



The Battle of **White Plains**

Twilight of the New York Campaign

October 28th-31st, 1776

EXCLUSIVE RULEBOOK

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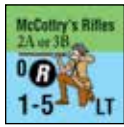
Counter Sheet and Opportunity Card Summary

Replacement Counters

It has been a tradition in the *Battles of the American Revolution* series to publish replacement counters for previous games when new information becomes available.

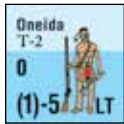
Volume 10 includes 3 such replacement counters as specified below:

Eutaw Springs



McCottry's Rifles: This unit replaces the SC Militia Rifles. The unit is now considered a Partisan (green counter stripe) for all purposes including looting. It may move in swamp hexes at the same movement rate as the Swamp Fox and may cross the Santee River using the flatboat marker in the same way that the Swamp Fox can although the two units may not cross together.

Monmouth Courthouse



Oneida: This is a new Indian unit. It arrives on Turn 2 with Lafayette. Otherwise, it is placed adjacent to Lafayette in all scenarios, subject to stacking limits. It's SP is in parenthesis indicating the unit may not attack when alone unless participating in a multi-hex attack. It may never be selected as the lead unit unless defending alone.



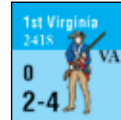
Indian Withdrawal Marker: This marker is necessary due to the addition of the Oneida unit above.

A complete game of *The Battle of White Plains* contains:

- This Exclusive Rulebook
- One Series Rulebook
- Two mounted maps featuring 1-inch hexes
- One full sheet of die cut counters
- One half sheet of die cut counters
- Two identical player aid cards
- 16 Tactics cards (8 British, 8 American)
- 52 Opportunity cards (26 British, 26 American)
- Two 10-sided dice

White Plains Counter Samples

American Units



Continental
Regulars
(dark blue stripe)



State
Troops
(light blue stripe)



Patriot
Militia
(no stripe)

British Units



British
Regulars
(red stripe)



German
Hessians
(green stripe)

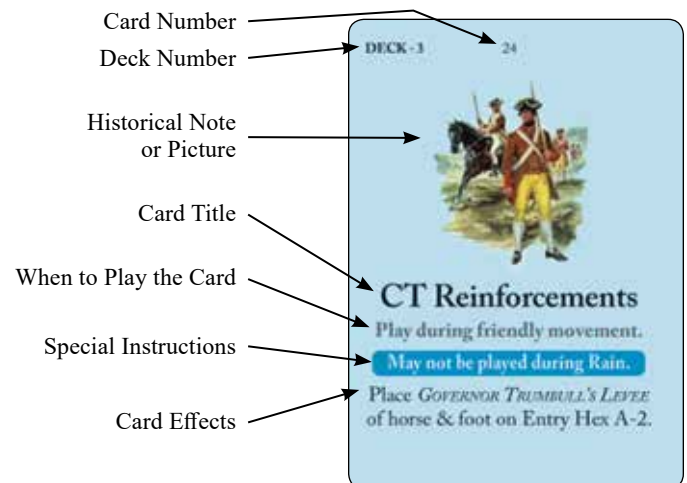


American
Loyalists
(cream stripe)



Tory
Militia
(brown stripe)

Opportunity Card Sample



Cover Art:

"Battle of White Plains, Oct. 28, 1776 (Chatterton Hill)"
by George Albert Harker

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The Battle of White Plains

*“Our drums have beat to arms, and men ordered to their several posts.
Most probably some important event is upon the eve of taking place.”*

Lt. Colonel Robert H. Harrison. Headquarters. White Plains, New York. October 25, 1776.

I. Prepare for Play

The *Battles of the American Revolution* is a series of ten games with a core set of rules common to them all. Therefore, it is strongly suggested that players read the Series Rules booklet first.

Introduction

The *Battle of White Plains* depicts four critical days from the morning of October 28 to the evening of October 31, 1776, during which the Continental Army under General George Washington confronted the British Army under Lt. General Sir William Howe in and around the village of White Plains in Westchester County, New York some 20-miles north of New York City. The American army had been in perpetual retreat since the Battle of Brooklyn Heights in August but dug in here to protect a critical supply depot and to salvage honor if not victory in the otherwise disastrous New York campaign.

The full campaign game covers all four days and spans 42 game turns. Players wishing a shorter game experience can play either the 4 ½ turn historical scenario, the Battle for Chatterton Hill, or the 10 ½ turn Grand Assault scenario. The latter is a hypothetical scenario in which players can model what might have plausibly happened if General Howe had attacked the main American lines at White Plains. Could Howe have crushed the Continental Army and ended the Rebellion barely three months after American Independence had been declared or would the Continentals hold their own and embarrass the British juggernaut?

White Plains offers extensive Opportunity Card Notes and Design Notes that, together with the comprehensive Historical Summary, recover a forgotten 18th century battlefield that has faded into a highly urbanized modern environment.



The White Plains battle flag features a “liberty cap” hanging on a staff. The inspiration for the liberty cap was the “Phrygian cap” from ancient Rome. A master would give the cap to a freed slave as a symbol of his new found freedom. The Phrygian or liberty cap was a common symbol in colonial politics. The sword speaks for itself.

1.1 Game Length

The game begins at 9:30 AM (Turn 1) on October 28 and ends at 5:00 PM (Turn 42) on October 31 unless either player achieves an automatic victory OR unless a “Game Ends” Opportunity Card is played.

OPTIONAL RULE: Players who want to guarantee that the game will last a full 42 game turns must agree before play begins to set aside the “Game Ends” card from their respective decks. Playing the campaign game with the Game Ends cards included has the potential of shortening play by as much as eleven game turns although there is no guarantee.

1.2 Player Order

Only the British player moves on Game Turn 1. The American player moves first on Game Turns 2 and 3. Thereafter, player order is determined randomly per Series Rule 6.0.

1.3 At-Start Army Morale

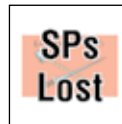
British 19; American 18

1.4 Momentum

Neither player begins the game with Momentum.

OPTIONAL RULE: For play balance against a stronger British player, the American player may start with 1 Momentum chit.

1.5 Strength Points Lost Table



SP losses are recorded on the Strength Point Lost Track located on the map using the appropriate marker. Lost SPs are tracked even for flipped units on the map. See the Player Aid Card for exceptions.

At the beginning of the game, set the British SP Lost Marker to 0. The American marker is only used in the October 31st scenario.

1.6 Deployment

Both sides deploy their units according to their at-start hex number. Opportunity units labeled “Opp” are placed in the Opportunity Units Box on the game map and enter the game through card play. Reinforcements are placed on the Game Turn Track according to the turn of entry noted on the counters. Three American units have **** in lieu of at-start hex numbers. They deploy as follows:

- Major General Spencer on or within two hexes of 3327.
- Brigadier General Wadsworth on or within two hexes of 2629.
- Van Wyck Rangers anywhere on or east of hex row 29xx stacked with or adjacent to any NY Militia (excluding the 6th Dutchess County) or any NY State infantry units, subject to stacking limits.

1.7 Determine Washington’s Combat Modifier

The American player rolls a die to determine the value of Washington’s Combat Modifier for the duration of the game according to Exclusive Rule 5.3. Deploy the appropriate counter from the counter mix. See Design Note 9.1 for an explanation of this rule.

OPTIONAL RULE: For play balance against a stronger British player, Washington’s Combat Modifier may be set at “1”.

1.8 Ruse de Guerre



The American player secretly designates a certain number of his fieldworks hexes as containing a Ruse de Guerre according to Exclusive Rule 4.9.

1.9 Draw Opportunity Cards

See Exclusive Rule 4.2

II. How to Win

2.1 British Victory

2.1.1 Decisive

Control hex 2103 at the end of any game turn signifying a breakthrough to the Hudson Highlands and the encirclement of the American army. See Exclusive Rule 2.4.2 for the definition of control.

2.1.2 Substantial

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

2.1.3 Marginal

If neither player achieves a decisive or substantial victory by the end of the game, the British player wins by having a margin of at least six victory points more than the American player while the British control Chatterton Hill (hex 2024).

CLARIFICATION: The British player cannot win a marginal victory unless he controls hex 2024.

2.2 American Victory

2.2.1 Decisive

Eliminate or capture 23 SPs of British Player non-artillery combat units, excluding Loyalists and Tory Militia.

2.2.2 Substantial

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

2.2.3 Marginal

If neither player achieves a decisive or substantial victory by the end of the game, the American player wins by having a margin of at least three victory points more than the British player.

2.3 Draw

If conditions are not met for any levels of victory described above, the game ends in a draw.

2.4 Victory Point Schedule

2.4.1 Combat Unit & Leader Casualties

See the Victory Point Schedule on the Player Aid Card and the Leader Summary Table on the game map.

Important: The VP and Army Morale (AM) impacts for the named demi-leaders (Rall, Haslet, Glover) are in addition to those for the unit casualties themselves.

2.4.2 Objective Hexes and Control

At the start of the game, the American player controls Chatterton Hill, Horton’s Mill and Tarrytown while the British player controls the British Headquarters.

- In order to take control of an objective hex, a player must occupy (or be the last to pass through) the given hex with a combat unit other than artillery while there are no enemy combat units adjacent. Place the proper control marker when this occurs. The enemy player may regain control in the same manner. Flip the control marker in this case.
- **Neutralizing Control:** The presence of adjacent enemy combat units neutralizes friendly control of an objective hex, whether occupied or un-occupied. In this case, neither side controls the hex. If the adjacent enemy units move away without occupying the objective hex, friendly control is re-established.
- **Tarrytown Control:** Control is granted to the only player to have a combat unit other than artillery in Tarrytown. If opposing forces coexist in Tarrytown, control is neutralized until only one side meets the condition for control. (See Exclusive Rule 4.3 for details on movement and combat in Tarrytown.)

• British Headquarters (hex 2538)

- ♦ Worth 1 VP to the American player while American-controlled—the British player never gains a VP for the British HQ.
- ♦ The American player gains +2 Army Morale, while the British player loses –1 Army Morale. These AM adjustments are made only once, no matter how often the hex changes hands.

• Chatterton Hill (hex 2024)

- ♦ Worth 1 VP to the American player while American-controlled
- ♦ The following events occur upon initial British control:
 - The British player draws one Opportunity Card
 - The American player loses –1 Army Morale (this is regained upon the American player reestablishing control, and can be lost and regained multiple times)
- ♦ The British player needs to control this hex in order to win a marginal victory
- ♦ The British player loses –1 Army Morale if he fails to control this hex by the end of Game Turn 9

• Horton's Mill (hex 3412)

- ♦ Worth 2 VP to the American player while American-controlled
- ♦ The following events occur upon initial British control:
 - The British player gains 1 VP (cannot be lost upon American recapture)
 - The British player draws two Opportunity Cards
 - The American player loses –2 Army Morale (cannot be regained upon recapture)
- ♦ The American player immediately draws one Opportunity Card upon initially reestablishing control of the hex – further changes of possession do not produce a card draw

• Tarrytown

- ♦ Worth 1 VP to the American player while American-controlled
- ♦ The following events occur upon initial British control:
 - The British player draws one Opportunity Card
 - The British player gains 2 Army Morale points
- ♦ See Exclusive Rule 3.2 for Retreat Priority.

III. Series Rules Variations

3.1 Leaders

• American Seniority (rank denoted by #)

All American leaders can command any combat units unless specified otherwise.

- ♦ #1 General George Washington
 - Washington has a Morale Modifier labeled “3/1” which is interpreted to mean 3 when stacked with units attempting a morale check and 1 when adjacent to those units.

- When adjacent his modifier of “1” would be applied in addition to the modifier provided by a commanding leader in the unit's hex and any other applicable modifiers.

♦ #2 Major General Charles Lee

- Appears as a replacement in the event Washington is a casualty. Flip the Washington counter over and deploy Lee at American HQ (hex 1905). If this hex is British controlled, deploy stacked with any American leader.

♦ #3 Major General Israel Putnam (“Old Put”)

♦ #4 Major General William Heath

♦ #5 Major General Joseph Spencer

♦ #6 Major General John Sullivan

♦ #7 Brigadier General William Alexander, Lord Stirling (October 31 Scenario only)

♦ #8 Brigadier General Alexander McDougall

- May only command the units in his brigade signified by white combat, movement and unit morale values *plus* any units on or adjacent to Chatterton Hill.

♦ #9 Brigadier General James Wadsworth

- May only command the units in his brigade signified by dark blue combat, movement and unit morale values.

- ♦ Colonel John Hazlet (Delaware Blues) is a demi-leader (denoted by the gold star on the counter) for Tactics Chit play for himself (at all times) and any Patriot militia with whom he is stacked or adjacent to while on or adjacent to Chatterton Hill *only*.

- ♦ Colonel John Glover (Marblehead Regiment) is a demi-leader (denoted by the gold star on the counter) for Tactics Chit play for himself and any units in his brigade, signified by reddish-purple combat, movement and unit morale values, with whom he is stacked or adjacent to.

• British Seniority (rank denoted by #)

All British Player leaders can command any combat units unless specified otherwise.

♦ #1 Lieutenant General Sir William Howe

♦ #2 Lieutenant General Sir Henry Clinton

♦ #3 Lieutenant General Philip de Heister

♦ #4 Major General Charles, Earl Cornwallis

♦ #5 Major General Hugh, Lord Percy

♦ #6 Brigadier General Alexander Leslie

- May only command British, Loyalist, and Tory militia units.

♦ #7 Colonel Friedrich von Lossberg

- May only command Hessian units.

♦ #8 Colonel Carl von Donop

- May only command Hessian units.

- ♦ Lt. Colonel Johann Rall (Regiment Rall) is a demi-leader (denoted by the gold star on the counter) for Tactics Chit play for himself and any Hessian combat units with whom he is stacked or adjacent to.

3.2 Retreat Priorities

- **While Tarrytown is American Controlled:**

- ♦ **British Player**

Retreats toward the south, southeast or southwest edges of the map if possible.

- ♦ **American Player**

Retreats toward the north, northeast or northwest edges of the map if possible.

- **While Tarrytown is British Controlled:**

- ♦ **British Player**

Retreats toward the south, southeast, southwest or northwest edges of the map if possible.

- ♦ **American Player**

Retreats toward the north or northeast edges of the map if possible.



NOTE: See the retreat priority illustration on the map, noting the colors on the hexsides.

3.3 American Sortie Restriction

- **Movement**

Only those American units with MPs shown in parentheses may move freely when the game begins. All other American units are restricted to their at-start hexes until released to sortie.

SPECIAL RESTRICTION: Units that begin the game on Chatterton Hill or arrive there as reinforcements may *only* move without restriction in hexes on or adjacent to the hill. Except as specified in the “British Army Moves North” or “Sortie Die Roll” subsections below, these units are only released from this restriction on the first friendly movement phase after enemy close combat against any of these units.

Remaining American units are released from sortie restriction in one of three ways:

- ♦ **Close Combat along Forward American Defense Line**

The entire American Army is released from sortie restriction on the first friendly movement phase following enemy close combat against any American units occupying the Forward American Defense Line (defined as the connected line of fieldworks from hex 2320 through hex 3115.) Place the American Army Sortie marker on the Game Turn Track of the appropriate turn as a reminder.

- ♦ **British Army Moves North**



The entire American Army is released from sortie restriction on the first friendly movement phase after any British player combat unit moves north of the Sortie Trigger Line while west of the Bronx River or north of the line of Flat Meadow Brook and the Mamaroneck River while east of the Bronx River. The Sortie Trigger Line is depicted by subtle dashed outlines within each hex beginning in hex 1422 and extending to hex 2222. Place the American Army Sortie marker on the Game Turn Track of the appropriate turn as a reminder.

CLARIFICATION: British player combat units must cross the Sortie Trigger Line to trigger release. Merely entering the Trigger Line hexes will not trigger release.

- ♦ **Sortie Die Roll**

The entire American Army is released during the friendly movement phase of any game turn in which the American player successfully rolls for Sortie. The range needed for a successful sortie roll is printed on the Game Turn Track beginning on Turn 10. Place the American Army Sortie marker on the appropriate turn as a reminder.

Important: A successful die roll on Turns 10-20 will depend upon General Washington’s Combat Modifier as determined in Exclusive Rule 5.3. If Washington’s Combat Modifier is 0 then only a roll of 0 will trigger the sortie. If his modifier is 1, then a roll of 0 or 1 will trigger the sortie.

- ♦ **Fire Combat While Sortie Restricted**

- ♦ While restricted, American units may still conduct Defensive Artillery Fire and Rifle Fire if enemy units come within range and LOS.
 - ♦ Units which retreat or disrupt due to Fire Combat (which does *not* trigger release), must return to their original hexes as soon as possible via the most direct route, given normal movement rules.

