	-1
Withdraw	+1	-1
Frontal Assault	0	0
Commit Reserve	0	0
Turn Flank	-1	+1
Refuse Flank	+1	-1



Tactic	Attack	Defend
Skirmish	-1	+1
Attack en Echelon	0	0
Stand Fast	-1	+1
Withdraw	0	0
Frontal Assault	+1	-1
Commit Reserve	0	0
Turn Flank	+1	-1
Refuse Flank	+1	-1



Tactic	Attack	Defend
Skirmish	NC	NC
Attack en Echelon	-1	+1
Stand Fast	NC	NC
Withdraw	NC	NC
Frontal Assault	-2	+2
Commit Reserve	0	0
Turn Flank	0	0
Refuse Flank	NC	NC



Tactic	Attack	Defend
Skirmish	0	0
Attack en Echelon	-1	+1
Stand Fast	0	0
Withdraw	NC	NC
Frontal Assault	0	0
Commit Reserve	-1	+1
Turn Flank	+2	-2
Refuse Flank	0	0



Tactic	Attack	Defend
Skirmish	0	0
Attack en Echelon	+1	-1
Stand Fast	-1	+1
Withdraw	NC	NC
Frontal Assault	-2	+2
Commit Reserve	+1	-1
Turn Flank	+1	-1
Refuse Flank	0	0



Tactic	Attack	Defend
Skirmish	+1	-1
Attack en Echelon	-1	+1
Stand Fast	0	0
Withdraw	NC	NC
Frontal Assault	+1	-1
Commit Reserve	+1	-1
Turn Flank	-2	+2
Refuse Flank	0	0

