

**Bunker Hill (Breed's Hill), Mass. (June 17, 1775)**  
**Volley & Bayonet**  
**Wing Scale (1 SP = 40 men/1 gun)**  
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**June 26, 2023 version**

**Historical Background:**

After the debacle of Lexington and Concord, General Thomas Gage was under pressure to end the colonial uprising. After having received reinforcements in June, Gage planned to seize the ground around Boston as a spring board for his operations to crush the rebels that had assembled near Boston. Having heard of this plan from leaked information, the Massachusetts Provincial government sent a force of 1000 men to take control of Charlestown and threaten the British in Boston. On the night of June 16, 1775, Americans led by Colonel Prescott and General Putnam marched onto the Charlestown Peninsula and began to fortify Breed's Hill. At dawn on June 17, the British ships patrolling the waters off of Charlestown noted these actions and alerted Gage. By mid-morning, Gage had assembled his forces with the goal of driving the Americans from the Charlestown Peninsula. As the Americans worked to fortify Breed's Hill and the surrounding areas, the British forces assembled at the wharfs in Boston, loading on to the boats that would take them to Charlestown.

**Scale:** This battle is fought with the Wing Scale: 1 SP = 40 men or 1 gun, 1 turn = 15 minutes, 1" = 25 yards.

**Gaming the Battle of Bunker Hill:**

**Game Length:** 18 turns, Turn 1 is 1:30 pm. Turn 18 is 5:45 pm. The British move first in each turn.

**Deployment:**

**American:** Putnam and the Massachusetts Militia Brigade (with attachments) start set up in the fortified area on Breed's Hill or the fortified lines (the various hasty works) near Breed's Hill. American reinforcements enter northwest of the Charlestown neck, and must pass a morale check to cross the Charlestown neck interdiction area (see special rules).

**British:** Howe, the converged flank battalions, the Right Wing brigade, the Left Wing brigade, and the artillery all land at the Moulton's Hill landing area on Turn 1. The Flank Brigade lands at the reinforcement landing zone beach area on turn 3. The Reserve Brigade lands at the reinforcement landing zone beach area on turn 13.

