

Black Powder Scenario: Newtown, 1779

The Sullivan Expedition

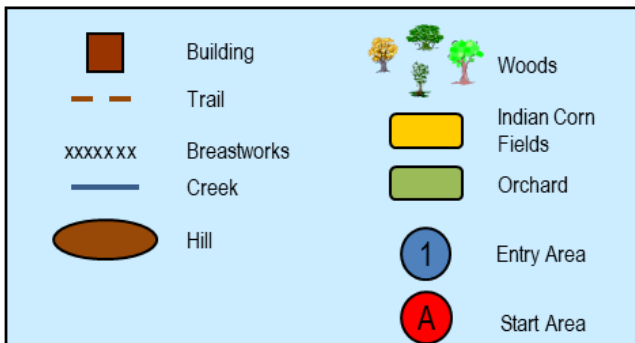
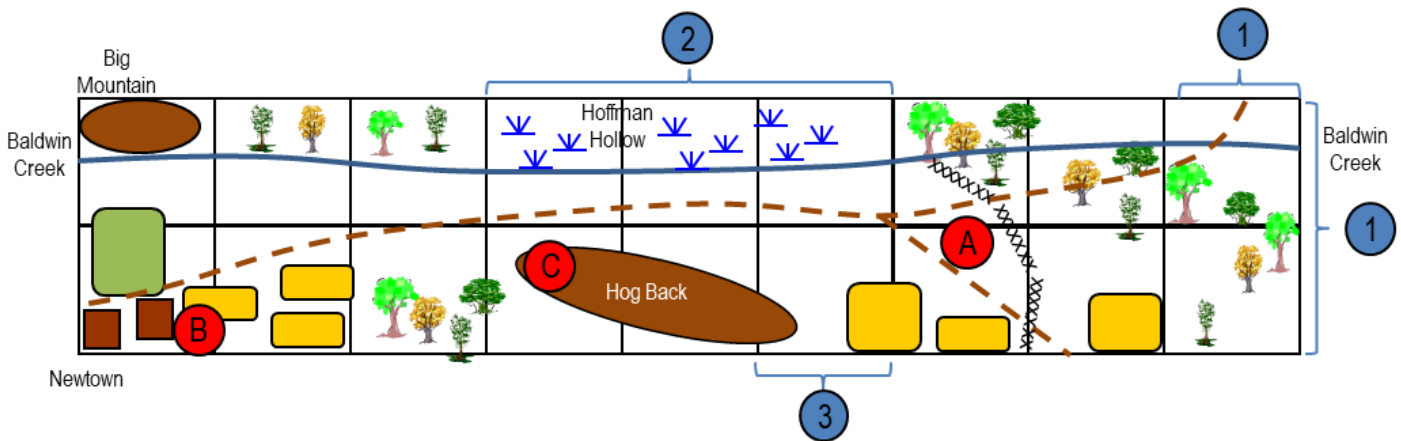
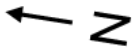
After years of fighting and raiding along the frontier, the Continental Congress sent an expedition, under the command of General John Sullivan, to destroy the capability of the Iroquois in western New York to make war.

Sullivan, with roughly 5,000 men, marched up the Susquehanna River, intent on burning Iroquois villages and destroying crops. Near what is now Elmira, New York, he encountered a force of loyalists and Indians protecting the nearby Indian village of Newtown and blocking his advance, on a hill that would become known as Sullivan's Hill.

Despite the challenging terrain, Sullivan chose to attack, splitting his forces to attack the main position and to outflank it on both flanks. After heavy fighting, the Iroquois and Loyalists were routed, breaking the back of the Confederacy.

