

PRINCETON

January 3, 1777
28mm "Black Powder" Scenario



"Parade with me, my brave fellows!"

--Gen. George Washington



BACKGROUND

With American military fortunes at desperately low ebb to end 1776, General Washington gambles on a daring attack across the Delaware River. He successfully surprises a Hessian garrison at Trenton on Christmas morning, provoking a large-scale British response.

General Howe dispatches Cornwallis with nearly 9,000 men to assemble at Princeton and drive the Americans back into the frozen river. The British find Washington's ragged army waiting along the Assunpink Creek and make preparations to deliver the killing stroke.

But Washington has no intention of receiving the blow. Following rebel intelligence that the British supply base at Princeton is now lightly defended, he leaves his camp fires burning on the night of January 2, 1777 and slips around the British line. His men march through the night, aiming to hit Princeton at dawn.

Lt. Colonel Mawhood's 1,200 men garrison the town and receive orders to join Cornwallis that very morning. Mawhood has his veterans on the road early, and around 8a his column sights elements of the American army marching the other direction! Quickly assessing this unexpected situation, Mawhood orders his column to deploy for battle immediately. It is a battle neither side expected to fight.

GAME LENGTH

This is a 14 turn scenario, or until one side is broken. The Americans win only if they sweep the British from the field before the turn limit expires. The British win an automatic victory if Washington is killed or captured.

TABLETOP

The scenario requires a 6'x8' tabletop, representing the Clarke Farm outside Princeton. It is a cold morning with a light snow or heavy frost on the fields. The tabletop should be set up according to the map below, with deployment areas noted for both sides.

DEPLOYMENT

The American player deploys first, followed by the British. Roll for initiative on the opening turn.

SCENARIO NOTES

This engagement represents the main action at Princeton, though part of Mawhood and Washington's forces also fought to the northeast.

All fences count as obstacles, the orchard is rough ground, and buildings may only be entered in skirmish formation.

This scenario has modified the standard Black Powder figure numbers for tiny, small, regular, and large units to accommodate the figures our club had available. Proper unit sizes are noted on the next page for those with enough miniatures to field full-size formations. Stamina levels were increased by +1 for infantry across the board to allow for a longer engagement. It is also recommended that players reduce the ranges for weapons and movement by 25-50% to achieve proper battlefield scale.

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BRITISH BRIEFING

An unknown force of rebels is trying to slip around behind our position and take Princeton. In the name of the King, stop the scoundrels at once!

Lt. Col. Charles Mawhood, commanding
4th Brigade

- 17th Foot — 14 figures (regular unit)
- 71st Foot — 10 figures (small unit)
- Gren./Light Infantry — 8 figures (small unit)
- 16th Queens Dragoons — 8 figures (small unit)
- Recruits/Convalescents — 10 figures (small unit)
- Royal Artillery — 1 gun

Reinforcements

4th Brigade [TURN 8]

- 55th Foot — 14 figures (regular unit)

AMERICAN BRIEFING

The tail end of our column is being harassed by British skirmishers—brush them aside en route to Princeton!

Mercer's Brigade

- PA Rifles — 8 figures (small unit)
- MD/VA Rifles — 8 figures (small unit)

Reinforcements

Gen. George Washington, commanding
Cadwalader's Brigade [TURN 4]

- Philadelphia Associators — 12 figures (regular unit)
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- Philadelphia Rifles — 8 figures (regular unit)
- US Marines — 6 figures (tiny unit)
- Delaware Militia — 14 figures (large unit)
- Philadelphia Artillery — 1 gun