**Victory Conditions:**

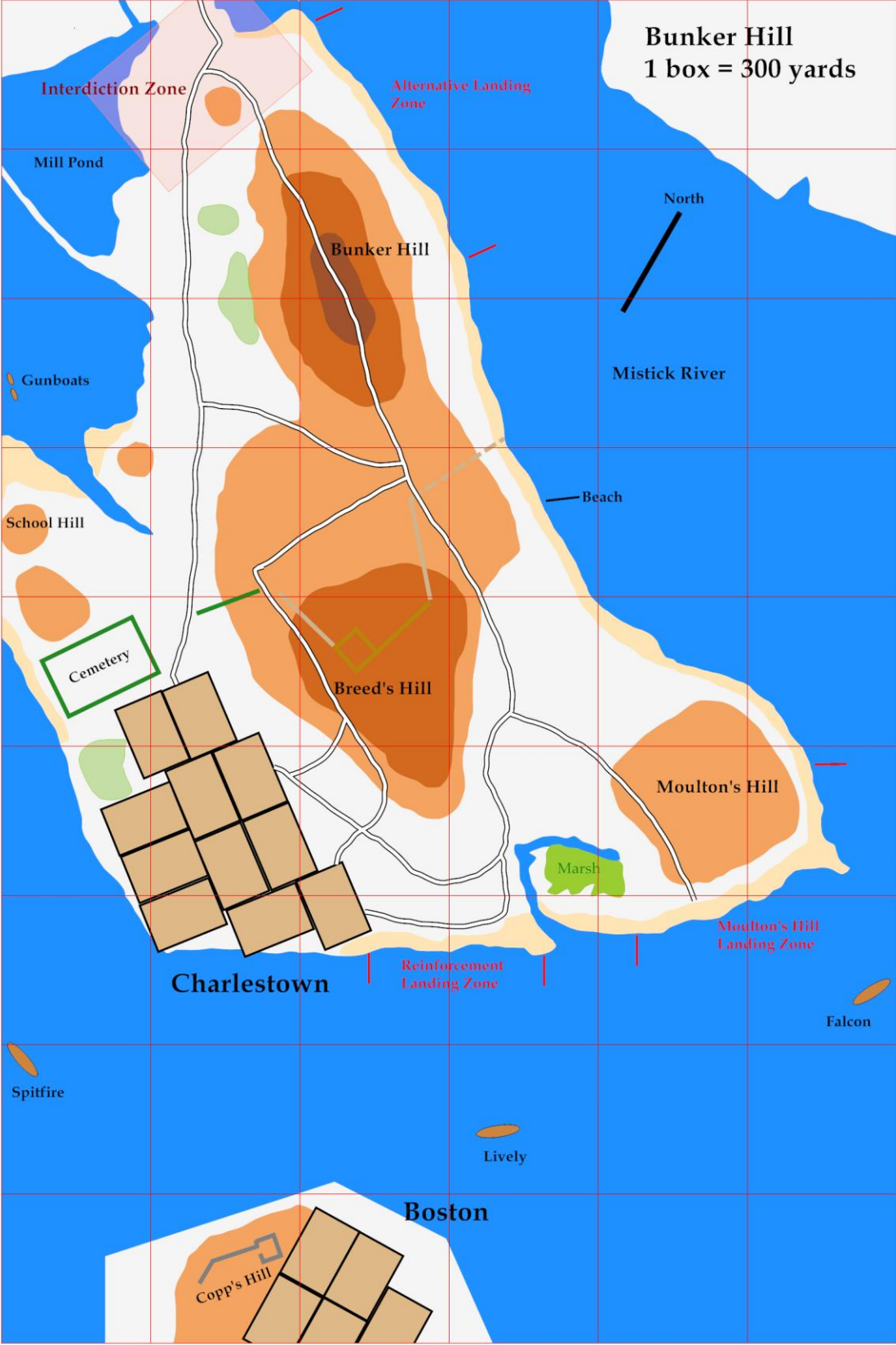
**Americans:** Hold either Breed's or Bunker Hill or exhaust (or collapse) all British brigades.

**British:** Drive the Americans from both Breed's Hill and Bunker Hill.

**The Battlefield:**

One box on the map is 300 yards or 12" for the wing scale.

1. The Charleston Peninsula was covered with fences, fields and other movement obstacles and should therefore be treated as broken ground. The only exceptions to this are the beach area which is considered open terrain and movement on roads by units in march column or individual skirmish infantry stands.
2. The town blocks that form Charleston and Boston are treated as wooden buildings (which can catch on fire, see special rule 11 below).
3. The tree lined area to the northwest of Charleston is a cemetery; the perimeter is treated as hasty works and the cemetery is inside is treated as broken ground.
4. The wooded areas near Bunker Hill and west of Charlestown are treated as orchards.
5. Breed's Hill and Moulton's Hill are fairly flat and should be treated as flat hills with no ridge lines blocking line of sight for units on the hill. Bunker Hill is more of a ridge line and should have a crest line that runs pretty much along the road the crosses the hill.
6. The marsh area on the east edge of the Peninsula is treated as marsh.
7. No ground units can enter either the Mystic or Charles River (areas in blue on the map) except British reinforcements moving by boats from Boston to either landing point. No British unit may move back to Boston from the Peninsula once they have landed.



## Special Rules:

**1. British Artillery Ammunition:** The British 6-pdr artillery ammunition boxes contained the wrong size of shot. After the British landed, boats were sent back to Boston to bring the correct size of ball, which probably arrived around 2:30 (turn 5). For game play, the British stand of 6-pdrs cannot fire until the 2:30 turn (turn 5) and must remain at Moulton's Point to be resupplied.

