



The battle of Bennington, August 16, 1777

"We'll beat them before night, or Molly Stark will be a widow!"

Orders of battle

Stark's command: Brigadier General Stark (T:3 / I: 3 / C: 3)								
Set up	Unit	#	Q	W	S	Morale	Hits	
1	Stickney's New Hampshire Militia	4	3/2	R	M	Y	7 6 5 4 3 2 1	□□□ □□□ □□□ □□□
2	Hobart's New Hampshire Militia	4	3/2	R	M	N	7 6 5 4 3 2 1	□□□ □□□ □□□ □□□
3	1 st New Hampshire Militia	6	1/1	U	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□ □□□
4	2 nd New Hampshire Militia	6	1/1	U	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□ □□□
5	3 rd New Hampshire Militia	6	1/1	U	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□ □□□
9	Stockbridge's Indians	2	3/2	U	I	N	7 6 5 4 3 2 1	□□□ □□□

Warners command: Colonel Seth Warner (T:2 / I: 2 / C: 2)								
Set up	Unit	#	Q	W	S	Morale	Hits	
	Green Mountain Boys	4	3/2	V	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□
	Vermont Ranges	5	3/2	V	P	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□

Nichol & Herrick's Flanking party: Col Herrick (T:2 / I: 2 / C: 2)								
Set up	Unit	#	Q	W	S	Morale	Hits	
6	Nichol's NH Militia	5	3/2	R	M	Y	7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
7	Herrick's VT Rangers	6	1/1	R	M	Y	7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□ □□□
8	Gregg's VT Militia	5	3/2	U	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□

- All units under Stark and Herrick start the game with an ATTACK order.
- Warners command enters at 1700 at the eastern edge road entry with a MANOEUVRE order.
- All units under Warner are treated as ranger units.
- The American player automatically has the initiative in game turn 1 and is player A.
- Untrained units are treated as militia.



Baums command: Lieutenant Colonel Baum (T:1 / I: 2 / C: 2)								
Set up	Unit	#		Q	W	S	Morale	Hits
A	Prinz Ludwigs Dragoon Regiment	5	1/1	G	C	N	6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
B	Pfisters Loyalists	4	3/2	U	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□
C	Light Battalion Von Barner	3	3/2	R	M	N	7 6 5 4 3 2 1	□□□ □□□ □□□
D	Peters Loyalists	4	3/2	R	M	Y	7 6 5 4 3 2 1	□□□ □□□ □□□ □□□
E	Indians	3	3/2	U	I	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□
F	Indians	2	3/2	U	I	Y	8 7 6 5 4 3 2 1	□□□ □□□
G	Frasers Marksmen	1	3/2	C	P	Y	9 8 7 6 5 4 3 2 1	□□□
H	Canadians	2	3/2	G	M	N	6 5 4 3 2 1	□□□ □□□
I	3 pound Hesse Hanau Artillery	1	3/2	R	-	N	7 6 5 4 3 2 1	□
K	3 pound Hesse Hanau Artillery	1	3/2	R	-	N	7 6 5 4 3 2 1	□

German Reinforcements: Lieutenant Colonel von Brayman (T: 2 / I: 1 / C: 2)								
Set up	Unit	#		Q	W	S	Morale	Hits
	Grenadier Battalion Von Breyman	6	1/1	R	M	N	7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□ □□□
	Light Battalion Von Barner	6	1/1	R	M	N	7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□ □□□
	6 pound Hesse Hanau Artillery	2	3/2	R	-	N	7 6 5 4 3 2 1	□□□□

- The Canadians set up in the log cabin east of the river and may not leave the cabin. They are assigned a permanent defend order. Should they at any time rout they will surrender.
- All other units in Baums command start the game with a RESERVE order.
- All units in Baums command, except Peters Loyalist and the Canadians are surprised by the attack. To simulate this, the following special rules are in effect:
 - None of these units may move during the B1 move phase of turn 1.
 - None of these units may fire during the stationary fire phase of game turn 1, but rather during the moving fire phase even though they did not move.
 - During the first half turn of game turn one all of these units suffer from a -2 penalty on their morale. This will be cumulative with any other penalties suffered by these units. In the second half turn of game turn 1 this is reduced to a -1 penalty.
- Prinz Ludwigs Dragoons defend the log fence near the forest edge. They did however find it hard to maintain their fire due to suppressing enemy fire. To simulate this, this unit always fires during the moving fire phase even if they did not move for as long as they hold the redoubt.
- Starting at the 1530 game turn, units under Baums command may begin to countermand orders.