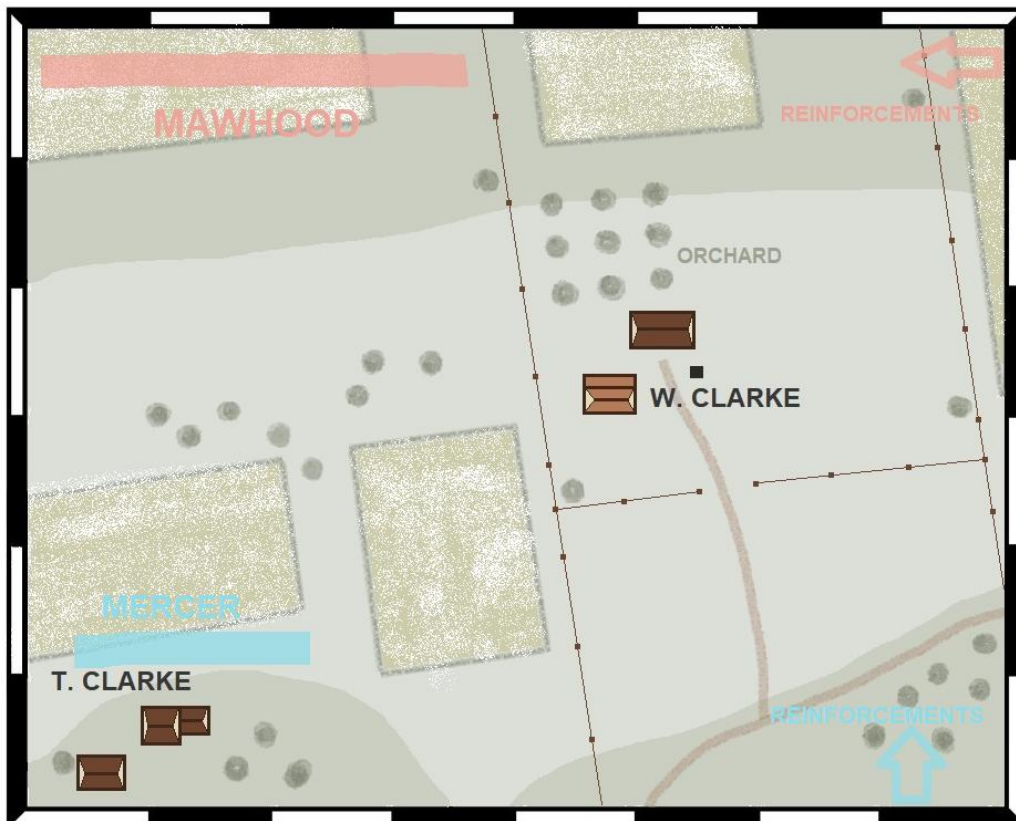
Hitchcock's Brigade [TURN 8]

- RI Regulars—12 figures (regular unit)
- MA Regulars—6 figures (tiny unit)
- MA Artillery—1 gun

Fermoy's Brigade [TURN 9]

- German Regiment—16 figures (large unit)
- 1st PA Rifles—10 figures (regular unit)

MAP



OFFICER	RANK	NOTES
Lt. Colonel Charles Mawhood	Commander-in-Chief	Staff Rating = 9
Capt. Francis Tew	Regimental Officer	

UNIT	TYPE	ARMS	COMBAT	SHOOTING	MORALE	STAMINA	NOTES
17th Foot	Line Inf.	Smoothbore	6	3	4+	4	First Fire, Crack, Steady
71st Foot	Line Inf.	Smoothbore	6	3	4+	3	First Fire, Crack, Steady
Grenadiers/ Light Inf.	Light Inf.	Smoothbore	7	3	4+	4	First Fire, Crack, Steady, Skirmish
Recruits/ Convalescents	Line Inf.	Smoothbore	6	3	4+	3	First Fire
55th Foot	Line Inf.	Smoothbore	6	3	4+	4	First Fire, Crack, Steady
Dragoons	Cavalry	Swords	8	-	4+	2	Marauders
Artillery	Artillery	Smoothbore	1	3-2-1	4+	2	

OFFICER	RANK	NOTES
Gen. George Washington	Commander-in-Chief	Staff Rating = 8
Gen. Hugh Mercer	Brigade Officer	
Gen. John Cadwalader	Brigade Officer	

UNIT	TYPE	ARMS	COMBAT	SHOOTING	MORALE	STAMINA	NOTES
PA Rifles	Light Inf.	Rifled Musket	4	2	4+	3	Skirmish, Sharpshooter
MD/VA Rifles	Light Inf.	Rifled Musket	4	2	4+	3	Skirmish, Sharpshooter
Philadelphia Associators	Militia	Smoothbore	5	3	5+	???	Unreliable, Untested
Philadelphia Rifles	Light Inf.	Rifled Musket	5	3	4+	???	Skirmish, Untested
Marines	Infantry	Smoothbore	4	2	4+	2	Tiny, Stubborn
Delaware Militia	Militia	Smoothbore	5	3	5+	???	Unreliable, Untested
German Regt.	Line Inf.	Smoothbore	6	3	4+	5	Unreliable
1st PA Rifles	Light Inf.	Rifled Musket	6	3	4+	4	Skirmish
MA Regulars	Line Inf.	Smoothbore	6	3	4+	2	First Fire
RI Regulars	Line Inf.	Smoothbore	4	2	4+	4	First Fire
Artillery	Artillery	Smoothbore	1	3-2-1	4+	2	