Battles with the Iroquois Confederacy
in Western New York

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

Living Rules (Oct. 2013)

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

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

### Saratoga ("Next Day" scenario)

- **MacKay's Corp** (new unit)
- **Queen's Loyal Rangers** (new unit)
- **British HQ** (new marker)

### Brandywine Creek

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

### Eutaw Springs

- **Palmetto Foot** (Strength Points have been increased from 1 to 2 and the unit now has a reduced side)
- **2nd Royal Highland Emigrants** (new unit)

### Savannah

- **Georgia Volunteers** (Unit Morale has been degraded from 0 to –1)
- **Volunteers of Ireland** (new unit; Design Note: This ad-hoc unit also includes Maryland Loyalists, the 4th N.J. Volunteers and infantry from Tarleton's British Legion)
- **Georgia Lt. Dragoons** (new unit)

### Pensacola

- **Fijo de Luisiana** (new unit)

### Germantown

- **2nd N.J. Volunteer Artillery** (new unit)
- **Friendly Fire/Panic** (four additional markers)

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**Newtown Combat Units**

**INDIAN Player**

<table>
<thead>
<tr>
<th>Unit</th>
<th>Strength Points</th>
<th>Side</th>
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<tbody>
<tr>
<td>Tashogwands RE</td>
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</tr>
<tr>
<td>8th Foot RE/3419</td>
<td>1-4 LT</td>
<td>2-4</td>
</tr>
<tr>
<td>McDonell 3119</td>
<td>1-4 LT</td>
<td></td>
</tr>
<tr>
<td>Mohawk Vol. RE/3320</td>
<td>1-4 LT</td>
<td>2-4</td>
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**AMERICAN Player**

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<tr>
<td>Wyoming</td>
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**Oriskany Combat Units**

*(The thin white horizontal stripe denotes an Oriskany unit)*

**BRITISH Player**

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<tr>
<td>Butler's Rangers</td>
<td>+1</td>
<td>1-4</td>
</tr>
<tr>
<td>Jaegers</td>
<td>+1</td>
<td>1-4</td>
</tr>
<tr>
<td>Huron</td>
<td>−1</td>
<td>2-5</td>
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**AMERICAN Player**

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<th>Strength Points</th>
<th>Side</th>
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<tbody>
<tr>
<td>9th Mass 3000/4</td>
<td>2-4</td>
<td></td>
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<tr>
<td>2nd Tryon Co B</td>
<td>0</td>
<td>1-4</td>
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</tbody>
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**Shared Markers**

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

1.1 Game Length
The game begins at 8:00 AM (Turn 1) and ends at 7:00 PM (Turn 12) unless either a Decisive or Substantial Victory is achieved prior to the final turn (see Section II).

1.2 Player Order
Only the American player moves on Game Turn 1, thereafter the player order is determined randomly per Series Rule 6.0.

1.3 At-Start Army Morale
American: 14, Indian: 13

1.4 Momentum
The Americans begin the game with one Momentum Chit.

1.5 Deployment
Both sides deploy their units either by the at-start hex or turn of entry indicated on the counters.

1.6 Optional Unit Selection
Both players must agree on the use/disuse of the Optional Seven Nations Indian player combat unit (Rule 6.2) before rolling for Indian Honor (Rule 1.7) or Pre-game Indian Enhancement (Rule 1.8).
1.7 Indian Honor
The Indian player rolls on the Indian Honor Table to determine which combat unit begins the game with honor (Rule 5.1).

1.8 Pre-game Indian Enhancement
• Set the following markers and Random Event combat units (labeled RE) aside for use with the Pre-game Indian Enhancement Table: War Dance, French Margaret, Visions, Big Medicine, Wampum Belt, Tiahogwando, Capt. Montour, 8th Foot, and Mohawk Valley.
• The Indian player rolls on the Pre-game Indian Enhancement Table and applies the result.
• The Table will indicate which marker or RE combat unit, if any, is required and how it is to be applied.

1.9 Activation Markers
1.9.1 Pre-Game Marker Placement – Indian Player Only
• Place Activation-Movement markers for each Indian tribe/clan in an opaque container.
• If the Seven Nations unit is in play (Rule 1.6), add its marker to the container (Rule 6.2).
• If the Onondaga unit is in play (Rule 1.8), add its marker to the container (Rule 6.3).

1.9.2 Marker Additions During Play
• The moment that American player and Indian player combat units become adjacent to one another, the Combat marker is immediately added to the container.
• As soon as Indian Resolve is triggered (Rule 5.4), the Indian Resolve marker is added to the container during the End Phase of the Indian Player Turn.

1.10 Opportunity Cards (Rule 4.2)
Each player draws one card from his or her respective deck.

II. How to Win

2.1 Indian Decisive Victory
Eliminate 7 SPs of American combat units (except artillery).

2.2 American Decisive Victory
Destroy every Newtown hex (Rule 4.1).

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

2.4 Marginal Victory
If neither player achieves a decisive or Substantial Victory by the end of the game, the American player must have at least 9 more VPs than the Indian player to earn an American Marginal Victory. Any other result is an Indian Marginal Victory.

2.5 Victory Point Schedule
2.5.1 Leader Casualties: See the Leader Loss Table.
2.5.2 Indian Player Only: 2 VPs are awarded if the Cattle Herd is captured (see Rule 6.5.3).
2.5.3 American Player Only: VPs are awarded if there are no Indian player combat units in any breastwork hexes at the end of the Indian Final Movement Phase on Turns 3-8 (based on a sliding scale shown on the Game Turn Track). Place the Breastwork Abandoned marker on the Turn Track as a reminder. If the Indian player subsequently occupies at least one breastwork hex there is no further VP adjustment.

III. Series Rules Variations

3.1 Leaders
3.1.1 Indian Seniority: The Indian player has three Leader units: Old Smoke, Colonel John Butler and Cornplanter. The following rules apply to these leaders:
• Old Smoke & Cornplanter can command any Indian units.
• John Butler can command Butler’s Rangers, the 8th Foot [Platoon or Battalion] and the Mohawk Valley Militia.
• If Indian and non-Indian units are stacked together with John Butler and Cornplanter, the Indian player may designate either of these leaders to command the entire stack. Old Smoke cannot command a mixed stack.
• If Butler has the Wampum Belt, he may command Indian units alone.

3.1.2 American Seniority: The American player also has three Leader units: Major General Sullivan, Brigadier General Clinton and Brigadier General Poor. All American leaders can command any American-controlled units.

