

## MODERATE

# Thaddeus Crane

*Westchester County*

**Born:** March 27, 1728, Norwalk, Connecticut

You are Thaddeus Crane, born March 27, 1728, to Joseph Crane and Mary Crouch Crane in Norwalk, Fairfield County, Connecticut. You moved to North Salem, Westchester County, New York, where you married first Sarah Paddock Crane and then Lydia Bell Reed Crane, and had a whopping eighteen children by them.

Your main exploits, besides siring countless offspring, came as a militia officer in the Revolutionary War, rising from captain to major to colonel. As a company commander, you fought at the Battle of Ridgefield in Connecticut (April 1777). You were part of a force hastily assembled to repel a British amphibious assault on the supply depot at Danbury. The depot could not be saved, but British troops returning to the coast were properly harassed, with the main fighting taking place at the village of Ridgefield. General Benedict Arnold commanded American forces; former royal governor William Tryon commanded the British. You were seriously wounded during the engagement, shot through the hip. You remained in the army and, after your convalescence, were promoted to lieutenant colonel of the Fourth Regiment of the Westchester County militia.

Your political career has consisted of service in the state assembly. This past spring, your neighbors honored you with election to the New York State Ratifying Convention. Westchester County is Federalist territory, and you ran on the Federalist ticket. But you garnered the second-fewest votes among the Federalist slate of candidates, and you now describe yourself as moderate in your views.

---

## *Game Play Instructions*

Consult the Moderate role sheet for your primary instructions.

Moderates as a group are intended to be fair-minded judges of the speeches and proposals offered by others, honest brokers without interests or objectives of their own. In fact, the power lies with you to determine if the Constitution is ratified or rejected. The formal factions, Federalists and Antifederalists, are equal in number and will largely cancel each other out.

But you may divide into opposing parties, because among you are two delegates resolved to move the Moderates into the Federalist or Antifederalist camp — Jonathan N. Havens for the Federalists and Jacobus Swartwout for the Antifederalists. Listen to the liaisons and listen to the arguments. Then cast your votes, issue by issue, favoring what you believe to be the better arguments. You may go back and forth; strength on one issue might not carry over to another. Your best judgment is what the game is asking of you.

Also your participation in debate: you double your vote on any issue to which you make a substantive contribution. Needless to say, participation will improve your grade.

Because you don't write and deliver speeches (not enough time), you instead take a short exam before the start of the game, based on the Gordon Wood reading found in the game book. The exam winner(s) casts an extra vote throughout the game, including the final vote to ratify or reject the Constitution.