



The Hessians attempt to breakout towards the Princeton Road.

AWI SCENARIO

BATTLE OF TRENTON

December 26, 1776

The scenario uses the 30-men per stand scale. It can be played by three American and one or two Hessian players, takes about three hours to play, and requires a 5-ft. wide by 6-ft. deep gaming area when using 15mm figures.

Terrain

Terrain should be laid out as shown in the scenario map. Terrain effects for the scenario is as follows:

Elevations. There are two one-level elevations. A hill adjacent to the north table edge, rises just above the crossroads and runs parallel the Princeton Road, Mill Hill abuts the south table edge just below Assunpink Creek.

These hills have no crest line that block line of sight. Only the first 3" along the hill's bottom edge is considered a slope.

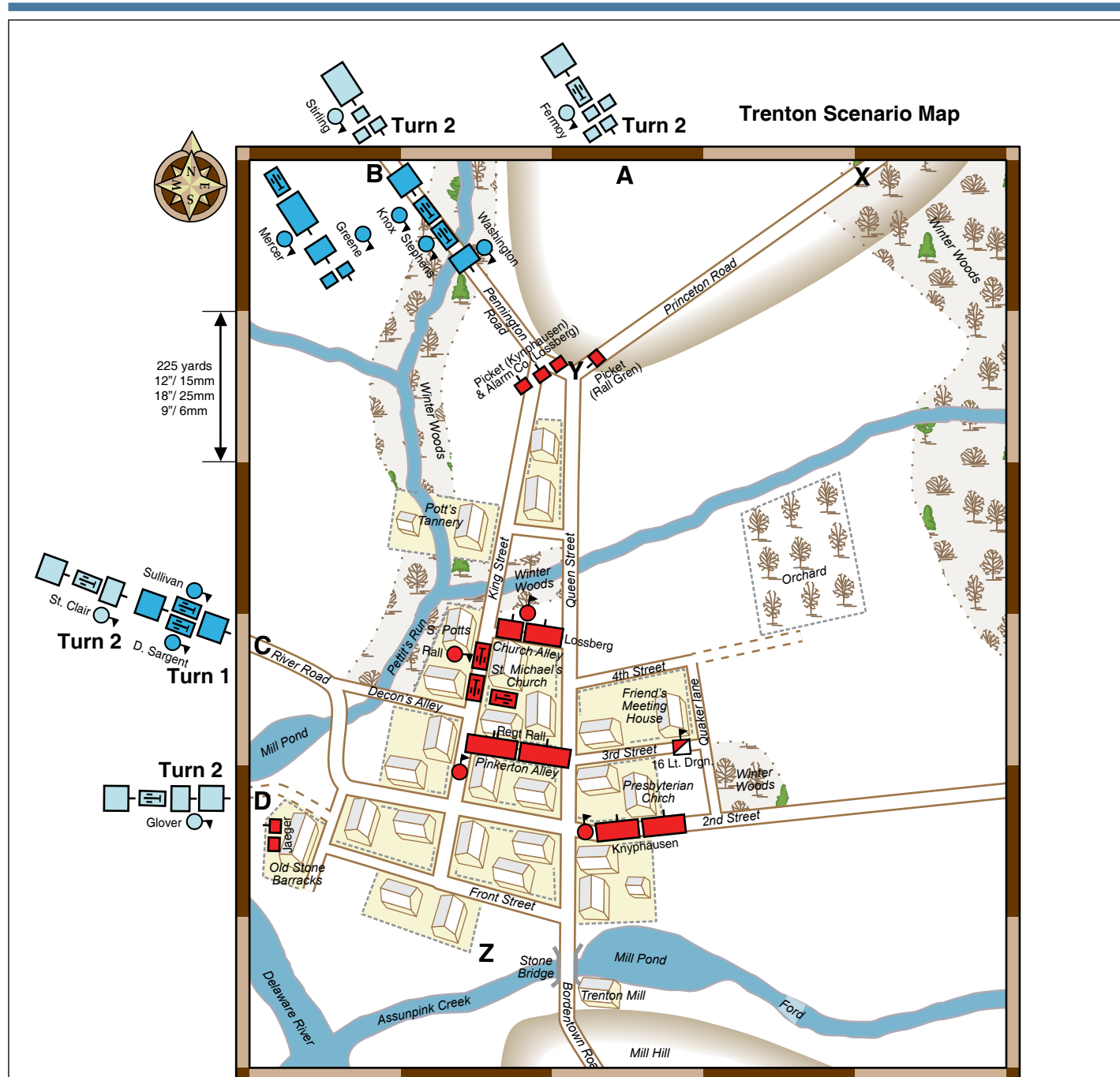
The top of the hill is level ground. A defending unit in charge combat receives a +1 modifier for favorable ground only if the attacker charged up the slope. Guns located above the slope can use plunging fire to fire over intervening units, woods, the orchard, and town blocks.