3.2 Retreat Priorities
3.2.1 Indian Player: The Indian player retreats toward Newtown or hex 1408 if possible.

3.2.2 American Player: The American player retreats toward hex 6020 if possible.
3.3 Stacking Exception – The Cattle Herd

The Cattle Herd may freely pass through friendly units during the movement phase but McLane’s Delaware Horse is the only American combat unit that can end the movement phase stacked with the cattle herd. If the Cattle Herd is alone in a hex, Indian player combat units may enter its hex to capture it (Rule 6.5.1).

3.4 Limited American Intelligence

The American player may not examine Indian player stacks. If he does, a penalty of -1 Army Morale will be imposed on him each time.

- Once a target hex is identified for Artillery or Rifle fire, the American player is free to examine all units in that specific hex in order to pick the specific target.
- One unit in a reviewed hex must be fired upon in that very same Fire Phase before any other targets are identified.

3.5 Strategic Movement

3.5.1 Cattle Herd: The Cattle Herd cannot use Strategic Movement.

3.5.2 At-Start American Units: American units deployed on the map at the beginning of the game cannot use Strategic Movement on Game Turn 1.

3.5.3 The Seven Nations Unit: The optional Seven Nations unit cannot use Strategic Movement on Game Turn 1.

3.6 Combat Considerations

3.6.1 Retreat and Stacking

In certain situations, Indian player units (Indians, British Regulars, Provincials and Tory Militia) can retreat prior to combat (5.7) and Indian units have special rules regarding retreats (5.9).

3.6.2 Advance after Combat

A victorious Indian player Lead Unit is not required to Advance After Combat when occupying breastworks. This is an exception to series rule 12.2.

Note: This rule applies only if all defending units were attacked across breastwork hexsides.

3.6.3 Indian Combat Quality

In this game, Indians are treated as Regulars for Close Combat DRM purposes.

IV. Special Rules

4.1 Destroying Newtown Hexes

- Newtown hexes are automatically destroyed whenever an American combat unit begins a friendly Movement Phase in the hex.
- The unit may not move.
- Place a destroyed marker on the hex.

4.2 Opportunity Cards

4.2.1 Setting Up

Each player possesses a deck of 12 Opportunity Cards. Shuffle the decks and place them facedown before play.

4.2.2 Obtaining Cards

- Each player draws one card prior to beginning Turn 1.
- During each friendly Rally Phase, prior to making rally rolls, the American player may spend one momentum chit to draw a new card from his deck.
- The Indian player may add only one additional card to his hand during the entire game. He does so immediately when any Indian combat unit crosses to the eastern side of the creek running between hex rows 45xx & 46xx. Therefore, the Indian player may hold a maximum of just two cards in his hand during the game.
- The American player has no hand-size limit.

4.2.3 Card Usage

- The cards are self-explanatory—follow the directions as indicated.
- Cards may be played by either player at any moment and during any phase, unless specifically disallowed by card text.
- Once a card is played it is discarded permanently.

4.2.4 Card Notes

- Fathers, Sons and Brothers: Note that an ignored result also prevents units stacked with the identified unit to be impacted as well.
- They Were as Ghosts, Chaos and Parley: These cards can be played at any time, including immediately prior to the Close Combat resolution die roll.

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V. Indian Rules

5.1 Indian Honor
At the start of the game the Indian player rolls on the Indian Honor Table to determine which tribe/clan begins the game “with Honor”.

5.1.1 Assignment of Honor
One combat unit in the designated tribe/clan (Indian player’s choice) is assigned the Honor marker, which is placed under the selected unit.

5.1.2 Effects of Honor
- The unit “with Honor” receives +1 to its Unit Morale for all purposes.
- The unit with Honor must be the Lead Unit if involved in Close Combat, or Honor is lost and the marker is immediately removed and set aside for reassignment in the End Phase (see 5.1.4).

5.1.3 Loss of Honor
- The Honor marker is removed as in rule 5.1.2 above.
- The Honor marker is removed if the owning unit fails an Indian Resolve Morale Check (see 5.4.2).
- The Honor marker is removed if the owning unit is the Lead Unit in a Close Combat that produces any adverse results impacting that Lead Unit: NC, R, D, PIN, R/R, 1, 2, C.
- Honor is also lost if the Honor unit chooses to Retreat Before Combat (Rule 5.7)
  **Clarification:** Honor is not lost by choosing Indian Withdrawal.

5.1.4 Honor Reassignment
- During the End Phase of the current Indian Player Turn, roll on the Indian Honor Table to determine the next tribe/clan from which the Indian player will choose the combat unit that will receive the Honor marker.
- If Honor was not lost during the current Game Turn, no roll is made.
- To receive Honor a unit must be in Parade Order. In addition, Honor cannot be assigned to a unit marked with Failed Resolve, nor to the unit that just lost the Honor marker in the current Player Turn.

• If the die roll does not result in an eligible combat unit for Honor marker placement, then Honor is not assigned and the marker should be placed on the next turn of the Game Turn Track. Honor will then be rolled for again during the next Indian player End Phase.
• The Tuscarora, Seven Nations (optional) and Onondaga (possible pre-game enhancement result) units can never own the Honor marker.

5.2 Indian Player Movement Phases
The Indian Player Turn has three distinct Movement Phases (see the Sequence of Play).

5.2.1 Standard Movement Phase
The Indian player may move his non-Indian combat units: British Regulars, Butler’s Rangers, and the Mohawk Valley Militia.

5.2.2 Activation Movement Phase
**Design Note:** Newtown introduces a chit-pull mechanic that controls the movement of Indian combat units (only) in the Indian player Movement Phase.

• The Indian player draws Activation markers one at a time from the container and moves only those units corresponding to the Activation marker drawn.

**Note:** The Mohawk Valley Militia can move in the Standard Movement Phase or in the Activation Movement Phase with the Mohawk tribe when their marker is drawn (not both).

**Note:** The counter mix includes two activation markers for the Mohawk and Mohawk Valley Militia. Both markers go in the cup, but only the first marker drawn is used—the second is ignored.

**Design Note:** This mechanic demonstrates these units’ mobility in a tempered fashion by increasing the chance of their markers being drawn, rather than allowing them to move twice outright.

**Note:** The Seneca tribe consists of the Wolf Clan and the Turtle Clan. The counter mix includes two Seneca Activation Markers; one each showing a wolf’s paw print and a turtle. Likewise, each Seneca combat unit and leader features one or the other of these totems. Only those units in the Clan corresponding to the totem on the Activation marker drawn (wolf or turtle) can move when its Activation marker is drawn.
• When a Check Indian Resolve marker is drawn, all Indians within range and LOS of an American artillery unit must immediately perform an Indian Resolve Morale Check (Rule 5.4.2).