**2. British Supporting Artillery:** The British were supported by artillery on Copps Hill and from naval vessels. The *Lively* and *Falcon* were positioned to keep the British landing areas free of American forces, which the *Spitfire* was positioned to fire on Charlestown. The fire of the *Glasgow* and *Symmetry* are represented by the morale check require by American units/stands to cross the Charlestown Neck (interdiction area). The position of these ships is shown on the map. Due to the preplanned nature of the bombardment, British ships must remain stationary throughout the battle. Due to the limitations of elevating naval guns, all artillery sections firing from ships may not fire at targets on any of the hills. No American artillery units may fire at any of the British supporting artillery on Copp's Hill or the various ships. The British received the following additional artillery from the supporting ships every turn:

<u>Unit</u>	<u>Firepower</u>
2 Gunboats	Each has 2 SP Heavy (12-pdr siege in each end)
HMS <i>Lively</i>	10 SP Heavy (20 x 9-pdr naval total in ship)
HMS <i>Falcon</i>	7 SP Field (14 x 6-pdr naval total in ship)
HMS <i>Spitfire</i>	3 SP Light (6 x 3-pdr naval total in ship)

Each SP of naval artillery fire needs a 6 to hit a target (see special rule 14 for the wing scale rules about a saving throw for long range fire).

Also the British artillery stands on Copp's Hill (see order of battle) can fire on any visible American stand; they can fire over Charlestown at American stands on both levels of Breed's Hill.

**3. Americans Entering via the Charlestown Neck:** On the first turn that American reinforcement units/stands attempt to move through the British interdiction area (marked on the map), they must pass a morale check due to the fire from the *Glasgow*, *Symmetry*, and gunboats. If they fail, they must remain to the northwest area of the interdiction area. If a unit/stand fails a second morale check while attempting to enter the table, it may not cross the interdiction area for the entire game. Historically, a few units refused to push forward for various reasons. For historical regiments with more than one stand, check morale by units rather than individual stands, for example, both stands of Gardner's Regiment entering on turn 1 would check morale together rather than each stand checking their morale individually. The exception to this is Gerrish's regiment; each stand of that regiment should check their morale to enter separately. Colonel Stark was a very determined commander, so unit/stands of his brigade add 1 to their morale for purposes of attempting to cross the Charlestown neck interdiction

area (so they pass their morale check on 1-5 (1d6)).

**4. British Artillery:** As the British arrived by boat, they did not have limbers for their artillery. All British artillery must move by manhandling. Historically, the 12-pounders remained on Moulton's Hill.

**5. Dr. Joseph Warren:** On June 14, 1775, Warren had been given a commission as a major general. Both Putnam and Prescott had wanted Warren to command on Bunker Hill, but Warren declined as he felt that both Putnam and Prescott had more experience than he did. Warren did serve as a private soldier, but seemed to have a greater influence than that on the battle. He is treated as a separately mounted Unit Commander and can attach to any stand and adds +1 to that unit's morale. If attached to a unit that takes any casualties, Warren could become a casualty, just like an attached army commander – see VnB RTG rules 7.1.3. Historically, Warren was killed in the battle.

**6. American Militia Ratings:** Due to the ability of the American militia to withstand British assaults (melee combat) and the high level of casualties that they inflicted on the British, I have not rated most of them as "Militia". They will have enough problems given their rating of slow infantry, no elites, and poorly trained.

**7. Amphibious Landings:** When stands land, they are placed on the beach area and are in (yellow/temporary) disorder. They can recover from disorder in the turn after they land. There isn't enough beach for the British forces that land on Turn 1, so any stands that can't fit on the landing area in Turn 1, land on Turn 2.

**8. British Command Structure:** Howe is the overall commander for all British stands. Either Howe or Pigot can command the British stands in the Right Wing Brigade and Left Wing Brigade. Historically Howe commanded the two converged flank battalions, and he and Pigot commanded the units of the Left Wing Brigade and Right Wing Brigade as needed. Clinton is rated as a corps commander (CC) due to his senior rank and ability. The three British artillery stands are treated as "army troops" and can be commanded by any British commander. All British regiments and battalions have a stand mounted unit commander. The British grenadier and light infantry battalions each have a separately mounted unit commander.