Pettit's Runs. Pettit's Run and its branches are rated broken ground to cross. In charge combat, the defender receives a +1 for favorable ground if the attacker charged across the run or branches.

Assunpink Creek, Delaware River, and Mill Ponds. Assunpink Creek flows near the south table edge to where it joins the Delaware River at the southwest corner. Both the creek and Pettit's Run also widen into mill ponds. The creek, river, and mill ponds, are impassable. However, units in march column or broken, limbered guns, and leaders may only cross the Assunpink at the stone bridge, or at the ford east of the mill pond. Units may cross the ford at the rough-ground rate.

Winter Woods. Woods are rated broken ground for movement. The lack of foliage in winter extend the line of sight out to 10". Firing stands suffer a -1 modifier for a target in partial cover when firing through woods, or a -2 if the target is in open order. In charge combat, a defending unit in woods receives a +1 modifier for favorable ground.

Orchard. The orchard is rated broken ground for movement. The orchard does not block line of sight. Firing stands suffer a



-1 modifier for a target in partial cover when firing at a target deep in the orchard, or a -2 if the target is in open order. There is no cover modifier for a target on the edge of the orchard. There is no charge combat modifier for defending in the orchard.

Trenton. Trenton is divided into 13 town blocks bordered by streets. Each town block can be represented by two or three buildings, bordered by wood fences and stone walls to define the area. Each block can be garrisoned by one infantry unit and one attached gun stand and any number of leaders. Light dragoons cannot garrison a town block.

The controlling player should state if a leader located inside a town block is attached to a unit garrisoning the same block. A leader in a town block does not exert a command radius

outside the block. Also, a leader located outside a block does not exert his command radius into the block.

A unit with a Well Handled maneuver can move half and then change formation to garrison an adjacent block. To exit, it must change formation adjacent to the block and move half. A unit with a Tardy maneuver must start adjacent to garrison a block, or it can only change formation adjacent to the block and hold position to exit.

A garrison may charge across a street to attack an adjacent block occupied by an enemy unit. Streets are defiles, so a march column may temporarily form an assault column and move half to charge down a street to attack a town block.

The buildings in the town were mostly wood structures of minor defensive value. Town blocks block line of sight. In fire

combat, the firing stands suffer a -1 for partial cover when firing at infantry or gun garrisoning a town block, or -2 for full cover if half or more of the fire points are from artillery plunging fire. A gun that unlimbered in the town must align along the edge of the enclosure and has only the standard artillery 15-degree arc of fire. In charge combat, the defending garrison receives a +1 for favorable ground.

The Trenton Mill building south of the bridge does not affect line of sight, movement, or combat.

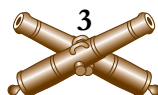
Roads and Town Streets. All roads and town streets are

snow covered, so there is no prorated road bonus. March column, broken units, limbered guns, and leaders may move at the open-ground rate on a road or street. A unit in open order with its frontage contracted to one-stand wide also may move on a road or street. A street with town blocks on both sides is a defile. A unit can temporarily change formation into a storming column to charge through a defile (see variant rules on page 14).