• The Activation Movement Phase ends immediately when the Combat marker is drawn. Proceed to the Rally Phase.

• Activation markers are returned to the container during the End Phase of each Indian Player Turn (see the Sequence of Play).

5.2.3 Final Movement Phase

• Indian units whose Activation markers have not been drawn and who are not adjacent to enemy combat units may now move.

• Units marked with Failed Resolve may not move in the Final Movement Phase.

• Units cannot move adjacent to enemy combat units in the Final Movement Phase, even if enemy ZOC is not projected into the adjacent hex.

5.3 Indian Sortie

5.3.1 Restriction

• Until released by a successful sortie die roll, Indians may only move freely on or west of hex row 34xx.

Exception: Blacksnake starts east of hex row 34xx and is not restricted.

5.3.2 Sortie Rolls

• Beginning with game turn 2 the Indian player rolls the die and checks the result against current range printed on the turn track.

• If the result falls within the range, Indian units may sortie east of hex row 34xx.

5.3.3 One and Done

Once a sortie roll is successful, it applies for the remainder of the game and no future die rolls are attempted. Place the Successful Sortie marker on the turn track as a reminder.

5.4 Indian Resolve

5.4.1 Check Indian Resolve Markers

• On the first turn in which at least one American defensive artillery fire achieves a hit on the To-Hit Table against a targeted Indian combat unit, one Check Indian Resolve marker is added to the opaque container during the End Phase of the current Indian Player Turn.

Note: Only a “hit” is necessary—it is not necessary to cause damage on the subsequent Damage Die Roll.

• On the first turn in which an Indian combat unit fails an Indian Resolve Morale Check, the second Check Indian Resolve marker is added to the opaque container during the End Phase of the current Indian Player Turn.

5.4.2 Indian Resolve Morale Checks

• When a Check Indian Resolve marker is drawn during the Activation-Movement Phase, all Indian units within range and LOS of American artillery units must make an Indian Resolve Morale Check.

Exception: Mohawk never check Resolve.

• Review the Indian Resolve DRM Table for modifiers to the die roll.

• Place Failed Resolve markers on any units which fail their Resolve Morale Checks.

5.4.3 Effects of Failed Resolve:

• The unit is immediately retreated 4 hexes toward Newtown or hex 1408 if possible (the unit may not utilize Indian Evasion [Rule 5.9]).

• The unit is captured if it cannot retreat without moving adjacent to American player units.

• The unit may not move in a friendly Movement Phase until it recovers Resolve.

• The unit may fire in the Rifle Fire Phase.

• The unit may not attack in Close Combat and therefore may not Retreat Before Combat.

• The unit may not choose Indian Withdrawal if attacked.

• The unit is captured if pinned.

• The unit automatically loses Honor (Rule 5.1.3).

• An attacker receives a +1 Close Combat modifier when attacking a unit with a Failed Resolve marker.

5.4.4 Recovering Resolve

A Failed Resolve marker is removed during the Indian player Rally Phase upon a successful morale check (in the same way Disruptions are recovered per the Series Rules).
Units that fail to recover Resolve continue to retreat four hexes per turn. Units that Retreat off the board cannot re-enter play. No VPs are awarded, however reduce Indian Army Morale by –1 for every turn in which any units Retreat off the board.

**Note:** Indian units suffering from Failed Resolve cannot attempt to recover until their Rally Phase of the following game turn. They cannot attempt to do so in the same game turn in which they were afflicted. As a reference point, this situation is in line with the similar rule in the Germantown Living Rules regarding recovery from Panic.

### 5.5 Indian Ambush

**Design Note:** The Indian vanguard was deployed well east of the main Indian line. They were to demonstrate and lure the American column into an ambush at the masked breastwork. Historically the ambush was sprung by elements of the American Light Corps and the American army was able to approach and deploy. This rule allows for the possibility that the ambush was successful.

- The first time in the game that either player declares Close Combat the Indian player rolls on the Ambush Table.
- This roll occurs after all combats are designated, but before any are resolved.
- If the Ambush Table yields a successful result, then all Close Combats in that Combat Phase (only) are shifted 2 columns in favor of the Indian player.

#### 5.5.1 Optional Rule

For play balance treat Ambush as automatic.

### 5.6 Indian Ferocity

Indian Lead Units located in a woods hex receive a Close Combat DRM against enemy units.

- This DRM is gained whether attacking (+1) or defending (−1).
- Disrupted or shattered Indians or Indians with Failed Resolve never benefit from ferocity.

### 5.7 Indian Retreat before Combat

During the Indian player Close Combat Phase, after all Close Combats are designated, the attacking Indian player is allowed to Retreat before Combat in any or all of these designated combats.

- Each Retreat is executed one by one in any order desired by the Indian player.
- Each Retreat must be resolved before another is begun.
- The retreating units are retreated one hex according to Series Rule 13.2.
- As each retreat is resolved, the defending American player has the option to immediately advance one Parade Order combat unit into each hex vacated by the retreating Indian player’s units. Artillery units may never advance.

**Important:** If any Indian player unit retreats away from a particular American unit/stack, then all Indian player units must retreat away from this same American player unit/stack. Note that this can impact other designated Close Combats—not just the one relating to the American unit/stack in question.

- Pinned Indian units can utilize Retreat before Combat, but must pay the standard –1 AM point.

#### 5.7.1 Completion of Retreats

Once all Retreats before Combat are completed, previously designated Close Combats where Indian player and American player units remain adjacent are now resolved per the Series Rules.
5.8 Indian Withdrawal

- If all defending units in a woods, orchard or corn hex are Parade Order Indians and none of the attacking units include Light Infantry, the defending Indians have the option to announce an Indian Withdrawal after the attacker has declared his Lead Unit but before the Close Combat is resolved.

- The defending Indians retreat three hexes to a hex not adjacent to an enemy unit.
- Mark the withdrawn Indians with an Indian Withdrawal marker.
- Defending “pinned” Indians can choose Indian Withdrawal at a cost of –1 to Army Morale.
- Indians with Failed Resolve may not choose Indian Withdrawal.
- Withdrawn units may not move or attack, but they retain their ZOC and defend normally.
- If attacked while marked with Indian Withdrawal they may not again choose it.
- The marker is automatically removed after the next Activation-Movement Phase.

