



The battle at Oriskany August 6, 1777

"I will face the enemy!" (General Herkimer)

Orders of battle

Tyron County Militia. Brigadier General Nicholas Herkimer (T:2 / I:2 / C:2)								
Set up	Unit	#		Q	W	S	Morale	Hits
A	Oneida Indians	1	3/2	U	I	Y	8 7 6 5 4 3 2 1	□□
B	Cox's New York Militia	6	1/1	U	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
C	Bellinger's New York Militia	5	3/2	U	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□
D	Paris' New York Militia	5	3/2	U	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□
E	Visscher's New York Militia	5	3/2	U	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□

- American units do not set up, but enter the mapboard at the eastern road entry in the order assigned in the table. The train of the column is located between Paris' and Visscher's regiments. Oneida Indians set up 5 inches in front of the leading element of Cox's regiment.
- All elements in Herkimer's command enter the map with a MANOEUVRE and may not countermand this before the ambush is started. Likewise; Herkimer may not change the general MANOEUVRE order before the ambush starts.
- All elements, except the Oneida Indians, enter the map in a two stand wide march column. These 2 stand wide columns may, using a FORMATION CHANGE, change into a double line where the two lines are facing back to back. This will effectively allow the militia to stay on the road, facing both south and north. However:
 - All units in back-to-back lines will suffer a -1 penalty to their morale.
 - Fire from a back-to-back line may be fired in both directions faced by the double line, but only at half strength in each direction. The back-to-back line will still have open flanks in both ends.
- Oneida Indians roll for morale as militia infantry with muskets.
- All units may countermand orders individually as if they contained an officer with tactical ability 2, but only after the position of the loyalists have been revealed and the ambush is apparent.
- None of the militia have bayonets, but have a +1 modification when rolling for moral.
- The patriot train is not included in the above since it cannot fire. However, the train is considered to have a moral of 6 and can sustain a total of 4 hits. These hits can ONLY be taken as the result of MELEE, not as ranged fire in any way.
- All patriot units suffer from SURPRISE starting with the first volley of the ambush.



Ambush party. Lieutenant Colonel Johnson (T:1 / I:1 / C:1)								
Set up	Unit	#		Q	W	S	Morale	Hits
A	Royal Regiment of New York	4	3/2	V	M	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□
B	Butlers Militia	2	3/2	U	M	Y	8 7 6 5 4 3 2 1	□□□ □□□

Iroquois ambush party. Joseph Brandt (T:3 / I:2 / C:3)								
Set up	Unit	#		Q	W	S	Morale	Hits
	Iroquois war party	1 2 3 4 5	3/2	U	I	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
	Iroquois war party	1 2 3 4 5	3/2	U	I	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
	Iroquois war party	1 2 3 4 5	3/2	U	I	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
	Iroquois war party	1 2 3 4 5	3/2	U	I	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
	Iroquois war party	1 2 3 4 5	3/2	U	I	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
	Iroquois war party	1 2 3 4 5	3/2	U	I	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□
	Iroquois war party	1 2 3 4 5	3/2	U	I	Y	8 7 6 5 4 3 2 1	□□□ □□□ □□□ □□□ □□□

- Prior to the beginning of the game the British player secretly notes the location of the ambush. This is the place where the two units under Lieutenant Colonel Johnson have blocked the road and are laying hidden, waiting for the patriots to walk into the trap. Also, on 10 of the outer gameboards (marked on the map) he places on each a stand of Indian warriors. These stands of Indians will in the following be know as Dummy Stands.
- Each dummy stand may move as an Indian unit, but may not fire. Should a dummy stand at any point during the game get within the ZOC of an enemy unit it must immediately convert from a dummy stand to a regular unit. The content of each dummy stand is determined by rolling 2d10 and comparing the sum of the roll to the following table.
- Note that the two dice must be of different color (colored and white) or otherwise be discernable. Should the colored dice be 1 to 4 the dummy stand contains no real units and were simply the result of the imagination of the patriots. If the colored dice is from 5 to 10 the dummy stand contains real units and the composition and morale of the unit is immediately revealed.

2d10	Unit size	% chance
6-8	2 stands	10
9-13	3 stands	45
14-17	4 stands	35
18-20	5 stands	10

- Indian dummy stands may also initiate a charge prior to rolling on the above table. In order to make such a dummy charge the dummy stand is considered to have a morale of 6 (all other modifications apply normally). Should the dummy stand be successful it may charge as if it was a regular unit, such forcing the American unit to check its morale. However, at the time



the dummy stand enters the receiving units ZOC it must immediately roll on the above table and be converted from a dummy stand to a regular stand.

