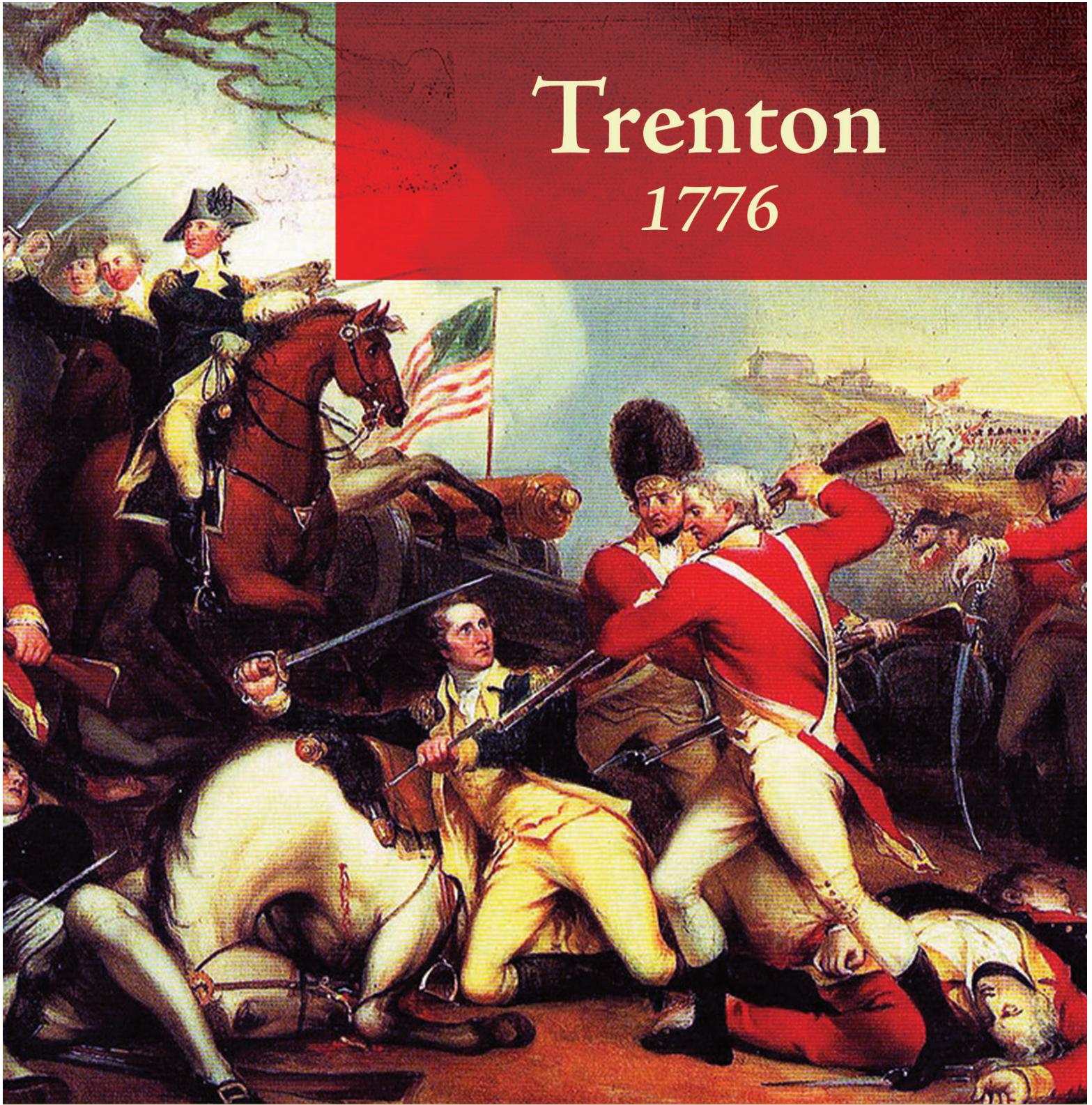


Trenton

1776



A Worthington Publishing Rule Book

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INTRODUCTION

The Trenton 1776 campaign saved the American cause. It began in November 1776 with the British storming across the Hudson into New Jersey in hot pursuit of Washington and his small army. The Americans were chased through the state, across the Delaware and into Pennsylvania. Seemingly the campaign had ended in late December with British occupation of New Jersey, Philadelphia threatened and Washington's army melting away. Politicians for both sides were claiming that the American Revolution was over. Thomas Paine wrote "These are the times that try men's souls."

Then in one bold stroke a tough little army led by a charismatic leader began a winter campaign that reversed the fortunes of all. Can you as the British player finish the campaign that started so well and change history by holding on to New Jersey and maybe even cross the Delaware and take Philadelphia? Or as the American can you match or maybe exceed Washington's boldness and end the war early? The decisions are yours...

GAME BOARD

The Game board shows the New Jersey and Pennsylvania area between Staten Island (North) and Philadelphia (South). Key locations, roads and rivers are shown. Movement is location to adjacent location by roads connecting the locations. Some adjacent locations have a road connecting them that crosses a river. Rivers provide a defensive bonus when units must cross a river to attack. Some locations have the Delaware River between them. Dotted white lines to red buildings connect locations across and adjacent from each other along the Delaware. These represent ferry locations. Only American units can cross the Delaware River at these locations unless the river is frozen. When frozen, both players units can cross at these locations. All other terrain shown on the game board is for aesthetic purposes and does not affect game play.

GAME UNITS

The American units are blue wooden blocks with blue labels and gray labels. The British units are red wooden blocks with red labels and green labels. There extra blue and red blocks to be used as game markers for AP, turn, etc.

Each unit is represented by a colored block with the appropriate label applied. To apply the labels, peel them from the label sheet and position in the center of the appropriate colored block for that label. Once positioned press the label down firmly. Only one label should be applied to each block. Apply the British red labels and green labels to the red blocks. Apply the American blue labels to the blue blocks. Apply the American gray labels to the blue blocks.