5.9 Indian Evasion

- If retreating Indian units are blocked by friendly units in a way that would cause the hex to be over-stacked the retreating Indians may freely pass through to the next available hex (this is an exception to Series Rule 13.22—last bullet).
- If retreating Indian units are blocked by enemy ZOC, the Indian unit enters the ZOC hex and performs a morale check subtracting –1 from the die roll.
- Subtract an additional –1 if the ZOC is projected by a rifle unit.
- If the retreating Indian passes the morale check it continues to retreat to the next available hex.
- If it fails the morale check it takes a step loss applying normal VP and AM adjustments.
- If the retreating Indian unit has a reduced side it may now continue retreating to the next available hex.
- If it would have to pass through additional ZOCs it would perform the procedure in each such hex entered.
- Indian units cannot retreat into or through hexes containing enemy units.

VI. Special Units

6.1 8th Foot (Platoon)

Design Note: This unit represents the 15 men of the 8th Foot present at the Battle of Newtown.

6.1.1 Attachment

- The 8th Foot (Platoon) begins the game “attached” to Walter Butler’s Company of Loyalist Rangers.
- To “re-attach” to another friendly combat unit—simply stack the 8th Foot (Platoon) with the new unit. This may occur as often as desired.
- The 8th Foot (Platoon) should be stacked directly under the unit it is attached to.
- Note that no unit can move more than once per turn. Therefore, if the 8th Foot (Platoon) moves to stack with an Indian player unit and attaches to it, the new “parent” unit will not be able to move that turn.

6.1.2 Stacking

The 8th Foot (Platoon) never counts against stacking.

6.1.3 Movement

- When alone in a hex, the 8th Foot (Platoon) 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 their ZOC it is captured.
- When “attached” to another friendly combat unit it moves with that unit.

Exception: The 8th Foot (Platoon) does not receive 5 MPs while attached to an Indian combat unit. If attached to such a unit the Indian unit would be limited to a movement of 4 MPs.

6.1.4 Combat

- When alone, the 8th Foot (Platoon) defends with a provisional defense strength of 1 SP.
- When attached, the 8th Foot (Platoon) does not add its 1 SP to the strength of the stack and cannot be selected as the Lead Unit. Parentheses have been added to the counter to remind players of this rule.
- It may be targeted by enemy artillery or rifle fire.
- The 8th Foot (Platoon) adds “+1” to the unit morale of the combat unit to which it is attached for all game purposes.
6.1.5 Combat Results
- If the combat unit to which the 8th Foot (Platoon) is attached suffers a combat result of R, D, Capture or Pin, it accompanies that unit and shares its fate.
- If the combat unit to which the 8th Foot (Platoon) is attached suffers a step loss, the 8th Foot (Platoon) does not absorb that loss unless it is the last remaining step available that can satisfy the requirements of a “2” Step Loss result.

6.1.6 VPs & AM
Apply normal VP and Army Morale adjustments when the 8th Foot (Platoon) is either eliminated or captured. This adjustment would be in addition to the adjustment for its parent unit.

6.1.7 “Full Measure”
As a result of a die roll on the pre-game Indian Enhancement Table, the 8th Foot (Platoon) may be replaced by the 8th Foot Battalion. The Battalion is treated in every way as a standard combat unit and all special rules pertaining to the 8th Foot (Platoon) are disregarded.

6.2 Seven Nations

**Design Note:** These allied Canadian Indians represent Mohawk, Algonquin, Nipissing, Caughnawaga, Abenakis, Huron & Cayuga/Onondaga. They occasionally campaigned with the Iroquois people of the Mohawk Valley. This unit is optional and provided for play balance.

- If both players agree, the Seven Nations and its Activation marker can be added to the Indian player counter mix at the start of play (Rule 1.6).
- If used, the Seven Nations unit is placed in hex 1408.
- It may not use Strategic Movement during Turn 1.

6.3 Onondaga

The Onondaga may enter the game as a result of a die roll on the pre-game Indian Enhancement Table. Place the unit in any Newtown village hex.

6.4 Provisional NY Battalion & Joseph Brant’s Mohawks
- These are mixed musket/rifle units with two SP values separated by a backslash. The SP values are read as Close Combat/Rifle Fire, and each value is applied in the corresponding phase.
- When either of these units receives a step loss, the Close Combat value on the back of the counter is reduced but the Rifle Fire value is not.

6.5 The Cattle Herd
6.5.1 Movement and Stacking Considerations
- The Cattle Herd may freely pass through friendly units during the movement phase but McLane’s Delaware Horse is the only American combat unit that can end the movement phase stacked with the cattle herd. If the Cattle Herd is alone in a hex, Indian player combat units may enter its hex to capture it.
- The Cattle Herd may not use Strategic Movement.
- During each friendly Movement Phase the Cattle Herd must move westward as far as possible along the road.
- If the herd is stampeded off the road by the play of an Opportunity Card it must move back to the road by the quickest route possible (fewest movement points spent) paying normal terrain costs.
- The Cattle Herd is captured whenever an Indian player combat unit enters its hex. Note that this capture can occur in any Indian Movement Phase or during Advance After Combat.

6.5.2 Combat Considerations
- The Cattle Herd is not a combat unit, and therefore has no combat value.
- The Cattle Herd cannot be attacked.
- The Cattle Herd does not retreat as a result of combat.
- It remains in place even if stacked with McLane’s Delaware Horse and the latter was attacked and suffered a result which forced it to vacate the hex.
- If the Cattle Herd is stacked with McLane’s Delaware Horse and the latter suffers a PIN combat result, the Cattle Herd is not considered pinned.
- Upon its capture, the Indian player gains 2 VPs and the American player loses 2 points of Army Morale.
**Newtown Historical Scenario**

**Game Length**

The scenario begins on the bottom half of Turn 5 and ends at the end of Turn 10 unless either a Decisive or Substantial Victory is achieved prior to the final turn.

**Player Order**

The game begins on the bottom half of Turn 5. The only game function on this half-turn is American Defensive Artillery Fire.

The Americans automatically move first on Turn 6, thereafter the player order is determined randomly.

**At-Start Army Morale**

American: 14, Indian: 13

**Momentum**

The Americans begin the game with one Momentum Chit.