3.4 American Tactical Doctrine

Victorious American lead units are never required to advance after combat out of fieldworks or from behind map-depicted stone wall hexsides if in so doing they would cross those hexsides. This also applies to fieldworks constructed according to Exclusive Rule 4.8. This is an exception to Series Rule 12.23, step 9.

3.5 First Fire Recovery

Rifle and Amusettes units recover their First Fire markers at the start of each day if they are not adjacent to an enemy combat unit. This First Fire Recovery Phase occurs prior to initiative determination on Game Turns 10, 21, & 32.

- ♦ This is an exception to Series Rule 10.6
 - ♦ Players should place used First Fire markers on the 7:00 AM turn of the next day on the Game Turn Track as a reminder that they may recover them if they qualify.

3.6 Reinforcements

Arriving reinforcements and opportunity units may move normally unless specified otherwise. If an entry hex for arriving reinforcement or opportunity units is occupied or in an enemy ZOC, the arriving units may be placed in any adjacent space free of enemy units and their ZOC paying normal terrain cost. If no such hex exists the arriving units are delayed on the Game Turn Track until permitted to enter.

- **Delaying Reinforcements**

Reinforcements *may not* be voluntarily delayed by the owning player. This is an exception to Series Rule 9.11.

- **American Variable Reinforcement**

The 1st NYC Independent Battalion may enter the game beginning on the American movement phase of Game Turn 2. Roll 1 die and check the range printed on the Game Turn Track for that turn to see if the unit qualifies for entry.

- If not, advance it one turn down the turn track. Once the unit is permitted to enter, place it on or within 5 hexes of Maj. General Heath, subject to stacking limits.
- This unit enters automatically on Turn 7 if it hasn't already entered play.
- Once placed, the unit must conform to sortie restrictions as specified in Exclusive Rule 3.3

- **American Turn 2 & 3 Reinforcements**

These units are deployed on Chatterton Hill subject to stacking limits and not adjacent to enemy combat units and *may not move on their turn of placement*.

- Turn 2: Delaware Blues stacked with or adjacent to Brooks or Mosely militia—these two units may move prior to the Delaware Blues being placed (this is an exception to Series Rule 9.11).
- Turn 3: Maryland Immortals adjacent to the Delaware Blues. 1st NY, 3rd NY, 19th Continental, Hamilton Artillery and McDougall in hex 2024.

- **American Turn 7 Reinforcements:**

If the American player has at least one Parade Order infantry combat unit on Chatterton Hill, these units arrive together in any hex on the hill on or north of the Dobb's Ferry Road, subject to stacking limits and not adjacent to enemy combat units. These reinforcements may not move on their turn of placement. If these conditions are not met or if hex 2024 is enemy-occupied, the reinforcements are deployed as follows:

- Beale's Flying Camp in any hex on or adjacent to Purdy Hill subject to stacking limits and not adjacent to enemy combat units.
- 16th Continental on or within 2 hexes of hex 2916 and north of the Forward American Defense Line inclusive, subject to stacking limits and not adjacent to enemy combat units. (See Exclusive Rule 4.7)

- **British Reinforcements**

All British reinforcements enter at hex 3444 labeled "B".

- **Opportunity Card Reinforcements**

Reinforcements specified by card play appear as indicated on the card.

3.7 Rain Game Turns

Rain fell throughout the day on October 29th, intermittently during the morning of the 30th, and for several hours on the morning of the 31st.

- Rain is automatically in effect on Turns 10-20 and 32-35 inclusive.
- During Turns 21-24, **prior to rolling for Initiative**, the American Player rolls a die each turn and consults the range printed on the Game Turn Track to determine if there is rain. Use the Rain marker to mark the game turn accordingly.

The following rules modify play during rain:

- **Initiative**

If the initiative die roll is tied, the turn is skipped. **EXCEPTION:** *If either player used momentum to influence the initiative roll, re-roll for initiative. A skipped game turn still counts toward morale recovery as described in Exclusive Rule 4.1.*

- **Movement**

Units moving during rain game turns do so with -2 MP. Strategic movement is halved (rounded up).

Rain Movement Allowance Calculation Example:

A 4 MP infantry unit is adjusted as follows:

- MP of 4 is rain-adjusted to 2 MP. If the unit intends to use strategic movement, it would normally get 4 MP (doubling the adjusted base MP of 2) but in this case the strategic movement allowance is halved because of rain and only equals 1 more MP for a total of 3 MP if using strategic movement.
- By the same logic cavalry has a base rain-adjusted MP of 4 and a strategic movement allowance of 6 MP.
- Field artillery has a base rain-adjusted MP of 1 and a strategic movement allowance of 2 (1.5 rounded-up.)
- Heavy artillery, whose normal MP is 2 is rain-adjusted to 0 and thus is not entitled to any strategic movement but it may move 1 hex according to Series Rule 9.2.

EXCEPTION: *In the October 31 Scenario, all units must be able to pay the cost to cross swollen Bronx River hexsides according to Exclusive Rule 7.11*

- **Fieldworks Construction**

The American player may not initiate or complete the construction of fieldworks during rain game turns (See Exclusive Rule 4.8)

- **Rally**

Combat units subtract -1 DRM to rally die rolls. Momentum may not be used to purchase additional Opportunity Cards during the rally phase on rain game turns. This is an exception to Exclusive Rule 4.2, Method 3.

• Fire Combat

Artillery/Amusettes range is reduced by one hex. Defensive Artillery Fire, Amusettes Fire and Rifle Fire suffer –1 DRM on the To-Hit Table. Patriot militia targeted by enemy artillery fire as specified in Exclusive Rule 4.5 must still perform a morale check incorporating the additional –1 DRM for rain.

• Close Combat

Attacking units suffer –1 DRM to close combat in addition to other applicable modifiers.



EXCEPTION: Elite British and Hessian units whose unit morale values are printed in white within a red circle do not suffer this penalty if they are the lead unit during an attack in the rain while the British player is in High Morale.

IV. Special Rules

4.1 Restoring Army Morale

During rain game turns, players whose combat units do not move during their movement phase or attack during their close combat phase may begin the process of restoring army morale. Leaders are not restricted and may move normally.

- The player announces his intention to restore morale and places his Morale Restoration marker three turns ahead on the Game Turn Track. As long as his units neither move nor attack for three consecutive rain turns, he gains 1 point of army morale at the beginning of his player turn on which the Morale Restoration marker was placed.

The Morale Restoration marker may then be advanced another three turns along the Game Turn Track and the process repeats.

EXAMPLE: On Turn 12, place the marker on Turn 15. Units that do not move/attack during Turns 12-14, gain 1 AM at the beginning of their Turn 15 Player Turn.

• Interrupting Morale Restoration

If at any time a player elects to move units or attack in close combat (including through Opportunity Card play), he immediately loses any accrued time spent in morale restoration and the marker is immediately removed from the turn track.

- The process of morale restoration may begin again commencing on the first turn during which his units meet the preconditions for morale restoration.

• Other Considerations

Rally attempts, Defensive Artillery Fire, Rifle Fire and defending in Close Combat (regardless of combat result) do not affect the morale restoration process.

• October 29-October 30 Transition

If there are less than three game turns remaining on October 29, continue counting with turns beginning on Turn 21 (7:00 am on October 30.) In the event that clear weather is rolled during Turns 21-24, any progress toward restoring morale as

described above is interrupted and the Morale Restoration marker is removed.

• October 31

There are four turns of rain in the morning on October 31 (Turns 32-35.) It is possible for a player whose units do not move or attack on Turn 32 (7:00 am, October 31) to once again attempt to restore 1 point of army morale during this interval using the procedures described above.

4.2 Opportunity Cards

• Prior to Play

Each player possesses three decks of Opportunity Cards of ten, eight, and eight cards-each labeled Deck 1, Deck 2, and Deck 3 respectively.

EXCEPTION: British Deck 2 only consists of 7 cards. The British player has one special card labeled “Probe.” This card is held aside and only added to the British player’s hand when an American Ruse de Guerre is revealed as specified in Exclusive Rule 4.9 (see Method 6 below).

- After your opponent shuffles your cards in Deck 1 you draw two into your hand prior to beginning play.
- **Obtaining Additional Cards**
 - ♦ **Method 1:** After new decks have been introduced into each player’s draw deck as specified in the “Introducing New Decks” bullet below, each player draws two Opportunity Cards.
 - ♦ **Method 2:** Each player draws one Opportunity Card at the start of a game turn as indicated by the Game Turn track.
 - ♦ **Method 3:** During each friendly rally phase *except during rain game turns*, prior to making rally rolls, players may spend one momentum chit to draw a new Opportunity Card from their decks.
 - This is an additional use of momentum to those indicated in Series Rule 12.62.
 - ♦ **Method 4: BRITISH PLAYER ONLY**
 - The British player draws one Opportunity Card the first time he gains control of the objective hex on Chatterton Hill (hex 2024)
 - The British player draws one Opportunity Card the moment he clears seven of ten hexes in the Forward American Defense Line as described in Exclusive Rule 4.7.
 - The British player draws two Opportunity Cards the first time he takes control of Horton’s Mill (hex 3412)
 - The British player draws one Opportunity Card the first time he takes control of Tarrytown.
 - ♦ **Method 5: AMERICAN PLAYER ONLY**
 - The American player draws one Opportunity Card at the beginning of his friendly Movement Phase if he controls Horton’s Mill (hex 3412) on Game Turn 9
 - The American player draws two Opportunity Cards at the beginning of his friendly Movement Phase if he controls Horton’s Mill (hex 3412) on Game Turn 31.

- The American player draws one Opportunity Card *the first time* that he regains control of Horton's Mill (hex 3412) if it has been British Controlled. *This outcome may only happen once.*

♦ **Method 6: BRITISH PLAYER ONLY**

- The British player is entitled to add the special Probe card into his hand according to Exclusive Rule 4.9, Probing Enemy Defenses.

♦ **Introducing New Decks**

New decks of Opportunity Cards are introduced into each player's draw deck prior to the initiative phase on the first game turns of October 30 (Deck 2) and October 31 (Deck 3.)

- ♦ Players shuffle the new cards into one another's decks after which each player draws two new cards into his hand as was done at the start of the game.
- ♦ Note that cards from previous decks are not removed from the draw decks; the draw decks are enhanced with the additional cards being introduced into them.

♦ **Card Usage**

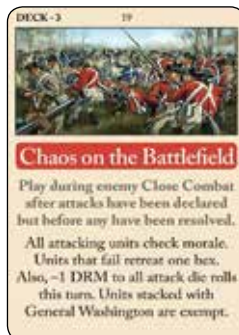
♦ **General Notes About Card Play**

Follow the directions specified on each card. Where instructions may stray from Series or Exclusive Rules the card takes precedence. Regardless of the outcome of card play, all cards played are discarded for the remainder of the game unless specific language on a card dictates otherwise. See Section VIII of the Exclusive Rules for additional card notes as they relate to specific cards.

- If a card is played out of sequence or otherwise incorrectly, it is discarded without taking effect.

♦ **Hand Size & Card Specifics**

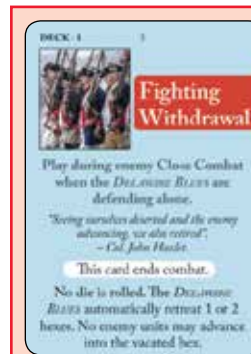
- There is no limit to the number of cards a player may hold in his hand; however, some cards must be played immediately, as indicated on the card. In cases where each player has drawn a card that must be played immediately, the British player always plays his card(s) first followed by the American player.
- Some cards may not be played during rain game turns while other cards get reshuffled back into a player's draw deck after they are played according to instructions on the cards.
- If certain conditions exist in the game, some cards may be discarded in favor of an alternate card draw as specified on the card.
- Each card specifies the phase of the game when it can be played. For ease of recognition, combat cards have the card's name shaded in red.



♦ **Combat Card Order of Play**

During the Close Combat Phase, after applicable DRMs are calculated but before Tactics Card resolution, the following card play order is followed:

- The phasing player announces whether he intends to play a single card to affect the combat. He may play a card or pass.
- The non-phasing player likewise announces whether he will play a card or pass.
- This back-and-forth process continues with each player eligible to play a single card or pass until both players have passed in succession, ending card play for that specific combat resolution.
- The cards are tallied to determine a net modifier, if any, or other possible outcome as indicated by the cards that were played.
- If card play has not resulted in an early end to the Close Combat Phase, the players proceed to Tactics Card selection and standard combat resolution.



Important: During this interplay it is possible to play a card that ends combat even if both players have not yet passed in succession. When this occurs, previously played cards (if any) are ignored and players must follow the instructions listed on the card that ended combat.

NOTE: Cards that end combat may still be trumped by your opponent playing the Local Superiority card. In such a case, the back-and-forth interplay of cards will resume until both players have passed in succession or another card is played that ends combat.

COMBAT CARD EXCEPTIONS:

- The COUNTER ATTACK and TURN FLANK cards are played during Tactics Card resolution as specified on the card.
- CHAOS ON THE BATTLEFIELD is played after all attacks have been declared but before any have been resolved as specified on the card.
- LOCAL SUPERIORITY Exceptions
 - ♦ Each player has one LOCAL SUPERIORITY card (Deck 1, #1.) In normal circumstances, this card serves as a trump card to cancel the play of one of your opponent's cards the moment it is played. There are two key exceptions:
 - ♦ A GAME ENDS card (Deck 3, # 26) may not be trumped by Local Superiority.
 - ♦ A LOCAL SUPERIORITY card (Deck 1, #1) may not be trumped by Local Superiority. In other words, only a single LOCAL SUPERIORITY card may be played during any given card sequence.

4.3 Tarrytown

See Design Note 9.2 for background information regarding the importance of Tarrytown.

• Movement

- ♦ **Entering the Tarrytown Transition Box:** Units may only enter Tarrytown by first passing through the Tarrytown Transition Box. Units that begin their movement phase in either hex 1419 or 1415 enter the Transition Box by spending their entire movement allowance to do so.
- ♦ **Exiting the Tarrytown Transition Box:** At the beginning of the next friendly movement phase units that begin in the Transition Box may stay there or leave in one of three directions; they may enter Tarrytown itself or exit via hexes 1419 or 1415. Note that a unit may exit onto either of the two available roads regardless of which road was used to enter the Transition Box. Units may exit using either normal or strategic movement according to the standard Series Rules.
 - Units can re-enter the map into enemy ZOC, but must stop and initiate Close Combat normally. If hexes 1419 and 1415 are both occupied by enemy combat units (including lone artillery), units must stay in the Transition Box or move on to Tarrytown.
 - Units that enter Tarrytown must remain there for the duration of the game.

• Combat

- ♦ **Tarrytown Transition Box:** Opposing units coexist in the Tarrytown Transition Box. Combat in this box is not allowed because the units are not considered adjacent.
- ♦ **Tarrytown:** Combat in Tarrytown is mandatory and conducted normally, but with the following special conditions:
 - Artillery fire range is considered adjacent.
 - Any “R” result is treated as “No Effect”.
 - Any “D” result is treated as a “Capture”.
 - In Close Combat, individual unit morale checks for units other than lead units are not required.
 - Diversion is not permitted.
 - Pins cannot be broken.
 - Militia Resolve and British Artillery Targeting Bonus (Exclusive Rule 4.5) do not apply.

• Retreat Priorities

Retreat priorities (see Exclusive Rule 3.2) change depending upon which side controls Tarrytown.

4.4 Scorched Earth

One time in the game *only*, the American player may attempt to set fire to the terrain in hex 2126, 2027, or 2028.

• Procedure



If an un-pinned Parade Order American combat unit (other than artillery) begins the friendly Movement Phase of a clear weather game turn adjacent to one of these hexes, whether the hex

is occupied or not, he may roll a die as follows: 0-3 = no effect, 4-9 = success. The American unit conducting this procedure may not move during its turn. If successful, place the Scorched Earth marker in the hex with its flame-side up. While the marker is flame-side up, no units of either side may enter the hex and LOS through the hex is blocked. If either player has a unit in an affected hex, that unit must immediately retreat as follows:

- ♦ British Player units retreat one hex *across the Bronx River*.
- ♦ American Player units retreat one hex *up slope on Chatterton Hill*.
- ♦ If any unit is unable to retreat in the specified direction, the unit(s) is captured. This is an exception to Series Rule 13.21.

• Residual Effects



At the end of the next game turn, flip the marker over to the smoldering side. Henceforth movement into the hex costs +1 MP. The hex no longer provides a defensive modifier against fire combat. Attacking units are granted a +1 DRM when attacking units solely in a smoldering hex during Close Combat.

Important: If playing the campaign game, the marker is removed at the end of the first rain turn.

*NOTE: ZOC **does** extend into a smoldering hex.*

4.5 Patriot Militia Considerations

See Design Note 9.1 for background information regarding the Patriot Militia present at White Plains.