One player controls the American units and the other player controls the British units. The units are stood upright with the

label side facing its owning player. Players should not see the label of their opponents units until a battle is fought.

Each unit has a number rating on each side of the label on the block that represent its strength points (SP). All units start the game with the highest SP at the top of the block. This number indicates the number of dice rolled in battle. As units take "hits" in battle they reduce SP by rotating the block counterclockwise to its next lower strength. The unit name is for historical purposes only and are of the various brigade commanders during the campaign.

Unit types are as follows:



American Continental, British Regular and Hessian Infantry

Two to four SP. Movement rate is two locations per turn when moving individually. In battle they hit on die rolls of six. British and Hessian Infantry also cause American militia to flee on die rolls of "1" during battle.



American Militia Infantry - These are only in the American force and they are the units with the gray label. SP is two or three. Movement rate is two locations per turn when moving individually.

In battle they hit on die rolls of six. In battle militia flee on British/Hessian infantry die rolls of "1"



American and British Artillery

- Three SP. Movement rate is two locations per turn when moving individually. In battle they hit on die rolls of five and six.



Group Limit

Movement Rate

Leaders - One SP. Movement rate is one to three. Each leader has a group limit rating that allows him to move that number of units (Infantry, Artillery and Leaders) with his movement rate. *For example, Washington can move 7 units and himself up to 3 locations.* When moving groups, each leader can move the entire group his movement rate. Movement rate is the number on the right of the star and the group limit rating is on the left of the star. In battle leaders hit on die rolls of six.

Game Markers - There are extra blocks for tracking turns and actions available on the game tracks on the game board.

GAME SETUP

Each player starts with all of his game units at full SP. The unit placement for scenarios and the campaign game are in those sections.