- Should any indian stands (dummy or real) come within 3 inches of the patriot train, it must immediately roll a moral check and if successful suffers no further effect. If it fails the moral check it must immediately adopt an ATTACK order and charge the train.
- All British units start the game with a MANOEUVRE order. However, the two units directly under Johnson command may not move until after the first volley has been fired. Should they move prior to firing the first volley all ambush benefits will be lost. When the first game turn begins, all indian units will immediately go to an ATTACK order which may then subsequently (but not in the same turn) be countermanded.
- All indian units may countermand orders as if they were accompanied by an officer with a tactical ability of 2.

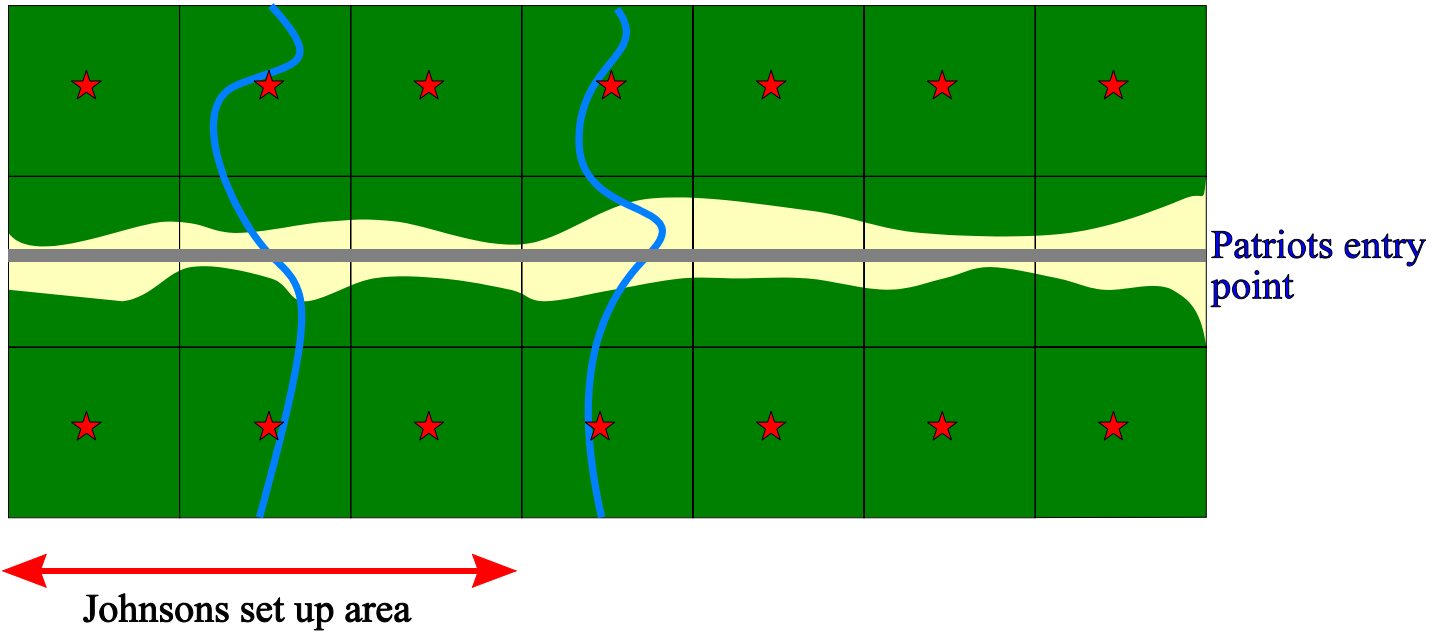
Victory Conditions

The game begins at 0900 and ends at the end of the 1100 turn. However, time does not start until the turn where the first shot is fired from Johnsons ambush party. Until then, the American player simply moves his column on the road and the British player may also move his indian dummy stands, but without time running.

+1	To the British player for each patriot regiment that is either routed or panicked and leaves the board.
+1	To the patriot player for each regiment that exits the board from the entry point in good order
+2	To the patriot player for each regiment that exits the board via the road towards Fort Stanwix
+2	For destroying the patriot supply train to the British player and +2 to the patriots to keep the train intact until game end.
+1	To inflict the most casualties



The Mapboard



- All boards are considered WOODS.
- Red stars mark the board where indian dummy stands may set up.
- Both of the streams are ravines and moving across them is considered a movement UP SLOPE.