• Militia Resolve

When Patriot militia combat units are located in or adjacent to defending close combat hex(es) where the lead unit suffers a “D” result, they are impacted in the following ways:

- ♦ Patriot militia in the defending hex(es) have their close combat morale checks modified by –1 DRM, in addition to other close combat modifiers.
- ♦ Patriot militia *adjacent to the attacked hex(es) but not involved in the close combat*, ALSO check for morale as if they were defending units (therefore, prior to Advance after Combat), but *without* the –1 modifier above.
 - If these adjacent militia units are stacked with Continental infantry, they receive a +1 DRM to their morale checks, in addition to other applicable modifiers.

Any Patriot militia unit that fails its close combat morale check (whether in the attacked hex or adjacent to it) must retreat one hex. If unable to do so, they are captured.

• Friendly Artillery Stacking Exception

Continental or State artillery stacked with Patriot Militia do not waive the negative militia modifier in close combat against enemy Regulars. This is an exception to the note in step 3 of Series Rule 12.23.

• British Artillery Targeting Bonus

Whenever a Patriot militia unit is targeted by British player artillery fire it performs a morale check. If it is stacked with Continental infantry add +1 DRM to the roll in addition to other applicable modifiers. If it passes, the militia stands to receive the fire normally, and if it fails it retreats one hex and cannot be fired upon or targeted again in the same phase. If unable to retreat, it is captured. The firing unit may not select a new target regardless of the outcome.

Important: The British player may not “target” Patriot militia as described in this rule if the artillery is ineligible to hit the target in the first place. Example: 1SP artillery firing at a range of 3 hexes against a militia target in the woods. This would require a die roll result of 10 to hit and so this artillery unit would be ineligible.

• British Dragoon Charge Bonus

In addition to other applicable modifiers, British Dragoons receive +1 DRM (total) in close combat when attacking alone (or with each other) against an all-Patriot militia force.

CLARIFICATION: +1 is the maximum DRM even if both Dragoons are attacking together.

• VP Calculation

Each captured or eliminated Patriot militia unit is worth ½ VP. Shattered Patriot militia on the board at the end of the game are worth zero points. These are exceptions to the VP Clarifications in Series Rule 4.

Important: Militia SPs are not counted on the Strength Point Lost Track.

• Momentum Exception

The British player does not gain momentum for outcomes against an all-militia force.

• Militia Attrition

Only once during the game, before the initiative phase of Game Turn 32 (7:00am, October 31), the British player rolls one die and consults the Patriot Militia Attrition Table printed on the map. The American player has the choice of which units to remove.

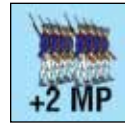
Units selected may be at full or reduced strength but not adjacent to enemy combat units. No VPs are awarded; however, the American player suffers –1 army morale.

NOTE: This penalty is **not** –1 AM for each unit removed but instead just –1 AM, no matter how many or few are removed.

4.6 American Screening Force

The four combat units in Brigadier General Wadsworth’s command, in hexes 2430, 2529, 2630, and 2729, as well as the six combat units in Major General Spencer’s command, in hexes 3228, 3328, 2428, and 3527, constitute the two American screening forces deployed by General Washington to disrupt the British approach to White Plains.

• Screening Force Movement



All 12 units in the American screening force (10 combat units and 2 leaders) receive a bonus +2 MP on their first turn of movement only. Place a Bonus Movement marker under each unit individually and surrender it once each specific unit has moved. Units that begin on a road hex are eligible for strategic movement while using their bonus movement points.

• Screening Force Combat

Each screening force is entitled to a 1-time column shift in its favor on the CRT when defending for the first time in close combat.

- ♦ The column shift applies to every combat directed against a specific screening force during the British close combat phase.
- ♦ To qualify for the column shift, each combat unit in a specific screening force must be in its at-start hex when that screening force is attacked.
- ♦ If any combat unit within a screening force has moved prior to that screening force being attacked, that screening force no longer qualifies for the column shift.
- ♦ It is possible for one screening force to qualify for the column shift while the other does not, depending on which units, if any, have moved prior to being attacked.

4.7 Forward American Defense Line

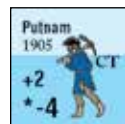
The British player gains 1 army morale point and draws 1 Opportunity Card the moment seven of the ten fortified hexes in the Forward American Defense Line (defined as the connected line of fieldworks from hex 2320 through hex 3115) have been vacated by American combat units whether voluntarily or as a result of combat.

4.8 Building American Fieldworks

Beginning on October 30th, the American player may build fieldworks in any playable hex that is not adjacent to an enemy combat unit, excluding swamp hexes or hexes with fieldworks already depicted on the map.

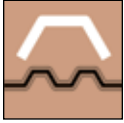
Important: Fieldwork construction or completion may not occur during rain game turns. When constructing fieldworks, the American player is limited by the counter mix.

• Construction Procedure



Fieldworks may be built by Putnam’s Engineers. They may first expend up to 2 MP but may not use strategic movement and then may place a construction marker. Fieldworks hexsides do not need to be connected.

• Construction Completion



Construction markers are flipped to their completed side at the end of the friendly movement phase following the turn of placement unless adjacent to enemy combat units. The completed fieldwork marker should be aligned in the hex so that the hexsides to be fortified correspond with the white symbols on the marker. The Engineer must remain in the hex for the fieldworks to be completed.

• Destroying Fieldworks under Construction

Construction markers are immediately removed if enemy Parade Order combat units other than artillery enter the hex. Completed fieldworks may never be destroyed.

• Attributes

Completed fieldworks provide the defender with a -1 DRM to enemy fire and close combat if attacked exclusively across fortified hexsides. This modifier is cumulative with any other terrain modifiers in the hex or across the hexsides. Completed fieldworks may not be moved or their fortified hexsides realigned. Fieldworks under construction offer no defensive advantage. Victorious American lead units are not required to advance after combat out of constructed fieldworks according to Exclusive Rule 3.4.

4.9 Ruse de Guerre

NOTE: Ruse de Guerre translates from the French as Trick of War. See the last paragraph in the historical summary section, "The Armies Converge on White Plains," found on page 25 of these Exclusive Rules, as well as Design Note 9.3 for descriptions of the American effort to deceive the enemy by improvising some of their fieldworks with cornstalks.

- Before the game begins the American player secretly designates 1-5 of his fieldworks hexes as containing a Ruse de Guerre according to the following procedure:
 - ♦ The American player secretly rolls a die and jots the number down on a fresh copy of the American Ruse de Guerre Template located on the inside back cover (page 35) of this manual. Players are encouraged to make copies of this page.
 - ♦ The American player consults the Ruse de Guerre Table located on the game map. This table will identify how many fortified hexes must be secretly designated as Ruse de Guerre and where to locate them based on the secret die roll number. These hex locations are secretly written on the same American Ruse de Guerre Template as the secret die roll number.
-  Whenever the British player fires across or attacks across a fieldworks hexside in a designated Ruse de Guerre hex, the American player must announce the Ruse de Guerre and place a Ruse de Guerre marker on the hex. The normal -1 DRM for enemy fire combat and close combat across a fieldworks hexside is cancelled for the duration of play for each hexside in that specific fieldworks hex.

- At the end of the game the American player must reveal his secret information to the British player confirming the secret die roll number and the location of all the Ruse de Guerre hexes. If the American player is found to be in default because he misidentified the correct results on the Ruse de Guerre Table or he incorrectly located the required Ruse de Guerre hexes, or if he failed to reveal a Ruse de Guerre hex when the British player attacked it as described above, he will forfeit the game.

• Probing Enemy Defenses

Once the British player encounters the first Ruse de Guerre hex he may add the "Probe" Opportunity Card to his hand at the beginning of his next friendly movement phase. Probing enemy defenses occurs during the friendly movement phase, as specified on the card, according to the following procedure:

- ♦ Parade Order British Lt. Infantry or Hessian Jaegers may attempt to probe the American defenses. To attempt a probe the probing unit must be no more than 2-hexes away, counting the hex to be probed but not the hex containing the unit that is conducting the probe.
- ♦ A unit that attempts a probe may not move during the friendly movement phase. If the probing unit is already adjacent to the fortified hex it is probing it may still participate in fire or close combat.
- ♦ After announcing the hex to be probed the British player rolls a die on the Probe Success Table (located on the map). The probe is successful on a roll of 4-9 if adjacent or 7-9 if probing from 2-hexes. If probing during a rain game turn, modify the probe die roll by -1 DRM.
- ♦ If the probe is successful and the hex being probed is a designated Ruse de Guerre hex, the American player must reveal it by placing a Ruse de Guerre marker in the hex.
- ♦ Regardless of the outcome of the probe, the Probe Opportunity Card is reshuffled back into the British player's draw deck.

V. Special Units

5.1 6th Dutchess County Militia



This unit must pass a morale check applying modifiers as normal each time it wishes to move during the movement phase. If it fails it must retreat one hex. If unable to retreat, it is captured.

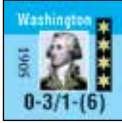
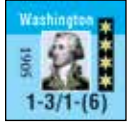
- This unit's morale is printed in red and highlighted in a white circle for ease of recognition.
- Movement Restriction Removal
 - ♦ Once the 6th Dutchess is involved in either fire or close combat it may move normally for the rest of the game.
- This unit is not permitted to enter the Tarrytown Transition Box.

5.2 Delaware Blues & 2nd Jaeger



The Delaware Blues and the Hessian 2nd Jaeger are special one-step units with combat values on their reverse side. When these units take their first step loss they are flipped as usual, but there are *no* adjustments to army morale, victory points, momentum, or strength points lost.

5.3 General George Washington



Before the game begins, the American player must roll a die to determine Washington's combat modifier:

- 0-6 = a modifier of 0
- 7-9 = a modifier of 1

Select the appropriate counter from the counter mix.

Important: In addition to close combat, Washington's combat modifier is also used to identify the range for acceptable sortie die rolls in Exclusive Rule 3.3.

5.4 Amusettes



Amusettes are heavy caliber, crew-operated weapons. See Design Note 9.1.

• Attachment

Amusettes must always end their friendly movement phase attached to a Hessian combat unit. They begin the game "attached" to the 1st Jaeger.

- Place the Amusettes under the 1st Jaeger to indicate that it is attached.
- To attach to another unit simply stack the Amusettes under the new unit during the friendly movement phase.
- This may occur as often as desired.

Important: If the Amusettes move to stack with another Hessian unit in order to attach to it before that unit moves, the new parent unit will not be able to move that turn since no unit may move more than once per turn and the Amusettes will have already moved.

• Stacking

Amusettes never count against stacking and may stack with or move through Hessian artillery.

• Movement

The Amusettes movement rate depends upon whether it is attached or not.

- When attached it moves with that unit and adheres to its movement costs.
- When alone it moves as light infantry indicated by the (LT) label on the counter.

- When alone the Amusettes may not voluntarily move adjacent to an enemy combat unit.
- If it begins its movement phase alone and adjacent to an enemy combat unit, it must move to a non-adjacent hex if possible. If unable to move away due to enemy units or ZOC it is captured.

• Zone of Control

Amusettes exert a ZOC in the standard way. Unlike rifle units, there is no additional movement point cost for entering or leaving an Amusette ZOC.

• Fire Combat

Amusettes fire during the Rifle Fire Phase.

Important Distinction: Amusettes only fire when the British player is the phasing player and not simultaneously during the Rifle Fire Phase when the American player is the phasing player.

- Maximum range for Amusettes is 2 hexes and line of sight rules apply.
- Amusettes fire separately and may not combine fire with friendly units, even if attached to them.
- Amusettes always receive a +2 DRM on the Ranged Fire To-Hit Table and also receive a +1 DRM first-fire bonus in the same way that rifles do.

• Targeting

Amusettes may only fire at enemy artillery. Strength points are shown in parenthesis to remind players of this distinction. Amusettes may be targeted by enemy artillery or rifle fire.

• Close Combat

Amusettes have no close combat strength and may not be selected as the lead unit in combat. Even though they have no close combat strength they must be attacked during enemy close combat to be captured when alone in a hex in the same way that lone artillery units are treated (See Series Rule 12.3).

• Combat Results / Attached Amusettes

- **Parent Unit Affected but Amusettes Are Not:** The Amusettes must accompany the parent unit at all times during retreat, disruption, capture or pin. Step losses must be completely absorbed by the parent unit first, even to the point of elimination, before the Amusettes suffer any losses.
- **Amusettes Affected but Parent Unit Is Not:** Amusettes must adhere to all combat results normally. In the event of a retreat or disruption the Amusettes are no longer attached and must retreat accordingly.

• Victory Point & Army Morale Adjustments

Apply adjustments normally when Amusettes suffer a step loss, elimination or capture in addition to any adjustments for the parent unit if called for.

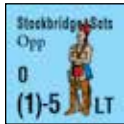
- A disruption of either the Amusettes or its parent unit only causes one army morale point loss and therefore only one army morale gain upon successful rally.

5.5 Westchester Lt. Horse (a.k.a. “Cow Boys”, a.k.a. DeLancey’s Refugees)



This unit receives a +1 DRM in close combat when attacking alone against any *lone* Patriot militia combat unit. It cannot be selected as the lead unit when stacked with friendly infantry.

5.6 Stockbridge Scouts



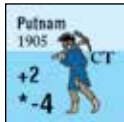
These Indian scouts are considered militia. Their SP of 1 is in parenthesis indicating they cannot attack when alone unless they are part of a multi-hex attack. It may never be selected as the lead unit unless defending alone.

5.7 Tarrytown Garrison



This unit is a permanent garrison in Tarrytown and cannot move.

5.8 Putnam’s Engineers



The American player has an Engineer unit with the following capabilities.

- **Stacking and ZOC**

This unit does not count against stacking limits which is an exception to Series Rule 7.1, but it does project a ZOC.

- **Combat**

The Engineer has an asterisk in place of a SP value.

- ♦ It has no combat value in the normal sense but when alone in a hex it defends with a provisional strength of 1 SP.
- ♦ Therefore, the Engineer may not be selected as the lead unit when stacked with friendly combat units in close combat.

- **Building Fieldworks**

Weather permitting, the Engineer can construct fieldworks beginning on October 30th. See Exclusive Rule 4.8 for construction procedure.

5.9 British Heavy Artillery - Naval Battery



This unit always suffers a -1 DRM on the Ranged Fire “To Hit” Table. This applies whether the unit is firing alone or combining fire with other eligible British player artillery units. The white ship’s anchor symbol on the counter serves as a reminder that this unit is a naval battery and is treated uniquely. See Design Note 9.1 for details concerning this battery and its gun crew.



VI. Historical Scenario: The Battle for Chatterton Hill October 28, 1776

6.1 Game Length

Four and a half game turns beginning on the *bottom half* of Turn 4 (12:00 pm) through the end of Turn 8 (4:00 pm), October 28 unless either player achieves an automatic victory.

6.2 Player Order

The first turn consists of British Defensive Artillery Fire only. Thereafter turns are random player order.

- **Scorched Earth:** Prior to the initiative phase on Turn 5 (1:00 pm) the American player automatically places the Scorched Earth marker on hex 2028. See Exclusive Rule 4.4 for the effects of scorched earth and for the procedure to flip the marker to its smoldering side.

NOTE: Placing scorched earth in hex 2028 supersedes the normal procedures for attempting to place scorched earth that are outlined in Exclusive Rule 4.4.

6.3 Army Morale

British 19, American 18.

6.4 Momentum

The British player begins the scenario with 1 momentum chit.

6.5 Deployment

- **American**
 - ♦ Hex 1828, Brooks Militia
 - ♦ Hex 1927, Mosely Militia
 - ♦ Hex 1926, Delaware Blues
 - ♦ Hex 2026, Maryland Immortals
 - ♦ Hex 2025, 3rd NY
 - ♦ Hex 2124, 19th Continental

- ♦ Hex 2024, 1st NY, Hamilton Artillery, Brigadier General McDougall
- ♦ Hex 1827, 1st Bn CT Levee *or* stacked with either Brooks or Mosely militia

• American Reinforcements

Place Beall's Flying Camp and the 16th Continental on Turn 7 of the Game Turn Track (3:00pm).

- During the American movement phase of the 3:00pm turn these units arrive together in any hex on Chatterton Hill on or north of the Dobb's Ferry Road subject to stacking limits, not adjacent to enemy combat units, *and may not move on their turn of placement*. If no available hex exists or if hex 2024 is enemy-occupied when the units are due to arrive, they are forfeited.

• British

- ♦ Hex 1932, 3rd Bn Hessian Grenadiers
- ♦ Hex 2034, 17th Lt. Dragoons
- ♦ Hex 1729, Regiment Rall & Rall Artillery
- ♦ Hex 1830, Regiment Knyphausen
- ♦ Hex 1730, Leib Company
- ♦ Hex 2129, Lossberg Fusiliers & Lossberg Artillery
- ♦ Hex 2327, 35th Foot, 28th Foot, & Brigadier General Leslie
- ♦ Hex 2228, Regiment Prinz Carl & British Heavy Artillery
- ♦ Hex 2326, 5th Foot, Royal Berkshire & 2nd Brigade Artillery
- ♦ Hex 2329, Dittfurth Fusiliers & Colonel von Lossberg
- ♦ Hex 2525, 3rd Bn Lt. Infantry & 2nd Jaeger

• British Movement Restriction

While on the east side of the Bronx River the British player may not move on or north of hex row xx24. While on the west side of the Bronx River the British player may not move on or north or west of the Dobb's Ferry Road north of hex 1726.

