



### **Primary Source: Excerpt of draft of General Gage's Orders to Lieutenant Colonel Francis Smith**

A quantity of ammunition and provision together as number of cannon and small arms having been collected at Concord for the avowed purpose of raiding rebellion against His Majesty Government.

Sir, you will march with the Corps of Grenadiers and Light Infantry put under your command with the utmost expedition and secrecy to Concord, and where you will seize and Provisions, Tents, and all other military stores destroy all the Artillery and Ammunition ^ you can find, you will knock off the trunion at and destroy the carriages least of each of the iron guns ^ and beat in the muzzles of the brass ones so as to render them useless. & flour and the tents burnt.

The powder ^ may be shaken out of the barrels into the water ^ and the men may put the balls and lead into their knapsacks, throwing them away by degrees into the Fields Ditches Ponds &c. ~~When you shall I give you~~ ^ have a plan on which is marked of the Places where the artillery& ammunition is reported to be lodged, and after destroying the same you will return, and if your men appear much fatigued you may halt them at Lexington or Cambridge and let them rest in barns or other outhouses, and may ~~get~~ waggons at Lexington for weak and fatigued men. If any body of men dares to ~~attack~~ oppose you with arms you will warn them to disperse ~~and~~ or attack them.

Some men from the Artillery are ordered to attend you and will carry sledge hammers and other instruments to destroy the guns.

Four Brass Cannon and two Mortars or Cohorns with a Number of small arms in the cellar or our Houses of Mr. Barrett a little on the other side of the Bridge where is also lodged a Quantity of Powder & Lead...

### **CLARIFYING QUESTIONS:**

1. Why does General Gage believed the colonists have been collecting weapons?
2. What should the British soldiers do if the colonists attempt to oppose them?
3. What does General Gage believe is at Colonel Barrett's farm?