

White Plains - 28 October 1776



HISTORICAL BACKGROUND

Fighting his way north, Howe repeatedly attempted to outmaneuver Washington, but in so doing failed to bring the Continental army to battle. Finally, Washington stopped and established a strong fortified position in front of White Plains. Howe, reluctant to assault the rebel entrenchments, determined that the key to the battle would be the high ground beyond the Bronx River known as Chatterton's Hill. Howe ordered 4,000 Hessians and British troops to attack the 1,600 Continentals guarding Washington's right flank. The fighting was fierce, but when the Militia on the extreme right broke and fled, the remaining Continental units were forced to give ground. Washington seeing that his flank turned, had little choice but to withdraw to the north.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Washington
- 5 Command Cards & 3 Combat Cards

British Army

- Commander: Howe
- 5 Command Cards & 4 Combat Cards
- Move First

Victory

5 Victory Banners

Special Rules

- Opening Cannade rules are not in effect.
- The British player will gain 1 Temporary Victory Banner at the start of the turn when the Continental player does not have at least one unit occupying each section of the battlefield. Hexes with a dotted line in this case are treated as center hexes.
- The Bronx River is fordable. In addition, crossing at the ford does not stop movement.

Stono Ferry - 20 June 1779



HISTORICAL BACKGROUND

British General Augustine Prevost, after failing to capture Charleston in early May, retired to James Island and set up fortifications guarding Stono Ferry. The work finished, Prevost left for Savannah and shortly after his brother, who was then in command, also left for Savannah along with most of the garrison guarding the Ferry. The under-strength command fell to John Maitland. Informed of the weakened British position, Continental General Benjamin Lincoln broke camp on June 19 and arrived at the Ferry after daylight on the 20th. Although Lincoln ordered his troops to hold their fire and assault with the bayonet, their advance halted after receiving fire from the British position and degenerated into a fire-fight. The South Carolina militia, however, managed to push the Hessians back, but Maitland shifted troops to the left to reinforce the Hessians and the militia retired. Lincoln, realizing that he could not force the position, ordered a retreat. Maitland immediately ordered the British to pursue. A Continental cavalry charge and a valiant stand by the Virginia militia held off the British long enough for Lincoln to extricate his army in fairly good order.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Benjamin Lincoln
- 5 Command Cards & 2 Combat Cards
- Move First

British Army

- Commander: John Maitland
- 5 Command Cards & 4 Combat Cards

Victory

5 Victory Banners

Special Rules

- Opening Cannade rules are not in effect.
- The Continental player will gain 1 Temporary Victory Banner at the start of the turn when a Continental unit occupies a field works hex.
- The Stono River is impassable.