EXCEPTION: *All hexes on Chatterton Hill are in play including the three hexes where the Dobb's Ferry Road crests Chatterton Hill (hexes 1924, 2024, and 2123) as well as those hill hexes north of these locations.*

6.6 Opportunity Cards

• American Player Starting Deck

Make a draw deck consisting of the following twelve cards: 1, 2, 3, 5, 6, 7, 8, 10, 12, 15, 19 and 25. After your opponent shuffles the deck, draw the top two cards.

• British Player Starting Deck

Make a draw deck consisting of the following twelve cards: 1, 2, 3, 4, 5, 6, 7, 8, 9, 16, 19 and 23. After your opponent shuffles the deck, draw the top two cards.

• Card Draws During Play

- ♦ The British player immediately draws one Opportunity Card the *first time* he occupies hex 2024 regardless of the presence of adjacent enemy combat units.

- ♦ The American player immediately draws one Opportunity Card the *first time* he re-occupies hex 2024 following British occupation regardless of the presence of adjacent enemy combat units.
- ♦ Subsequent changes of possession do not produce further card draws.
- ♦ Each player draws one Opportunity Card prior to rolling for Initiative on Game Turn 6 as indicated on the Game Turn Track.

6.7 Retreat Priorities

Tarrytown is assumed to be American controlled for purposes of determining retreat directions (see Exclusive Rule 3.2).

6.8 Special Scenario Rule

• Hessian Grenadiers

The 3rd Battalion Hessian Grenadiers must pass a morale check each time they wish to move during the British player's movement phase. Once the 3rd Battalion is involved in Close Combat it may move normally for the rest of the scenario.

6.9 Victory Conditions

• Decisive Victory

The player who occupies or was the last to occupy hex 2024 at the end of the scenario wins decisively.

• Substantial Victory

Either player can win substantially the moment he causes the enemy's army morale to waver.

• Marginal Victory

Neither player is eligible for marginal victory in this scenario.

6.10 Rules Not Used in This Scenario

- Strength Points Lost Table (1.5)
- Objective Hexes (2.4.2) except as specified in this scenario
- American Sortie Restriction (3.3)
- First Fire Recovery (3.5)
- Reinforcements (3.6) except as specified in this scenario
- Rain Game Turns (3.7)
- Restoring Army Morale (4.1)
- Tarrytown (4.3)
- American Screening Force (4.6)
- Forward American Defense Line (4.7)
- Building American Fieldworks (4.8)
- Ruse de Guerre (4.9)



VII. Hypothetical Scenario: Howe's Grand Assault October 31, 1776

7.1 Game Length

Ten and a half game turns beginning on the bottom half of Turn 32 (7:30 am) through the end of Turn 42 (5:00 pm), October 31 unless either player achieves an automatic victory.

7.2 Player Order

The scenario begins with the British player turn on the bottom half of game Turn 32. The American player has the initiative on Turn 33. Thereafter turns are random player order.

7.3 Army Morale

British 19, American 17

7.4 Momentum

Neither player begins with momentum. The play balance option presented in Exclusive Rule 1.4 should not be used.

7.5 Strength Points Lost Table

American 3, British 3 (reflecting losses since October 28th)

- These losses count toward both sides' victory conditions

7.6 Deployment (As shown on the Player Aid Card)

The American Player deploys first.

7.7 Determine Washington's Combat Modifier

See Exclusive Rule 5.3. The play balance option presented in Exclusive Rule 1.7 may be used.

7.8 Ruse de Guerre

See Exclusive Rule 4.9

7.9 Opportunity Cards

• American Player Starting Deck

Make a draw deck consisting of the following twelve cards: 1, 2, 6, 7, 8, 9, 10, 12, 13, 18, 19 and 25. After your opponent shuffles the deck draw the top two cards.

• British Player Starting Deck

Make a draw deck consisting of the following twelve cards: 1, 2, 3, 4, 5, 6, 7, 12, 19, 22, 24 and 25. After your opponent shuffles the deck draw the top two cards.

NOTE: The British Player will also have the Probe card available to add to his hand according to Exclusive Rule 4.9.

• Card Draws During Play

The British player automatically draws one card the first time he occupies Horton's Mill (hex 3412) regardless of the presence of adjacent enemy combat units. Subsequent changes of occupation do not produce further card draws.

- Each player draws one Opportunity Card prior to rolling for Initiative on game Turns 36 and 40 as specified on the Game Turn Track.

7.10 Retreat Priorities

Tarrytown is assumed to be American controlled for purposes of determining retreat directions (see Exclusive Rule 3.2).

7.11 Special Scenario Rules

• Pre-game Patriot Militia Attrition

After initial deployment but before the game begins, the British player rolls on the Patriot Militia Attrition Table according to Exclusive Rule 4.5.

***EXCEPTION:** The -1 Army Morale penalty prescribed in the rule is waived. American at-start Army Morale has already been adjusted downward in this scenario.*

• Swollen River

Due to days of heavy rain the Bronx River is swollen, affecting both movement and combat.

- MP crossing penalties of +1 and +2 are treated as +2 and +3 respectively. All units must be able to pay the terrain cost to move across a swollen river hexside. See movement exceptions in Rule 3.7
- Close Combat modifiers of -1 and -2 are similarly treated as -2 and -3 respectively
- Units may not disrupt nor retreat across an unbridged secondary Bronx River hexside, nor may they disrupt across an unbridged tertiary Bronx River hexside

7.12 Victory Conditions

• British Player

♦ British Decisive

Control hex 2103 at the end of any game turn *or* eliminate or capture 15 infantry SP of Continental or State Troops *or* eliminate or capture General Washington and 10 SP of Continental infantry.

- ♦ **British Substantial**

Cause the American army morale to waver.

- ♦ **British Marginal**

If neither player achieves a decisive or substantial victory by the end of Turn 42 the British player wins by having a margin of at least 6 more VP than the American player.

- **American Player**

- ♦ **American Decisive**

Eliminate or capture 23 SP of non-artillery combat units excluding Loyalist infantry and Tory militia.

- ♦ **American Substantial**

Cause the British Army Morale to waver.

- ♦ **American Marginal**

If neither player achieves a decisive or substantial victory by the end of Turn 42 the American player wins by having a margin of at least 3 more VP than the British player.

- **Draw**

If conditions are not met for any levels of victory described above, the game ends in a draw.

7.13 Rules Not Used in This Scenario

- There are no objective-hex victory points awarded in this scenario (2.4.2)
- American Sortie Restriction (3.3)
- First Fire Recovery (3.5)
- Reinforcements (3.6)
- Restoring Army Morale (4.1)
- Opportunity Card Draws (4.2, Methods 4 & 5 except as specified above)
- Tarrytown (4.3)
- Scorched Earth (4.4)
- American Screening Force (4.6)
- Forward American Defense Line (4.7)



VIII. Opportunity Card Notes

8.1 British Cards

(Deck 1, Card 8: “First Charge”)

The British 17th Light Dragoons are credited by some accounts with conducting the first cavalry charge of the American Revolutionary War during the Battle of White Plains.

(Deck 1, Card 9: “Wiederhold & Briede”)

In some accounts of the battle the Hessian Regiment Prinz Carl either had difficulty crossing the Bronx River or was reluctant to do so. Eager to earn glory, Hessian Lieutenants Wiederhold and Briede crossed the river alone, proving to the watching troops on shore that it could be safely passed. Their example either inspired or shamed the reluctant troops into action and they soon crossed. This card may not be used to cross a prohibited hexside.

(Deck 2, Card 14: “Loyalist Spy”)

White Plains was a community of divided loyalties. Whigs gathered freely and espoused rebellion and later independence in places like Oakley’s Tavern. Meanwhile, across the street at Hatfield’s Tavern, the Tory elements met to proclaim their loyalty to the Crown, some going so far as to sign a document known as the “Declaration of Dependence” in which they formally declared, “...notwithstanding the tumult of the times, and the extreme difficulties and losses to which many of us have been exposed, we have always expressed, and do now give this Testimony of our Zeal to preserve and support the Constitutional Supremacy of Great Britain over the Colonies...”

In the months and years that followed, Westchester County became a no-mans-land of internecine warfare that rivaled in its brutality the civil war that later raged in South Carolina in the period after the fall of Charleston in May, 1780. Desertions from both armies were common as the protagonists spent over a week in close proximity. Each commander benefited or at least was intrigued by the intelligence gained from deserters and sympathizers alike. This card seeks to abstract these dynamics in favor of the British player.

(Deck 2, Card 17: “Royal Proclamation”)

By the King

A Proclamation for a General Fast in England, Wales & Scotland
George R.

“We, taking into our most serious consideration the just and necessary measures of force which we are obliged to use against our rebellious subjects in our colonies and provinces in North America, and putting our trust in Almighty God, have resolved and do hereby command that a publick [sic] fast and humiliation be observed throughout that part of our kingdom of Great Britain called England, Scotland and our dominion of Wales so that we and our people may humble ourselves before Almighty God in order to obtain pardon of our sins and for imploring His intervention and blessing speedily to deliver our loyal subjects within our colonies and provinces in North America from the violence, injustice, and tyranny of those daring rebels who have

assumed to themselves the exercise of arbitrary power; to open the eyes of those who have been deluded by specious falsehoods into acts of treason and rebellion and finally to restore our people in those distracted provinces and colonies to the happy condition of being free subjects of a free state, under which heretofore they flourished so long and prospered so much.”

Given at our Court of St. James, the 13th day of October, 1776 in the 17th year of our reign. God Save the King!

(Deck 3, Card 20: “Cow Boys”)

See Section 9.1 Design Notes, Westchester Lt. Horse.

(Deck 3, Card 21: “Burning of White Plains”)

On November 5, American Major Jonathan Austin of the 16th Continental Regiment ordered the burning of White Plains against explicit orders from General Washington not to destroy or plunder public or private property. Washington was enraged and Austin was later court martialed. Although this event happened after the opposing armies had disengaged it is offered as a random event through the play of this Opportunity Card. The +1 MP movement penalty and the interdiction of strategic movement for the rest of the game is meant to apply to either player who attempts to move into or through hexes 2818 or 3020 only.

(Deck 3, Card 22: “Twenty Lashes!”)

Corporal punishment was common in both armies during this period and General Washington was not above using it. Although it was a common form of negative reinforcement for undesirable behavior, in this case straggling, it nevertheless served to depress the mood of the troops when word spread through the ranks, especially among those brigaded with anyone tasting the cat.

(Deck 3, Card 23: “Hessian Hymns”)

Some accounts of the battle suggest that at least one Hessian regiment went into action singing hymns. Since this was clearly meant to inspire the troops, I have opted to portray this as a benefit to a Hessian rally attempt in order to offset American card 14 which gives the American player a rally die roll modifier.

(Deck 3, Card 24: “Bridging the Bronx”)

When placing the pontoon bridge, orient the counter across the hexside so it is clear which hexes (one on each side of the river) are being connected by the bridge.

(Deck 3, Card 25: “Philip de Heister”)

+1 DRM is added when de Heister is attacking while –1 DRM is subtracted from an American attack when de Heister is defending. This card can be cancelled by American card #5, “Remember Gowanas Creek!”

NOTE: The Maryland Immortals do not have to be involved in the battle in order to use the cancel-benefit of card 5. At Gowanas Creek during the Battle of Long Island (aka Battle of Brooklyn Heights) Hessian forces slaughtered scores of retreating Maryland troops, even those who attempted to surrender.

8.2 American Cards

(Deck 1, Card 4: “Redeploy”)

Redeployed American leaders do so instead of moving during the movement phase. Leaders that are sortie restricted may be redeployed but continue to be sortie restricted. This card does not apply to demi-leaders.

(Deck 1, Card 5: “Remember Gowanas Creek!”)

This card can be used in one of two ways; as +1 DRM to one American player close combat if the Maryland Immortals are the lead unit and the defender has at least one Hessian combat unit or cancel “Lt. General Philip de Heister” found in British Deck 3, Card 25 which provides a +1 or –1 DRM to the British player when de Heister is commanding an all-Hessian force.

NOTE: The Maryland Immortals do not have to be involved in the battle in order to cancel card 25. At Gowanas Creek during the Battle of Long Island (aka Battle of Brooklyn Heights) Hessian forces slaughtered scores of retreating Maryland troops, even those who attempted to surrender.

(Deck 2, Card 15: “Cadence Count”)

“Doodle, doodle, doodle dandy; corn-cob pipe and homemade brandy; Indian pudding and a piece of pie; and that’ll make the Yankees fly...”

Every Yankee will have on his back; a great big pumpkin in a sack; a little molasses and a piece of pork; and away we’ll march straight for New York.”

(Deck 2, Card 16: “Howe Vacillates”)

The British movement phase is skipped entirely. Where opposing combat units are adjacent, they must either conduct close combat normally or the British player may disengage his units by retreating them 1-hex according to normal retreat rules. The British player may alternate fighting and retreating across the board as each circumstance dictates. He may also partially retreat where more than one unit is adjacent to the enemy leaving certain units in place to conduct close combat. All such retreats must precede any close combats to be resolved. Reinforcements may not enter play since that occurs as part of the movement phase. Any reinforcements due to arrive are advanced one game turn along the turn track. Rally, Defensive Artillery Fire and Rifle Fire Phases are conducted normally.

(Deck 2, Card 17: “Recruiting Bounty”)

This card is only intended to restore one reduced unit of Continental Regulars to full strength. State troops and Patriot militia do not qualify for this benefit.

(Deck 3, Card 22: “Stockbridge Scouts”)

General Washington requested that General Gates provide a contingent of Stockbridge Scouts from the Northern Army but this request was not fulfilled; Gates preferring to keep his Indian allies close at hand. Although this event never happened it is offered as a random event through the play of this Opportunity Card.

(Deck 3, Card 23: “Howe Hesitates”)

This card together with “Howe Vacillates” (British Card 16) and “Game Ends” (British and American Cards #26) impart to the game the impediment that General Howe labored with throughout his time as Commander in Chief in North America; a lack of decisiveness when victory was at hand. Time after time he delayed or demurred allowing the American forces to maneuver or escape. It happened again at White Plains.

8.3 Cards Held by Both Players**(Deck 1, Card 2: “Counter Attack”)**

The leader or demi-leader in command referred to on this card does not have to be stacked with but merely adjacent to the units in order to allow for the full selection of Tactics Chits. The leader must be able to command all troops engaged, however, hence the reference to “in command.” This modifier is in addition to the tactics modifier already obtained.

(American Deck 1, Cards 6 & 7 and Deck 3, Card 25 and British Deck 2, Card 16: “Stone Walls” and “Rail Fence”)

Stone walls can provide a defensive benefit against fire combat or against close combat but not both at the same time. As the defender, the American player has two of these cards in his deck while the British player has one. Additionally, the American player has one Rail Fence card which affects movement. The histories are full of descriptions about the abundance of stone walls and rail fences in the area which is why these cards are shuffled back into the draw decks after playing. These cards cannot be used in conjunction with fieldworks or printed stone walls and rail fences.

(Deck 2, Card 11: “Fraternization”)

The opposing armies remained in place from October 28 through November 1. While there was some probing and skirmishing and exchange of long-range artillery fire the British never launched a follow up attack after their success at Chatterton Hill on October 28. Much of the time it rained. Howe, for his part, vacillated between a passive and aggressive posture and waited for the arrival of reinforcements. Washington expected another attack and so improved his defenses and remained in place. Through it all the troops on both sides had occasion to fraternize, the spirit of which is captured in this quote by American Major General William Heath who commanded the American left flank. The card reads, “Units remain adjacent” which should be interpreted as no further action occurs among all the units in all the hexes comprising that one declared attack. Morale is not checked and no unit moves from its position.

(Deck 3, Card 19: “Chaos on the Battlefield”)

The reference to units stacked with Washington and Clinton are literal. If they are commanding multi-hex attacks, those units not actually stacked with them are subject to the morale check required by this card and will retreat before combat if they fail it. Washington is still able to apply his +1 DRM to the morale check die roll of adjacent units however.

(Deck 3, Card 26: “Game Ends”)

General Washington, as he did on Long Island and was to do again repeatedly throughout the war, silently withdrew from his lines at White Plains and proceeded north into the Hudson Highlands prior to dividing his army and crossing with a portion of it over the Hudson River to begin the long retreat through the Jerseys and into Pennsylvania in order to screen Philadelphia; the seat of Congress. General Howe, upon learning this, let Washington go and chose instead to march south and secure his control of New York City by mopping up operations against Fort Mifflin. He then threw elements of his army across the Hudson at Fort Mifflin to begin the pursuit of Washington southward.