**9. American Command Structure:** Putnam is the overall commander for all American stands. Prescott is the commander for all Massachusetts and Connecticut stands plus Wyman's Detachment from the 1st New Hampshire Regiment. Stark can command any stand of New Hampshire units, including Wyman. Paterson commands the two units that arrive on turn 17. Trevett's artillery stand is treated as an "army unit" as he served under Stark and then Prescott; it can be commanded by any American commander. All American reinforcements enter the game in command, but need to be placed in command on the turn after they arrive. Historically, Putnam did this, acting in the rear to bring the reinforcements to the front. The Febiger's Battalion/Gerrish's Massachusetts' Regiment stand has a stand mounted unit commander as Febiger used a lot of initiative in the battle.

**10. American Fortifications:** The American redoubt on Breed's Hill and the line of fortifications directly north of the redoubt are considered field works (the brown lines

on the map). The redoubt is 3" x 3". As the redoubt was not built to accommodate artillery, no artillery stand may fire out of the redoubt. The two fortification lines running west from the north and south ends of the field works are considered hasty works (the lighter brown lines). They were basically fences reinforced with rocks and hay. The tree line north of the cemetery had also been reinforced, so also treat it as hasty works. The fence line shown as a dashed line had not been reinforced at the start of the battle, but was reinforced by Stark's men. If any American infantry stand occupies this fence line for two turns, it can transform the fence line into hasty works, 3" per stand present.

**11. Setting Charlestown on Fire:** The British purposely set fire to Charlestown to drive out American forces in the town that were flanking their attack. The *Spitfire* and *Lively* ships may each fire at a town block each turn in an attempt to set it on fire. Likewise, the British artillery stands on Copp's Hill can do the same, but each individual artillery stand on Copp's Hill can fire on a different town block. Fire from the *Spitfire* and the howitzer stand on Copp's Hill sets a town block on fire on a roll of 5-6, and the fire from the *Lively* and the siege gun stands sets a town block on fire on a roll of 6. Fire spreads to an adjacent town block on a roll of 5-6. Roll each hour to see if the fire in a town block goes out. For more on fires in wooden town blocks see rule 18.5.3. Historically, by the end of the battle, the entire town of Charlestown burnt down.

**12. American Exhaustion Levels:** There are three American brigades with exhaustion levels in the game: the Massachusetts Brigade that starts on Breed's Hill, Stark's New Hampshire Brigade which enters as a reinforcement, and Paterson's Massachusetts reinforcements. The exhaustion level of Stark's and Paterson's commands is given in the order of battle and does not change during the battle. The starting exhaustion level of Prescott's Massachusetts Brigade is 12, but it is increased as the reinforcements successfully cross the Charlestown neck and become part of the battle. For each SP of Prescott's Brigade that enters the battle, increase the exhaustion of Prescott's Massachusetts Brigade by .4. Keep a running total and increase the exhaustion level of Prescott's Massachusetts Brigade as each reinforcement group enters the battle (round the additional exhaustion points to the nearest whole number). For example, the brigade starts with an exhaustion of 12, and on turn 1 all five American reinforcement stands successfully pass their morale and enter the battle, thus an additional 18 SPs would join Prescott's Brigade, and raise the exhaustion of the brigade by 7 ( $18 \text{ SP} \times .4 = 7.2$ ), to a new exhaustion level of 19. Thus, American reinforcements will increase the exhaustion level of Prescott's Brigade during the game. If Prescott's Brigade has reached its exhaustion level and the additional exhaustion points would increase the brigade's exhaustion level to the point that the brigade would no longer be exhausted, the brigade is no longer exhausted. If Prescott's Brigade has reached its exhaustion level and collapsed, then the brigade remains collapsed regardless of any increase in its exhaustion level due to reinforcements, and the reinforcements enter the game with a permanent exhaustion marker (red marker), which reduces their morale check to the entry the battle -1 due to being disordered (see rule 3 above).