**Deployment**

**Indian Player**

- Hex 3119: McDonell
- Hex 3320: Joseph Brant & Mohawk Valley Militia
- Hex 3420: Little Billy & Jack Berry
- Hex 3419: Walter Butler (with 8th Foot Platoon attached)
- Hex 3418: Farmer’s Brother & Red Jacket
- Hex 3417: Half Moon
- Hex 3415: Little Beard, Captain Montour (with Honor) & Fish Carrier
- Hex 3314: Sagwarithra
- Hex 2914: Handsome Lake
- Complanter & Blacksnake anywhere on or west of hex row 34xx, south of Butler’s Creek and north of the Hog Back
- Colonel Butler (with Wampum Belt) with any Indian units at the breastwork
- Old Smoke (with Big Medicine) with any Indian units

  » **Not used in this scenario:** Random Event and Optional combat units

**American Player**

- Hex 3722: 1st N.J.
- Hex 3620: Lt. Stephens Artillery, Selin’s Ind. Rifle Company, Spalding’s Ind. Company
- Hex 3719: Sullivan, German Battalion & Wyoming Militia
- Hex 3619: Capt. Machin Artillery & PA Brigade
- Hex 3618: Lt. Jenkins Artillery, Parr & Light Infantry
- Hex 3818: Capt. Wool Artillery & Tryon County Volunteers
- Hex 3919: N.J. Brigade & Spencer
- Hex 3715: 2nd N.H. & 3rd N.H.
- Hex 3815: Poor & N.H. Brigade
- Hex 3714: Du Bois
- Hex 3916: Clinton & N.Y. Brigade
- Hex 4016: Provisional N.Y. Battalion

  » **Not used in this scenario:** McLane’s DE Horse and the Cattle Herd

**Opportunity Cards**

Each player draws one card from his or her respective deck.

**Victory Conditions**

The victory conditions are the same as in the campaign game except that no points are awarded to the Indian player for capturing the Cattle Herd.

**Variations to Campaign Game Rules**

**Pre-Game**

The Indian player does not roll for Honor or Pre-Game Indian Enhancement. Those outcomes are already reflected in the at-start deployment.

**Opportunity Cards**

The Indian player may not add a second Opportunity Card to his hand in this scenario.

**Indian Sortie**

There are no sortie restrictions in this scenario.

**Indian Ambush**

Ambush is automatically unsuccessful. No die is rolled.
HISTORICAL SUMMARY
The Battle of Newtown
By Mark S. Miklos

“The Indian Country is not to be merely overrun, but destroyed.”
~ General George Washington

The Battle of Newtown was the decisive opening salvo in what has come to be known as the Sullivan-Clinton Campaign of 1779. This campaign, undertaken to vanquish the Iroquois, was in response to frontier conditions in New York and Pennsylvania which had grown more and more acute during 1778. Britain’s Indian allies, principally the Seneca, Cayuga, Onondaga and Mohawk, terrorized the frontier settlements. Some of their incursions that year still echo through history with names like the Wyoming and Cherry Valley massacres.

Although the Sullivan-Clinton Expedition is rightly regarded as a punitive movement it was much more than that. Its immediate purpose was indeed to give protection to the frontier settlements by destroying Indian villages and sources of supply. A second objective was to interdict British supplies out of Iroquoia, known as the granary of Niagara. A third objective was to threaten the forts at Oswego and Niagara, which were bases of operation for the British in the region. But the Expedition’s arguably most important strategic objective has faded in the collective memory.

By 1779 the war was deadlocked. Burgoyne had surrendered an army at Saratoga, France was an active ally and other European nations were friendly. Peace was openly discussed in the British parliament. Washington and other American leaders saw that independence with a mere fringe of land along the seacoast would scarcely be worth the cost of the struggle if the rest of the continent to the west and north remained in the hands of the British Empire and its allies. Washington knew from actual experience the potential wealth of the fertile regions of the interior. He realized that when the time came to discuss terms of peace, those rich areas could only be secured for the young nation if they were actually possessed by them. Hence, the Sullivan-Clinton Expedition was at its very core a gamble for an inland empire.

After the Cherry Valley massacre on November 11th General Washington recognized the necessity of a decisive response to crush the power of the Indian nations. His plan for the Indian Expedition was authorized by Congress on February 25th, 1779 and leadership of the campaign was first offered to General Gates because of his seniority. He curtly refused and so, in his stead, Major General John Sullivan of New Hampshire was appointed. Brigadier General James Clinton of New York was made second in command and given direct charge of the forces being raised in the Mohawk Valley. He was to march south and join with Sullivan’s forces at Tioga in northern Pennsylvania.

Clinton was also directed to preempt the Onondagas. Their ancestral homelands in eastern Iroquoia threatened the right flank of the proposed line of march of the combined expedition as it travelled north from Tioga.
III

The Sullivan-Clinton Expedition was one of the largest offensives of the War. General Sullivan agreed with Washington’s goals, “the total destruction and devastation of the Iroquois villages so that the country may not merely be overrun but destroyed,” but he faced a major logistical undertaking. His force would operate for several weeks beyond traditional supply lines, meaning it would have to be self-sufficient. When complete, Sullivan’s command would include four brigades totaling about 4,500 men, approximately 25% of the entire Continental army. Specifically, he was given Enoch Poor’s New Hampshire Brigade, William Maxwell’s New Jersey Brigade, Edward Hand’s Pennsylvania Brigade and James Clinton’s New York Brigade. In addition Sullivan received a company of Virginia riflemen, several artillery pieces, and Pennsylvania militia. A band was also provided to cheer the weary marchers.

The plan was simple. Sullivan would gather his forces near Easton, Pennsylvania and advance up the Susquehanna River Valley, first to Wyoming and then on to Tioga. Simultaneously, Clinton’s Brigade would proceed westward from the Mohawk Valley, down the upper Susquehanna and link with the main force at Tioga. From there the combined force would travel into the Iroquois country and destroy everything in its path.

Getting supplies proved difficult. Equally difficult was the advance from Easton to Wyoming and beyond and Washington became concerned about the growing delays. He continually urged speed lest the enemy organize to thwart their plans. Washington, assuming that Sullivan would be on the march by early June, reached the limits of his patience in late July with Sullivan’s reluctance to begin the campaign. He had envisioned a rapid strike into Iroquois territory, not a slow methodical campaign. “I cannot but repeat my entreaties that you hasten your operations with all possible dispatch,” he wrote. As an expedient, the Commanding General ordered Colonel Daniel Broadhead to take a small force north from Fort Pitt along the Allegheny River and possibly link with Sullivan or at the very least serve as a diversion.

When Washington’s message arrived, the army was finally on the move to Tioga from its advanced base at Wyoming. Tioga was a small village at the confluence of the Chemung and Susquehanna Rivers. Supplies were carried there in 120 boats while the army marched along one shore in a formation that surrounded the near twelve hundred pack horses and seven hundred beef cattle. On average the force stretched out about six miles as it marched, reaching Tioga on August 11th.

