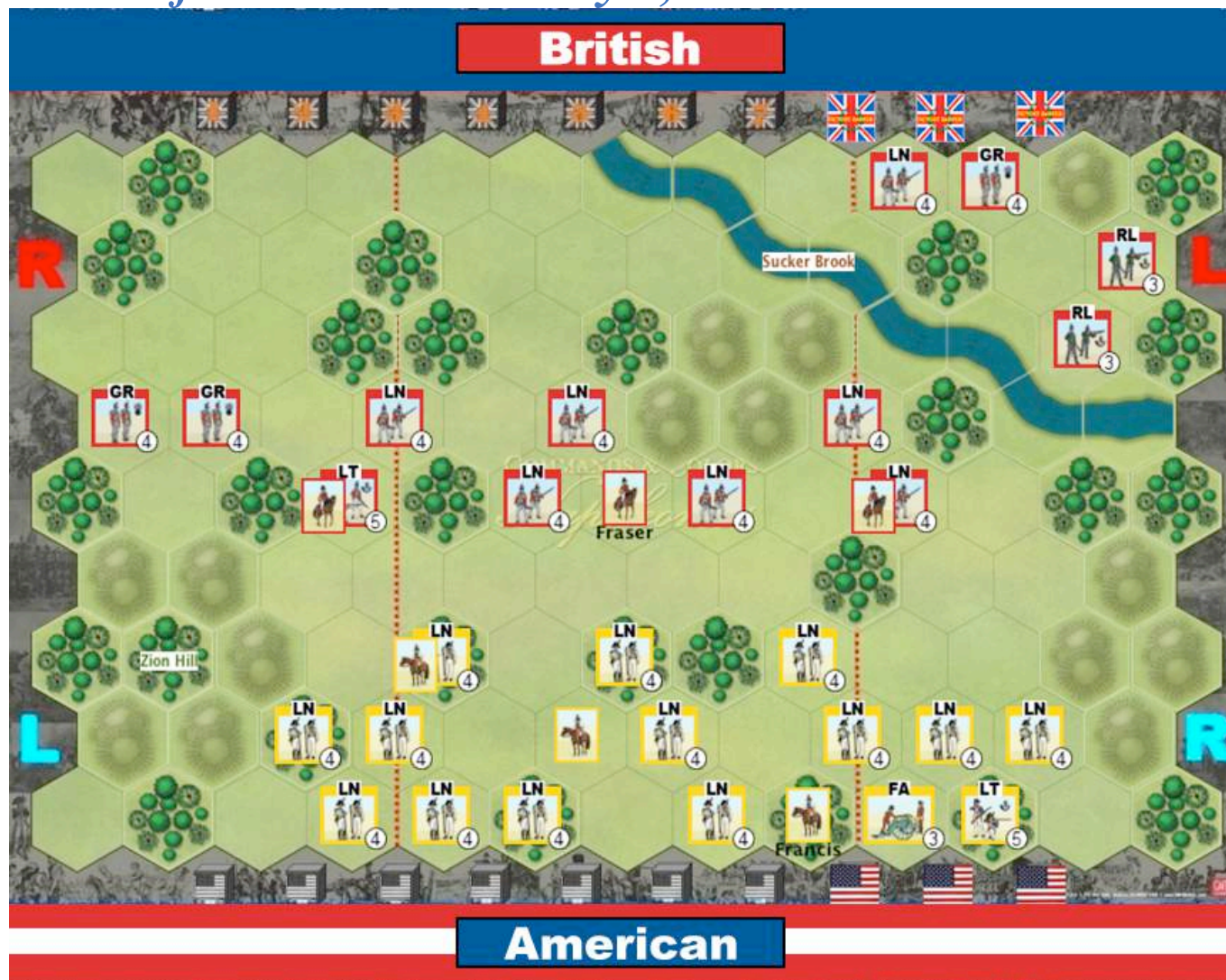


Battle of Hubbardton – July 7, 1777



Historical Background

After leaving Fort Ticonderoga on July 6th, General St. Clair tried to put as much ground as possible between his forces and the pursuing British. Upon reaching the small town of Hubbardton, St. Clair left Seth Warner and his Green Mountain Boys to wait for the rearguard of Colonel Ebenezer Francis and the 11th Massachusetts along with Nathan Hale and the 2nd New Hampshire Regiment.

Upon reaching Hubbardton, the Americans decided to camp overnight to allow their exhausted men to recover from the long march. They assumed they had left the British well behind and so left no proper picquet line. Brigadier General Simon Fraser not only had kept pace with the Americans but resumed the pursuit at 3am and overtook the Americans while they were having breakfast.

The Americans formed a line through the woods with a hill on each flank. Fraser sent the Brunswick Grenadiers to climb Zion Hill and outflank the Americans, but this took longer than expected, putting the British attack in jeopardy. Hearing the sounds of battle, General Riedesel's Jaegers rushed ahead to join the battle, turning the tide back to the British.

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

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Battle Notes

British Army

- Commander : Brigadier General Simon Fraser
- 6 Command Cards
- Move First

American Army

- Commander : General St. Clair
- 2-4 Command Cards*

Victory

7 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.
- Spanish Guerilla Action rule is NOT in effect.
- Sucker Brook is fordable.

* American Army units were caught at breakfast and not expecting an immediate attack. American Army starts with two cards. At the end of the first American turn, draw two cards, making the hand 3 cards. At the end of the second American turn, draw two cards, making the hand 4 cards. After this the Americans draw normally.

Unofficial Scenario not approved by Richard Borg and GMT.