SEQUENCE OF PLAY FOR EACH TURN

The American and British players receive two Action Points (AP) per game turn plus adds one or two random AP for his turn total.

To start each turn, both players roll one die to determine how many random AP he adds to his turn AP. If the number rolled is odd he adds one AP, if it is even he adds two AP. The player with the lowest total AP for the turn is the player that moves first that turn. If it is a tie, the American player moves first.

After determining the total Action Points (AP) available for each player and who moves first for the turn, the sequence of play is:

1. Player one is active and moves his units expending AP for each move.
2. Player one conducts battles as the attacker, player two is the defender.
3. Player two is active and moves his units expending AP for each move.
4. Player two conducts battles as the attacker, player one is the defender.
5. Check for victory. Both players check victory conditions for the game to determine if either player has won. If either player has met the conditions for victory, or it is the last turn of the scenario, the game is over.
6. End turn - move turn marker ahead one space on the turn track and go to step 1 to start the next turn.

The sequence of play lists the order that particular actions occur during a game turn. Unless otherwise stated the sequence is to be played in the exact order listed.

MOVEMENT

Movement occurs after a player determines his AP for a turn and he is the active player for the turn. Then he initiates movement for his units by using his AP to move leaders and the group of units with them, or move individual units.

Movement:

It costs 1 AP to move EACH individual unit without a leader present. When moving as an individual unit the unit may move to its full movement rate.

It costs 1 AP to move a GROUP of units with a leader. When moving with a leader as a group the units in the group move at

the leaders movement rate. Units moving with a leader must start with the leader in the same location, but all units that start with a leader do not have to move with the leader. Further a leader can not move more units than his group limit rating. Leaders with a movement rate of two or more may drop off and pick up units at the first location as long as he does not exceed his group limit rating while moving. Remember, leaders and units can only move ONCE per turn.

All units have a movement allowance based on unit type. Movement is from location to adjacent location connected by roads. Locations may not be skipped while moving. Unit movement allowance not used are lost; they may not be accumulated or transferred to other units. No unit may ever move more locations than its normal movement rate unless moving as a group with a leader at the leader's movement rate or a Leader Force March. Units may not move more than once in a turn.

Any number of units may be placed at one location. Any number of activated units may move from location to connected location, unless crossing the Delaware River. Movement is limited by the number of AP available, unit movement limits, and the number of units that a leader can move with him.

Units must stop and initiate a battle when moving to a location where units of the opposing player are located.

Leader Force March Movement:

After a player completes normal movement he can declare a force march attempt for a leader that has already moved and any units that moved with him. He spends one AP and rolls one die. An odd result on the die means the leader and units can not move the extra location.

If the die roll is even it allows the leader to move to the extra location. Then EACH unit rolls a die to see if they accompany the leader to the extra location. A roll of even means the unit moves to the extra location where the leader has moved. A roll of odd means it fails and the unit stays in its location and can not move to the extra location where the leader has moved.

