

AWI Battle of Long Island / Battle of Brooklyn

A rearguard scenario specifically for the **Flash in the Pan** rules

This scenario simulates the "Maryland 400" making their desperate stand at the Old Stone House. The Maryland Line will use elite stats and an exceptional leader to face down a massive wave of British regulars.

Force Rosters

Continental Forces: The Maryland Line

The Maryland troops are treated as highly motivated elites. They fight as a single large, stubborn pocket.

- **Commander:** Major Mordecai Gist — **Exceptional Quality** (+1D6 Battleworth).
- **The Maryland 400:** 1 large unit consisting of **4 Infantry of the Line Bases**.
 - **Troop Quality: Elite** (Base Battleworth: 3D6).
 - **Unit Leader:** Average (+0D6 Battleworth).
 - *Total Unit Battleworth Pool: 4D6* when Major Gist is attached.

British Forces: Cornwallis's Vanguard

The British forces enter in aggressive waves from the eastern road.

- **Commander:** Lord Charles Cornwallis — **Exceptional Quality** (+1D6 Battleworth).
- **Wave 1 (Starts on Board):**
 - **33rd Regiment of Foot:** 1 unit of **3 Infantry of the Line Bases**.
 - **Troop Quality: Regular** (2D6 Battleworth).
 - **Royal Artillery:** 1 Artillery Base (1 Gun Model).
 - **Troop Quality: Regular** (2D6 Battleworth).
- **Wave 2 (Enters Turn 4):**
 - **71st Fraser Highlanders:** 1 unit of **3 Infantry of the Line Bases**.
 - **Troop Quality: Regular** (2D6 Battleworth).
- **Wave 3 (Enters Turn 8):**
 - **Hessian Grenadiers:** 1 unit of **2 Infantry of the Line Bases**.
 - **Troop Quality: Elite** (3D6 Battleworth).

Terrain & Table Layout

Set up on a standard table space. The map focuses heavily on the bottleneck surrounding the stone house.

- **The Old Stone House:** Place a card or model house in the dead center of the table. A single Maryland Infantry Base can garrison inside it.
 - *Rule:* Deployed inside the stone house counts as "behind defenses" (**+1 to Hand-to-Hand**) and applies a **-1 cover penalty** to all incoming British shooting rolls.
 - **Gowanus Road:** A road running straight from the Eastern Edge, passing directly by the front door of the Old Stone House, and out the Western Edge. British units moving in Column formation on this road move at **2x speed**.
 - **The Gowanus Marshes:** The entire Western board edge is flanked by swamp terrain. Treat the 4 inches closest to the Western edge as **Rough Terrain** (Moving through it is **1/2 speed**). This represents the slow escape route of the rest of the Continental Army.
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Victory Conditions

The scenario tracks a rigid time limit of **12 Game Rounds**.

- **Maryland Victory:** Hold out! If the Maryland unit has at least **1 Base remaining** on the table at the end of Round 12, they have successfully bought enough time for Washington's army to escape.
 - **British Victory:** If the Maryland unit is completely wiped out, routed off the board, or forced to remove its last base via the *Redress the Ranks* mechanic before Round 12 ends.
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Special Scenario Rules

- **"Good God, What Brave Fellows I Must This Day Lose!":** The Maryland Line refuses to break easily. They ignore their very first failed Morale Check from shooting or close combat during the game.
- **Flanking Wave Spawns:** When British Wave 2 (Turn 4) and Wave 3 (Turn 8) arrive, they must spend their first action entering from the Eastern Board edge in Column formation along the Gowanus Road.
- **Artillery Deployment:** The Royal Artillery base starts the game **Unlimbered** within 6 inches of the Eastern Edge. It cannot move more than 1" per turn, forcing the British to protect it while it fires long-range support.

Double-check your tokens to make sure you have enough red **Disorder Markers (DMs)** handy, as the Maryland elites will be soaking up a lot of fire!