Alternatives

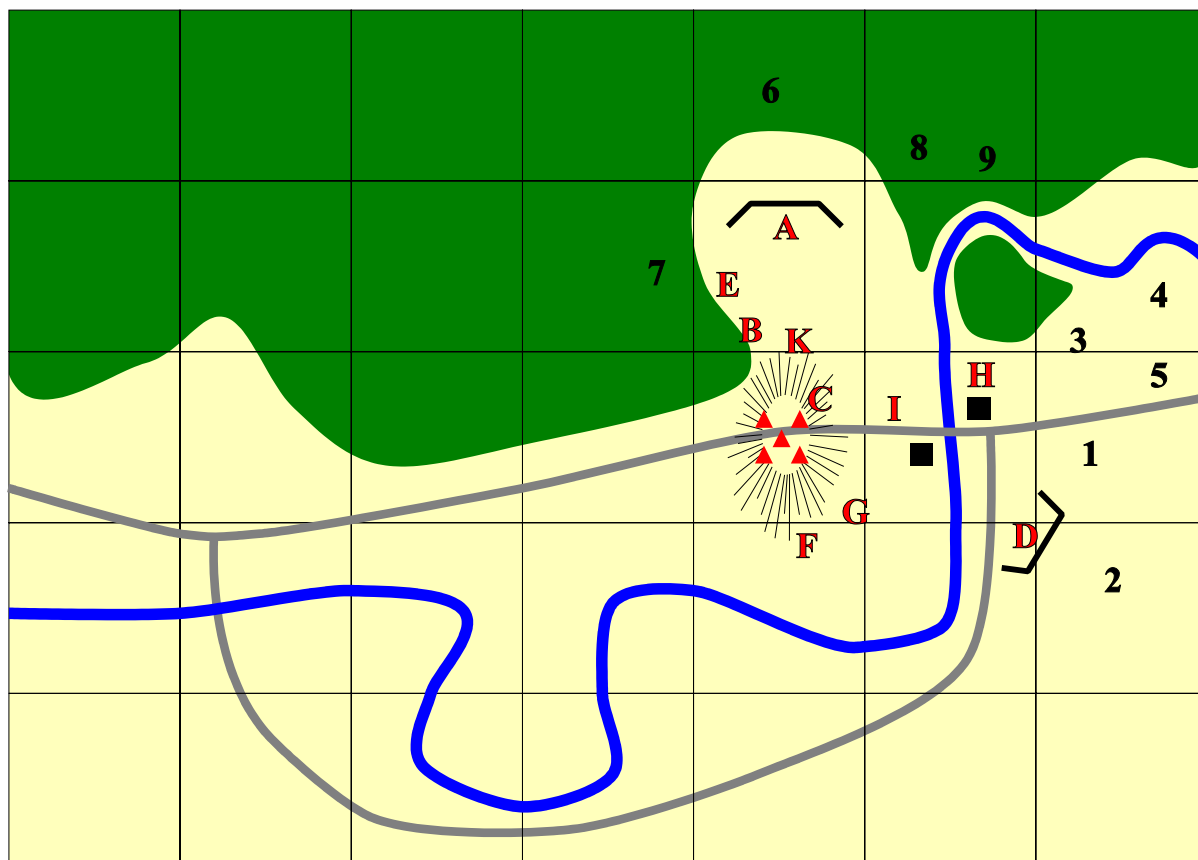
- As for the battle of Hubbarton, it is suggested that all units may countermand orders as if they contained an inherent officer with a tactical ability of 2. These inherent officers may not assist their units in any other way and are only there to allow the units more flexibility on the battlefield.

Victory Conditions

The game begins at 1500 and ends at the end of the 2000 turn.

+1	To control Baum's supply train located as the red triangles on the hill.
+1	Inflict the most casualties.

The Mapboard



- All wooded areas are considered GROVES
- The log fence held by Prinz Ludwigs Dragoons provides a + 2 modification to ALL moral checks.
- The earthwork occupied by Peters Loyalists provides a + 2 modification to non-melee moral checks
- The cabin provides a + 1 modification to all moral checks caused by musket fire.
- Crossing the river anywhere else than by the bridge will cause the crossing unit to enter GENERAL and to spend the entire move crossing it.