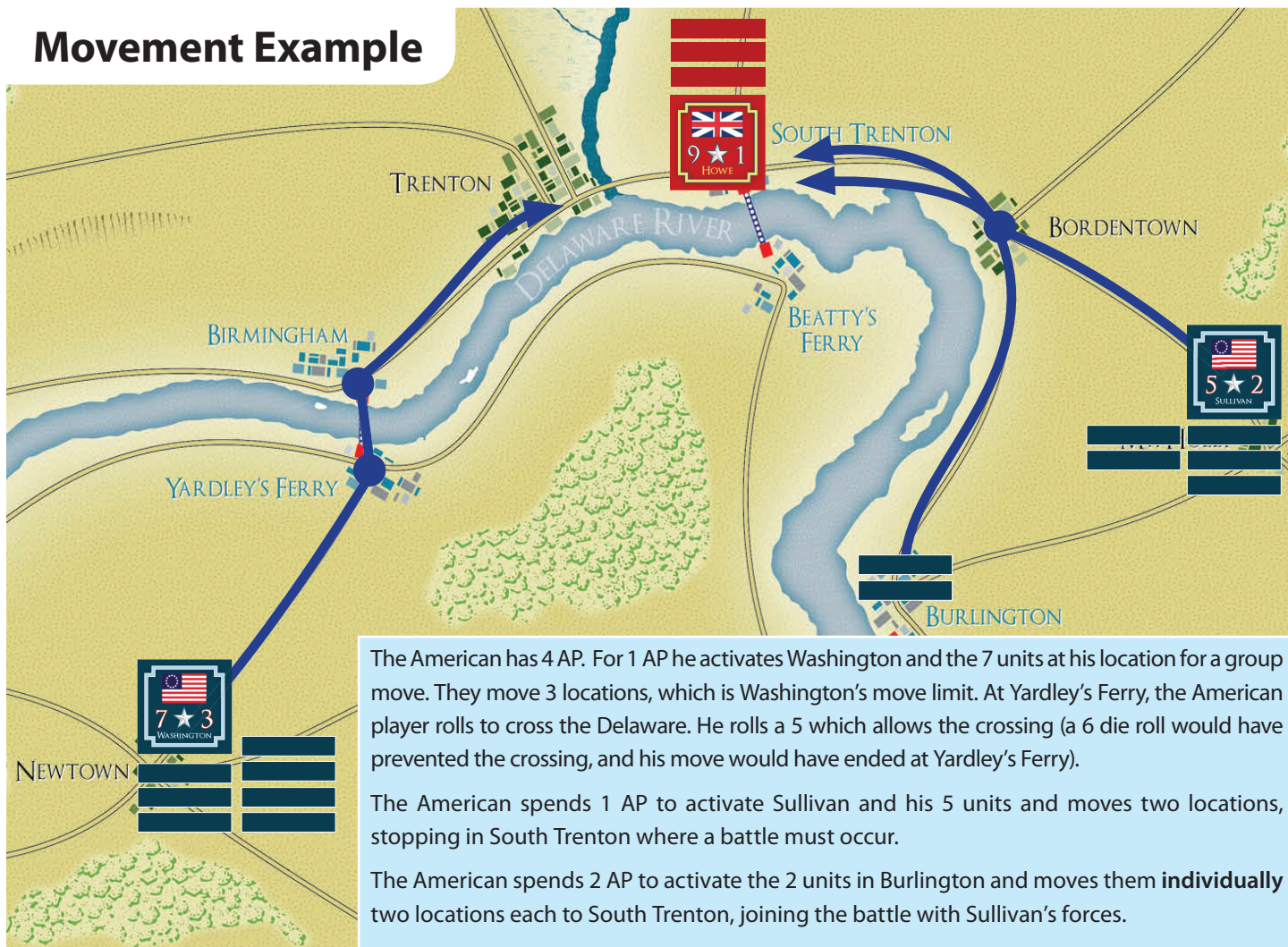
Force marches cannot be attempted to locations where opposing player units are located. Also, force marches cannot be done by the same leader in two consecutive turns.

Movement Across Rivers:

Any number of units can freely move to adjacent locations connected by roads that cross rivers during their movement. The only exception is the Delaware River.

During movement, American units may cross the Delaware river any time at these locations (Historical note: Washington

Movement Example



had all the boats on the Delaware crossing locations under American control during the campaign.). British units can only cross these locations when the Delaware River is frozen.

ANY crossing of the Delaware River is limited to 10 units/ leaders per crossing location, per player, per turn, and requires a crossing attempt die roll. A six on the attempt die roll aborts the crossing and the unit(s) move is over. When this occurs, the unit(s) that attempted to cross must remain in place at the location where the attempt was made. When a leader is leading a group of units attempting to cross the Delaware, only the leader rolls one die and the results apply to the leader and the entire group of units.