Map:

Black Powder Mega-Game Newtown, 1779



Order of Battle – Patriots:
CiC – John Sullivan [9]

New Jersey Brigade [Maxwell / 9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
1 st New Jersey	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire
2 nd New Jersey	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire
3 rd New Jersey	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire

New York Brigade [Clinton / 8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
1 st New York	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire
3 rd New York	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire
5 th New York	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire
6 th New York	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire

New Hampshire Brigade [Poor / 8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
2 nd New Hampshire	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire
3 rd New Hampshire	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire
6 th New Hampshire	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire
1 st Vermont	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire

Pennsylvania Brigade [Sullivan / 9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
3 rd Pennsylvania	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire
6 th Pennsylvania	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire
9 th Pennsylvania	12 / std	Smoothbore musket	6	3	18"	4+	3	First fire
Militia	12 / std	Smoothbore musket	4	2	18"	6	2	Wavering

Unbrigaded – Must be attached to a brigade								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Battery	Light	SB Artillery	1	3/2/1	36"	4+	2	
Battery	Light	SB Artillery	1	3/2/1	36"	4+	2	

Order of Battle – Iroquois / Loyalist:
CiC – none

Brigade – Joseph Brandt [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Iroquois	12 / std	Smoothbore musket	6	2	18"	5+	3	Wavering
Iroquois	12 / std	Smoothbore musket	6	2	18"	5+	3	Wavering
Iroquois	12 / std	Bows	6	2	12"	5+	3	Wavering

Brigade - Cornplanter [7]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Iroquois	12 / std	Smoothbore musket	6	2	18"	5+	3	Wavering
Iroquois	12 / std	Smoothbore musket	6	2	18"	5+	3	Wavering
Iroquois	12 / std	Bows	6	2	12"	5+	3	Wavering

Brigade – Sayenqueraghta [7]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Iroquois	12 / std	Smoothbore musket	6	2	18"	5+	3	Wavering
Iroquois	12 / std	Bows	6	2	12"	5+	3	Wavering

Loyalist Brigade – Butler [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
John Butler's Rangers	12 / std	Smoothbore musket	5	3	18"	4+	3	First fire
Walter Butler's Rangers	12 / std	Smoothbore musket	5	3	18"	4+	3	First Fire

Terrain Notes:

Rough Ground – skirmishing infantry or cavalry move normally, other infantry and cavalry move at 1/2 speed through them, and artillery cannot enter them. Hill areas and fords are treated as rough ground.

Light Woods - are treated as normal woods in Black Powder: infantry in skirmish can move through them at 1/2 speed, and must reform on exiting unless they are skirmish capable. Cavalry and Artillery movement is prohibited. The maximum visibility in light woods is 12", and firing through woods counts the target as obscured.

Breastworks – a line of breastworks had been erected by the defenders. It is treated as an obstacle, and costs 6" of movement for infantry to cross. Artillery and cavalry may not cross breastworks except at gaps (where the trails cross). Any unit adjacent to and behind the breastworks receives a +1 to morale saves, and counts as an obscured target.

Indian Lodges - The lodges are treated as a normal building in Black Powder – a single unit may enter and garrison it as normal.

Hoffman Hollow – this marshy area slowed the Continental flanking attacks and was difficult to traverse. Units moving through it may move only d6", regardless of the number of moves rolled for.

Deployment:

Units are deployed as follows:

Patriots – first, the Patriot forces are assigned to entry areas as follows:

- Up to one brigade may be assigned to area 3. Any forces assigned here will arrive on turn three.
- Up to 2 brigades may be assigned to area 2. Any forces assigned here will arrive on turn one.
- All remaining brigades must be assigned to area 1. These forces will enter on turn one.
-
- No Patriot forces begin the game on table.

Iroquois / Loyalist – after the Patriots have assigned their entry areas, the Loyalists are deployed on table. One brigade each must be deployed within 12" of locations B and C, and the remaining forces behind the breastworks (A).

Arrivals:

Arriving forces dice for orders as per normal Black Powder. Units failing their command roll may still make one move, unless a blunder is rolled.

Winning the Game:

The Patriot goal was to break the Loyalist / Iroquois forces, or to take Newtown and burn it and the fields nearby. The Iroquois were trying to defend the town, failure would lose them shelter and food required to survive the winter.

The game will last until either army is broken, or eight full turns before the remaining daylight is gone. If an eighth turn is fought, it is dusk and all visibility ranges are reduced to 12".

The Patriots forces win if they take either lodge building in Newtown, or if they break the opposing army. The Iroquois and Loyalist forces win if they prevent the Patriot forces from winning.

If both armies become broken, the game is a draw.