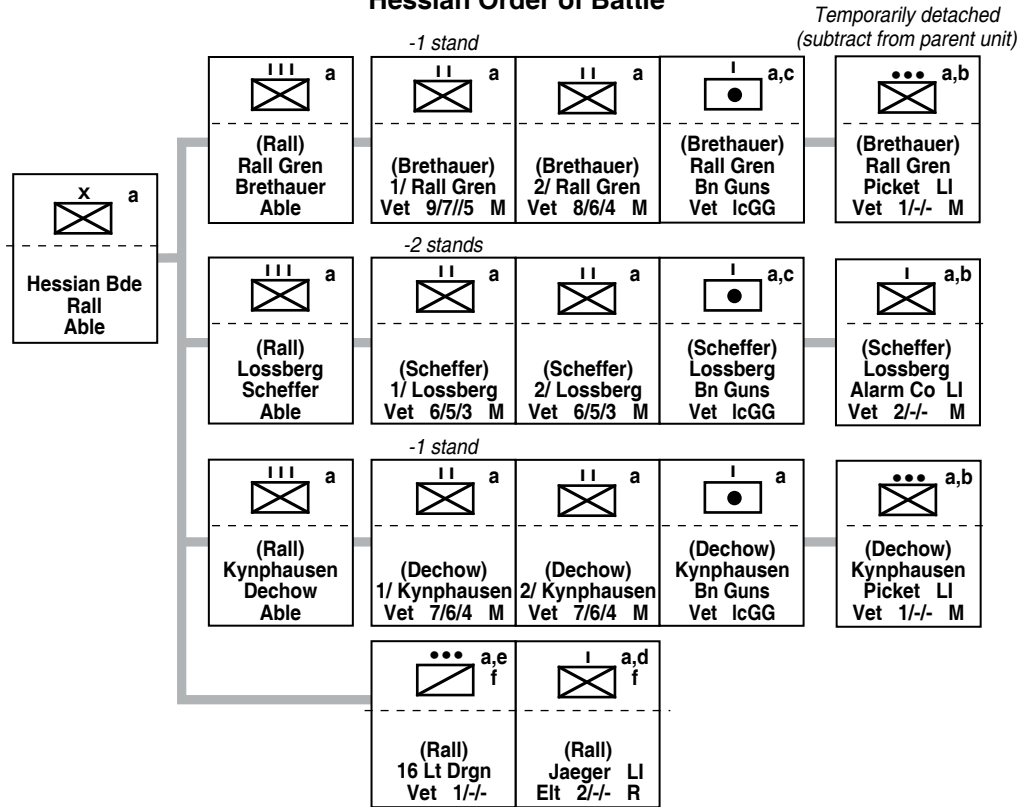
Friendly Table Edge. Broken American units must retreat toward the north or west table edge, whichever is closest.