When and Where The Delaware River Freezes:

After turn ten, on any turn that BOTH players roll odd on their random AP die rolls the Delaware river is considered frozen above the Philadelphia/Cooper's Ferry for that turn. Each turn thereafter is checked to see if the river freezes and requires the random AP die rolls of each player to be odd for the turn for the river to be frozen for that turn.

BATTLE

Battles are initiated when the active player (the attacker) moves into locations occupied by the opposing player's units (the defender). Battles are mandatory when this occurs. If more than one location is having a battle, the attacker determines the order in which the battles are fought. Each battle is resolved separately before any other battles are started.

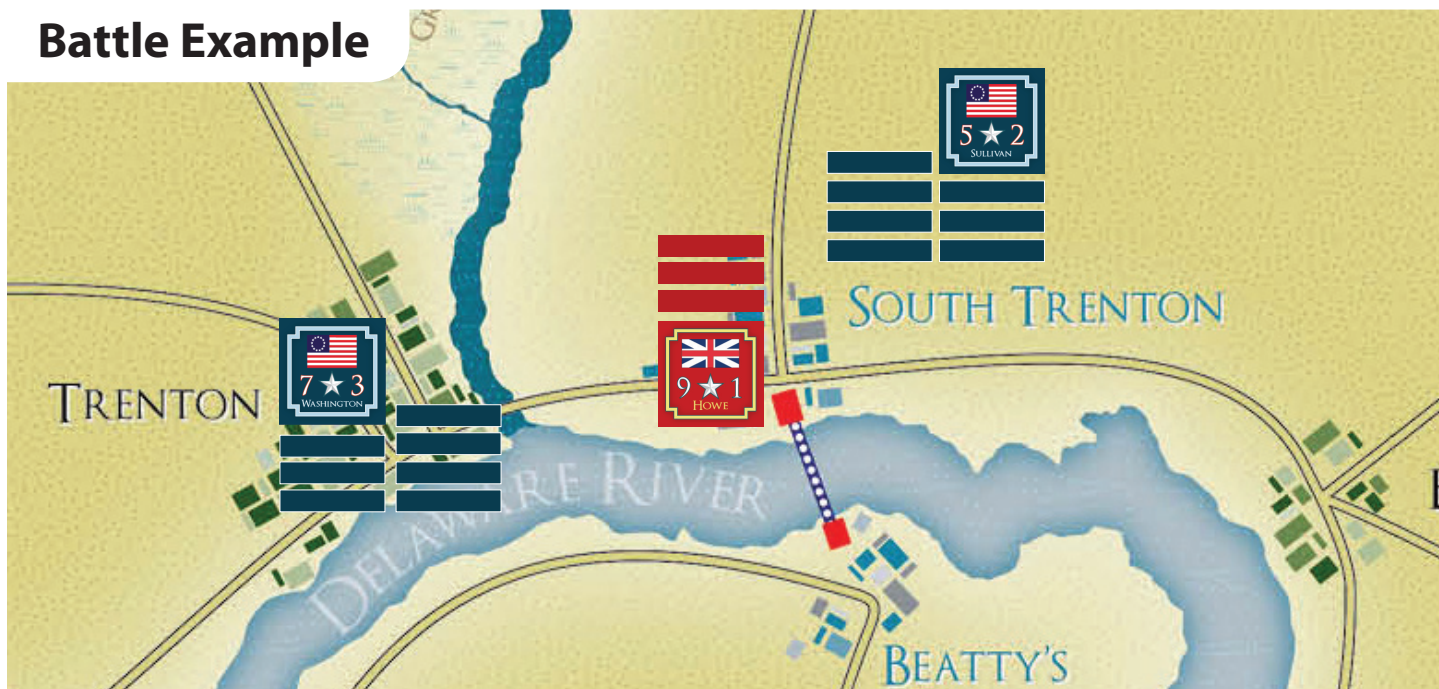
At battle locations both players reveal their units by laying them face up, their current SP at the top of the unit facing their opponent.