IV

With his three brigades concentrated and his supplies up Sullivan took a more aggressive approach. He ordered a night march to the Indian village of Chemung twenty miles above Tioga. At dawn the army stormed the town only to find it deserted. The soldiers looted and burned close to forty houses and most of the surrounding fields. There was brief skirmishing with an Indian covering party during which seven Americans were killed and thirteen wounded. Following the action Sullivan returned to Tioga to await the rendezvous with Clinton and his New York Brigade which was accomplished on August 19th.

After detaching 250 men, the musicians and the army’s camp followers to secure a base of supply at Tioga, Sullivan finally stepped off on August 26th, two months behind schedule. On August 28th the army reached the charred remains of Chemung where it halted to refresh on a late harvest of beans, squash, and pumpkins. While the army feasted, Loyalist Colonel John Butler and his Iroquois allies made their move.

Butler, Mohawk Chief Joseph Brant and the Seneca Chiefs Old Smoke and Cornplanter selected an ambush site near the Seneca village of Newtown along the American’s line of march. They constructed a camouflage breastwork a half mile long and perpendicular to the trail on rising ground that fronted a stream. Here they posted seven hundred warriors. The right was secured by a low ridge known as the Hog Back and by the river beyond, and was garrisoned by Butler’s Rangers and Brant’s Mohawks. The left was secured by high hills and mountains and was garrisoned by still more Iroquois warriors. They dug in and waited.

Actual numbers for the Indian army vary depending upon sources but a comfortable estimate is 1,500 total warriors plus Butler’s 300 Loyalist Rangers enhanced
by a fifteen-man detachment of the British 8th Foot. They hoped that a diversion would draw Sullivan across their front and the confusion generated by sudden fire from one flank, quickly followed by fire from the other flank would rout the invading army.

V

At 9:00 a.m. on the morning of August 29, the American army moved off. Riflemen in the vanguard moved cautiously because scouts had reported a large encampment ahead the night before. A small group of Indians appeared. Suspecting an ambush, Major Parr ordered one of his riflemen to climb a tree whereupon he discovered the enemy’s works and alerted the army. Hand’s light troops came forward in support of the riflemen and they skirmished with the Indians while the rest of the army came up. At 11:00 a.m. Sullivan arrived on the scene. He ordered Poor and Clinton to outflank the Indian left with their brigades. Hand would demonstrate in front of the enemy and Maxwell would be held in reserve. Meanwhile, the American artillery was brought forward.

At 3:00 p.m. the bombardment opened. It was to have been coordinated with the attack on the enemy left but Poor’s troops had gotten bogged down crossing swampy ground and had not reached their position. Hearing the sound of the guns, Poor and Clinton quickened their march. As they scaled the heights they encountered stiff opposition. New Hampshire troops in Poor’s Brigade under Colonel Henry Dearborn charged upslope with fixed bayonets while under a heavy fire. Other Continental units unleashed a volley. Fierce fighting, some hand to hand, engulfed the ridgeline. Suddenly, Seneca defenders at the breastwork, commanded by Red Jacket, routed under the artillery barrage. Almost immediately, the whole Iroquois line broke. Warriors on the high ground on the Indian left were the last to flee, leaving the Americans in possession of the field. It is said that sometime after the Battle of Newtown, the Seneca leader Cornplanter asked Red Jacket’s wife, “Why do you stay with him? He is a coward.”

The Battle of Newtown had not been costly. Sullivan reported three killed and 39 wounded and, as at Chemung, he was unaware of the number of Indian casualties because they carried off their dead and wounded as they fled. Morale soared as the victorious army entered and plundered Newtown. Detachments burned 150 acres of what one soldier called, “the best corn I ever saw.”

VI

The Iroquois made no other attempts to impede the progress of the Sullivan-Clinton Expedition which set about fulfilling the Commander-in-Chief’s orders with zeal. Sullivan and his army marched 250 miles into hostile territory, destroyed 40 villages comprising nearly 1,200 houses, 160,000 bushels of corn and a vast quantity of vegetables of every kind. His troops put to the torch hundreds upon hundreds of acres of crops and defeated the Indians and Loyalists at Newtown in the only pitched battle of the campaign. By campaign’s end on September 24th Sullivan bragged that there was “not a single town left” in the Six Nations in exchange for a total loss of a mere forty men. Colonel Broadhead congratulated Sullivan saying, “The wolves of the forest will have sufficient cause to howl as they will be quite destitute of food.” It was a scorched earth policy the likes of which North America would not see again until Sherman’s passage through Georgia in 1864; the troops acknowledged their accomplishment with a triumphant feu de joie!

General Washington was pleased. He had repeatedly stressed the necessity of pushing the Indians to the greatest practicable distance from American settlements and of throwing them “wholly on the British enemy” for subsistence. The winter of 1779-1780 proved to be the coldest in living memory and became known as the “winter of hunger.” Approximately 5,000 Indian refugees suffered in the harsh winter, which not only demoralized and destabilized the Indians but also disintegrated them. The snow lay five feet deep for months and whole families froze to death. So did most of the game. Diseases ran rampant.

In spite of the campaign’s success, one American officer noted, “the nests are destroyed but the birds are still on the wing.” The Iroquois, brimming with a desire for revenge, regrouped as a fighting force the following spring; raids continued throughout the war but the power of the Iroquois Confederacy had been broken forever at Newtown. Meanwhile, America’s loyal allies, the Oneida, would lose their villages to reprisal attacks by their former Iroquois brethren, then spend the duration of the war in squalid refugee camps around Ft. Stanwix and Schenectady. And all Indians were equally ignored in the Treaty of Paris which ended the Revolutionary War in a land transfer between the Americans and their British cousins. Thus was power wrested from the Six Nations and one of North America’s most fertile regions opened to American settlement.
The Sullivan-Clinton Expedition captured the imagination of the fledgling nation, and awakened a latent interest in growth as a precursor to the idea of Manifest Destiny. Its pivotal role was validated when, one hundred years later, some 50,000 spectators gathered on the Newtown Battlefield to listen to the stirring words of the iconic former general of the Civil War, William Tecumseh Sherman who spoke the keynote address at the unveiling of the Sullivan Monument. Sullivan, for his part, resigned his commission following this, his most successful campaign, citing poor health and a wish to be with his family.
I. Prepare for Play

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

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

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

1.3 At-Start Army Morale
At start level is 14 for both players.

1.4 Momentum
Neither player starts with momentum.

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

The following deployments are discretionary:

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

**British:**
- Joseph Brant is placed with any Mohawk unit.

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

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

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

1.6.2 Blocking-Hex and Ambush Hex Distinction – and Examples

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

II. How to Win

2.1 British Decisive Victory

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

2.2 American Decisive Victory

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

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

2.3 Substantial Victory

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

2.4 Marginal Victory

If neither player achieves a decisive or Substantial Victory by the end of the game, the American player wins a Marginal Victory by having ½ or more VPs than the British player at the end of the last game turn. Any other result is a British Marginal Victory.