### 13. Alternate British Landing Zone:

General Clinton had proposed landing near the Charlestown Neck and cutting of the Americans rather than landing on the east side of the Charlestown Peninsula. The downside of the plan is there were only enough boats to land the main body and it would take longer to reach the Charlestown Neck. Also it would take two hours for the boats to row back to Boston and bring the next reinforcements. If this plan is followed, the following changes are made to the scenario:

Extend the game to 26 turns (night fall is the end of turn 26 at 8:00).

The British Main Body lands in the Alternate Landing Zone marked on the map at 2:00 (turn 3).

The British Flank Brigade lands in the Alternate Landing Zone at 4:00 (turn 11)

The British Reserve Brigade lands in the Alternate Landing Zone at 6:00 (turn 19).

Start the game at 1:30 (turn 1), but allow American forces to move as they wish until the British land on turn 3). Thus the Americans can redeploy to meet the new British landing zone, they could see the British rowing to the Alternate Landing zone.

Because of the location of the British troops, the fire from *Glasgow* and *Symmetry* ends on turn 2, and starting on turn 3 American reinforcements no longer have to mass a morale check to entry the battlefield.

**14. Wing Scale Rules:** Make sure you use the special rules for the Wing Scale, which can be found as part of Volley and Bayonet additional rules at:

[jdglasco.wordpress.com/2022/12/29/volley-bayonet-for-the-american-revolution/](http://jdglasco.wordpress.com/2022/12/29/volley-bayonet-for-the-american-revolution/).

### Orders of Battle:

#### 1. The British

*In Boston (may not move out of Boston):*

#### British Army:

Lieutenant General Thomas Gage

AC

#### Copp's Hill Battery:

1st Section (2 x 24-pdr siege):

2-5 Siege

2nd Section (2 x 24-pdr siege):

2-5 Siege

3rd Section (2 x 24-pdr siege):

2-5 Siege

4th Section (2 x 8" howitzers):

2-5 Heavy/howitzer

*Main Body, lands at Moulton's Point at 1:30 (Turn 1):*

#### British Landing Force (division):

Major General William Howe

CC

Brigadier General Robert Pigot (38th ROF)

DC

**Artillery Brigade<sup>1</sup>: (Army Troops)**

1st Section/4th Battalion Royal Artillery (2 x 12-pdr):	2-5 Heavy
2nd Section/4th Battalion Royal Artillery (2 x 6-pdr):	2-5 Field
3rd Section/4th Battalion Royal Artillery (2 x 5.5" How):	2-5 Field/How
Grenadier Company/35th ROF (@35):	1-6 SI, Shock

**Converged Flank Battalions (treat as a brigade): (Exhaustion 11)**

*Commanded by Howe*

Converged Light Infantry Battalion (10 cos<sup>2</sup> = @350):

Lieutenant Colonel George Clerk (43rd ROF)	UC
Left Wing/Light Infantry Battalion:	3-6 FI, SK
Center/Light Infantry Battalion:	3-6 FI, SK
Right Wing/Light Infantry Battalion:	3-6 FI, SK

Converged Grenadier Battalion (10 cos<sup>3</sup> = @350):

Lieutenant Colonel James Abercrombie (22nd ROF)	UC
Left Wing/Grenadier Battalion:	3-6 SI, Shock
Center/Grenadier Battalion:	3-6 SI, Shock
Right Wing/Grenadier Battalion:	3-6 SI, Shock

**Right Wing Brigade: (Exhaustion 10)**

*Commanded by Howe or Pigot*

5th Regiment of Foot (@315):

Left Wing/5th Regiment of Foot:	4-5 SI, UC
Right Wing/5th Regiment of Foot:	4-5 SI

38th Regiment of Foot (@320):

Left Wing/38th Regiment of Foot:	4-5 SI, UC
Right Wing/38th Regiment of Foot:	4-5 SI

**Left Wing Brigade: (Exhaustion 8)**

*Commanded by Howe or Pigot*

43rd Regiment of Foot (@290):

Left Wing/43rd Regiment of Foot:	4-5 SI, UC
Right Wing/43rd Regiment of Foot:	3-5 SI

52nd Regiment of Foot (@290):

Left Wing/52nd Regiment of Foot:	4-5 SI, UC
Right Wing/52nd Regiment of Foot:	3-5 SI

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<sup>1</sup> Guarded by the Grenadier Company of the 35th ROF and assisted by 250 infantry supernumeraries. While some secondary sources credit the British as having 4 x 6-pounds, 4 x 12-pounders, and 4 x howitzers, both the reports by Howe and Gage make it clear that there were only 2 x 6-pounders, 2 x 12-pounders, and 2 x howitzers.