Battle Rounds:

Each battle is conducted in a series of battle rounds that continue until the units of one side are eliminated or withdraw. The first battle round must be completed and no withdrawal is allowed. Beginning with the second round either player may withdraw.

In each battle round the defending player fires each of his units in the battle. Any hits on the opposing player units are applied immediately. Then the attacking player fires each of his units in the battle and any hits on the opposing player units are applied

Battle Example



After American movement the battle occurs in South Trenton with Howe and Sullivan's forces. Sullivan has four 2SP Militia and three 4SP Continental Infantry units. Howe has one 3SP Artillery and two 4SP Regular Infantry units. As the defender Howe rolls first during the battle round and rolls a 3, 4, **5** with the Artillery, a **1**, 2, 3, **6** with one Infantry and a **1**, 2, 3, 4 for the other. This causes **two hits** on the American player and **two American Militia Flee** results. The American Player reduces two Militia units by 1SP each and then has those two Militia units flee the battle.

Sullivan as the attacker, now rolls in the battle round. His two remaining Militia roll 4 dice together and roll 1, 2, **6**, **6** causing **two hits**. The three Continental units roll 12 dice together, the results being all misses. Howe now reduces two units by 1SP each.

At the beginning of the second battle round Howe decides to withdraw north to Allentown. The 5 American units roll one die each during the British withdrawal rolling 1, 2, 4, **5**, **6** there by causing two hits on the withdrawing British units. Howe reduces two units 1SP each, ending the battle.

immediately. Beginning with the second battle round players can decide if they want to withdraw instead of continuing more battle rounds.

Battle Fire:

Units conduct battle fire by rolling a number of dice equal to their current SP. They roll the proper number of dice for the unit firing adjusted for attacks across rivers. Players score a hit against his opponent's units for each die rolled that is equal to or greater than the "hit number" of his firing unit.

Unit Type	Hit Numbers
Leader, Infantry, Militia	6
Artillery	5-6

For example: A 4 SP unit rolls 4 dice and a 3 SP unit would roll 3 dice, etc. If attacking a location across a river, the unit would roll one less die in the first battle round. Hits are then allocated based on the type of unit (infantry or artillery) firing, against the numbers rolled. Artillery scores hits on die rolls of 5 or 6. Infantry and leaders score hits on die rolls of 6. Units may fire in any order the firing player chooses.

Losses are applied immediately. Allocation of losses are decided by the owning player receiving the losses.

Reductions in SP are shown by rotating the block once for each hit inflicted from its current SP to the new, reduced SP. Units reduced below 1 SP are eliminated and removed from the game board.

Attacking Across Rivers - When attacking units must cross a river to an **adjacent** location defended by the opposing players units, the attacker must reduce the number of dice rolled by 1 for each attacking unit during the **FIRST** battle round. This applies to any river crossed by any means (including road, ferry or frozen river crossing).

For example, one 4 SP infantry unit and one 3 SP artillery unit are attacking across a river. During battle fire each unit would reduce the number of dice rolled by 1. The infantry unit would roll 3 dice (4 - 1 = 3), and the artillery unit would roll 2 dice (3 - 1 = 2). If in the same attack, some units attack across a river and other units are attacking without crossing the river, those not crossing the river would not reduce dice but those crossing the river would reduce dice.

American Militia Flee Battle Results:

Any time a British **Regular or Hessian Infantry** unit rolls a one on his die roll, one American militia unit must flee if present. Militia flee results are applied **AFTER** any losses. Militia units that flee are set aside and no longer participate in the remainder of the battle. If their player's units win the battle they are placed with them at the battle conclusion. If their player's units withdraw from the battle they withdraw with them to the same location and are subject to withdrawing fire.

Battle Withdrawal:

After the first round of battle is completed players may withdraw from battle starting with the second battle round. The defender makes this decision first, followed by the attacker. All withdrawal rules apply. If neither player decides to withdraw then they begin another battle round.

