



## The battle at Hubbardon July 7, 1777

"About five o'clock in the afternoon the grenadiers were ordered from the summit of the mountain, to join the light infantry and 24th regiment, on an advantageous situation; in our cool moments, in descending, everyone was astonished how he had ever gained the summit." ...

### Orders of battle

American Northern Army Rearguard. Colonel Warner (T:2 / I:2 / C:2)								
Set up	Unit	#		Q	W	S	Morale	Hits
	2 <sup>nd</sup> New Hampshire	5	3/2	R	M	Y	7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
A	2 <sup>nd</sup> New Hampshire Pickets	2	3/2	R	M	N	7 6 5 4 3 2 1	□□□ □□□
C	2 <sup>nd</sup> New Hampshire Line	3	3/2	R	M	Y	7 6 5 4 3 2 1	□□□ □□□ □□□
D	11 <sup>th</sup> Massachusetts	7	1/1	R	M	Y	7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□ □□□ □□□
	Warners Continental Regiment	5	3/2	V	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
E	Warners Line	3	3/2	V	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□
F	Warners Patrol	1	3/2	V	M	N	8 7 6 5 4 3 2 1	□□□
B	Warners Pickets	1	3/2	V	M	N	8 7 6 5 4 3 2 1	□□□

- Pickets are posted in front of the British near Sucker Brook. All Pickets start the game with the WITHDRAW order. This order may NOT be countermanded NOR changed prior to the pickets rejoining their parent units. In order for the pickets (and Warners patrol) to join their parent units they must be 1) in good order, i.e. neither disrupted nor routed and 2) be in base contact with the parent unit (Line) and then perform a FORMATION CHANGE.
- All losses incurred by the pickets (and Warners patrol) are automatically transferred to the parent unit upon successful union with their parent unit and morale of the parent unit modified accordingly.
- Pickets as well as Warners Patrol may NOT operate as independent units and can only perform movement towards either their parent unit or Sellec Cabin. Alternatively, they may stay in their picket position and not attempt to reunite with their parent unit.
- Warners Continental Regiment is rated as a Ranger unit.
- Warners patrol was sent north towards Crown Point to investigate the possible presence of a loyalist and indian scouting party. It returns at the game map at depending on a die roll (1d10) 1-2: 0700, 3-8: 0730, 9-10 : 0800.
- Warner may not issue a general WITHDRAW order prior to the 0900 turn. This was approximately the time he learned that he could fall back without interfering with the militia posted further down the road.



Advance Guard of The Canada Army. Brigadier General Simon Fraser (T:2 / I:2 / C:3)								
Set up	Unit	#		Q	W	S	Morale	Hits
A	24 <sup>th</sup> foot, marksmen & loyalists	4	3/2	R	M	Y	7 6 5 4 3 2 1	□□□ □□□ □□□ □□□
A	24 <sup>th</sup> foot	2	3/2	V	M	N	8 7 6 5 4 3 2 1	□□□ □□□
A	Fraser's Marksmen	1	3/2	C	P	Y	9 8 7 6 5 4 3 2 1	□□□
A	Loyalists	1	3/2	U	M	Y	8 7 6 5 4 3 2 1	□□□
B	Light Battalion	5	3/2	C	M	Y	9 8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
C	Grenadier Battalion	5	3/2	C	M	N	9 8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□

German Reinforcements. Major General Frederick Von Riedsel (T:3 / I:2 / C :2)								
Set Up	Unit	#		Q	W	S	Morale	Hits
	German Reinforcements	4	3/2	R	M	N	7 6 5 4 3 2 1	□□□ □□□ □□□ □□□
D	Geisus Jägers	2	3/2	R	J	Y	7 6 5 4 3 2 1	□□□ □□□
E	Grenadier detachment	2	3/2	R	M	N	7 6 5 4 3 2 1	□□□ □□□

- German reinforcements may deploy either as a single unit of 4 stands (top row) or as separate jäger and grenadier detachments. If any hits are sustained while split up these casualties will be transferred (an moral adjusted accordingly) to the parent unit if the unit recombines at a later stage in the game. German reinforcements are reunited as American pickets.
- For the German units to split up a full FORMATION CHANGE must be completed.
- German jägers are armed with jäger rifles. If the German units are combined the unit will function as if it was armed with muskets.
- Grants command (24<sup>th</sup> foot, loyalists and Fraser Marksmen may deploy as separate units or as a single unit. They will deploy and redeploy as for the German reinforcements. If Grants command remain at full strength all benefits from Pennsylvania rifles are forfeit.
- Grants command and the light battalion start the game with an ATTACK order. The grenadiers begin with a MANOEUVRE order. German units enter the map area also on a MANOEUVRE order. German Reinforcements enter the map according to a die roll (1d10). 1-2: 0730, 3-8: 0800, 9-10: 0830.