Both players have this card in their decks. It cannot be held and will force the game to end immediately upon playing. This adds a degree of uncertainty and variability to the end of the game and reproduces in spirit Washington’s ability to break off contact.

See Exclusive Rule 1.1 for the *optional* removal of both “Game Ends” cards before play begins. This will ensure all 42 turns are played (barring a substantial or decisive victory by one side).

**IX. Design Notes****9.1 Units**

American Screening Force: The British broke camp in Scarsdale, three miles south of White Plains, at 7:30 AM and are just now arriving on the battlefield as the game begins. General Washington, having been alerted that his advanced pickets had been driven in, has ordered elements of Spencer’s and Sullivan’s Divisions approximately one and a half miles forward of the main American line to disrupt the approach of the British columns.

Amusettes: These heavy caliber weapons are larger than standard muskets but not large enough to be considered artillery. They were operated by a two-man gun crew. Amusettes were accurate to 500 yards. Some versions were mounted in fortifications (wall guns) or on naval vessels but the Hessian forces in the American Revolution are also documented as having used them. In the game the Amusettes counter represents two, two-man gun crews.

British Heavy Artillery – Naval Battery: The British heavy artillery supporting the assault against Chatterton Hill was manned by naval gun crews seconded from the Royal Navy, hence the anchor symbol on this unit counter. As author Stephen DeVillo puts it in his book, *The Battle of White Plains: Washington and Howe in Westchester*, “The sailors weren’t versed in the finer points of elevation and ballistics” as they applied to long range fire against targets on land as opposed to, “naval warfare, where nearly all shots were fired point-blank.” According to the author, fire from this British battery was much less effective than that of the Hessian guns which, the author goes on to say were, “zeroed in with Teutonic professionalism.” For these reasons I have rated this unit of heavy British guns –1 on unit morale and penalize it with a –1 DRM on the Ranged Fire “To hit” Table.

Captain Alexander Hamilton’s Provincial NY Artillery Battery: None of the primary sources mention Hamilton or any other person specifically commanding the NY Provincial battery on Chatterton Hill. Even Col. Hazlet of the Delaware Blues, who personally man-handled one of the battery’s guns into position and was highly critical of the performance of the gun crew, fails to name its commander. His correspondence dealing with the events of the battle is otherwise comprehensive.

Several secondary sources have mentioned Hamilton over the years but forensic analysis of the historical record conducted by Harry Schenawolf and published in the *American Revolutionary War Journal*, August 3, 2016 reveals that the first mention of Hamilton was by his son, John Church Hamilton, whose biography of his father written in 1850 places him in the action. Subsequent authors have been quick to accept this early biographical information as fact and the myth has been perpetuated down to today. Given the total lack of first-hand accounts and young Hamilton’s motivation to glorify his father for posterity, one can certainly be allowed a healthy skepticism. I have included the named unit in the counter mix in italics as a conversation starter.

Flying Camps: The concept of the Flying Camp, translated literally from the French *camp volant*, was the creation of a highly mobile combat reserve of militia units culled from Delaware, Maryland and Pennsylvania. These units were mustered for longer periods of service and were willing to campaign farther from home than traditional militia were willing to do. It seemed a reasonable response to the dual challenge of being able to defend New York City and the Middle States while simultaneously mounting an offensive into Canada in the spring and summer of 1776 given the limited resources of the Continental Army at that time. In practice, the Flying Camp never lived up to expectations. Rather than a strategic reserve its units eventually became replacements for other depleted formations. Having proven to be of only limited value the Flying Camp system was dissolved by the end of the year.

Mosely’s Massachusetts’s Militia: This unit was at White Plains but its precise role in the battle remains problematic. The question revolves around which Patriot militia were present on Chatterton Hill. All sources agree that Brooks’ Massachusetts’s

Militia was there. General Washington’s own “Drum Head Letter” written at 2:00pm on the day of battle specifies that he only sent one militia regiment to the hill.

Two sources have conspired, however, to create the impression that Mosely was there as well. Washington ordered Col. Hazlet and the Delaware Blues to the hill with orders to take command of the militia posted there. Hazlet did so promptly and used the *plural* when he said, “I received his Excellency’s orders to take possession of the hill ...and the command of the militia regiments there posted; which was done.” In addition, Sergeant Thomas Craige of Mosely’s Regiment said in his diary that “Brooks’ regiment was next to ours.” That quotation, however, leaves it unclear if he was referring to an earlier period before the battle when the two regiments were in the main American line as elements in Maj. Gen. Benjamin Lincoln’s Massachusetts Militia Brigade.

Some have suggested that the other militia on the hill that day was Morris Graham’s 6th Dutchess County however testimony from a court martial held on November 4 makes it clear that the 6th Dutchess was nowhere near Chatterton Hill that day.

My decision to include Mosely’s militia on Chatterton Hill derives more from a concern over play balance as much as from anything else. Players with strong feelings about Mosely’s location may wish to remove him from his printed at-start location and place him instead on or adjacent to the Massachusetts’s Militia Brigade in hex 2606.

Patriot Militia: Exclusive Rule 4.5 is intended to reflect the poor quality of the Patriot militia during this early stage in the war. The complete rout of the militia at Kip’s Bay earlier during the New York campaign was telling. More than once General Washington, bemoaning his fate, asked whether he was expected to defend America with men such as these. Taken together, the militia rules in this game serve to confront the American player with the unreliability of his militia. Correspondingly the militia are only worth ½ VP when eliminated or captured and no VPs if shattered on the board when the game ends. Neither does the British player earn momentum for outcomes against an all-militia force.

Washington’s Combat Modifier: General Washington is still feeling his way and developing his skills as an army commander in this early stage of the war. He has had some successes; maneuvering the British out of Boston and fighting to a draw at Harlem Heights. He has also had terrible reverses at Long Island/Brooklyn Heights and at Kips Bay and there would be more defeats in the days and months ahead. There was also the flash of brilliance in the masterful retreat from Long Island to Manhattan. At this stage of the war he had a fundamental grasp of grand strategy. Administratively he was learning to build and maintain an army. His fighting prowess, however, has not yet been established. Hence the need for a die roll to determine which General Washington shows up to fight your next table top battle of White Plains.

Westchester Lt Horse: This Tory Militia unit is credited with coining the first use of the expression “cow boys” because of their cattle rustling activities. Westchester County was a no-man’s land between the British forces in New York City and the Continentals further north in the Hudson Highlands. Internecine warfare was prolific and both Whigs and Tories fought each other viciously, despoiling the countryside in the process. The Westchester Lt Horse were among the most infamous of the units involved.

9.2 The Map

Chatterton Hill (hexes 1826 to 2022): Belatedly recognizing the need to defend Chatterton Hill, General Washington dispatched militia to the spot but only on the eve of battle leaving them little time to construct fieldworks. As October 28th unfolded, he realized this weak spot on his right and dispatched Hazlet’s Delaware Blues and McDougall’s Brigade as reinforcements. These units began arriving on Chatterton Hill shortly before the British pre-assault cannonade which occurred at approximately Noon. The militia appear on the board at-start having completed a small section of fieldworks while the other units arrive as reinforcements in the order in which they marched to the spot.

The 1st Bn Connecticut-State Levee is also on Chatterton Hill in the historical scenario. There is compelling evidence that when Wadsworth’s Brigade gave way to the British advance on the York Road and the other units in the Brigade fell back to the main American line, Colonel Silliman’s 1st Bn fell back toward Chatterton Hill instead. They forded the Bronx River and took post in the line of American units forming on the Hill. Their precise location in the line is not known although the record suggests they were likely posted near the militia on the right flank. Their optional at-start placement in the Historical Scenario is intended to reflect this uncertainty.

Horton’s Grist Mill (hex 3412): In addition to its good defensive terrain, Washington chose to make a stand at White Plains in order to defend a supply depot established there by Governor Trumbull of Connecticut. The depot, located at Horton’s Mill, contained flour and other stores in addition to war material vital to the Continental Army.

Mamaroneck Road vs. Fenimore Road: The British army advanced to White Plains from Mamaroneck. At the Secor Farm the road forked. Clinton’s column proceeded due north, continuing along the Road to Mamaroneck, a portion of which today is called the Old Mamaroneck Road. De Heister’s column veered west to gain the York Road. Most histories describe this route as the Fenimore Road however the Fenimore Road was named for the American author James Fenimore Cooper who would not be born for another thirteen years. Fenimore Road was, therefore, the name given to this route during a later period of history. Today this road is called the Mamaroneck Road. Since it was neither Fenimore Road nor Mamaroneck Road in 1776 and since we have found no irrefutable source for the road’s name in that period, I have left it unnamed on the game map.

Muckleston Rock (hexside 3008-3108): About 400 feet northwest of the Gilbert Hatfield House on Hatfield Hill is Muckleston Rock (see hexside 3008-3108.) This is an outcropping of granite ledge. When approached from the east or southeast it appears to be a flat part of the hillside but it breaks off suddenly with a sheer perpendicular drop of 50 feet.

This landmark is also sometimes called Tilton’s Rock. A certain British officer, Captain Tilton, while being pursued by American soldiers and unaware of the abrupt ending of the rocky platform, plunged off the cliff and was killed. Correspondingly this hexside is considered impassable terrain in the game.

Sand’s Mills (hex 2103): Consisting of a saw mill and two or three houses in the northern part of the small village of Armonk, Sand’s Mills was approximately one mile north from hex 2103. The Mill was the headquarters of Virginia Lt. Col. John Jameson of the 3rd Continental Lt. Dragoons in Sept. 1780. It was here that Major John Andre, the British spy who conspired with Benedict Arnold, was held prisoner after his capture on Sept. 23, 1780 by three young militiamen, John Paulding, Isaac Van Wart and David Williams.

Severe Slope (hexsides 2026-2125, 2025-2125, 2124-2125, 2124-2225, 2124-2224): Chatterton Hill has a height of 338 feet. Its northeast face consists of nearly vertical cliff walls making military maneuver extremely difficult. Today the area is used by mountain climbing enthusiasts to practice rappelling.

Stone Walls and Rail Fences: The area around White Plains was rich agricultural country with numerous prosperous farms scattered about. As such, the need for fences to divide property lines, contain livestock, and otherwise define the farmers’ fields was ever present. Characteristically for the region and the period these fences were made of either stacked stone or split rails. Since these fences were ubiquitous on the battlefield, I was faced with the challenge of how to represent them without overwhelming the map.

I decided to incorporate onto the map only those walls and fences that are mentioned specifically in the historical narrative as places where a particular unit made a stand or where an otherwise significant action took place. For the rest of them I decided upon the expedient of stone wall and rail fence Opportunity Cards that, once played, get reshuffled back into the players’ draw decks. The defending Americans have three such cards while the attacking British have one. Given how often Opportunity Cards get drawn and the fact that stone walls and rail fences are distributed among all three decks increases the likelihood that they will not only occur randomly throughout the game but also will be a continuous factor on the battlefield just as they were historically.

Tarrytown: Legend has it that the name Tarrytown derives from local citizens idling or “tarrying” in the taverns of the town on market days. In fact it is a corruption of the Middle Dutch word, “Tarwe,” a type of wheat from the genus *Triticum Aestivum* that was highly suitable for cultivation in the region and upon which several local Dutch Patroons made their initial fortunes. British control of Tarrytown signifies that their land forces can rendezvous with their vessels in the Hudson River, thus estab-

lishing an alternate supply route for the army. Three frigates and several tenders had run the guns of Forts Washington and Lee and passed over the chevaux-de-frise lower down in the Hudson River on October 9th demonstrating that the British could resupply and support their land forces from their fleet with relative ease.

Tarrytown, however, is approximately seven miles from White Plains, so the expedient of an off-board movement system was necessary. The mechanic of allowing combat units to “block” re-entry to the main map from the Tarrytown Transition Box is intended to curtail an a-historical commitment of forces to Tarrytown or the use of the Tarrytown Transition Box as a “safe harbor” for forces to stage off-map.

Tertiary Bronx River Hexsides: Those hexsides of the Bronx River labeled as “tertiary” convey similar movement and combat penalties or benefits as the brooks on the map do with the exception of the cost for artillery to cross as specified on the Terrain Effects Chart.

For clarification, tertiary Bronx River hexsides begin at hexside 2019-2119 and continue off the north map edge with the exception of these five hexsides which are considered impassable primary Bronx River hexsides: 2007-2008, 2107-2008, 2108-2008, 2108-2009, & 2109-2009.

Treaty Oak (hex 2208): The Treaty Oak was the site of a land purchase and deed signed on November 11, 1683 between the local Mohican Indians and Dutch settlers from Rye, NY. As time passed the site came to represent the boundary between the towns of White Plains and North Castle Heights. Legend has it that the tree was used by the Continentals to hang deserters and spies during the War. The tree was destroyed by a lightning strike in 1906. The site today, marked only by an obscure historical marker, is one of urban sprawl with a dry cleaner nearby.

White Plains: The name “White Plains” derives from the Wappinger (Mohican) “Quarropas” meaning white marshes; so named for the heavy mist and fog that frequently hovered over the wet lowlands stretching east from the Bronx River.

9.3 Unique Rules

Army Morale Recovery: The ability to recover army morale is a process that the player must consciously commit to. In order to recover morale, the army must essentially sit in place taking no active part in maneuver or offensive combat operations during rain game turns. Units may, however, defend themselves and exchange in ranged fire without negatively affecting their goal of morale recovery. Provided all the conditions for morale recovery are met as specified in the rules a player may recover 1 point of morale for every three game turns he sits in place. This can be a plausible tactic to consider during the copious amounts of rain game turns when aggressive offensive operations are necessarily limited by movement and combat restrictions.

It will always be a player’s choice whether or not to attempt army morale recovery which he may do repeatedly, as circumstances warrant, throughout the game. First-hand accounts from the campaign describe the miserable conditions, particularly among the ill-equipped American troops, trying to contend with the foul weather. The opportunity to take shelter and rest would have been very welcomed and would have buoyed flagging spirits.

First Fire Recovery: The ability to recover first fire modifiers for rifle-armed units and Amusettes is new to the BoAR system. This expedient was introduced into the design because the full campaign game covers four days. Rifle armed units could replenish supply, cool and clean their weapons, and recover a “shooter’s eye” by next-day in order to capitalize once again on the bonus for “first fire.”

Rain Game Turns: Historically the armies sat throughout the day on October 29 in part because Washington expected an attack while Howe vacillated. Another contributing factor, however, was the persistent, cold, and heavy rain that fell all day. The rain endured into the morning of October 30 before finally breaking and was intermittent thereafter.

Ruse de Guerre: Much of the ground where Washington dug in his forces was rocky ledge and unsuitable for deep trenches. Major Benjamin Tallmadge wrote, “Breastworks were improvised. Cornstalks were pulled from the fields and stacked with the clods of earth on the bottoms facing the enemy, quickly creating defenses that looked much stronger than they were.” General Howe was deceived into thinking the American lines were stronger than they were and this Ruse was not discovered until after the British occupied the former American positions.

Because we don’t know precisely how much of the line was improvised or where precisely those positions were, I offer a randomizer based on secret die roll so that only the American player has foreknowledge of his Ruse. The number of hexes to be so-designated and their locations in the lines are plausible based upon a best-guess interpretation of the existing source material.

Scorched Earth: As the British and Hessian assault was developing on Chatterton Hill, the left wing of the von Lossberg Regiment was forced to pass through terrain that had been set alight “so that many men burnt the shoes on their feet” and “the troops were required to carry their cartridge boxes on their heads to avoid having them set off” as recorded in the regimental history.

The Battle of White Plains

Twilight of the New York Campaign

October 28th-31st, 1776

By Mark S. Miklos

“Our drums have beat to arms, and men ordered to their several posts. Most probably some important event is upon the eve of taking place.”

Lt. Colonel Robert H. Harrison. Headquarters. White Plains, New York. October 25, 1776.

Preface

As it happened in history, the Battle of White Plains could be called the Battle for Chatterton Hill. This relatively limited affair, fought on the American right flank on October 28, 1776, was the only set piece action to occur between the opposing armies. At Chatterton Hill some 4,000 British and Hessian troops, nearly one third of the British army, attacked fewer than 2,000 Americans with the King’s forces ultimately prevailing.

The opposing armies, however, were enormous for the period with 14,500 Americans confronting 13,000 British and Hessians, later reinforced to 15,400. Yet despite this concentration of forces along a front barely three miles wide the armies sat primarily idle after the fight for Chatterton Hill while the British probed at the flanks and the Americans improved their defenses.

Washington had chosen a naturally strong position which he fortified with two concentric lines of fieldworks. His flanks were anchored on high hills and further secured by the Bronx River to the west and swampy wilderness to the east. Confident, Washington welcomed the prospect of a frontal attack against his works.

