

Réduit N°2 The same as N. 1 no Bomb Proofs

Réduit N°3, a slight Wood work & that thick very  
dry no Bomb Proofs, a single Abattoir, the work easily  
set on fire. — No Cannon

Réduit N°4, a wooden work about 10 feet high and  
four or five feet thick, the west side faced with a stone  
wall 8 feet high & four thick, No Bomb Proofs, two  
fifj Powder, a slight abattoir, a commanding view  
of ground 500 yards W.

The North Réduit on the East side built  
of stone 4 feet high, above the stone Wood filled in with  
earth, very dry, no ditch, a Bomb Proof, three  
Battures without the fort, a poor Abattoir, a Rising  
Pile of ground 500 yards S. the approaches under  
cover within 20 yards. — The work easily fired with  
Tappets dipped in Pitch &c

South Réduit much the same as the  
North a commanding view of ground 500 yards due  
East — 3 Battures without the fort

Fort Arnold is built of Dry Timbers and  
Wood is in a ruined condition. Incomplete, and subject  
to take fire, from Shells, or Canopys.

Fort Putnam Stone wanting great repairs  
the Wall on the East side broken down, and rebuilding  
from the Foundation as the W<sup>th</sup> & South side have been  
a Chevau de Bas on the E<sup>th</sup> side broken in many Places,  
The East side open, two Room Roof & a Magazine <sup>Provision</sup> in the  
Fort, & a slight wooden Barrack. - A commanding view  
of ground 500 yards West between the Fort & N<sup>o</sup> 4. - or  
Rocky Hill. -

Fort Will Built of Timbers & Wood, a slight  
work very dry & liable to be set on fire as the approaches  
are very easy, without defense save a slight Abattis

Fort Wylls built of stone 5 feet high the  
work above plank filled with earth the stone work 15 feet  
thick 9 feet thick. - No Bomb Proof, the Ravelins  
without the Fort. -

Redoubt N<sup>o</sup> 1. On the S<sup>th</sup> side wood 9 feet thick  
the W<sup>th</sup> North & East sides 4 feet thick, no Cannon in the  
works, a slight single Abattis, no ditch or Picket,  
Cannon on two Ravelins. No Bomb Proof