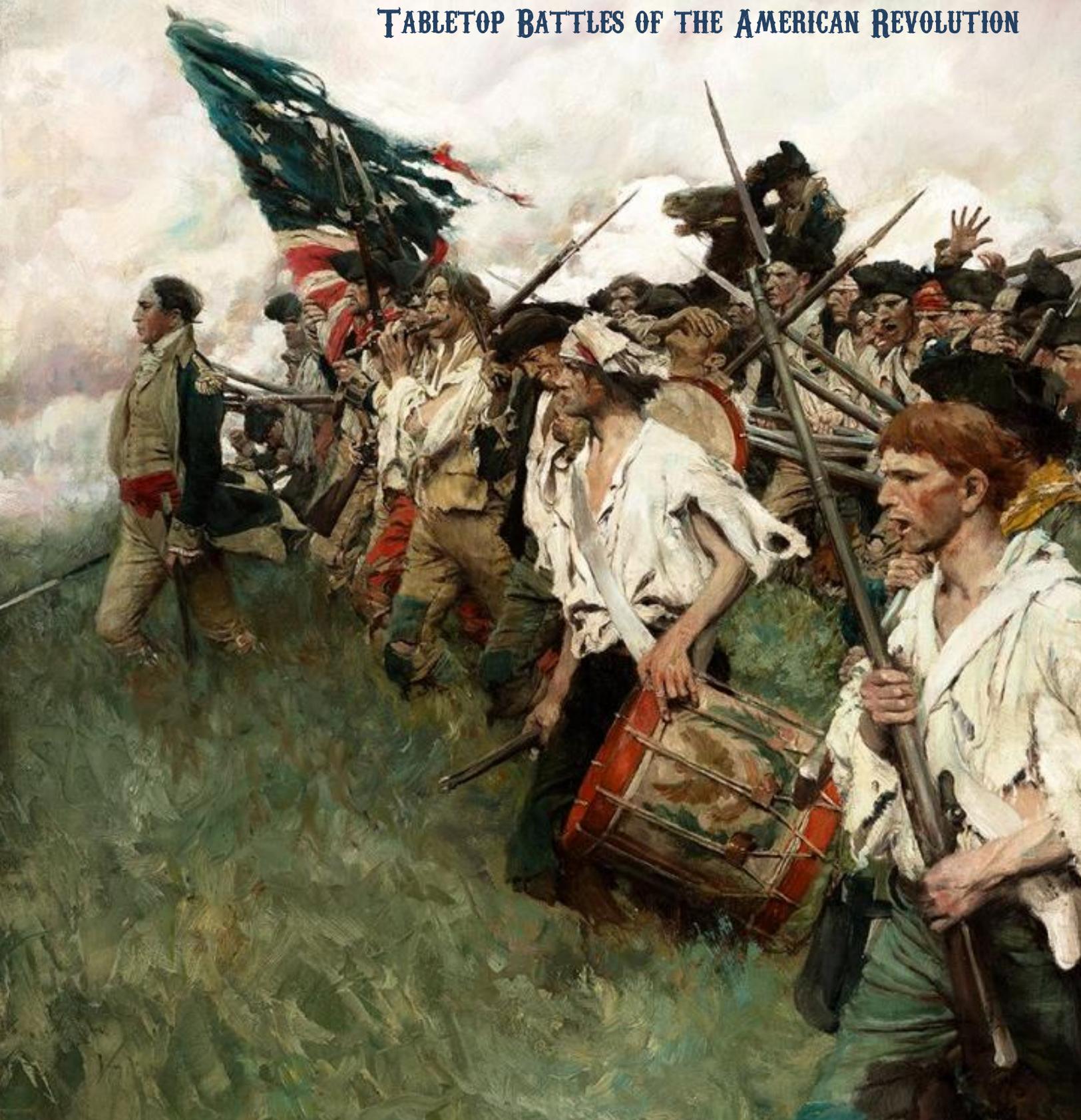


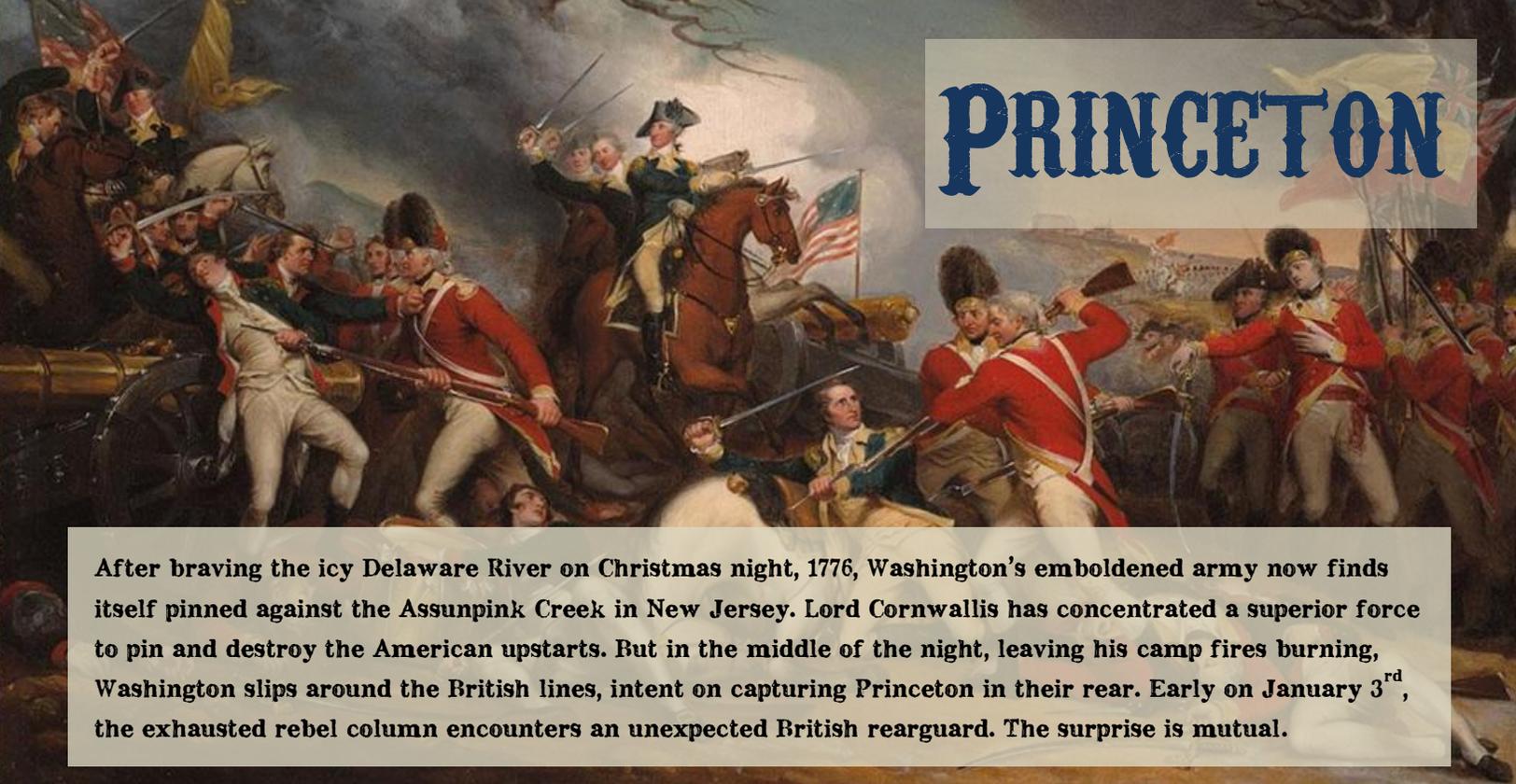
LIVE FREE OR DIE

TABLETOP BATTLES OF THE AMERICAN REVOLUTION



PRESENTED BY LITTLE WARS TV





PRINCETON

After braving the icy Delaware River on Christmas night, 1776, Washington's emboldened army now finds itself pinned against the Assunpink Creek in New Jersey. Lord Cornwallis has concentrated a superior force to pin and destroy the American upstarts. But in the middle of the night, leaving his camp fires burning, Washington slips around the British lines, intent on capturing Princeton in their rear. Early on January 3rd, the exhausted rebel column encounters an unexpected British rearguard. The surprise is mutual.