General Howe’s reluctance to launch a frontal attack was due in part to his having witnessed the Battle of Bunker Hill in June, 1775; the memory of that slaughter was still fresh in his mind. The weather at White Plains was also a mitigating factor with cold autumn rains falling for much of the week while the armies remained in contact. Finally, Howe’s own proclivity to hesitate when decisive victory was within his grasp further exacerbated any plans for a major British assault.

Like two heavyweights maneuvering to shorten the ring, each sought an opening; Howe to press the attack on favorable terms and Washington to receive the attack on fortified ground of his choosing. The prospect for a decisive outcome was ever-present. That fact that it didn’t occur is a fascinating story.

Summary of the New York Campaign

To understand how and why the two armies found themselves in White Plains it will be helpful to briefly scan some of the highlights of the New York campaign.

The Continental Army arrived in New York City in the spring of 1776 after successfully expelling the British from Boston. The summer, which was made euphoric by the reading of the Declaration of Independence to the formed battalions of the army on July 9, was spent fortifying Manhattan Island and the surrounding approaches with forts, redoubts and batteries designed to forestall a British invasion that General Washington was certain was coming.

In August a vast and awe-inspiring British armada and expeditionary force led by Admiral, Viscount Richard Howe and his brother, General Sir William Howe dropped anchor and disembarked on Staten Island in New York harbor. On August 27, in the largest amphibious operation the world had yet seen, 22,000 British and Hessian troops came ashore on Long Island to attack the American stronghold on Brooklyn Heights. During this battle General Howe first exhibited his preferred *approche de la guerre*, a successful turning movement around the American flank. Here also the Maryland Regiment fought a desperate rear-guard action at Gowanus Creek where many fell and the Regiment earned its nickname; the “Immortals.”

Next came the brilliant, some would say lucky, American retreat in small boats across the East River from Brooklyn Heights to Manhattan Island under cover of a providential fog as Colonel John Glover’s Marblehead, Massachusetts boatmen strained at the oars.

After the failed peace conference on September 11, where Admiral Howe said to the American delegates that, “He felt for America as for a brother, and, if America should fall, he should feel and lament it like the loss of a brother,” and Benjamin Franklin, a member of the American delegation replied with his characteristic wit, “My Lord, we will do our utmost endeavors to save your lordship that mortification,” General Howe once again determined to outflank the Americans.

On September 15, British and Hessian troops conducted an amphibious landing at Kip’s Bay under cover of shore bombardment by frigates in the East River. The American defenders on shore were routed. Riding to the sound of the guns Washington was horrified to observe the scene and used the flat of his own sword to cane fleeing soldiers with no effect. At one point, when only 80 yards from the approaching enemy, his staff had to lead him from the scene on horseback for his own safety whereupon

he is said to have exclaimed, “Are these the men with which I am to defend America?”

General Howe did not expand his beachhead at Kips Bay fast enough and some 6,000 American troops stationed in New York City were able to narrowly escape capture by virtue of a sixteen-mile forced march up the west side of Manhattan Island. These troops safely entered the American lines at Harlem Heights. On September 16 the Americans took the initiative by skirmishing out of the Harlem Heights lines. Although the battle was small in its scale and a draw in its outcome it nevertheless served to boost American morale because for the first time since the campaign began it was the British troops that turned to run, among them the vaunted Black Watch Highlanders.

During the next four weeks, the armies sat in stalemate at Harlem Heights. On October 9, however, the British once again flexed their naval might. On that day the HMS Phoenix (44 guns), HMS Roebuck (44 guns), HMS Tartar (28 guns), and several tenders forced their way past the chevaux-de-frise that stretched across the Hudson River between Forts Washington and Lee and past the batteries located in those forts. These obstructions were intended to stop British navigation in the Hudson River. By passing them with relative ease the British not only got behind the American right flank and threatened to cut off American communication with New Jersey, they also demonstrated that their navy could come and go in the waters around New York at will.

The Armies Converge on White Plains

To break the stalemate at Harlem Heights, where the armies sat since they skirmished on September 16, General Howe once again leveraged the Royal Navy. On the night of October 12-13, a fleet of 80 ships and transports conveyed a British and Hessian expeditionary force up the East River and through Hell’s Gate into Long Island Sound. Their objective was a landing site sixteen miles up the coast at Frog’s Point (a.k.a. Throg’s Neck) in Westchester County. The move was designed to get the King’s forces behind the Continentals while the American army was pinned in its lines at Harlem Heights.

The site was poorly selected. It was thought to be a peninsula but proved to be an island surrounded by marsh that tapered to a narrow causeway to the mainland. A few companies of Colonel Edward Hand’s 1st Continental Regiment of Pennsylvania riflemen, previously deployed to Westchester County as a strategic extension of the American left flank, were the first on the scene and they acted decisively. Pulling up the planks over the causeway and then taking cover behind stacked cord wood, they held the British vanguard at bay with an accurate fire until reinforced by 1,800 Continentals. Both sides dug in with the British unable to advance out of their beachhead.

The Continental Army responded to General Howe’s foray into Westchester County by beginning its withdrawal from Harlem Heights on October 18 in order to avoid encirclement. On the same day General Howe used the navy once again to leap-frog three miles further up the coast beyond Frog’s Point to a more suitable landing site at Pell’s Point below New Rochelle. The British were met there by Colonel John Glover commanding

Nixon’s Brigade of four regiments of Continental infantry from Massachusetts. The Continentals skillfully delayed the British until nightfall.

Several historians agree that had General Howe made a thrust from New Rochelle towards the Kingsbridge the next day he could have caught the Continentals in column and possibly routed them. Instead, Howe remained in the New Rochelle area for three days before continuing to Mamaroneck, just three miles further up the road. He remained there for four more days until setting out for White Plains. He camped three miles south of that town at Scarsdale on October 27 and established his headquarters at the Griffin House on the Mamaroneck Road. Is it any wonder some in his command began referring to him during this period as “Granny Howe?”

One observer has recorded that in the seven weeks since breaking camp on Staten Island Howe managed to march only 35 miles from point-to-point, and this with an irresistible army and navy at his disposal. General Washington, ever the opportunist, took advantage of Howe’s inexplicable lethargy and was able to decamp from Harlem Heights and march to White Plains without interdiction.

On October 20 Washington sent his Chief Engineer, Colonel Rufus Putnam, to scout the ground at White Plains, at the time a prosperous rural farming community approximately 20 miles north of New York City. Gently rolling hills, some of significant height, and a broad river plain stretching between the Bronx and Mamaroneck Rivers defined the landscape. Scattered farms and orchards brought goods to the village on market days. White Plains featured a courthouse, school house, guard house and doctor, the First Presbyterian Church, several merchants and artisans and numerous taverns. (See Design Notes in section 9.2 for the origin of the name White Plains.)

White Plains was a crossroads community whose road net somewhat resembled the converging roads in another small farming town that would become famous in the next century; Gettysburg, Pennsylvania. Colonel Putnam realized that if the British secured White Plains they could not only cut off the American army but also rendezvous with British ships in the Hudson River. Tarrytown, a port on the river, was only seven miles away or they might elect to march east into Connecticut. White Plains was also the site of a major American supply depot at Horton’s Mill which was previously established there by Governor Trumbull of Connecticut. Its capture would deprive the Continentals of much needed food and war material.

As Putnam galloped back to inform Washington of his assessment, he met Major General William Alexander, Lord Stirling commanding the American vanguard and informed him of the situation at White Plains. Stirling marched his brigade with all haste to arrive at White Plains ahead of the British and seized the vital high ground. The bulk of the Continental Army arrived on October 22.

Washington established his headquarters at the Elijah Miller farm two miles north of town. Major General Israel Putnam, uncle to the army’s Chief Engineer, posted his division on the

American right on Purdy Hill overlooking the valley of the Bronx River below. Major General William Heath's Division occupied Hatfield Hill on the American left; a dominant height from whose crest one could see Long Island Sound on a clear day. Hatfield Hill was flanked by an enormous mill pond formed in the Mamaroneck River and by nearly impenetrable wilderness and swampland, not much improved to the present day. In the center, stretching between the two hills, the Continentals constructed two lines of fieldworks separated from each other by 400 to 600 yards. It was hard work with the pick and shovel owing to the hard-packed soil and rocky ledges so a number of the fieldworks were improvised by stacking corn stalks pulled from nearby fields with the clods of earth facing outward to deceive the enemy. This *Ruse de Guerre* was effective and contributed to Howe's decision to avoid a direct frontal assault during the ensuing days.

Chatterton Hill, the Americans' Achilles Heel

Standing like two sentinels astride the Bronx River, the hills Purdy and Chatterton guarded a narrow valley at the very point where the river made a major bend and where it was spanned by a bridge on the Dobb's Ferry Road. Balding and cultivated, these heights dominated the road to Dobb's Ferry, the lower road to Tarrytown and the North Castle Road and as such commanded 50% of the road net in and around White Plains.

Washington anchored his right flank on Purdy Hill but neglected to occupy neighboring Chatterton Hill. Perhaps the fact that it was on the far side of the Bronx River and not deemed to be in the direct theater of operations may have given Washington a feeling of security for his right. Chatterton Hill surpassed Purdy Hill in height, however, and cannon placed there might sweep the extreme right end of the American line.

Some authors have erroneously credited Major General Charles Lee, the army's second in command, with advising Washington that Chatterton Hill should be occupied. Lee's quote, "Yonder is the ground we ought to occupy," however, was not made in reference to Chatterton Hill but rather to the high ground further north in the North Castle Heights where Washington would eventually redeploy as the campaign unfolded.

Chatterton Hill, meanwhile, remained un-garrisoned until the evening of October 27 when Brooks' Regiment of Massachusetts Militia was sent there to begin constructing fieldworks. Owing to their late arrival and the early appearance the next morning of the British on the battlefield only a minimum amount of hastily prepared works were completed. There is some discrepancy as to whether a second militia regiment accompanied Brooks' to the hill and if so whose it was. (See Design Notes in Section 9.1 for further detail about Mosely's Militia.)

The Morning Skirmish

October 28 dawned bright, sunny and crisp; a picture-perfect autumn day in lower New York State. In happier times one might have spent the day at one of the regions popular cideries enjoying a dry press of tart Pippins. General Washington, however, had no time for such pleasantries. He and his staff were on a

morning reconnaissance when a galloping rider approached to announce, "The British are on the camp." Turning to his staff Washington said, "Gentlemen, repair to your posts and do the best you can." He next ordered elements of Spencer's and Sullivan's Divisions to proceed approximately a mile and a half in front of the main lines and disrupt the approach of the enemy.

The British army left their camps at Scarsdale at 7:30 am and marched toward White Plains along the Mamaroneck Road. At Secor's Farm the road forked and they divided into two columns. General Howe accompanied the left column commanded by Hessian Lt. General Philip de Heister. This column, including the bulk of the Hessian forces, veered west at the fork and proceeded to the junction with the York Road where it turned north by northeast toward the village of White Plains. The right column was commanded by Lt. General Sir Henry Clinton and included the elite units of the British army as well as the Hessian Grenadiers. Clinton's command continued along the Mamaroneck Road due north from Secor's Farm. Observing the enemy's march from atop Hatfield Hill General Heath noted, "The sun shone bright, their arms glittered, and perhaps troops never were shown to more advantage than these now appeared."

As ordered, Brigadier General James Wadsworth with four battalions of Connecticut Levee occupied a ridge astride the York Road to engage de Heister while Major General Spencer took personal command of six regiments from his and Sullivan's Divisions and occupied a large wood astride the Road to White Plains to confront Clinton. Spencer's force was primarily militia from Connecticut and Massachusetts but was stiffened by the Pennsylvania State Rifle Regiment under Colonel Samuel Miles.

First contact occurred at approximately 9:30 am. The Americans did not bring any field artillery forward and although each force held temporarily, each was compelled to give way when the British brought up their own guns. The Americans under Spencer gave way first. Those under Wadsworth made a fight of it and repelled at least one frontal attack from strong positions on the ridge bolstered by stone walls. Once Spencer fell back, however, Wadsworth was in jeopardy of being turned and so he also gave way.

The bulk of the American troops fell back to the main lines but on the York Road at least one battalion, Colonel Gold Silliman's 1st Connecticut Levee, veered northwest toward the Bronx River, crossed it at the ford along Mill Lane and joined the American troops which by then were beginning to assemble on Chatterton Hill. Some accounts credit Colonel William Douglas' 5th Connecticut Levee as also falling back to Chatterton Hill but these are inconclusive. Washington did not intend for this morning skirmish to develop into a pitched battle but only to serve as an impediment to the British approach by forcing them out of column and into line of battle. Given this limited objective one must conclude that the effort was a success. Casualties on both sides were nominal.

Meanwhile, belatedly recognizing his earlier omission of not fortifying Chatterton Hill, General Washington began to send troops there as the skirmish on the plain below was developing. First to arrive were the Delaware Blues, a crack unit under the

command of Colonel John Haslet. Haslet was ordered to take command of any militia he found there and to begin organizing the defense. Command later passed to Brigadier General Alexander McDougall who arrived with four regiments of his brigade.

When fully garrisoned Chatterton Hill, which can more properly be described as a ridge extending northeast to southwest for approximately a mile, was occupied by fewer than 2,000 men. General McDougall deployed the American units on the hill from right to left (south to north) with the militia supported by Silliman's Connecticut Levee on the extreme right behind stone walls. The next units in line were the Delaware Blues, the Maryland Immortals, the 3rd New York, and the 19th Continental. There is speculation that the 1st New York, also part of McDougall's Brigade, was tardy and never arrived in line. Its command was vacant, having been McDougall's own regiment before his elevation to brigade command. The American force on Chatterton Hill was supported by a single two-gun battery of New York Provincial artillery. (See Design Notes in section 9.1 concerning Captain Alexander Hamilton.)

The northeast face of the ridge boasted a nearly vertical cliff wall. Its southern reaches and crest were crisscrossed by countless stone walls separating the farmers' cultivated fields. (See Design Note in Section 9.2 concerning the design challenge posed by the proliferation of walls and fences on the battlefield.) Although only minimal fieldworks had been constructed these other features made the hill suitable for defense.

The Fight for Chatterton Hill

The British and Hessians were quicker to appreciate the tactical value of Chatterton Hill than Washington was. Some 4,000 troops were assigned the task of taking the high ground. These included two Hessian brigades with a total of five regiments and an elite company, the 3rd Battalion Hessian Grenadiers, and Brigadier General Alexander Leslie's 2nd Brigade of four regiments. The British 17th Light Dragoons and 3rd Battalion Light Infantry and Captain Johann Ewald's rifle-armed 2nd Jaeger Company completed the assaulting force. The British 1st Brigade and two additional battalions of Hessian Grenadiers were held in reserve. A grand battery of 16 guns was established on Wolf Pit Hill on the east side of the Bronx to provide fire support. As these forces deployed the rest of the British army approached White Plains and halted in the wheat fields south of town to positions opposite the main American line.

As the King's forces were maneuvering, Colonel Johann Rall who commanded the Mirbach Brigade took the initiative to cross elements of the brigade further downstream in order to gain the American right flank. He occupied a small hill opposite the south end of Chatterton and waited to coordinate his flank attack with the frontal assault that had been ordered by de Heister.

Elsewhere on the field about twenty troopers of the Queen's Light Dragoons were probing the American left. General Heath described the scene as follows, "The light-horse leaped the fence of a wheat field at the foot of the [Merritt] hill, on which Colonel Malcolm's regiment was posted, of which the light-horse were not aware, until a shot from Lieutenant Fenno's field-piece gave

them notice, by striking in the midst of them, and [sending] a horseman pitching from his horse. They then wheeled short about [and] galloped out of the field as fast as they came in."

At noon the British grand battery opened fire. It was a thunderous roar and, "One could neither see nor hear" as reported by General de Heister's Adjutant General. During this bombardment at least part of the militia on Chatterton Hill was routed and, according to Colonel Haslet, "They were not rallied without much difficulty."

Under cover of their artillery the Hessian and British troops forded the river. The Lossberg Fusiliers together with the British 28th and 35th Regiments of Foot led the frontal assault. The British Regiments crossed at the ford on Mill Lane while the Fusiliers waded through water up to their "cartouche pouches" under fire. The British 5th Foot and the Royal Berkshire Regiment were in close support although the area between the base of Chatterton Hill and the river bank was so narrow that the troops crowded together with little room to form. According to a diarist in the Royal Berkshires, "Lt. Colonel Robert Carr who commanded the 35th Regiment [was] obliged to force the left of his battalion through the right wing of the 28th. [Our] Battalion formed as well as the ground would admit and every company engaged as they came up. The hill was so narrow that the right-hand company of our battalion had scarcely room to form."

