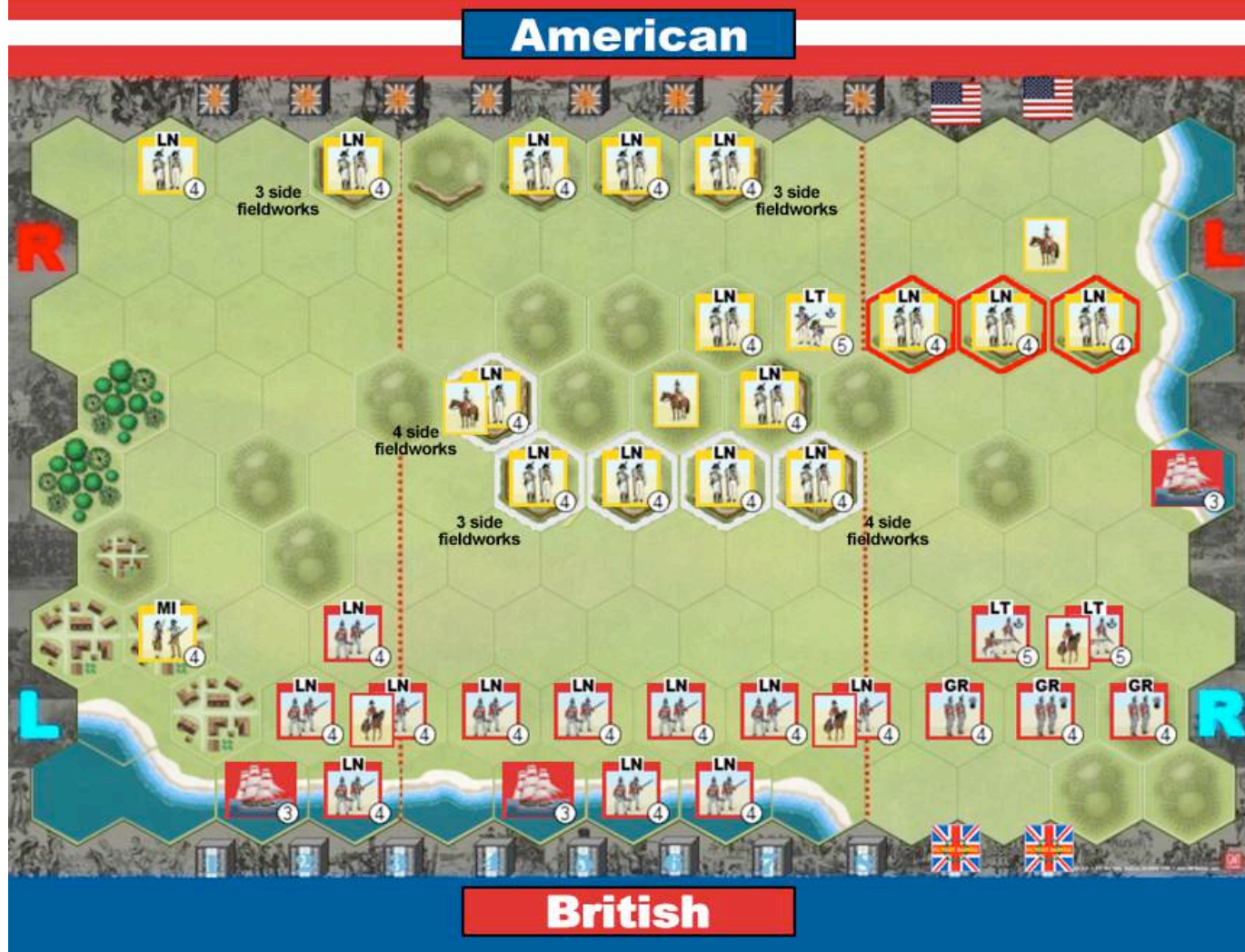


Battle of Bunker Hill – June 17, 1775



Historical Background

The battle is named after the adjacent Bunker Hill, which was involved in the battle and was the original objective of both colonial and British troops, and is occasionally referred to as the "Battle of Breed's Hill."

The fence on the east flank was built hurriedly to fend off a flank attack. The works on Breed's Hill did not go unnoticed by the British. General Clinton, out on reconnaissance that night, was aware of them, and tried to convince Gage and Howe that they needed to prepare to attack the position at daylight. British sentries were also aware of the fortifications, but apparently did not think them cause for alarm. Then, in the early predawn, around 4:00 am, a sentry on board HMS Lively spotted the new fortification, and notified her captain which promptly opened fired.

General Gage then ordered all 128 guns in the harbor, as well as batteries atop Copp's Hill in Boston, to fire on the colonial position, which had relatively little effect. Also, the city of Charlestown was set ablaze by the British to deal with the militia harassment there.

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

Battle Notes

British Army

- Commander : Major General Howe and General Gage
- 5 Command Cards
- Move First

American Army

- Commander : General Artemus Ward and Israel Putnam
- 4 Command Cards

Victory

8 Victory Banners

Special Rules

- Americans follow all rules for Spanish except.
 1. American Line Infantry Standing fire is +1 die.
 2. The American player always makes a Leader Casualty check against the opponent using one die as if the unit was destroyed. This reflects the American propensity to pick off leaders.
 3. American Militia units may retreat through friendly units.
- Spanish Guerilla Action rule is NOT in effect.
- British ships may fire on a Bombard, Leadership or Fire & Hold Card. They get 4 dice each, regardless of which card is played and at all ranges. LOS is needed but friendly units may be fired over provided they are not adjacent to the target.
- British ships may not be fired on by American Units.
- The coast hexes are impassable. Units that start the game on these spaces move out normally, but no unit may re-enter these spaces.
- The five hills marked in white are permanent Victory Banners for the British, if a British unit occupies the space at the beginning of his turn.
- The three fieldworks marked in red in the American left flank are temporary Victory Banners for the British, if occupied at the start their turn. If the unit is eliminated or moves out of the hex, the banner is lost.