<sup>2</sup> Light Infantry companies of the following regiments: 23rd, 4th, 10th, 43rd, 59th, 52nd, 47th, 48th, 5th, and 1st Marine Battalion.

<sup>3</sup> Grenadier companies of the following regiments: 4th, 10th, 23rd, 43rd, 52nd, 47th, 38th, 18/65th, 5th, and 1st Marine Battalion.



*Land at southeast landing area at 2 pm (Turn 3):*

**Flank Brigade (Exhaustion 11):**

Lieutenant Colonel William Nesbitt (47th ROF)	DC
1st Battalion/Marines (@300):	
Left Wing/1st Battalion/Marines	4-6 SI, UC
Right Wing/1st Battalion/Marines	4-6 SI
47th Regiment of Foot (@240):	
Left Wing/47th Regiment of Foot:	3-5 SI, UC
Right Wing/47th Regiment of Foot:	3-5 SI
Converged Light Infantry Bn. (3 cos <sup>4</sup> = @115):	3-6 FI, SK, UC
Converged Grenadier Bn. (2 cos <sup>5</sup> = @80):	2-6 SI, Shock, UC

*Land at southeast landing area at 4:30 pm (Turn 13):*

**Reserve Brigade (Exhaustion 9):**

Major General Henry Clinton	CC
2nd Battalion/Marines (@270):	
Left Wing/2nd Battalion/Marines	4-6 SI, UC
Right Wing/2nd Battalion/Marines	3-6 SI
63rd Regiment of Foot (@330):	
Left Wing/63rd Regiment of Foot:	4-5 SI, UC
Right Wing/63rd Regiment of Foot:	4-5 SI

## 2. The Americans

*At Start on Breed's Hill or line of fortifications (medium or hasty works):*

**American Army (division):**

Brigadier General Israel Putnam	CC
<b>Massachusetts Militia Brigade (Exhaustion 12):</b>	
Colonel William Prescott	DC
Dr. Joseph Warren	UC (+1 morale)
Gridley's Artillery Company (2 x 4-pdr):	2-4 MIL, Light, PT
Prescott's (9th) Mass. Regiment (@240):	
Left Wing/Prescott's Mass.:	3-4 SI, NE, PT
Right Wing/Prescott's Mass.:	3-4 SI, NE, PT
Frye's Mass. (10th) Regiment (@320):	
Left Wing/Frye's Mass.:	4-4 SI, NE, PT
Right Wing/Frey's Mass.:	4-4 SI, NE, PT
Knowlton's Det./Putnam's (3rd) Conn. Regt (125):	3-4 SI, NE, PT
Parker's Bn/Bridge's Mass. (11th) Regiment (3 cos=150):	4-4 SI, NE, PT
Wyman's Detachment/Stark's N.H. (2 cos = 200):	

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<sup>4</sup>Light infantry companies of 35th, 63rd and 2nd Marine Battalion.