Battle of Trenton Scenario American Order of Battle					
<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> XXXX 1 Continental Washington Gallant </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> XX 1 (Washington) Div Greene Gallant </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> X 1,7 (Washington) Artillery Knox Able </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> XX 2 (Washington) Div Sullivan Able </div>	X 1	III 1	III+ 1	I 1,8	I 1,8
	(Greene) Bde Stephens Able	(Stephens) 4 VA Vet 4/3/2 M	(Stephens) 5 & 6 VA Vet 5/4/3 M	(Stephens) Forrest Exp IcLG	(Stephens) Forrest Exp IcH
	X 1	II+ 1,9	III+ 1	III+ 1	I 1,8
	(Greene) Bde Mercer Gallant	(Mercer) MD & VA Rifle LI Vet 2/-1 R	(Mercer) 1 & 3 MD Vet 4/3/2 M	(Mercer) 20 & 27 MA Vet 8/6/4 M	(Mercer) Hamilton Exp IcGG
	X 3	3	III 3,9	II 3	I 3,8
	(Greene) Bde Fermoy Able	1 PA Rifle Hand Brave Col	(Fermoy) 1 PA Rifle LI Vet 4/3/2 R	(Fermoy) German Bn Vet 6/5/3 M	(Fermoy) Bauman Vet IcGG
X 4	III 4,9	III+ 4			
(Greene) Bde Stirling Able	(Stirling) Mile's PA Rifle LI Vet 3/2/1 R	(Stirling) DE, 1 & 3 VA Vet 8/6/4 M			
X 2	III+ 2	III+ 2	I 2,8	I 2,8	
(Sullivan) Bde D. Sargent Able	(D. Sargent) 13 & 16 MA Vet 5/4/3 M	(D. Sargent) Ward MA, 1 & 3 NY Vet 5/4/3 M	(D. Sargent) Hugg Exp IcGG	(D. Sargent) Neil Exp IcGG	
X 5	5	III+ 5	III+ 5	I 5,8	
(Sullivan) Bde St. Clair Able	5 NH Stark Brave Col	(St. Clair) 5 & 8 NH Vet 5/4/3 M	(St. Clair) 2 CT & 5 MA Vet 4/3/2 M	(St. Clair) W. Sargent Vet IcLG	
X 6	III+ 6	III+ 6	III 6	I 6,8	
(Sullivan) Bde Glover Gallant	(Glover) 14 & 19 MA Vet 6/5/3 M	(Glover) 23 & 26 MA Vet 6/5/3 M	(Glover) 3 MA Vet 4/3/2 M	(Glover) Moulder Grn IcGG	

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Battle of Trenton Scenario Hessian Order of Battle



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Broken Hessian units must retreat towards the south table edge by first attempting to cross the bridge over Assunpink Creek, or towards the ford upstream if the bridge is controlled by the Americans. If both crossings are blocked, the broken unit halts on the north bank of the Assunpink and surrenders to the first enemy unit that moves within musketry range. If a broken unit can reach the table edge and fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count towards heavy casualties.

Order of Battle

The following number of stands is needed:

STAND	AMERICAN	HESSIAN
Infantry	63	38
Infantry command	16	7
Artillery (gun with limber)	8	3
Cavalry	0	1
Cavalry command	0	0
Army/division leader	3	1
Brigade/regimental leader	7	3
Artillery leader	1	0
Brave colonel	2	0
Total	100	53

American Force. Total stands represent a force of 2,610 men and 16 guns. Reinforcements enter without a maneuver check and move at the double quick.

1) Starting units and leaders:

Army leader Washington, division leader Greene, and artillery leader Knox

Brigade leader Stephens with the 4 VA in field column, followed by a limbered 2-gun battery (Forrest's Co.), and the combined 5 & 6 VA in field column

Brigade leader Mercer with the MD & VA Rifle Bn. in open order, followed by 1 limbered battalion gun (Hamilton's Co.), combined 1 & 3 MD, and combined 20 & 27 MA, both in field column

2) Enter on turn 1 at C: division leader Sullivan, brigade leader D. Sargent with the combined 13 & 16 MA in field column, followed by 2 limbered battalion guns (Hugg's and Neil's Cos.), and the combined Ward's MA, 1 & 3 NY in field column.

3) Enter on turn 2 at A: brigade leader Fermoy, brave colonel Hand with the 1 PA Rifle in open order, followed by 1 limbered battalion gun (Bauman's Co.), and the German Battalion in field column. Units enter at a 45-degree angle to the table edge.