LIVE FREE OR DIE SCENARIO

JANUARY 3 1777

SCENARIO SET UP

Princeton is a small scenario, suitable for an introductory game of 2 players on a 6'x4' tabletop. One base of figures in this scenario is scaled to represent 50 men. To play the scenario, players will require a British force with 1 commander, 24 bases of infantry, 4 cavalry, and 1 artillery base. The Americans field 2 commanders, 75 bases of infantry, and 2 artillery bases.

OBJECTIVES

The game begins at 7am and lasts 10 turns, until mid morning. The British earn a victory if they can maintain control of road exit Z (Trenton) or Y (Princeton) and inflict higher losses than they sustain at the end of the turn limit. This would delay Washington long enough for Cornwallis to react. Any other result is an American victory.

GAME NOTES

The British deploy first and Mercer deploys second. Washington begins on the table with Cadwalader's brigade.

BRITISH ARMY

The British army includes one Leader, Lt. Col. Charles Mawhood, commanding one brigade. The "Recruit/Convalescent" regiment arrives at Entry Y on Turn 3 and the 55th Foot arrives at Entry Y on Turn 5.

AMERICAN ARMY

The American army includes one Leader, Gen. George Washington, commanding four brigades and one independent regiment of Mercer's advance guard. General Hugh Mercer acts as a Lieutenant. Hitchcock's brigade arrives from a logging trail (Entry X) on Turn 3. Fermoy arrives in column from Entry W Turn 5, and Mifflin arrives in column from Entry W on Turn 7.

HISTORICAL OUTCOME

Heavily outnumbered and surprised to find himself facing the entire Continental Army, Lt. Col. Mawhood put up a tremendous fight. He was unable to defend either road exit, and the broken remnants of his command reunited with Cornwallis that night, at a cost of 400 men (8 bases), or 30% of his brigade. The Americans pressed on to take Princeton and earned Washington his first victory over British regulars in the field. Remarkably, American losses numbered just 100 men (2 bases), but famously included Washington's friend and one of his most capable officers, Hugh Mercer.

FREE SCENARIO PREVIEW

PRINCETON ORDERS OF BATTLE



Lt. Col. Charles Mawhood

(1 Leader)

4th BRIGADE

Combined Grenadiers & LI...	1 st Class	(4 bases, <i>Skirmish optional</i>)
17 th Foot	1 st Class	(6 bases, <i>Skirmish optional</i>)
71 st Foot.....	2 nd Class	(5 bases)
55 th Foot.....	2 nd Class	(4 bases)
Recruits/Convalescents.....	4 th Class	(5 bases)
16 th Queens Dragoons.....	2 nd Class	(3 bases, <i>Cavalry</i>)
6-lber.....	2 nd Class	(1 field gun)



Gen. George Washington

(1 Leader)

Gen. Hugh Mercer

(1 Lieutenant)

1 st MD	2 nd Class	(7 bases, <i>Skirmish, Rifles</i>)
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CADWALADER'S BRIGADE

Philadelphia Associators.....	4 th Class	(8 bases)
Philadelphia Militia.....	4 th Class	(7 bases)
Philadelphia Rifles	3 rd Class	(3 bases, <i>Skirmish, Rifles</i>)
DE Militia.....	4 th Class	(4 bases)
3-lber.....	3 rd Class	(1 light gun)



HITCHCOCK'S BRIGADE

9 th & 11 th RI	3 rd Class	(6 bases)
MA Continentals.....	2 nd Class	(6 bases)
6-lber.....	2 nd Class	(1 field gun)