### Alternatives

- Allow each unit (and sub-unit) an inherent commander with a tactical ability of 2. This in turn will allow separate units the option of countermaning orders on their own, independent of the presence of the overall commander. Warner, Fraser and Von Riedsel will thus be delegated the task of rallying routed units and supporting charges etc. These three leaders may however still give their moral bonus to units within 1 inch.

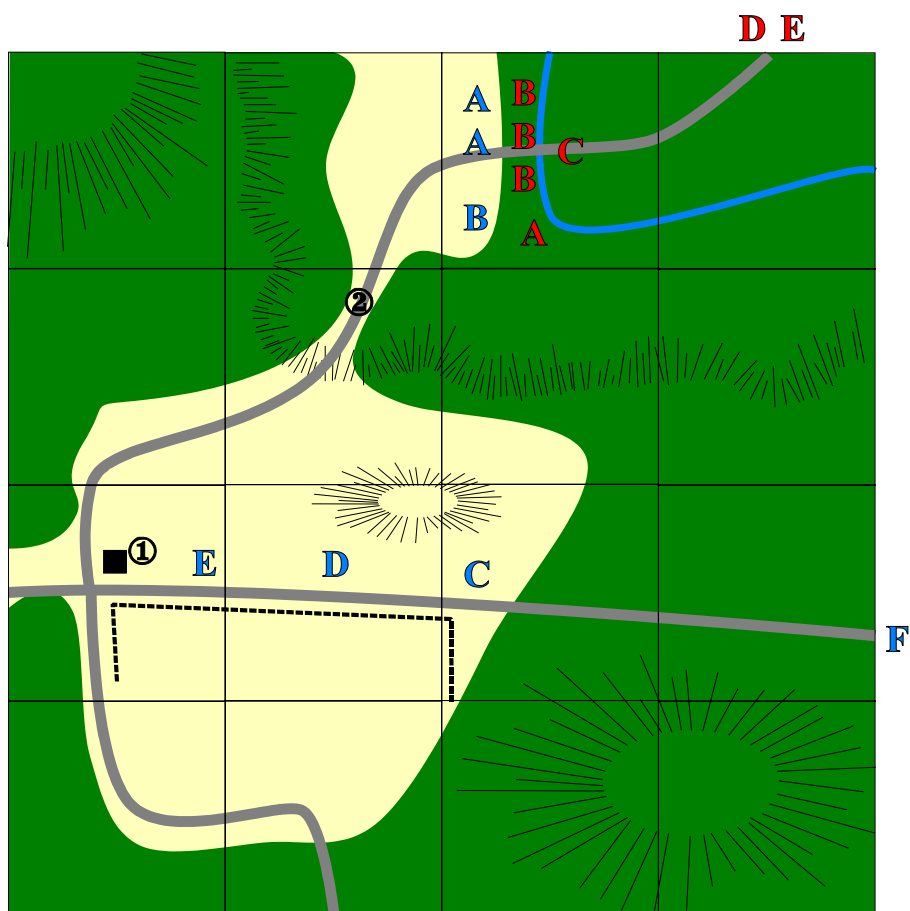


## Victory Conditions

The game begins at 0630 and ends at the end of the 1000 turn.

+1	Control Sellec Cabin <b>â</b> at game end
+1	Control the slope near the military road <b>ĭ</b> at game end
+1	Inflict the most casualties.

## The Mapboard



- All wooded areas are considered WOOD
- All escarpments are considered Slope (up) terrain except along the roads which may be used as roads.
- The log fence east of Castleton Road provides a +1 modification to all moral checks and also -5 percent penalty to all fire traced across it towards units behind it.