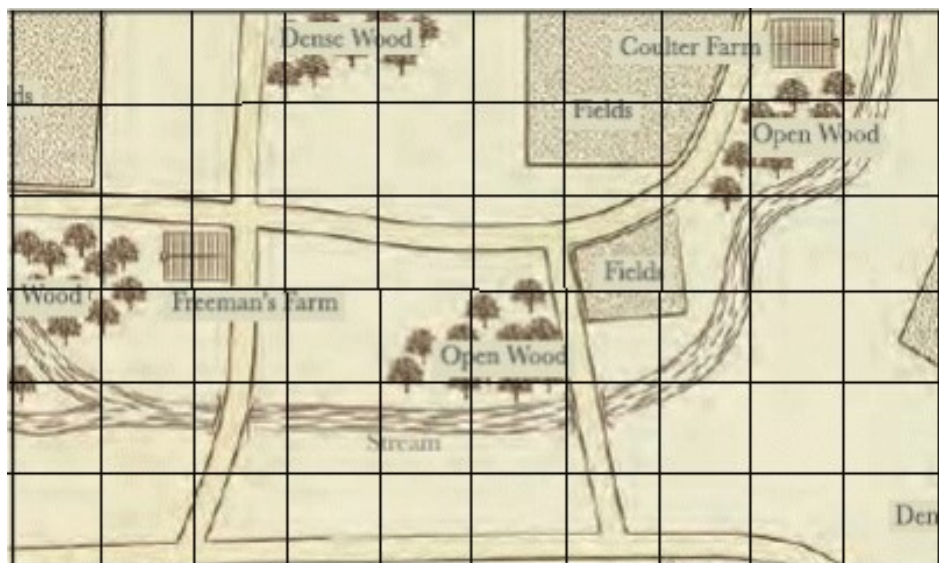


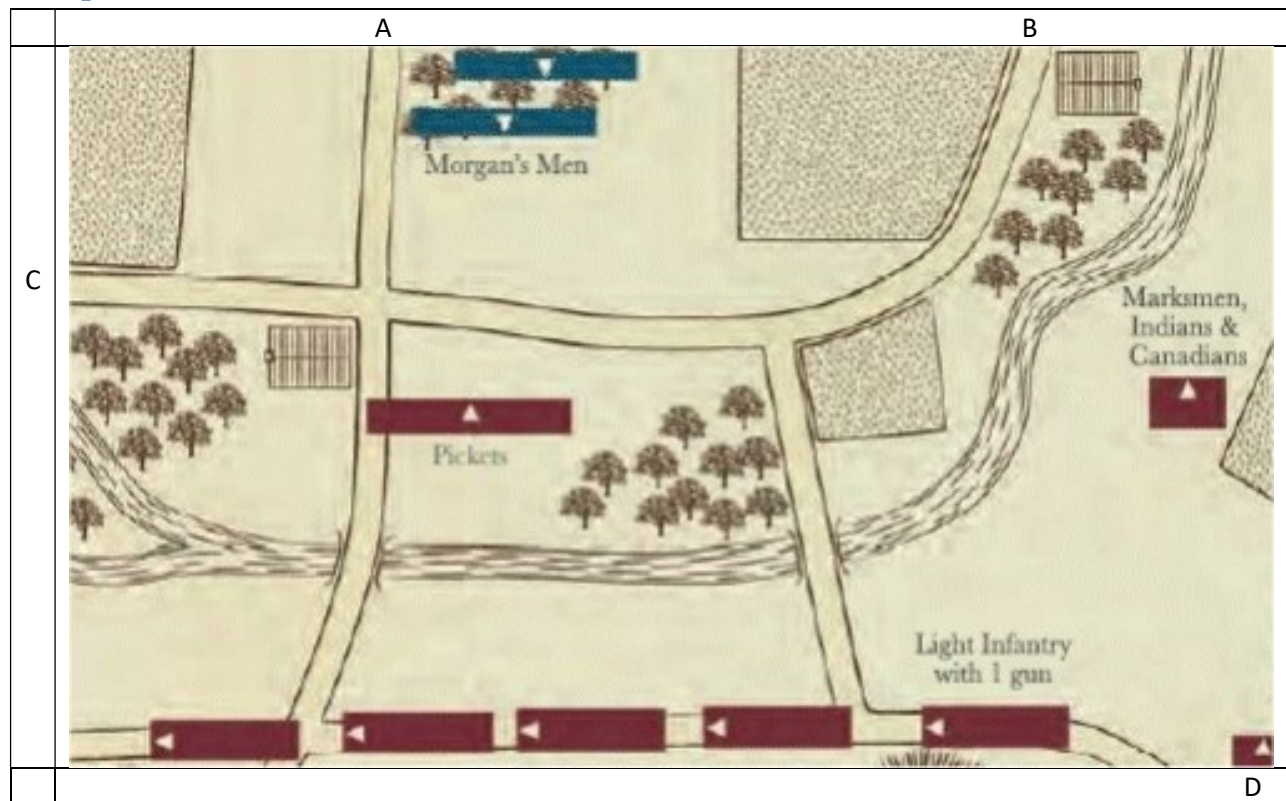
Freeman's Farm Revised

The Table



Terrain Effects		
Type	Movement	Morale Save (Shooting/1 st rnd H2H)
Dense Woods	Infantry in skirmish order may move at half pace	+2
Open Woods	Infantry in skirmish order may move at half pace	+1
Fields	Infantry in skirmish order may cross with no penalty. Other infantry move at half pace. Artillery may not enter except on roads.	-
Farm Buildings	Impassable	-
Streams	Infantry requires 6" to cross. Artillery may only cross at bridges.	-
Fences	Infantry requires 6" to cross. Artillery may only cross through gates.	-

Dispositions



A – Poor's Brigade Entry (Turn two)

B – Learned's Brigade Entry (Turn two)

C – German Brigade's Entry (Enters after either of the British brigades breaks)

D – Fraser's Brigade (Turn one)

Orders of Battle

<p>The British</p> <p>Commander in Chief Lt Gen. John Burgoyne (Staff Rating 8)</p> <p>Hamilton's Brigade</p> <ul style="list-style-type: none"> • Pickets (Small) • 9th Foot (Standard) • 20th Foot (Standard) • 21st Foot (Standard) • 62nd Foot (Standard) • 6lb Artillery (Med) <p>Fraser's Brigade</p> <ul style="list-style-type: none"> • Indians (Small) • Canadians (Small) • Corps of Marksmen (Small) • Grenadiers (Standard) • Light Infantry (Standard) • Loyalists (Small) • 3lb Artillery (Light) <p>Von Breyman's German Brigade</p> <ul style="list-style-type: none"> • Grenadier Battalion (Standard) • Light Battalion (Standard) • Jaegers (Small) • 6lb Artillery (Med) 	<p>The Americans</p> <p>Commander