- 4) Enter on turn 2 at **B**: brigade leader Stirling with Miles' Rifle Bn. in open order, followed by the combined DEL, 1 & 3 VA in field column. Units enter at a 45-degree angle to the table edge.
- 5) Enter on turn 2 at **C**: brigade leader St. Clair, brave colonel Stark with the 5 & 8 NH in field column, followed by 1 limbered battalion gun (W. Sargent's Co.), and the combined 2 CT & 5 MA in field column.
- 6) Enter on turn 2 at **D**: brigade leader Glover with the combined 14 & 19 MA, and combined 23 & 26 MA, both in field column, followed by 1 limbered battalion gun (Moulder's Co.), and the combined 3 MA in field column.
- 7) Knox has a special artillery command capability (see special scenario rule).
- 8) Individual battalion guns and a 2-gun artillery company are assigned to brigade commands. Guns may only be positioned within the command radius of their respective brigade or higher division, artillery, or army command. Also, a battalion gun may unlimber within 4" of or by attaching to any unit within its brigade.
- 9) All American units have the option to deploy in open order. Three rifle units (Miles' PA Rifle, MD & VA Rifle, and 1 PA Rifle) are rated light infantry (LI) and may only deploy in open order, march column, or a temporary storming column. Rifle-armed units are not equipped with bayonets. Light infantry are not eliminated when reduced to one stand.

Hessian Force. Total stands represent a force of 1,470 men and 6 guns. All Hessian units start on the table. There are maneuver check and movement restrictions in the first two game turns (see special scenario rules).

a) Starting units:

Brigade leader Rall

Regimental leader Brethauer with 1 Bn. and 2 Bn. of Rall Grenadier Regt. in line, and 1 (Rall Gren) battalion gun

Regimental leader Scheffer with 1 Bn. and 2 Bn. of Lossberg Fusilier Regt. in line, and 1 (Lossberg) battalion gun

Regimental leader Dechow with 1 Bn. and 2 Bn. of Knyphausen Fusilier Regt. in line, and 1 (Knyphausen) battalion gun

Two 1-stand Picket Detachments (Rall Gren and Knyphausen), one 2-stand Alarm Company (Lossberg), one 2-stand Jaeger Company, and one 1-stand 16 Lt. Dragoon Det., all in open order

- b) The two picket detachments and the alarm company are temporary units that should attempt to rejoin their parent unit (see special scenario rule). The detached pickets and alarm company are rated light infantry (LI) and may only deploy in open order or march column,

- c) Each battalion gun is assigned to a separate regimental

commands. Guns may only be positioned within the command radius of their respective colonel or the brigade leader. Also, a battalion gun may unlimber within 4" of or by attaching to any unit within its regiment. Battalion guns from different regiments may only fire at the same target when within the command radius of brigade leader Rall.

- d) The Jaeger Company are light infantry armed with rifles and rated as marksmen (mkR). They are not equipped with bayonets and cannot charge with cold steel. They only may deploy in open order or march column. The jaegers are not eliminated when reduced to one stand.
- e) The light dragoons maneuver as a single stand unit that must remain mounted, and may only deploy in open order or march column. They may charge with cold steel.
- f) The jaegers and light dragoons have an alternate retreat route (see special scenario rule).

Game length

The time scale for each game turn represents 10-minutes. The game is 12 turns long starting with the Hessian player turn at 8:00 AM, and ends after the American player turn at 9:50 AM. The game can end sooner if the Hessians surrender (see Hessian Escape or Surrender).

Victory Conditions

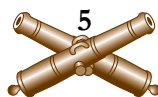
One side must acquire more victory points than their opponent to claim victory. Victory points are awarded at the end of the game for inflicting heavy casualties and greater losses on the opposing side, and for Hessian troops that escape off the table. There are no victory points awarded for controlling a key position, however the loss of the position will cause a negative die roll modifier during a maneuver check.