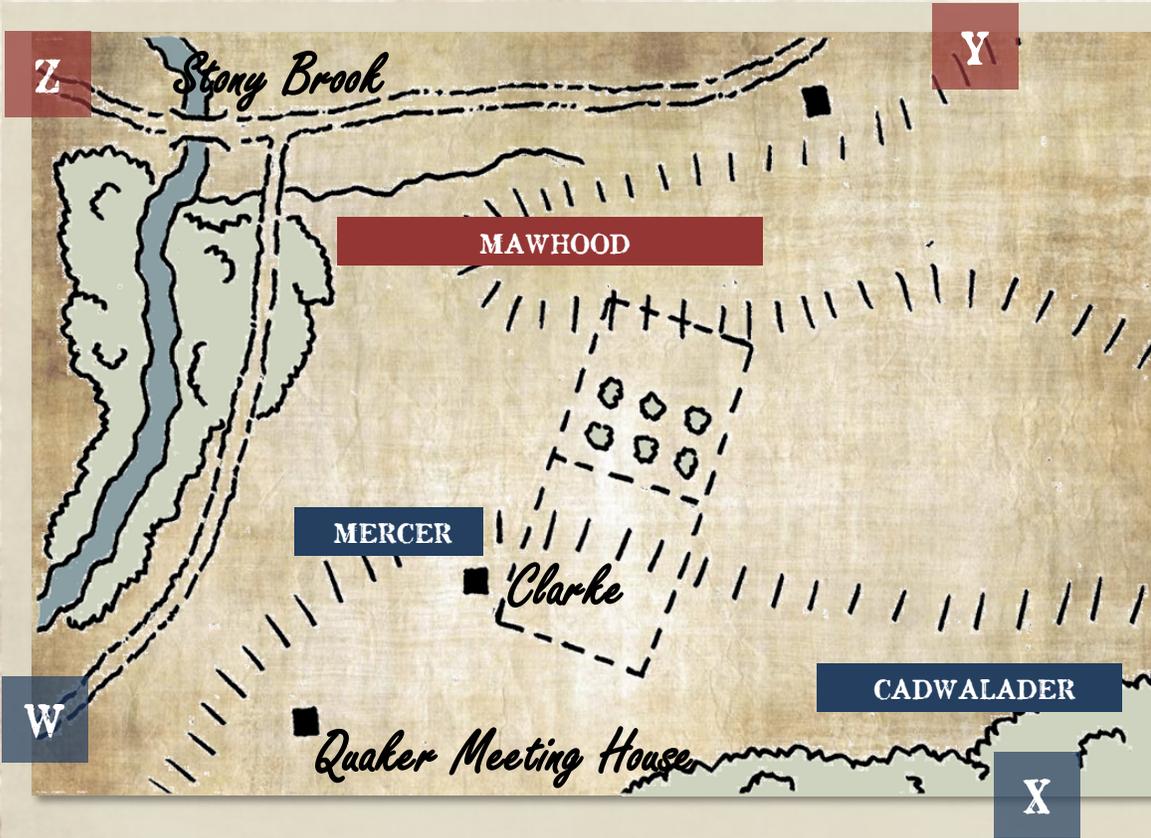
FERMOY'S BRIGADE

German Regiment.....	4 th Class	(7 bases)
1 st PA.....	2 nd Class	(5 bases, <i>Skirmish, Rifles</i>)

MIFFLIN'S BRIGADE

2 nd PA.....	3 rd Class	(5 bases)
4 th PA.....	3 rd Class	(5 bases)
10 th PA.....	3 rd Class	(4 bases)
11 th PA.....	3 rd Class	(4 bases)
12 th PA.....	3 rd Class	(4 bases)

PRINCETON MAP & UNIT LABELS



TERRAIN NOTES

The Stony Brook creek is impossible to all units except Skirmish infantry.

Farmhouses depicted cannot be garrisoned.

The fences around the Thomas Clarke farm do not reduce movement, but do cost 1 DMZ to cross and provide a defender the "minor obstacle" bonus in melee.

Woods are rough ground but not cover.

"Parade with me my brave fellows! There is but a handful of the enemy and we shall have them directly!"

—George Washington



Gren / LI	1	17 th Foot	2	71 st Foot	2	55 th Foot	2	Recruits	4	16 th Drag.	2	6-Iber	2

1 st MD	2	Phi. Asso.	4	Phi. Militia	4	Phi. Rifles	3	DE Militia	4	3-Iber	3	9 th /11 th RI	3	MA Cont.	2
6-Iber	2	German	4	1 st PA	2	2 nd PA	3	4 th PA	3	10 th PA	3	11 th PA	3	12 th PA	3