To disrupt the attackers further General McDougall ordered the Maryland Regiment and the 19th Continental part way down the hill while elsewhere an orchard at the base of the hill was set on fire. These actions produced only temporary benefits. The weight of the enemy's artillery drove the advanced American units back up the hill and the fire in the orchard eventually smoldered. Troops of the Lossberg Fusiliers picked their way through the embers while holding their cartridge boxes over their heads to prevent them from igniting; the shoes of several men getting scorched in the process.

Lt. Colonel Silliman described the scene. "The enemy soon brought their main body opposite to us and formed them into three lines, one back of the other, and a large number of field pieces in their front. Then they marched their first line off from the hill where they stood [Wolf Pit Hill], down into the deep valley that lay between us and then they played on us most furiously with their artillery to keep us from meeting their people in the hollow and in short, the shot and shells came like hail."

Initially the men of the Regiment Prinz Carl refused to ford the river for reasons that are imprecise; believing it to be either too deep or too swift or simply because they were reluctant to ford under fire. Lieutenants Wiederhold and Briede salvaged the regiment's honor by fording the river alone to demonstrate that it was safe to do so and in time the full regiment also crossed over.

As the frontal attack was developing, Colonel Rall's command which consisted of his own regiment, the Regiment Knyphausen, and the Leib Company, charged the Americans in their flank; defended as it was by, in Haslet's words, "unreliable militia." Predictably the militia broke. Their flight was made more precipitous by the charge of the 17th Light Dragoons under

Lt. Colonel Samuel Birch who had followed Rall across the Bronx. This action by the 17th is considered the first cavalry charge of the war.

While Rall attacked the American right and the Lossberg Fusiliers and British 2nd Brigade attacked the center, the British Light Infantry and Ewald's Jaeger Company demonstrated against the American left to pin the 19th Continental in place on that end of the line.

Despite the rout of the militia other American units initially managed to make a stand while feebly answering with desultory fire from their two field pieces. The pressure was too great, however, and slowly and inexorably the American units began to give way from right to left as the Hessian flank attack rolled them up. Some units retreated in disorder but most took advantage of the numerous stone walls to fire and fall back.

Colonel Rall's Regiment reached the top of the hill just as the Lossberg Fusiliers broke through to the crest supported by the Regiment Knyphausen. A few companies of the Delaware Blues held on as a rear guard and were the last to quit the field. Their stand likely prevented the British Dragoons from cutting off the bridge over the Bronx River on the Dobb's Ferry Road near Michael Chatterton's farm that was being used by the retreating Americans to return to their main lines.

General Washington attempted to send reinforcements consisting of Brigadier General Rezin Beall's Maryland Flying Camp and Colonel Paul Sargent's 16th Continental Regiment. Before these troops could cross the Bronx, however, the British gained the hill and the victory and so the reinforcements marched back to camp. Before 5:00 pm the last random shots of the battle for Chatterton Hill had been fired. Hessian and British troops camped on the ground they had taken. (See Design Notes in section 9.1 for details about the Flying Camps.)

British authors described the attack on Chatterton Hill as one, slow determined charge. American authors credit the defenders with repulsing one or perhaps two charges before being swept from the field. The outcome was the same in the end.

The King's forces suffered approximately 230 casualties with most occurring in the 28th Foot which lost 67 men, the 35th Foot which lost 60 men, the Lossberg Fusiliers which lost 45 men, and the Royal Berkshire Regiment which lost 28 men. The Americans also lost more than 200 men but the exact number is not known because casualties among the militia are not included. The heaviest losses occurred among the Maryland Immortals which lost 44 men, the 3rd New York which lost 34 men and the Delaware Blues which lost 32 men.

After the British conquest of Chatterton Hill Washington's right was in jeopardy. He abandoned the first-line of fieldworks on his extreme right at the foot of Purdy Hill and refused his right flank by drawing it back to the hill's reverse slope. Having unhinged the American line and opened the lower road to Tarrytown General Howe might have pressed the initiative in the coming days. He might have marched a force to Tarrytown to link up with his brother's ships in the Hudson River. He might have marched north up the west bank of the Bronx to completely outflank the

American line. At the very least he might have launched an assault on Purdy Hill from both sides of the river. Instead, he sat.

Pas de Deux

A Minuet is a slow, stately ballroom dance for two which was popular in the 18th century. And so, they danced...

October 28-29: General Washington began the dance at 2:00 am on the night of October 28-29. He ordered Wadsworth's Brigade of Connecticut Levee and Brigadier General John Fellows' Brigade of Massachusetts Militia, both in Major General Joseph Spencer's Division, to strike their tents and move their camp about a mile and a half rearward to higher and more defensible terrain in the North Castle Heights. It took two round trips on foot to completely move their camp; hard work for the exhausted men many of whom had seen action that day. The prolific diarist Private Joseph Plumb Martin was a member of 5th Battalion of Connecticut Levee in Wadsworth's Brigade. He wrote, "During the night we remained in our new made trenches, the ground of which was in many parts springy; in that part where I happened to be stationed, the water, by morning, was nearly over our shoes, which caused many of us to take violent colds."

Lord Stirling, whose brigade was also part of Spencer's Division, was ordered to cross to the west bank of the Bronx River to salve Washington's concerns that his flank might be threatened from that quarter. Stirling's men spent the night, "without a tent or anything but the ground to lay on" according to Lt. Colonel Gunning Bedford of the Delaware Blues whose regiment was part of the brigade.

October 29: This day saw limited skirmishing as the British probed and the Continentals held on to their forward positions expecting to be attacked. Each side's sentries were sniped-at by opposing riflemen leading to anxiety but few losses. General Howe continued to hesitate in part because of rainy weather that persisted all day and in part because he loathed a direct frontal assault. As it happens there was no viable prospect for turning the Americans out of their works and he was left with the unenviable options of a frontal assault or a retreat and the latter was unthinkable. Believing he would need more troops to carry a successful frontal assault he wrote, "The designed attack upon [the Americans] was deferred, and the 4th Brigade, left with Lord Percy, with two battalions of the 6th Brigade were ordered to join the army."

When the British army had marched to White Plains, Major General Hugh, Lord Percy had been left behind with three brigades. He was now ordered to bring up half that force. Accompanying them would be the 3rd Waldeck Regiment. The Waldeckers were newly-arrived in New York as part of the Hessian Second Division under the command of Lt. General Wilhelm von Knyphausen that had arrived on October 23. Kynphausen himself, meanwhile, had taken the other Hessian Regiments of the Second Division to capture Valentine's Hill on October 28 while the British army engaged at Chatterton Hill. Located just above the Kingsbridge, possession of Valentine's Hill meant the Hessians had cut off the retreat of all remaining American forces on Manhattan.

October 30: The Continental army set their jaws like flint and held on to their positions at White Plains. It was another rainy morning that brought misery to both sides. Lord Percy's reinforcements arrived late in the day after which Howe could no longer justify delay. At 10:00 pm he issued orders for the army to be under arms at 5:00 am the next morning for a full-scale attack. Lt. General Philip de Heister would command the left division, Lt. General Sir Henry Clinton the center and Major General Charles, Earl Cornwallis the right.

October 31: Yet another downpour developed in the early morning hours on the 31st, All Hallows' Eve. Washington was expecting an attack and had his men lie on their arms throughout the previous night. Describing the conditions Brigadier General George Clinton, whose brigade of New York Militia was in Major General Heath's Division wrote, "Our lines were manned all night and a most horrid night it was to lie in cold trenches."

On schedule, the British army was in motion at 5:00 am. The main thrust was to be directed from de Heister's Division on the left. Here the Mirbach and Lossberg Brigades, the 4th British Brigade, the Brigade of Guards, the 2nd and 3rd British Light Infantry Battalions, the 5th Foot and the Royal Berkshire Regiment mustered for battle. Lord Cornwallis' sector on the right included the British 1st Light Infantry Battalion, the 1st British Brigade, the Hessian Grenadiers, the 28th, 35th, 44th and 64th Regiments of Foot, both battalions of Fraser's 71st Highlanders, and the British Reserve comprising the 1st and 2nd Grenadiers as well as a consolidated Grenadier battalion, the 33rd Foot and the Black Watch Highlanders. Clinton with the remaining British forces in the center would serve to link the two wings but was not assigned a direct role in the assault.

Then, at 7:00 am Howe vacillated and the attack was cancelled. Troops were ordered back to their camps. One can only speculate at the reactions among the front-line Americans who witnessed it. Hessian Major Carl Leopold Baurmeister later wrote, "A heavy rain, fortunately perhaps for the army, frustrated all our plans. The enemy, well advised of everything, were prepared and ready to repulse us." Although the weather broke around noon and General Howe had given instructions that the attack might be resumed later in the day, he did not give orders to do so. Howe decided instead to wait until early the next morning when the ground fog might partially obscure the attack.

Although the British did not make any more probes at the flanks that day General Washington was nevertheless apprehensive. Lt. Colonel Robert Harrison, the Commanding General's military secretary wrote, "It is supposed that one of their objects is to advance a part of their troops, and seize the bridge over Croton River, that the communication may be cut off with the upper country." Consequently, Washington ordered Brigadier General Rezin Beall with his Maryland Flying Camp to secure the bridge over the Croton River beyond North Castle Heights.

The flank and rear were not Washington's only concerns. Harrison noted, "Our army is decreasing fast: several gentlemen who have come to camp within the past few days have observed large numbers of militia returning home on the different roads." General Orders issued from American Headquarters on this day

stated, "The General...was surprised and shocked to find both officers and soldiers straggling all over the country, under one idle pretense or other...He once more positively orders that neither officer nor soldier shall stir out of camp without leave... The Provost Marshal is to take up stragglers...and to have [them] immediately receive twenty lashes."

October 31-November 1: During the day on October 31 General Washington gained intelligence from a British deserter of the planned British attack. He determined that the new positions he had begun to occupy in the North Castle Heights on the night of October 28-29 were better suited to receive this attack and so the right and center of the army were ordered to withdraw during the night of October 31-November 1. The left wing, anchored on Hatfield Hill, remained in place and so the line essentially pivoted 45° from a west to east alignment to one that was northwest to southeast.

November 1-November 5: In the early morning hours of November 1 as the last American units left their original lines, the hay-barns and granaries in the village were set on fire to deny these provisions to the enemy, all to the surprise of the on-looking British. Advancing into the abandoned lines and gazing at the new American line in the heights to the north, the British officers surmised that they were looking at a rear guard and that the main American army had eluded them by marching further north. General Howe later wrote that the Americans' actions, "Plainly indicated a desire to avoid coming to action. I did not think the driving [of] their rearguard further back an object of the least consequence."

As the British advanced into the original American lines, they came within artillery range of the American left flank on Hatfield Hill and a cannonade ensued. This action proved inconsequential and so the British next brought their artillery to bear against the new American right flank on Miller Hill. Here, a ragged exchange of fire signaled the end of the Minuet, with one of Colonel Glover's field pieces firing the final shot.

The opposing armies remained at arm's length for several more days until, on November 5, General Howe turned south. Confident that the Continentals had been checked he could now re-focus on mopping up his conquest of New York City by rooting out the last American stronghold at Fort Mifflin which he successfully accomplished on November 16. General Washington, fearing for a British thrust against the American capital at Philadelphia, crossed the Hudson River at Peekskill with 4,000 troops and marched into New Jersey after leaving screening forces behind to cover the approaches to New England and the Highlands.

Who Won the Battle of White Plains?

It is undeniable that the British won the fight for Chatterton Hill. When we ask who won at White Plains, however, we must consider the question in the larger context of the campaign in Westchester County as each side pursued both tactical and strategic imperatives.

To complete this exercise, we will add +1 for each action or outcome favoring the attacking British and subtract -1 for each action or outcome favoring the defending Americans. A net positive result will indicate a British victory; a net negative will indicate an American victory.

The Case for General Howe: General Howe seized the initiative by attempting to outflank the American lines at Harlem Heights with an amphibious landing in Westchester County, (+1.) Howe leap-frogged from Throg's Neck to a new and more accessible landing site three miles up the coast at Pell's Point, (+1.) While fortifying at White Plains General Washington failed to appreciate the necessity of occupying Chatterton Hill, a post from which his right flank could be threatened, (+1.) The British arrived on the field and immediately saw the vulnerability of Chatterton Hill. They deployed a sizeable force to attack it, (+1.) Colonel Rall took the initiative to outflank Chatterton Hill with a brigade of Hessians. This flank attack, made in conjunction with the frontal assault guaranteed the hill would fall, (+1.) Washington sent reinforcements to the hill too late to arrive in time, (+1.) Howe occupied the original American lines at White Plains and tested the flanks with long range artillery and cavalry forays, (+1.) Believing he now faced only a rear guard in the North Castle Heights lines and that the Continental Army had eluded him, Howe was content to remain master of the original battlefield. By the standards of 18th century warfare this constituted victory, (+1.) **Total +8**

The Case for General Washington: American riflemen and Continentals stationed in Westchester County reacted quickly to Howe's amphibious landing at Throg's Neck pinning the landing force, (-1.) Colonel John Glover with four regiments held the British within their new beachhead at Pell's Point for an entire day, (-1.) Having successfully landed a large force in Westchester County Howe missed an opportunity to act decisively and catch the Americans strung out in line-of-march heading north out of Harlem Heights. Instead, he was content to consolidate at New Rochelle for several days, (-1.) Washington sent Chief Engineer Rufus Putnam ahead to reconnoiter the ground at the crossroads village of White Plains. Seeing the advantages to be gained by occupying the high ground there, Putnam informed the Commander-in-Chief and spurred the Continental vanguard to hasten their march to the place, (-1.) General Howe crawled toward White Plains taking nine days to cover nine miles. Meanwhile the Continental army reached White Plains first and unopposed and began to dig in, (-1.) Howe hesitated, in part due to rainy weather, and did not follow up on his success at Chatterton Hill. He called for reinforcements. Washington used the interlude to refuse his right, (-1.) Washington perceived the defensive value of higher ground at North Castle Heights and, even as he held his front, began to send units rearward to prepare a new defensive line. He also bolstered his right by sending units to the west side of the Bronx River, (-1.) Now reinforced, Howe determined to launch a grand assault on October 31. More rain and his innate dislike for the frontal attack led to another postponement. Despite clearing weather later in the day Howe remained stationary, (-1.) Washington secretly withdrew his right and center to the new lines at North Castle Heights on the

night of October 31-November 1 and secured a vital bridge in his rear, (-1.) **Total -9, Net -1**

According to this calculus we conclude that the Americans won a minor tactical victory by the slimmest of margins despite their defeat on Chatterton Hill.

As to the question of strategic victory; the armies remained in place for several more days before Howe disengaged and turned south on November 5. Fort Washington fell on November 16 and with it, the British achieved their objective which was to consolidate their control of New York City. They would not relinquish it until 1783.

The Continental Army, although beaten, embarrassed, and expelled from New York City, was not annihilated as a fighting force. As long as that army endured, so too did the rebellion. General Washington and the Continentals would live to fight another day and the war in pursuit of American Independence would go on. Viewed through these lenses White Plains was a strategic draw.

When asked to explain his decisions at the Battle of White Plains before a committee of the House of Commons after he was relieved of command Howe said, "An assault upon the enemy's right which was opposed to the Hessian troops, was intended. The committee must give me credit when I assure them that I have political reasons, and no other for declining to explain why that assault was not made."

John Adams once wrote when describing the Howe enigma, "He is either a friend to America or he is no general."