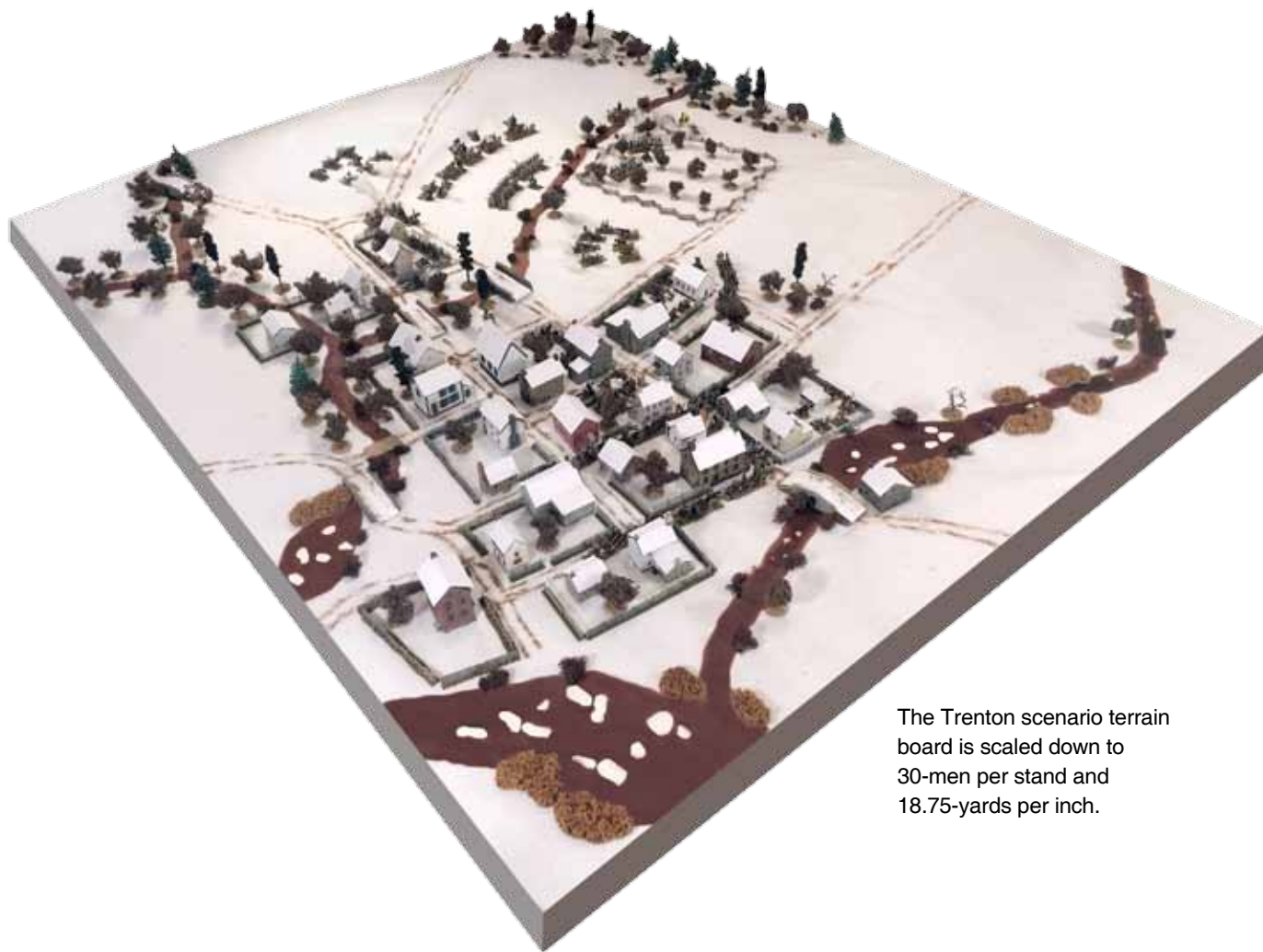
Heavy Casualties. The American player receives one victory point after the Hessians lose 15 (30%) troop or gun stands. The Hessian player is awarded one victory point after the Americans lose 22 (25%) troop or gun stands. After an army reaches its threshold for heavy casualties, all units receive a -1 modifier in subsequent maneuver checks.

