

# ELIZABETHTOWN

January 7, 1777  
Sharp Practice Scenario



## BACKGROUND

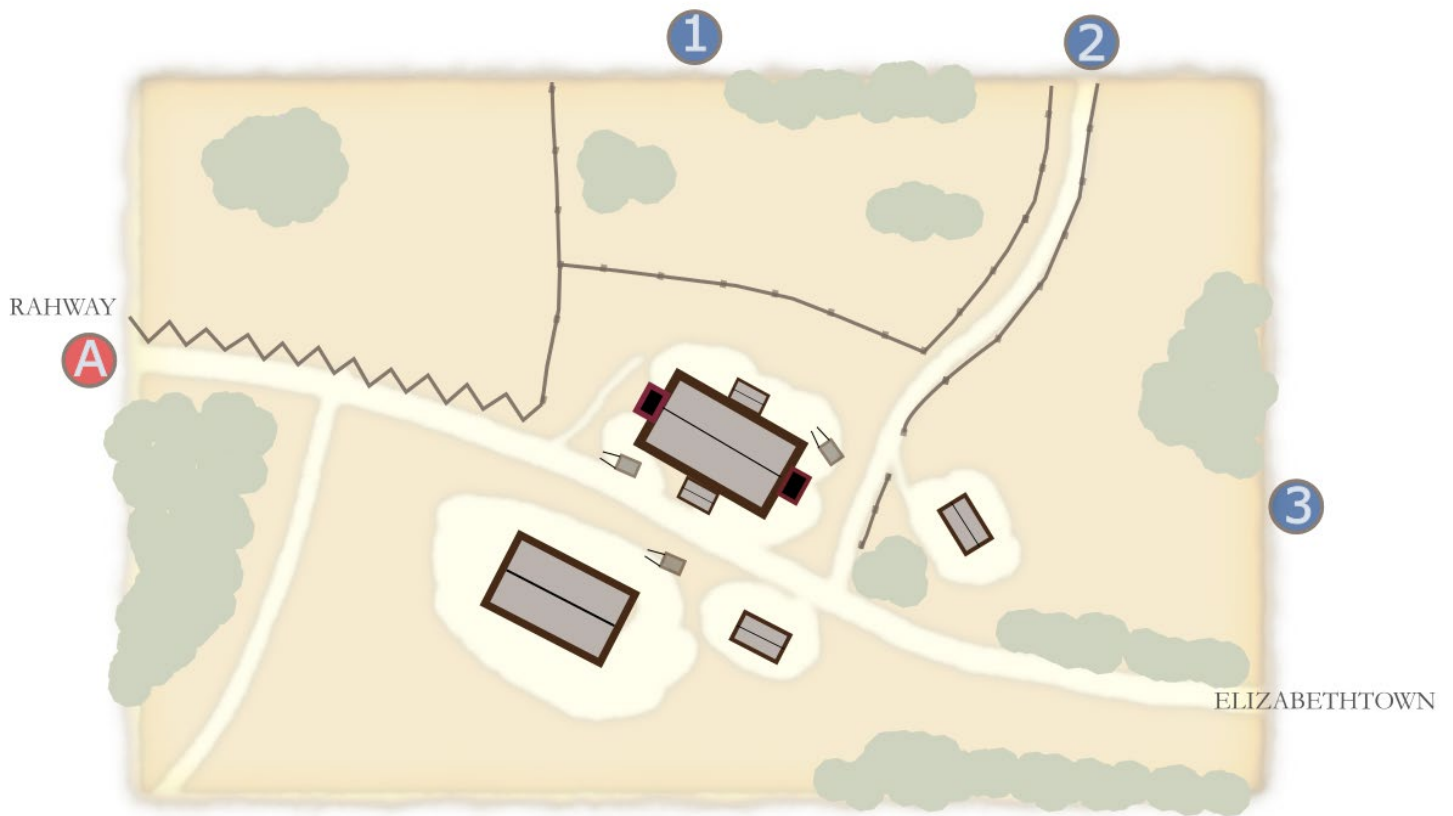
Only days after the American victory at Princeton, the Crown Forces are in retreat across the Jerseys. The garrison at Elizabethtown – 4 miles from Staten Island, is untenable. On Jan 4th, New Jersey patriot militia ambush a patrol of the 16th Light Dragoons outside the town. On Jan 5th, a company of the Waldeck regiment and the Dragoons return to show the colors. They are attacked; all troops, save for a few dragoons, are killed or taken prisoner by the Americans. On Jan 7th, having received urgent orders to retire to Amboy, the British 71st Regiment of Foot (Fraser's Highlanders), the Waldeckers, dragoons and loyalists begin their movement south, taking what goods and forage they can hurriedly gather. But on the outskirts of Elizabethtown, a large force of New Jersey militia under the command of General Maxwell have assembled for attack.

## SETTING UP

The scenario is played on a 6' x 4' table per the map. The terrain represents a farm on the edge of Elizabethtown on the road to Amboy via Rahway. Crown forces begin deployed on the table in the light red zone. They are guarding a transport company loading three wagons. The wagons are marked on the map. The New Jersey militia begins the scenario off table in the light blue areas. They have 3 deployment points.