Game Credits

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Map and Site Research: Phil Varker

Hessian Order of Battle: John Foskett

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Orders of Battle



Continental Army

General George Washington

Major General Charles Lee

Colonel Henry Knox, Continental Artillery

Colonel John Lamb, New York Provincial Artillery

Colonel Rufus Putnam, Engineers

Major Stephen Backus, 2nd CT Lt. Horse

Captain Caleb Gibbs, Washington's Life Guard

Lee's Division, Major General Charles Lee

Nixon's Brigade, Brigadier General Jonathan Nixon

4th Continental (MA), Lt. Colonel Thomas Nixon

9th Continental (RI), Lt. Colonel Archibald Crary

11th Continental (RI), Colonel Daniel Hitchcock

12th Continental (MA), Colonel Moses Little

Drury's Battery (RI) / Knox Artillery, Captain Jotham Drury

Foster's Battery (MA) / Knox Artillery, Captain Thomas Foster

J. Clinton's Brigade, Colonel John Glover

3rd Continental (MA), Colonel William Shepard

13th Continental (MA), Colonel Joseph Read

23rd Continental (MA), Colonel John Bailey

26th Continental (MA), Colonel Loammi Baldwin

27th Continental (MA), Colonel Israel Hutchinson

"Marblehead" Regiment (MA), Colonel John Glover

Schott's Battery (Prussia) / Knox Artillery, Captain Johann Schott

Sargent's Battery (MA) / Knox Artillery, Captain Winthrop Sargent

McDougall's Brigade, Brigadier General Alexander McDougall

19th Continental (CT), Colonel Charles Webb

Maryland "Immortals," Colonel William Smallwood

1st New York-State, *Vacant*

3rd New York-State, Colonel Rudolphus Ritzema

Lippitt's Regiment, Commandant Christopher Lippitt

Hamilton's Battery (NY) / Lamb Artillery, Capt. Alexander Hamilton

Popkin's Battery (MA) / Knox Artillery, Captain John Popkin

Sullivan's Division, Major General John Sullivan

1st Continental (PA), Pennsylvania Rifles, Lt. Colonel Edward Hand

Sargent's Brigade, Colonel Paul Sargent

16th Continental (MA), Colonel Paul Sargent

Ward's Regiment (CT), Colonel Andrew Ward

6th Bn, Connecticut-State Levee, Colonel John Chester

Storrs' Militia Regiment (CT), Lt. Colonel Storrs

2nd Militia Brigade (NH), Colonel Nahum Baldwin

Horton's Battery (MA) / Knox Artillery, Captain-Lt. Horton

Crafts' Battery (MA) / Knox Artillery, Captain Crafts

Saltonstall's Brigade, Brigadier General Gurdon Saltonstall

10th Militia Regiment (CT), Lt. Colonel Jonathan Baldwin

Ely's Militia Regiment (CT), Lt. Colonel Ely

Connecticut Militia Brigade, Brigadier General Gurdon Saltonstall

Spencer's Division, Major General Joseph Spencer

Stirling's Brigade, Brigadier General William Alexander, Lord Stirling

Delaware "Blues," Colonel John Haslet

1st Virginia, Colonel Isaac Reed

3rd Virginia, Brigadier General George Weedon

Pennsylvania-State Rifle Regiment, Colonel Samuel Miles

Berks' Flying Camp, Colonel Henry Haller

1st Lancaster Flying Camp, Colonel James Cunningham

Pennsylvania State Artillery

Wadsworth's Brigade, Brigadier General James Wadsworth

1st Bn Connecticut-State Levee, Colonel Gold Silliman

2nd Bn Connecticut-State Levee, Commandant Edward Mott

3rd Bn Connecticut-State Levee, Colonel Comfort Sage

4th Bn Connecticut-State Levee, Lt. Colonel Arnold

5th Bn Connecticut-State Levee, Colonel William Douglas

Fellows' Brigade, Brigadier General John Fellows

Worcester County Militia (MA), Colonel Jonathan Holman

Plymouth/Bristol Militia (MA), Colonel Simeon Cary

Berkshire County Militia (MA), Colonel Benjamin Simonds

Brown's Battery (MA), Massachusetts-State Artillery, Capt. Oliver Brown

Heath's Division, Major General William Heath

Parson's Brigade, Brigadier General Samuel Parsons

10th Continental (CT), Colonel John Tyler

17th Continental "Black Facings" (CT), Colonel Jedediah Huntington

21st Continental (MA), Colonel Jonathan Ward

22nd Continental (CT), Colonel Samuel Wyllys

"Bunker Hill" Regiment (MA), Colonel William Prescott

Burbeck's Battery (MA) / Knox Artillery, Captain Edward Burbeck

Jackson's Battery (MA) / Knox Artillery, Lt. Daniel Jackson

Bryant's Battery (MA) / MA State Artillery, Captain-Lt. Bryant

Scott's Brigade, Brigadier General John Scott

1st New York City Independent Bn, Colonel John Lasher

2nd Bn New York-State Levee, Colonel William Malcolm

3rd Westchester County Militia (NY), Colonel Samuel Drake

4th Westchester County Militia (NY), Colonel Thaddeus Crane

Humphreys' Militia Regiment (NY), Colonel Cornelius Humphreys

Doughty's Battery (NY) / Lamb Artillery, Captain Doughty

Fenno's Battery (NY) / Lamb Artillery, 2nd Lt. Ephriam Fenno

G. Clinton's Brigade, Brigadier General George Clinton

2nd Westchester County Militia (NY), Colonel Thomas Thomas

4th Orange County Militia (NY), Colonel Isaac Nicholl

6th Dutchess County Militia (NY), Colonel Morris Graham

7th Dutchess County Militia (NY), Colonel Jacobus Swartout
 Ulster County Militia (NY), Colonel Levi Pawling
 Van Wyck's Rangers (NY), Captain Van Wyck
 Bauman's Battery (NY) / Lamb Artillery, Captain Sebastian Bauman
 Gilliland's Battery (NY) / Lamb Artillery, Lt. James Gilliland
 Putnam's Division, Major General Israel "Old Put" Putnam
 Heard's Brigade, Brigadier General Nathaniel Heard
 New Jersey-State Levee, Colonel David Forman
 New Jersey Militia Brigade, Colonel Ephraim Martin
 Van Dyk's Battery (NJ) / New Jersey-State Artillery, Lt. John Van Dyk
 Beall's Brigade, Brigadier General Reazin Beall
 2nd Militia Bn (MD), Captain John Eager Howard
 Beall's Flying Camp, Brigadier General Reazin Beall
 Bowie's Battery (MD) / Maryland Militia Artillery, Captain Robert Bowie
 Lincoln's Division, Major General Benjamin Lincoln
 Brooks' Militia Regiment (MA), Colonel Eleazer Brooks
 Mosely's Militia Regiment (MA), Colonel John Mosely
 Massachusetts Militia Brigade, Major General Benjamin Lincoln
 Gale's Battery (MA) / Knox Artillery, Lt. Nemiah Gale



British Army

Lt. General Sir William Howe
 Lt. General Sir Henry Clinton
 Lt. General Philip de Heister
 Major General Charles, Earl Cornwallis, Reserves
 Brigadier General Samuel Cleaveland, Royal Artillery
 Colonel Oliver DeLancey, Loyalist Volunteers
 Clinton's Division, Lt. General Sir Henry Clinton
 Queen's Lt. Dragoons, Lt. Colonel William, Lord Hartcourt
 Campbell's New York Volunteers, Captain Campbell
 1st Jaeger, Captain Werdon
 Amusettes
 1st Bn Lt. Infantry, Major Thomas Musgrave
 2nd Bn Lt. Infantry, Major John Maitland
 Lt. Infantry Artillery
 5th Brigade, Brigadier General Francis Smith
 23rd Foot "Royal Welsh Fusiliers," Lt. Colonel J. Campbell
 43rd Foot, Lt. Colonel George Clerke
 63rd Foot, Major Francis Sill
 5th Brigade Artillery
 Guards Brigade, Major General Edward Mathew
 1st Bn Foot Guards, Lt. Colonel Trelawny
 2nd Bn "Coldstream" Guards, Lt. Colonel Ogilvie
 Guards Artillery
 Reserve Corps, Major General Charles, Earl Cornwallis
 1st Grenadier Bn, Lt. Colonel William Meadows
 2nd Grenadier Bn, Lt. Colonel Henry Monckton
 Consolidated Grenadier Bn, Major Francis Marsh
 33rd Foot, Lt. Colonel James Webster

42nd Highland "Black Watch," Lt. Colonel Thomas Stirling
 Reserve Corps Artillery
 Hessian Grenadiers, Colonel Carl von Donop
 3rd Bn Grenadiers, Lt. Colonel Friedrich von Minnigerode
 Linsing Grenadiers, Lt. Colonel Otto von Linsing
 Block Grenadiers, Lt. Colonel Justus von Block
 Hessian Light Artillery
 De Heister's Division, Lt. General Philip de Heister
 17th Lt. Dragoons, Lt. Colonel Samuel Birch
 2nd Jaeger, Captain Johann Ewald
 British Heavy Artillery - Naval Battery
 Grant's New York Volunteers, Captain Grant
 3rd Bn Lt. Infantry, Major Henry Johnson
 Farrington's Battery / Lt. Infantry Artillery, Captain Farrington
 1st Brigade, Major General James Robertson
 4th Foot "King's Own," Lt. Colonel Harry Blunt
 15th Foot, Lt. Colonel James Bird
 27th Foot "Enniskillens," Lt. Colonel John Maxwell
 45th Foot, Colonel James Cunningham
 1st Brigade Artillery
 2nd Brigade, Brigadier General Alexander Leslie
 5th Foot, Lt. Colonel William Walcott
 28th Foot, Lt. Colonel Robert Prescott
 35th Foot, Lt. Colonel Robert Carr
 49th Foot "Royal Berkshire," Lt. Colonel Sir Henry Calder
 2nd Brigade Artillery
 7th Brigade, Brigadier General William Erskine
 1st Bn 71st Foot "Fraser's Highlanders," Major John Macdonnell
 2nd Bn 71st Foot "Fraser's Highlanders," Major Norman Lamont
 Mirbach Brigade, Colonel Johann Rall
 Regiment Rall, Colonel Johann Rall
 Rall Artillery
 Regiment Knyphausen, Colonel H.C. von Borck
 Lossberg's Fusiliers, Lt. Colonel Scheffer
 Leib Company, Lossberg Fusiliers
 Lossberg Artillery
 Lossberg Brigade, Colonel Wilhelm von Lossberg
 Dittfurth Fusiliers, Colonel Carl von Bose
 Regiment Prinz Carl
 Percy's Division (Reinforcements), Major General Hugh, Lord Percy
 4th Brigade, Major General James Grant
 17th Foot, Lt. Colonel Charles Mawhood
 40th Foot
 46th Foot, Lt. Colonel Enoch Martin
 55th Foot
 4th Brigade Artillery
 6th Brigade (Part)
 44th Foot, Major Henry Hope
 64th Foot, Major Hugh McLeroch
 3rd Waldeck, Lt. Colonel von Hanxleden
 Waldeck Artillery

Countersheet 1, Front Side

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Washington 1995 1-3/1-(6)	Washington 1995 0-3/1-(6)	Slater 2717 0-2-6	Harsh 1108 1-2-6	Yusuf-Digby 2420 1-2-6	Leah Stirling 3031 Sci only 2-1-6	MacDonnell T-VC-HH 1-1-(6)	Semler **** 0-2-(6)
Whitworth 1-1-(6)	Lamb/Mantua T-VC-HH 1-(3)	Vas Dyk 2219 1-2 Heavy	Pelham 1901 +2 *4	Brown 2817 0 MA 1-3	Kyatt 3211 0 MA 1-3	Lamb/Fano 3115 0 NY +2 1-3	Lamb/Fano 3712 0 NY +2 1-3
1st Wing 2411 0 2-4	2nd Wing 2815 -1 CT 1-4	Kearney 2685 0 MA 2-2	Kearney 3128 0 MA 1-2 Heavy	Kearney 3091 +1 MA 1-2 Heavy	Kearney 3411 0 MA 1-2 Heavy	Kearney 3415 0 MA 1-3 Heavy	Kearney 3415 0 MA 1-3 Heavy
Starrs 2815 -1 CT 1-4	Baird 2819 0 PA 3-4	Van Dyke 2519 +1 NY 1-4 1/2	Blackburn 0 NY (1)-5 LT	Emery 0 NY -1 1-4	West 0 NY +2 1-(4)	27th 100 0 MA 2-4	1st New York 133-110 1 NY 1-(3)
Kearney 3011 0 MA 1-3	Kearney 2715 0 MA 1-3	Kearney 2286 +1 MA 1-3	Kearney 3406 0 MA 1-3	10th 3428 -1 CT 3-(4)	3rd 204 0 MA 2-4	4th 2415 0 MA 2-4	10th 3211 0 MA 2-4
2nd MI 2916 -1 NY 3-4	1st 2916 -1 NY 3-4	1st 2519 0 PA 3-4	Worcester 3027 -1 MA 3-(4)	10th 3428 -1 CT 3-(4)	MA Brigade 2606 -1 4-4	Breaks 1926 -1 MA 3-(4)	Breaks 3228 -1 MA 3-(4)
10th 2407 0 RI 1-4	10th 2715 0 MA 3-4	10th 2286 0 MA 2-4	10th 2817 -1 MA 3-4	Mass's 1926 -2 MA 2-(4)	2nd 3420 -1 MD 3-4	2nd 3432 0 MD 2-4	2nd 3432 0 MD 2-4
72nd 2415 0 MA 2-4	72nd 2415 0 MA 2-4	72nd 2415 0 MA 2-4	7th 3112 0 NY 2-4	72nd 3112 0 NY 2-4	72nd 3112 0 NY 2-4	72nd 3112 0 NY 2-4	72nd 3112 0 NY 2-4
4th 2729 0 CT 2-(4)	4th 2410 +1 CT 2-(4)	6th 3428 0 CT 2-(4)	7th 3112 0 CT 2-4	Utter County 3112 -1 NY 2-4	Three Corners 2919 -1 1-0	4th Orange 2917 -1 NY 1-4	4th Westchester 3013 0 NY 2-4
1st 2729 0 CT 2-(4)	1st 2410 +1 CT 2-(4)	1st 3428 0 CT 2-(4)	2nd CT Lt House 1901-5 0 CT 1-(6)	PA St. Rite House 1338 +1 PA 3-(4) LT	Melvin's Bn 3712 +1 NY 2-4	1st NY 2219 0 NY 2-4	1st NYC and Bn T-2 -1 NY 3-4

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WHITE PLAINS		Countersheet 2, Front Side				Countersheet 2, Back Side				2213-2	

American Ruse de Guerre Template

(Players are encouraged to make copies of this page before using.)

American Ruse de Guerre

Secret die roll

Hex number(s)

American Ruse de Guerre

Secret die roll

Hex number(s)

American Ruse de Guerre

Secret die roll

Hex number(s)

American Ruse de Guerre

Secret die roll

Hex number(s)

American Ruse de Guerre

Secret die roll

Hex number(s)

American Ruse de Guerre

Secret die roll

Hex number(s)

American Ruse de Guerre

Secret die roll

Hex number(s)

American Ruse de Guerre

Secret die roll

Hex number(s)

SEQUENCE OF PLAY

Prior to the Game: Determine General Washington's modifier (Rule 5.3), choose Ruse de Guerre hexes (Rule 4.9) and Draw Opportunity Cards (Rule 4.2)

Once per game: Prior to the Initiative Segment of Game Turn 32, the British Player rolls for Patriot Militia Attrition (Rule 4.5)

A. Opportunity Card Deck Update Phase (Turn 21 and Turn 32 only)

- Rule 4.2 - Add new Opportunity Card Decks

B. Weather Phase (Turns 21-24 only)

- Rule 3.7 - American Player rolls for rain, using the die roll range on the Turn Track

C. First Fire Recovery Phase (Turns 10, 21 and 32 only)

- Rule 3.5 - First Fire Recovery

D. Initiative Segment (Series Rule 6.)

- Rule 4.2 - Prior to rolling for Initiative, draw Opportunity Cards as indicated by the Turn Track
- Rule 1.2 - Turn 1: British Player Turn only; Turns 2 & 3: American Player has initiative
- Rule 3.7 - Turn is skipped if Initiative die rolls are tied on a Rain Game Turn (except if momentum used)

Flip the Game Turn marker to indicate the correct Player Turn.

E. Initiative Player Turn

Movement Phase (Series Rule 9.0)

Start of Movement Phase (*American Only* - Turns 9 and 31) - Draw Opportunity Cards for control of Horton's Mill (Rule 4.2)

Start of Movement Phase Rule 3.6 - Reinforcements

- Rule 3.3 - American sortie restrictions
- Rule 3.3 - Roll for sortie during Game Turns 10-28; ranges are on the Game Turn Track
- Rule 3.7 - Rain turn impacts
- Rule 4.1 - Restoring Army Morale
- Rule 4.3 - Tarrytown
- Rule 4.4 - Scorched Earth (One Time Event, American Turn Only)
- Rule 4.7 - Forward American Defense Line
- Rule 4.8 - Fieldworks Construction (starting October 30th - *American Turn Only*)

End of Movement Phase: Complete fieldworks placed during the previous turn's American movement phase (Rule 4.8)

Rally Phase (Series Rule 15.0)

- Rule 3.7 - Rain turn impact
- Rule 4.2 - Spend Momentum to purchase an Opportunity Card

Defensive Artillery Fire Phase (Series Rule 11.0)

- Rule 3.7 - Rain turn impact

Rifle Fire Phase (Series Rule 10.0)

- Rule 5.4 - Amusettes

Close Combat Phase (Series Rule 12.0)

- Rule 3.2 - Retreat Priorities
- Rule 3.4 - American Tactical Doctrine
- Rule 3.7 - Rain turn impact
- Rule Sections 4 and 5 - Various Cases and Unit Benefits; see 4.2 specifically for Opportunity Card play specifics

Advance the Game Turn marker to the bottom half of the Game Turn and flip it over.

F. Second Player Turn

G. End-of-Turn Victory Check Segment (Final Game Turn of each Scenario)

Advance the Game Turn marker to the top half of the next Game Turn.

See the **Expanded Sequence of Play** on the back cover of the Series Rules for a listing of all action steps.