2.5 Victory Point Schedule

2.5.1 Leader Casualties

See the Leader Loss Table.

2.5.2 British Encampments

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

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

A British Encampment is destroyed when an American Parade Order non-artillery unit begins a friendly Movement Phase in the Encampment hex without the presence of an enemy ZOC. Place a “Destroyed” marker on the hex. Once the American player has destroyed a second Encampment hex, *reduce British Army Morale by –1 AM.*

III. Series Rules Variations

3.1 Leaders

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

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

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

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

3.2 Retreat Priorities

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

- Units that began the game in Ft. Stanwix or the Horn-work retreat first to Ft. Stanwix if possible, otherwise towards the north map edge.
  
  **Exception:** Units in Ft. Stanwix may ignore Retreats (4.3.2).

- Units that are part of the Herkimer Relief Column retreat toward Oriska if possible.
  
  **Exception:** Units in laagered Supply Wagons may ignore Retreats (5.3.2.1).

3.3 Movement and Combat

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

IV. Special Rules

4.1 Herkimer Relief Column (HRC)

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

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

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

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

- General Herkimer must remain at the head of the column.

- Tryon Companies may only stack within their Regiments (i.e., Companies A & B, 2nd Tryon) but are not required to stack.

- Colonel Vissher, the Supply Wagons and the Oneida Indians may stack anywhere in the column.

- All units in Herkimer’s Column must remain on the road until Ambushed.

- There may never be a vacant hex between any units in the column until Ambushed.

4.1.1 Regular Movement Functionality

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

- When using Regular Movement, all units must use their full Movement Allowance along the road, without leaving hex-gaps between units.

- If Ambushed while moving at this rate, modify the Ambush Success Table die roll by –1 DRM.

4.1.2 HRC Movement Functionality

- If Herkimer’s Column is using HRC Movement, place the HRC marker on the head of the column.

- All units must move six hexes along the road.

- If Ambushed while moving at this rate, the British player receives +1 DRM in addition to any other modifiers during Ambush Close Combat resolution.

4.2 The Ambush

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

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

4.2.1 Ambush Sequence

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

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

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

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

  **Important Note:** Units that are not in their at-start Encampment Hexes or Indian Camps at the moment the Ambush is triggered may not join the Ambush.
Step 4: The American player moves his remaining units forward covering consecutive road hexes—leaving no open hexes between them.

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

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

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

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

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

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

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

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

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

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

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

4.2.5 Return to Normal Game Sequence
Players execute the remainder of the turn sequence, beginning with the American player Rally Phase, for units not involved in the Ambush.

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

4.3 Fort Stanwix & The Hornwork

4.3.1 Movement
- Movement into or out of the Fort or the Hornwork costs no additional movement points for friendly units.
- The fort is part of the road network. Strategic Movement is permitted into or out of the fort.
- ZOCs extend out of, but not into, the Fort and Hornwork.

4.3.2 Combat
- Units inside Ft. Stanwix never have to attack adjacent enemy units (Exception: Pinned units).
- Units inside the Hornwork must attack adjacent enemy units.
- Lead Units attacking out of Ft. Stanwix or the Hornwork never have to Advance After Combat.
- Units inside Ft. Stanwix are never considered surrounded for DRM purposes.
- Units inside Ft. Stanwix (only) ignore Retreat results. They may Disrupt or Shatter in place if there is at least one undisrupted non-artillery combat unit also in the hex.
- Garrison Artillery always Disrupt or Shatter in place.
• The Light Artillery Battery is not considered Garrison Artillery. It cannot Disrupt or Shatter in place unless there is at least one undisrupted non-artillery combat unit also in the hex.

4.4 Indian Withdrawal

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

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

• The Indian unit immediately retreats three hexes—regardless of movement costs—following Retreat priorities to a hex not adjacent to an enemy unit. Place an Indian Withdrawal marker on the unit.

• The Indian Withdrawal marker is removed after the next friendly Movement Phase.

4.4.1 Effects

• Withdrawn units may not move or attack, but they retain their ZOC and defend normally.

• If attacked while marked with an Indian Withdrawal marker they may not again chose it.

4.5 Weather

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

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

4.5.1 Storm Effects

• –1 MP to movement.

• ZOC’s are ignored, including the penalty to enter or exit a rifle unit’s ZOC.

• –1 DRM to all Rally and Fire “To Hit” die rolls.

• Close combat is prohibited; units remain adjacent (this is an exception to Series Rule 12.12 & 12.13).

• Previously Pinned units remove Pin at no penalty.

4.6 Mohawk River

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

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

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

• A unit may not move from one ZOC directly to another non-ford Mohawk River hexside.

• ZOC extends across all Mohawk River hexsides north of hexside 3106-3007, except into Light Woods (see Series Rule 8.1–Exception).

• Close Combat across non-forded hexsides is *optional* (this is an Exception to Series Rule 12.12). However, if units attack across, any enemy units adjacent to both the attacking and defending units must also be attacked.

• Diversion may be used.

• Pinned units *must* attack or break pin.

• If some but not all attacking units are attacking across non-forded River hexsides, the attacker suffers –1 DRM.

• If *all* of the attacking units are attacking across non-forded hexsides, the attacker suffers –2 DRM.

• Units may Retreat across a non-forded River hexside if it is the first hex of Retreat. The units suffer an additional Disruption, however, and thus will end four hexes away from their original hex.

• Units that would be forced to cross non-forded River hexsides during the 2nd or 3rd hex of a Disruption-induced Retreat are captured instead.

• Parade Order infantry units and leaders may freely Advance-After-Combat across non-forded hexsides.
V. Special Units

5.1 Tryon County Militia Companies

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

5.1.1 Combat

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

5.2 British Player Indian Units

British Indians are back-printed, but they are not two-step units. If these units lose a step due to combat, they are eliminated. The back-printed side shows lower morale and movement ratings to reflect the fact that these Indians are Looting (see Rule 5.3.4).