If a player decides to withdraw, all of their units are immediately withdrawn from the battle location before conducting any of their battle fire. The units of the player retreating (including any militia that flee in earlier battle rounds) are subject to one withdrawal battle fire round in which all the **INFANTRY** units of the opposing player in battle location each roll **ONE DIE**. Any fives and sixes rolled score hits and are applied immediately to the withdrawing units. The withdrawing player decides which units to apply any hits. The withdrawing units do not return battle fire and must follow withdrawal rules.

Withdrawal Rules:

If the defender is withdrawing, he must withdraw all units to a connected location from the battle location that has no opponents units located there and his opponent did not move from to attack the battle location. If the attacker withdraws he must withdraw all units to a connected location that he moved at least one unit from to conduct the attack.

If these conditions can not be met then all units can not withdraw and must continue to battle.

All units must withdraw to the same location. There is no splitting of forces. Units withdraw one location when withdrawing. American militia that flee in earlier battle rounds withdraw to the same location as American units.

IMPORTANT - The American player can withdraw across the Delaware River at any time, the British only when and where it is frozen. A crossing attempt die roll must be done for each round. A 5 or 6 aborts the attempt and the battle continues.

AMERICAN MILITIA DESERTION

After turn ten, the American player must temporarily remove one militia unit in play from the game any time the Washington leader unit starts a turn behind (south) the Delaware river. Place it to the side of the game board at its present SP.

One removed militia may return to the game (at the SP it was removed from the game) any time the Washington leader unit starts a turn north of the Delaware river. Place the returned militia unit with the Washington leader unit at the beginning of the American player turn.

BRITISH SUPPLY DEPOT

After turn 10 if American infantry units end a turn occupying Brunswick, the British player must reduce 8SP from his unit totals. This is a one time permanent reduction.

BATTLE BOARD

Most of the battles in this campaign involved smaller armies than in the New York campaign and that is why the battle system differs between the two games. However, we have included a battle board that can provide players additional space to set up and organize their battles. When used place your units on one side and ignore the columns (right, center and left). For the American player use the reserve as the place to put fleeing militia units.

CAMPAIGN VICTORY CONDITIONS

Victory points (VP) are earned by controlling VP locations. VP locations are as follows:

Philadelphia	5
Trenton	1
Princeton	2
Brunswick	2
Amboy	2

VP locations are controlled by the American player to start the game. The British controls these locations by occupying them with a unit or leader or being the **last side** to pass through them.

The player that has the most victory points at the end of the game turn 24 wins the Campaign game. In the case of a tie, then victory is determined the player with the most SP north of Hoffs and the Raritan river (*For example, Bridgewater, Morristown, etc.*).

The British player also wins an automatic victory the instant that the American Washington unit is eliminated. The American player wins an automatic victory on any turn that starts with the British total SP below 20.

CAMPAIGN GAME SET UP

BRITISH UNIT PLACEMENT

Hackensack	Cornwallis leader, Donop leader, Highlander, Lt. Infantry, Mathew, Grenadiers, Guards, Hessian Jager, Hessian Grenadier, Hessian Rall 1, Hessian Rall 2, 33rd Reg., 1st Artillery
Off the game board near Staten Island	Howe leader, Grant Leader, and all other remaining British units at full SP.

AMERICAN UNIT PLACEMENT

Newark	Washington leader, Greene leader, Mercer, Femoy, Stirling, Stephen, Knox 1 Artillery, Knox 2 Artillery, (1) NJ Militia at 2SP
Off the game board near Morristown	Lee leader, Sullivan leader, Glover 1, Glover 2, St. Clair, Sargent, Knox 3 Artillery, Knox 4 Artillery, Hitchcock, (2) NJ Militia at 2SP
Hoffs	(1) NJ Militia at 2SP and (1) NJ Militia at 3SP
Beatty's Ferry	(2) PA Militia units at 2SP
Philadelphia	Mifflin, (2) PA Militia units at 2SP and (1) PA Militia at 3SP

Special Set Up Rules for the Campaign Game:

The British units off board near Staten Island are available to the British player on turn 4. At the beginning of British player's turn, place them in Staten Island.

