

WASHINGTON'S CROSSING

Game Setup Chart

Princeton Scenario



First Turn: **12 am on January 2, 1777**

Last Turn: **12 pm on January 6, 1777**

Previous Turn's Weather: **Rain**

All rules and victory conditions remain the same as in the campaign game.

BRITISH SETUP

Beginning Activation Points: **30**

Activation Points: **8 per Day**

Available Entrenchments: **2**

Setup First

*British reinforcements have not been accelerated.
The British still have the special force march available.*

Within two hexes of 1818



TROOPS: 1,800



TROOPS: 280

FATIGUE
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TROOPS: 1,700



TROOPS: 2,180



TROOPS: 1,980

HEX 1820 (Princetown)



TROOPS: 1,000

HEX 1715



TROOPS: 1,100

HEX 1807 (Brunswick)



HEX 2401 (Amboy)



TROOPS: 1,100

The Princeton scenario is a shorter scenario simulating Cornwallis on the attack to drive the Americans back into Pennsylvania and ending with the American victory at Princeton and the liberation of most of New Jersey from the British occupation.

AMERICAN SETUP

Beginning Activation Points: **20**

Activation Points: **8 per Day**

Available Entrenchments: **4**

Victory Points: **8**

*The American once per game special force march has been used.
The American dawn attack modifier is still available.*

HEX 2026



TROOPS: 400

HEX 1927



TROOPS: 600

Within one hex of 2029



TROOPS: 140



TROOPS: 1,200



TROOPS: 350



TROOPS: 600

HEX 2925 (Allentown)



TROOPS: 250

HEX 1630



HEX 2828 (Crosswicks)



TROOPS: 900



TROOPS: 350

HEX 2630 (Bordentown)



TROOPS: 1,800



TROOPS: 450

HEX 1953 (Philadelphia)



TROOPS: 500