## OBJECTIVE

The Crown objective is to exit the table towards Rahway while bringing as many wagons as possible. The game ends per normal Sharp Practice morale rules. For each wagon captured by the militia, the British must check Force Morale. For each wagon exited, the militia must check force morale.



### **SCENARIO NOTES: CROWN**

A wagon must be loaded before it can leave. Treat this as a Task of value 18. Wagons can be loaded simultaneously provided at least 3 men of the Transport company are doing so per wagon.

The Crown player may call for reinforcements any time after their first morale check by using 4 Command Cards. Insert the Dragoon Leader card (St. Clair) into the deck for the next turn. He enters the table from point A when drawn.

The Crown player has 1 Fixed Deployment point which can be placed anywhere within the Red zone. This player may start with all forces deployed or may reserve 2 units for Ambuscade.

The Transport Company begins the game within 6" inches of the wagons. They may never be outside of 12" of the wagons. Once loaded, the wagons move 2d6 (roll individually) on the turn of the Tiffin card.

### **SCENARIO NOTES: AMERICAN**

The AMERICAN player has 3 Deployment points as indicated by circles 1-3. All 3 points must be used during the game.

Groups of the same force must arrive from neighboring points. For example, Captain Harrison with 3 groups of militia could bring them on points 1 and 2, but not 1 and 3. Command radius will generally require this.

A Wagon is captured if more American forces are closer to it than Crown forces. On the Tiffin, move it towards the American deployment with 2d6. A wagon can be recaptured.

## American Forces

### Colonel Joseph Phillips, Status III

One group of 8 Veteran militia

### Major Benjamin van Cleve, Status II

Two groups of 10 Time-served militia

### Captain James Harrison, Status II

### Lieutenant Ephraim Anderson, Status I

Three groups of 10 Newly-raised militia

### Lieutenant Elijah Tupper Status I

Two groups of 6 Rebel militia skirmishers

## **New Jersey Militia**

<b>Unit 1</b>	<b>Veteran Militia</b>				<b>Type</b>	Conscripts & Volunteers	
	<b>Points</b>	5	<b>Weapon</b>	Musket		<b>Size</b>	8
	<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
	Yes	Yes	First Only	3	2	-	Sharp Practice, Aggressive

<b>Units 2-3</b>	<b>Time-served Militia</b>				<b>Type</b>	Militia	
	<b>Points</b>	3	<b>Weapon</b>	Musket		<b>Size</b>	10
	<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
	No Shock	Yes	First Only	3	3	-	No Bayonets

<b>Units 4-6</b>	<b>Newly-Raised Militia</b>				<b>Type</b>	Militia	
	<b>Points</b>	3	<b>Weapon</b>	Musket		<b>Size</b>	10
	<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
	No Shock	Yes	First Only	-	3	-	No Bayonets

<b>Unit 7</b>	<b>Militia Skirmishers</b>				<b>Type</b>	Militia	
	<b>Points</b>	4	<b>Weapon</b>	Musket		<b>Size</b>	6
	<b>Formation</b>	<b>First Fire</b>	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
	No	Yes	No	-	3	-	No Bayonets

**Crown Forces**

Captain Roger Hewson, Status III

Lt Edward Ross, Status II

Lt Jones, Status II

Four groups of 8 British Regulars (1777)

Captain James St Clair, Status II

One group of 8 16<sup>th</sup> Light Dragoons (only as reinforcements)

Lt Charles Mott, Status I

One group of 10 transport troops (provincial militia)

**Crown Forces**

<b>Units 1-4</b>	<b>British Regulars &amp; Light Infantry to 1777</b>				<b>Type</b>	Regulars	
	<b>Points</b>	6	<b>Weapon</b>	Musket		<b>Size</b>	8
	<b>Formation</b>	First Fire	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
	Yes	Yes	First Only	3	3	-	Thin Red Line, Sharp Practice

<b>Unit 5</b>	<b>Transport Company</b>				<b>Type</b>	Militia	
	<b>Points</b>	3	<b>Weapon</b>	Musket		<b>Size</b>	10
	<b>Formation</b>	First Fire	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
	No Shock	Yes	No	-	3	-	Poor shots

<b>Unit 6</b>	<b>British Light Dragoons</b>				<b>Type</b>	Impact Cavalry	
	<b>Points</b>	8	<b>Weapon</b>	Rifle		<b>Size</b>	8
	<b>Formation</b>	First Fire	<b>Controlled Volley</b>	<b>Crashing Volley</b>	<b>Step Out</b>	<b>Drill</b>	<b>Characteristics</b>
	Always	No	-	-	2	-	Tally Ho!





### **The Game Deck**

Crown Leaders One to Five  
New Jersey Militia Leaders One to Five  
Four Red Command Cards  
Four Blue Command Cards  
Tiffin

### **Terrain Notes:**

Woods are broken ground and provide light cover.

Fences count as a major obstacle and provide light cover

Buildings count as hard cover

Wagons count as light cover