in Chief Maj Gen Benedict Arnold (Staff Rating 8)</p> <p>Morgan's Brigade</p> <ul style="list-style-type: none"> • Riflemen (Standard) • Dearborn's Light Infantry (Standard) <p>Poor's Brigade</p> <ul style="list-style-type: none"> • 1st New Hampshire (Standard) • 2nd New Hampshire (Standard) • 3rd New Hampshire (Standard) • 2nd New York (Standard) • 4th New York (Standard) • 1st Connecticut Militia (Standard) • 2nd Connecticut Militia (Standard) <p>Learned's Brigade</p> <ul style="list-style-type: none"> • 2nd Massachusetts (Standard) • 8th Massachusetts (Standard) • 9th Massachusetts (Standard) • 1st Canadian Regiment (Standard)
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Objectives

The British are attempting to turn the American flank at Bemis Heights. They win if they can exit a brigade on either of the roads on the American side of the table. If one side forces the other to withdraw, they win. If neither condition has been met when the game breaks up, the side that has broken the greater number of the opponent's brigades wins.

Stats and Special Rules

American Stats and Special Rules							
Unit	Type	Armament	Hand to Hand	Shooting	Morale	Stamina	Special
Dearborn's Light Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	Skirmish, Marauders, Sharpshooters
Morgan's Riflemen	Infantry	Rifled Muskets	6	3	4+	3	Skirmish, Marauders, Sharpshooters

Line Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Treeing
Connecticut Militia	Infantry	Smoothbore Muskets	6	3	4+	3	Unreliable, Treeing

First Fire +1 dice the first time they fire.