Greater Losses. An army is at greater losses when its total troop and gun stands lost exceed the total stands lost in the enemy army. The modifier for heavy casualties increases to a -2 to the army that currently is at greater losses. The side that inflicts greater losses on the enemy at the end of the game is awarded a victory point.

Hessian Escape or Surrender. Historically, Colonel Rall marched his troops towards the orchard northeast of the town, intending to escape on the Princeton Road. However, the Hessians were forced to surrender after failing to break through the American troops blocking their escape. To encourage the opposing players to make the same tactical decisions as their historical counterpart, the Hessians are awarded additional victory points for escaped troops.

At the start of any Hessian player turn after they gain control of the Princeton Road, the player controlling Colonel Rall





The Trenton scenario terrain board is scaled down to 30-men per stand and 18.75-yards per inch.

or his replacement leader, may declare their escape towards Princeton. All Hessian units and leaders within 2" of the road may voluntarily exit the table. The units are then moved off the north table edge, regardless of their facing and proximity to any American units. The Hessians are awarded one additional victory point if at least 20 (40%) Hessian troop and gun stands escape off the table, or two victory points if 25 (50%) or more stands escape. No points are awarded for escaped leaders.

Two small units, the Hessian jaegers and British light dragoons, may choose to take an alternate escape route across the bridge over Assunpink Creek. If the bridge is blocked, they may cross the creek at a narrow ford further upstream. After crossing the creek, the units immediately exit the south table and count as escaped stands for determining victory points. No other units may take the southern escape route.

If at any time during the game the Hessians have reached both heavy casualties and greater losses, and they clearly have no chance of escaping with enough troops to receive additional victory points, their controlling player has the option to continue the fight until turn 12, or end the game sooner by surrendering the remaining Hessian units to avoid further bloodshed. All Hessian units must surrender at the end of turn 12 if they

are at both heavy casualties and greater losses.

Can the Hessians Win? For reasons only known to the mortally wounded Hessian commander, Colonel Rall chose not to fall back to defend the high ground south of Assunpink Creek. Perhaps he thought he was surrounded, or his decision was clouded by his own contempt for the American army. Rall's fatal decision left the Hessians with only two tactical options, either stay and defend Trenton, or retreat northeast towards Princeton.

The Battle of Trenton is a tough fight for the Hessians. Surprised and outnumbered, the Hessians will likely suffer both heavy casualties and greater losses, which will award the Americans 2 victory points. However, the Hessians can win the battle if they successfully escape with 50-percent of their stands, while inflicting heavy casualties on the Americans, for a total of 3 Hessian victory points. The Hessian also can win with 2 victory points in the unlikely chance the Americans suffer both heavy casualties and greater losses by the end of turn 12.

The battle can end in a draw if the Hessians can gain two victory points, by either escaping with 40-percent of their force while inflicting heavy casualties on the Americans, or if they can escape with 50-percent of their troops without inflicting

heavy casualties on the enemy.

Key Position. There are two key positions. The Princeton Road between points X-Y is a key position for the Hessians to seize control. The 13 town blocks between Y-Z that collectively form Trenton are a key position for the Americans to gain control. No victory point is awarded for controlling a key position, however, a negative modifier during their maneuver check is applied to the side that loses a key position.

The Princeton road is a key position that neither side controls at the start of the scenario. The Hessians gain control of the road after one or more Hessian infantry units contacts the road between X-Y. Smaller units that include the pickets, alarm company, jaegers, light dragoons, and battalion guns cannot control the road. All American units receive a -1 modifier in subsequent maneuver checks for the loss of a key position. If all Hessian infantry units are pushed off the road in a later turn, the negative modifier for the Americans no longer applies until the Hessians retake the road.

On any turn after the Hessians gain control of the road, they may voluntarily escape off the table (see previous section on Hessian Escape or Surrender).