The American units off board near Morristown are available to the American player on turn 6. At the beginning of the American player's turn, place them in any combination on the following locations: Morristown, Hoffs or Flemings.

SCENARIO 1 SET UP

Christmas Surprise

Trenton December 25/26, 1776

Start on turn 11 and ends turn 24.

Turns: 14

Victory Conditions - Same as Campaign game.

BRITISH

Staten Island	Howe (leader), Cornwallis (leader), Mirbach, Stirn, Robertson, 57th Regiment
Hackensack	7th Regiment, 26th Regiment
Newark	Stirling
Woodbridge	Waldeck, 46th Regiment, 3rd Artillery
Amboy	33rd Regiment
Brunswick	Grant (leader), Matthew, Grenadiers, Guards, 2nd Artillery
Princeton	Leslie, Lt. Infantry
Hillsborough	Mawhood
Trenton	Rall 1, Rall 2, 1st Artillery
Bordentown	Hessian Grenadiers
Mount Holly	Donop (leader), Jager
Moorestown	Highlander

AMERICANS

Philadelphia	Hitchcock, (2) PA Militia units at 2SP, Mifflin
Germantown	Lee (leader), St. Clair, Knox Artillery 4
Bristol	(2) PA Militia units at 2SP and (1) PA Militia at 3 SP
Beatty's Ferry	(2) NJ Militia at 2SP and (1) NJ Militia at 3SP
McConkey's Ferry	Washington (leader), Greene (leader), Mercer, Stirling, Sargent, Glover 1, Glover 2, Knox 1, Knox 2, Knox 3
Yardley's Ferry	Sullivan (leader), Stephen, Femoy
Howell's Ferry	(2) NJ Militia at 2 SP



SCENARIO 2 SET UP

Bagging The Fox

Trenton/Princeton January 2 1777:

Starts on turn 15 and ends turn 24.

Turns - 10

Victory Conditions - Same as Campaign game. The American player can also win an automatic victory the instant he occupies both Brunswick and Amboy.

BRITISH

Hackensack	7th Regiment, 26th Regiment
Woodbridge	46th Regiment, Stirling
Amboy	33rd Regiment, 57th Regiment
Brunswick	Howe (leader), Mirbach, Stirn, Robertson
Princeton	Cornwallis (leader) Grant (leader), Grenadiers, Matthew, 1st Artillery, 2nd Artillery, 3rd Artillery, Mawhood, Leslie, Lt. Infantry, Highlander, Guards, Donop (leader), Hessian Grenadier, Hessian Jager, Hessian Waldeck

**Captured and not on the game board: Rall 1, Rall 2*

AMERICANS

Philadelphia	(2) PA Militia units at 2SP
Trenton	Washington (leader), Stirling, Sargent, Glover 1, Glover 2, Mercer, Knox 1, Knox 2
South Trenton	Greene (leader), Sullivan (leader), Stephen, Femoy, Knox 3, Knox 4, (2) NJ Militia units at 2SP and (1) PA Militia at 3SP
Crosswicks	(1) NJ Militia at 3SP
Allenstown	(1) NJ Militia at 2SP
Bordentown	Lee (leader), Hitchcock, St. Clair, and Mifflin
Howell's Ferry	(1) NJ Militia
McConkey's Ferry	(1) PA Militia
Yardley's Ferry	(1) PA Militia

"George Washington Crossing the Delaware"
by Emanuel Leutze; 1850 – p7.

"The Death of General Mercer at the Battle of Princeton, January 3, 1777"
by John Trumbull; 1831 – p1, 8.