Marauders ignore distance penalties when receiving orders.

Sharpshooters may reroll one miss each time they shoot.

Treeing non-skirmish units may assume skirmish formation in the woods.

Unreliable do not move if the order roll equals the staff rating.

British Stats and Special Rules							
Unit	Type	Armament	Hand to Hand	Shooting	Morale	Stamina	Special
Pickets	Infantry	Smoothbore Muskets	4	2	4+	2	Skirmish, Small, Marauders, Wavering
Line Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Crack, Steady, Treeing
Indians	Infantry	Smoothbore Muskets	4	1	5+	2	Skirmish Only, Small, Bloodthirsty, Unreliable, Wavering
Canadians/Loyalists	Infantry	Smoothbore Muskets	4	2	4+	2	Small, Unreliable, Wavering, Treeing
Marksmen	Infantry	Smoothbore Muskets	4	2	4+	2	Small, Skirmish, Unreliable, Wavering, Sharpshooters
British Grenadiers	Infantry	Smoothbore Muskets	7	3	4+	4	First Fire, Crack, Steady, Treeing
British Light Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Crack, Steady, Skirmish
German Grenadiers	Infantry	Smoothbore Muskets	6	3	4+	4	First Fire, Crack, Steady, Treeing
German Light Infantry	Infantry	Smoothbore Muskets	6	3	4+	4	First Fire, Crack, Steady,

							Skirmish
Jaegers	Infantry	Rifled Muskets	4	2	4+	2	Small, Skirmish, Sharpshooters, Marauders, Wavering
Artillery	Artillery	Smoothbore Artillery	1	2-2-1	4+	2	No Grape

Crack may reroll one failed Morale Test each time they take casualties, if they have taken no casualties so far in the battle.

First Fire +1 dice the first time they fire.

Marauders ignore distance penalties when receiving orders.

No Grape The British artillery was not supplied with canister or grape (NPS). Short range attacks are fired as if Medium range.

Sharpshooters may reroll one miss each time they shoot.

Steady reroll misses in the first round of combat in the first close combat.

Treeing non-skirmish units may assume skirmish formation in the woods.

Unreliable do not move if the order roll equals the staff rating.

Wavering must take a break test whenever they take casualties.