The Hessians control Trenton at the start of the game. To gain control of the town, the Americans must search each town block even if it is not currently occupied by an enemy unit. To search for Hessians in a town block, one American infantry unit must garrison the block for at least one turn. The occupying unit may exit on a later turn, and it can cross a street to occupy an adjacent town block or to attack it if it is garrisoned by an enemy unit. Once a town block has been occupied, it

remains under American control as long it is not reoccupied by a Hessian infantry unit in a later turn. After the Americans have searched the entire town and it is no longer occupied by enemy units, all Hessian units receive a -1 modifier in subsequent maneuver checks. If the Hessians reoccupy one or more town blocks on a later turn, the negative modifier to the Hessians does not apply until the American have once again cleared the town of all Hessians.

Special Scenario Rules

Surprise Attack. Depending on which historical account you believe, the Hessians either were suffering from a holiday hangover and caught completely by surprise, or they were alert and sober when their pickets raised the alarm. For play balance, we decided to apply a modest penalty on the Hessians during the first two game turns.

On turn one, all infantry units start the scenario at their mustering point, aligned on a street in line formation in Trenton. That night, Regiment Rall was placed on high alert. The troops slept beside their weapons and dressed in full uniform. Therefore, the two Rall infantry units are rated worn in their maneuver check on the first turn, and the Rall battalion gun, located in the street adjacent to brigade Rall's headquarters, can only can limber and move. The infantry units in Regiments Knyphausen and Lossburg were less alert, so they are rated spent when applying modifiers to their first maneuver check.

The battalion gun stands from both regiments can only limber and hold position. Brigade leader Rall starts with no restrictions, at his headquarters on Queen Street. There are no restrictions placed on the pickets, alarm company, and jaegers on

The Hessians march from their muster points in the streets of Trenton. *Photo by Mike Wedding.*



turn 1. The light dragoons billeted in the Friends Meeting House only can mount up and move half on turn 1.

On turn two, the Knyphausen and Lossburg regiments are rated worn in their maneuver checks. There are no restrictions on Regiment Rall and all battalion guns on turn 2.

Light Infantry and Dragoons. There are several small units designated as light infantry on both sides. These are two single-stand Hessian pickets from the Rall and Knyphausen regiments, a 2-stand alarm company from Lossberg, a 2-stand jaeger company, and three 2- to 4-stand American riflemen units. There is also a single-stand detachment of British light dragoons.

Light infantry units and the dragoons may only deploy in open order or march column. Light infantry also can garrison a town block. The modifiers for a single stand unit cannot be used as the best unit when there are more than one participating units in the charge combat. The 1-stand unit is counted when determining which side receives the outnumbered modifier, however it can no longer contribute a modifier for cold steel, enfilade, or outflank. The light dragoons must remain mounted.

Pickets and Alarm Company. The Hessian pickets and alarm company are temporarily detached from their larger parent infantry units. The pickets and alarm company are rated as light infantry and considered to be in-command at all times. The only formation permitted is open order. As long as they maneuver as independent units, their parent unit will not be at full (fresh) strength until the detachment returns to its unit. To rejoin their parent unit, the detachment can either move into contact with the larger unit, or the parent unit can move into contact with the detachment. Rejoining is a free maneuver, and the stands from the detachment can continue to move with the parent unit after rejoining it.

Artillery Leaders and Massed Artillery Fire. Henry Knox is the chief of artillery for the Continental Army. All artillery units, regardless of their command assignment may unlimber within the command radius of Knox. Colonel Rall, or his replacement leader, may serve as an artillery leader for the Hessian battalion guns. All guns, regardless of their command assignment, may unlimber within the command radius of their artillery leader.

With a few exceptions, individual battalion guns and artillery companies must fire at separate targets. Two or more artillery units may “mass” their fire upon the same target only if the target is in canister range, or the closest or only target, or within the command radius of a designated artillery leader.