5.2.1 Indian Camps

• British Indian Lead Units defending in their own (as indicated on the map) undestroyed Camp hex increase their printed unit morale by +1.
• If the American player occupies an Indian Camp hex with a combat unit, other than artillery, the Camp is considered destroyed. Place a “Destroyed” marker in the hex.
• British Indians perform an immediate morale check each time any Indian camp is destroyed regardless of where they are located on the board.
  • **Pass** = No effect.
  • **Fail** = That Indian unit is removed from the game with no VP or AM adjustments. Place the removed Indians in the Removed Box.

5.2.2 Mohawk and Huron/Abenaki Stacking Restriction

The Mohawk may pass through Huron and/or Abenaki units during movement but may not voluntarily end a Movement Phase stacked with them. If forced to stack as a result of Retreat, they must move to unstack as soon as possible. If engaged in Close Combat while stacked they suffer a DRM penalty of 1 whether attacking or defending. Joseph Brant may not command a mixed Mohawk/Huron/Abenaki stack.

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

5.3 Supply Wagons

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

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

5.3.1 Limbering

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

5.3.1.1 Effects of Pin

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

5.3.2 Laagering

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

5.3.2.1 Effects of Being Laagered

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

5.3.2.2 Effects of Pin

Limbered Supply Wagons that become Pinned may still Laager at a cost of 3 MPs.
5.3.3 Combat Considerations
Even though the Supply Wagon has no Close Combat strength, it must be attacked during the Close Combat Phase to be captured when alone in a hex. No odds are calculated and no die is rolled. Instead, the Supply Wagon is captured when the British Lead Unit occupies the hex.

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

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

**Step 2:** In addition to the Lead Unit, *all* Indians that participated in the attack *must* advance into the hex, subject to Stacking Limits, in order to Loot.
- This is an Exception to Series Rule 12.23, Step 9.
- If more Indians are available than can stack, the British player chooses which Indians to move into the hex.

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

**Step 4:** If Stacking Limits have still not been reached, British Indians that begin their next Movement Phase within 2 hexes of the Looted Wagon *must* move directly to the hex and join the Looting.
- If more Indians are available than can stack, the British player chooses which Indians to move into the hex.

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

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

5.3.4.1 Effects of Looting
- Supply Wagons that were Limbered when Looted may not move.

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

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

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

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

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

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

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

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

5.5 Coehorn Mortar

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

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

5.5.1 Artillery Fire Enhancement

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

5.5.2 Coehorn Unit Capabilities

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

**HISTORICAL SUMMARY**

The Battle of Oriskany

By Don Hanle, PhD

*“Blood Shed a Stream Running Down”*

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

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

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

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

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

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

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

Alerted to Herkimer’s column moving north St. Leger dispatched some 400-600 Indians, as well as William Johnson’s Royal New York Regiment (Johnson’s Greens) and Butler’s Rangers to set an ambush. They chose a perfect spot where the road descended to cross a marshy creek before ascending to drier ground beyond. These forces were in place and waiting when the advancing column came into sight.

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

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

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

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

Sources differ on the number of casualties suffered by both sides, but most agree that well over half of Herkimer’s forces were killed or wounded (450 is the number most often cited) while the British suffered some 175 casualties—most of them Indian. These losses for the Indians were particularly grievous given that several chiefs were among the dead. Worse still, for St. Leger, the Indians made it clear they had no more stomach for this campaign. Not only had they lost many braves in fighting they were promised wouldn’t happen, only a few had gotten to loot Herkimer’s wagons while others had lost critical goods—such as blankets—when Willett looted their camp.
St. Leger refused to lift the siege and opened a bombardment with his 6-pounders which even the Indians could see had little effect upon the fort. By 22 August, with word that Benedict Arnold was only a day’s ride away with 1,000 men and many cannon, the Indians melted away, compelling St. Leger to lift his siege and return to Osewgo. General Herkimer never learned of this as he died of his wounds on 17 August.

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

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

British Forces

Colonel (Brevet Brigadier General) Barry St. Leger – Commander-in-Chief
8th Regiment of Foot – Captain LeRoult
34th Regiment of Foot – Colonel St. Leger
Hanau-Hesse Jaegers
Butler’s Rangers – Colonel John Butler
King’s Royal Regiment of N.Y. (“Johnson’s Greens”) – Colonel John Johnson
Canadian Militia
Iroquois Indians
Mohawk: Joseph Brant
Seneca: Old Smoke & Cornplanter
Cayuga
Allied Indians
Huron
Abenaki

American Forces

Ft. Stanwix Garrison – Colonel Peter Gansevoort
3rd New York – Lt Colonel Marinus Willett
9th Massachusetts – Lt Colonel James Mellon
Oneida Militia
Herkimer’s Relief Column – Brigadier General Nicholas Herkimer
1st Battalion Tryon County Militia – Lt Colonel Ebenezer Cox
2nd Battalion Tryon County Militia – Colonel Jacob Klock
3rd Battalion Tryon County Militia – Colonel Frederick Visscher
4th Battalion Tryon County Militia – Colonel Peter Bellinger
Oneida Indians – Thawenarkwen (“Honyery Doxtater”)

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### Newtown Sequence of Play

**Initiative Determination**
- Turn 1 is American Player only.

**AMERICAN PLAYER TURN**

**Movement Phase**

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

**Rifle Fire Phase (Simultaneous)**

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

**Advance/Flip Game Turn Marker**

**INDIAN PLAYER TURN**

**Standard Movement Phase**
- Move British Regulars, Butler’s Rangers & Mohawk Valley Militia

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

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

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

**Defensive Artillery Fire Phase (American Player)**

**Rifle Fire Phase (Simultaneous)**

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

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

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

**Advance/Flip Game Turn Marker**

### Oriskany Sequence of Play

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

**BRITISH PLAYER TURN**

**Movement Phase**

**Rally Phase**
- Indians check for Loot-Rally.

**Defensive Artillery Fire Phase (American Player)**

**Rifle Fire Phase (Simultaneous)**

**Close Combat Phase**

**Advance/Flip Game Turn Marker**

**AMERICAN PLAYER TURN**

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

**Rally Phase**

**Defensive Artillery Fire Phase (British Player)**

**Rifle Fire Phase (Simultaneous)**

**Close Combat Phase**

**Advance/Flip Game Turn Marker**

**Ambush Turn Sequence**
- Place Ambushing Units
- Roll for Ambush Resolution
- Ambush Fire
- Ambush Close Combat
- Resume American Player Turn, beginning with Rally Phase (non-Ambush units only).
- Advance the Turn marker to the top of next Turn
- Americans always hold the initiative on the turn immediately following the Ambush.

**Advance/Flip Game Turn Marker**