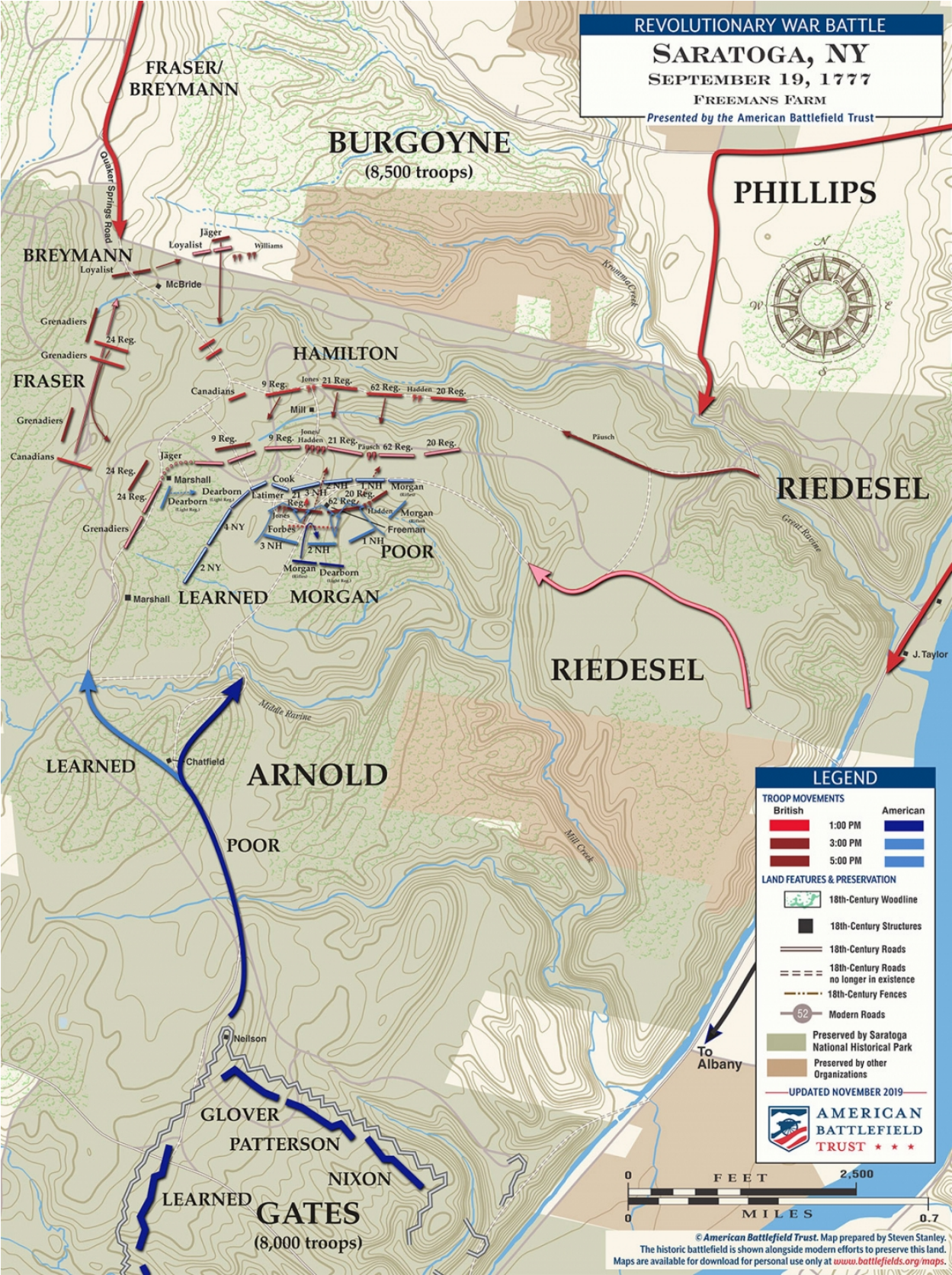
Links

[Saratoga - Freeman's Farm - September 19, 1777 | American Battlefield Trust \(battlefields.org\)](https://battlefields.org/saratoga-freemans-farm-september-19-1777)

[The 1st Battle at Saratoga - The Battle of Freeman's Farm - YouTube](https://www.youtube.com/watch?v=...)

[TABLE OF ORGANIZATION \(saratoganygenweb.com\)](https://saratoganygenweb.com)

[Original Black Powder 1.0 Scenario](#)



Freeman's Farm – Fraser's Brigade

Commander: in Chief: Lieutenant General John Burgoyne

Staff Rating: 8

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Indians	Infantry	Smoothbore Muskets	4	1	5+	2	Skirmish Only, Small, Bloodthirsty, Unreliable, Wavering
Canadians	Infantry	Smoothbore Muskets	4	2	4+	2	Small, Unreliable, Wavering, Treeing
Corps of Marksmen	Infantry	Smoothbore Muskets	4	2	4+	2	Small, Skirmish, Unreliable, Wavering, Sharpshooters
24 th Foot	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Crack, Steady, Treeing
Converged Grenadiers	Infantry	Smoothbore Muskets	7	3	4+	4	First Fire, Crack, Steady, Treeing
Converged Light Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Crack, Steady, Skirmish
Loyalists	Infantry	Smoothbore Muskets	4	2	4+	2	Small, Unreliable, Wavering, Treeing
3lb Light Artillery	Artillery	Smoothbore Artillery	1	2-2-1	4+	2	No Grape, Range: 36"

Special Rules

Crack may reroll one failed Morale Test each time they take casualties, if they have taken no casualties so far in the battle.

First Fire +1 dice the first time they fire.

No Grape The British artillery was not supplied with canister or grape (NPS). Short range attacks are fired as if Medium range.

Sharpshooters may reroll one miss each time they shoot.

Steady reroll misses in the first round of combat in the first close combat.

Treeing non-skirmish units may assume skirmish formation in the woods.

Unreliable do not move if the order roll equals the staff rating.