<sup>5</sup>Grenadier companies of the 63rd and 2nd Marine Battalion

Left Wing/Wyman:	3-4 SI, NE, PT
Right Wing/Wyman:	2-4 SI, NE, PT
Little's Mass. (24th) Regiment (3 cos = @100):	3-4 SI, NE, PT

1:30 pm (Turn 1) Reinforcements at Charlestown Neck (part of Prescott's Massachusetts' Brigade):

Gardner's Mass. (15th) Regiment (@300):	
Gardner's Battalion/Gardner's Mass.:	4-4 SI, NE, PT
Jackson's Battalion/Gardner's Mass.:	4-4 SI, NE, PT
Brook's Bn./Bridge's Mass. (11th) Regiment (3 cos=150):	4-4 SI, NE, PT
Scammon's Mass. (13th) Regiment (@240):	
Left Wing/Scammon's Mass.:	3-4 MIL, SI, NE, PT
Right Wing/Scammon's Mass.:	3-4 MIL, SI, NE, PT

2 pm (Turn 3) Reinforcements at Charlestown Neck (New Hampshire Brigade):

**New Hampshire Brigade (Exhaustion 6):**

Colonel John Stark	DC
Stark's (1st) New Hampshire Regiment (@520-200):	
Left Wing/Stark's N.H. .:	4-4 SI, NE, PT
Right Wing/Stark's:	4-4 SI, NE, PT
Reed's (3rd) New Hampshire Regiment (@240):	
Left Wing/Reed's N.H.:	3-4 SI, NE, PT
Right Wing/Reed's N.H.:	3-4 SI, NE, PT

2 pm (Turn 3) Reinforcements at Charlestown Neck (part of Prescott's Massachusetts' Brigade):

Brewer's (19th) Mass. Regiment (@300):	
Left/Brewer's Mass.:	4-4 SI, NE, PT
Right/Brewer's Mass.:	4-4 SI, NE, PT
Nixon's (16th) Mass. Regiment (@240):	
Left/Nixon's Mass.:	3-4 SI, NE, PT
Right/Nixon's Mass.:	3-4 SI, NE, PT
Woodbridge's (22nd) Mass. Regiment (@240):	
Left/Woodbridge Mass.:	3-4 SI, NE, PT
Right/Woodbridge Mass.:	3-4 SI, NE, PT
Moore's (Doolittle's) Mass. (18th) Regiment (@300)	
Left Wing/Moore's Mass.:	4-4 SI, NE, PT
Right Wing/Moore's Mass.:	4-4 SI, NE, PT
Callender's Artillery Company (2 x 4-pdr):	2-4 MIL, Light, PT

2:30 (Turn 5) Reinforcements at Charlestown Neck (army troops):

Trevett's Artillery Company (2 x 4-pdr):	2-4 Light, PT
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3pm (Turn 7) Reinforcements at Charlestown Neck (part of Prescott's Massachusetts' Brigade):

Gerrish's Mass. (25th) Regiment (@240):	
Gerrish's Battalion/Gerrish's Mass <sup>6</sup> :	3-4 MIL, SI, NE, PT
Febiger's Bn/Gerrish's Mass.:	3-4 SI, NE, PT, UC
Mansfield's Mass. (7th) Regiment <sup>7</sup> (@320):	
Left Wing/ Mansfield's Mass.:	4-4 SI, NE, PT
Right Wing/Mansfield's Mass.:	4-4 SI, NE, PT

4pm (Turn 11) Reinforcements at Charlestown Neck (part of Prescott's Massachusetts' Brigade):

Sawyer's Detachment/Whitcomb's Mass. (5th) (3 cos = 120): 3-4 SI, NE, PT

5pm (Turn 15) Reinforcements at Charlestown Neck (part of Prescott's Massachusetts' Brigade):

Misc. Conn. Companies (3 cos = @120): 4-4 SI, NE, PT

5:30pm (Turn 17) Reinforcements at Charlestown Neck (Paterson's Detachment):

**Massachusetts' Reinforcements (Exhaustion 4):**

Colonel John Paterson:	DC
elements/Paterson's Mass (12th) Regiment (@150):	4-4 SI, NE, PT
elements/Ward's Mass (1st) Regiment (3 cos = @150):	4-4 SI, NE, PT
Foster's Artillery Company (2 x 4-pdr?):	2-4 Light, PT

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<sup>6</sup> Probably did not arrive as Gerrish refused to advance over the neck. Only Febiger's battalion advanced.

<sup>7</sup> This regiment did not arrive as it's commander refused to enter the battlefield.

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