Wavering must take a break test whenever they take casualties.

Freeman's Farm – von Breymann's Brigade

Commander: in Chief: Lieutenant General John Burgoyne **Staff Rating:** 8

Crown Forces: Stats and Special Rules							
Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Grenadier Battalion	Infantry	Smoothbore Muskets	6	3	4+	4	First Fire, Crack, Steady, Treeing
Light Battalion	Infantry	Smoothbore Muskets	6	3	4+	4	First Fire, Crack, Steady, Skirmish
Jagers	Infantry	Rifled Muskets	4	2	4+	2	Small, Skirmish, Sharpshooters, Marauders, Wavering
6lb Artillery	Artillery	Smoothbore Artillery	1	2-2-1	4+	2	No Grape, Range: 48"

Special Rules

Crack may reroll one failed Morale Test each time they take casualties, if they have taken no casualties so far in the battle.

First Fire +1 dice the first time they fire.

Marauders ignore distance penalties when receiving orders.

No Grape The British artillery was not supplied with canister or grape (NPS). Short range attacks are fired as if Medium range.

Sharpshooters may reroll one miss each time they shoot.

Steady reroll misses in the first round of combat in the first close combat.

Treeing non-skirmish units may assume skirmish formation in the woods.

Wavering must take a break test whenever they take casualties.

Freeman's Farm – Hamilton's Brigade

Commander: in Chief: Lieutenant General John Burgoyne **Staff Rating:** 8

Crown Forces: Stats and Special Rules							
Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Pickets	Infantry	Smoothbore Muskets	4	2	4+	2	Skirmish, Small, Marauders, Wavering
9 th Foot	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Crack, Steady, Treeing
20 th Foot	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Crack, Steady, Treeing
21 st foot	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Crack, Steady, Treeing
62 nd Foot	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Crack, Steady, Treeing
6lb Artillery	Artillery	Smoothbore Artillery	1	2-2-1	4+	2	No Grape, Range: 48"

Special Rules

Crack may reroll one failed Morale Test each time they take casualties, if they have taken no casualties so far in the battle.

First Fire +1 dice the first time they fire.

Marauders ignore distance penalties when receiving orders.

No Grape The British artillery was not supplied with canister or grape (NPS). Short range attacks are fired as if Medium range.

Steady reroll misses in the first round of combat in the first close combat.

Treeing non-skirmish units may assume skirmish formation in the woods.

Wavering must take a break test whenever they take casualties.

Freeman's Farm – Morgan's Brigade

Commander: in Chief: Major General Benedict Arnold **Staff Rating:** 8

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Morgan's Riflemen	Infantry	Rifled Muskets	6	3	4+	3	Skirmish, Marauders, Sharpshooters
Dearborn's Light Infantry	Infantry	Smoothbore Muskets	6	3	4+	3	Skirmish, Marauders, Sharpshooters

Special Rules

Marauders ignore distance penalties when receiving orders.

Sharpshooters may reroll one miss each time they shoot.

Freeman's Farm – Learned's Brigade

Commander: in Chief: Major General Benedict Arnold **Staff Rating:** 8

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
2 nd Massachusetts	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Treeing
8 th Massachusetts	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Treeing
9 th Massachusetts	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Treeing
1 st Canadian Regiment	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Treeing

Special Rules

First Fire +1 dice the first time they fire.

Treeing non-skirmish units may assume skirmish formation in the woods.

Freeman's Farm – Poor's Brigade

Commander: in Chief: Major General Benedict Arnold **Staff Rating:** 8

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
1 st New Hampshire	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Treeing
2 nd New Hampshire	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Treeing
3 rd new Hampshire	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Treeing
2 nd New York	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Treeing
4 th New York	Infantry	Smoothbore Muskets	6	3	4+	3	First Fire, Treeing
1 st Conn. Militia	Infantry	Smoothbore Muskets	6	3	4+	3	Unreliable, Treeing
2 nd Conn. Militia	Infantry	Smoothbore Muskets	6	3	4+	3	Unreliable, Treeing

Special Rules

First Fire +1 dice the first time they fire.

Treeing non-skirmish units may assume skirmish formation in the woods.

Unreliable do not move if the order roll equals the staff rating.