American Revolutionary War

Design Notes

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A Concise Military History of the American Revolutionary War

I feel it is important to lay out the course of the war, as I see it, here. It certainly informs various choices I made in laying out the scenarios and establishing the parameters. Those choices are addressed elsewhere in these notes. In addition, there are many great histories available from an array of resources. Much came out in the 1970s (the oft-cited Paul Mackesy tome *The War for America, 1775-1783,* and others), but there has been a wealth of material released in the ensuing 50 years, more now, as interest is booming coming into the 250th Anniversary cycle. Please take some time with the bibliography; it is a treasure trove. I will give a few quick shout-outs here: Ken Burns' *The American Revolution* on PBS is enjoyable (and *not* in the bibliography); Rick Atkinson's *The Revolution Trilogy* is set to be finished in 2026. The first two volumes were fantastic and accompanied by excellent maps; David K. Wilson's *The Southern Strategy* was written by a wargamer, thoroughly researched, has great orders of battle as well as maps, and is tied together by great analysis, placing it all in a strategic context; finally, Barnet Schecter's *The Battle for New York.* While the focus is on New York, the entire war is covered, though through the lens of New York (and really, the British did base a lot of their strategic thinking on their hold on New York).

Part of the challenge of designing this game is that the American Revolutionary War for Independence (ARW) was not a single, unified military struggle but a sequence of interrelated regional campaigns shaped by geography, long and short-term political objectives, and international intervention. British commanders sought a decisive suppression of rebellion before turning to a hope for reconciliation, while American leaders pursued a strategy of survival, attrition, and alliance-building. Over time, the cumulative effect of these campaigns exhausted British resources and paved the way for American independence.

The New England Campaign (and Quebec!), 1775–1776

The war started in New England, where British military authority was most directly challenged. The Patriot sentiment was strong, and the British Military Governor, Thomas Gage, had militarized the city of Boston, bringing in regular troops from various parts of the empire. An angry, armed populace being policed by soldiers without real training for the job at hand was a powder keg. The engagements at Lexington and Concord demonstrated the effectiveness of colonial militia mobilization and forced British forces into a defensive posture in the city of Boston itself. With the British troops confined to the city, a siege was laid, with participants from throughout the 13 rebellious colonies. Although the British secured a technical victory at Bunker Hill, their high casualties revealed the limitations of conventional assaults against entrenched American forces. (It also spelled the end of the 2-rank Line in North America, at least for the British.) The Continental Army, formed shortly after Bunker Hill under George Washington, adopted a strategy of containment rather than direct confrontation with the British in Boston.

Under the impression that there was a strong anti-British sentiment in Quebec, in hopes of bringing a 14th colony into the cause, an ill-fated two-pronged invasion was launched. Richard Montgomery led a force from Fort Ticonderoga, took Montreal, and met up with Benedict Arnold in front of Quebec in December 1775. Arnold had led his troops through the wilderness of Maine and had arrived at the gates of Quebec in poor shape. A hasty

assault in the dark winter night cost Montgomery his life and severely wounded Arnold. The Americans would briefly lay siege, before themselves being compelled to withdraw when British General John Burgoyne arrived with a small army of British and German (a mix, but Brunswickers were a large component) soldiers in May 1776. The American survivors would fall back on Fort Ticonderoga, setting the stage for Burgoyne's 1777 campaign.

Meanwhile, back in Boston, the successful emplacement of American artillery (heroically delivered by Henry Knox from Fort Ticonderoga) on Dorchester Heights compelled the British withdrawal to their naval base at Halifax, Nova Scotia in March 1776, ending large-scale fighting in New England and providing the Americans with an early strategic success.

The Middle Colonies and the War for the Hudson, 1776–1778

British strategy then shifted toward the Middle Colonies, specifically the city of New York, whose control would allow domination of the Hudson River corridor, potentially isolate New England and provide an excellent harbor and base for future operations. Both New Jersey and New York had a reasonable conservative Tory presence. A large armada and army led by the Howe brothers, General William Howe and Admiral Richard Howe. The British landed unopposed on Staten Island on July 3, 1776, the day before the Americans would declare their independence formally. The Howe brothers initially made peace offers but were rebuffed.

The Americans had fortified the city in anticipation of such a move, however. Strengthening the defenses in lower Manhattan, establishing posts and batteries along the Jersey side of the Hudson River (North River, Shatemuck), and on the Brooklyn Heights of Long Island. The British moved deliberately and slowly, something that would characterize most of their operations of the duration of the war. They crossed in force to Long Island on August 21, landing at Gravesend Bay with only token resistance. The initial landing of 4,000 would grow to well over 20,000 in the next few days. Washington originally predicted the British would feint on Long Island and so believed initial reports of weak numbers; he was slow to reinforce the defenders in Brooklyn, only bringing their numbers to around 6,000. (Washington commanded around 19,000 total in the area.) On the night of August 26th, the British would attack in 3 columns: the left and center were meant as holding actions, while the main force under General Henry Clinton would sweep far to the right, making their way through the (shockingly) unguarded Jamaica pass to appear in force on the American left flank. While there were notable moments of American heroism (Maryland 400) the Americans were routed back to their main lines surrounding Brooklyn proper.

Washington was able to pull off an amazing withdrawal under the noses of the British and was back in Manhattan shortly. In mid-September, the British advanced again, landing at Kip's Bay, cutting off the troops in lower Manhattan from their main defensive lines at Harlem Heights. The British held New York City and would not relinquish it for the remainder of the war.

The British would spend the next months trying to bring the Americans to grips. Washington did his best to maintain his army as a threat in being, despite waning enthusiasm and expiring enlistments. Fighting in Westchester County culminated at White Plains (and another costly direct assault up another hill, Chatterton), before the British swept the Americans from Manhattan (Fort Washington) and hounded them across New Jersey, letting them escape to Pennsylvania. American fortunes were at a low ("These are the times that try men's souls."

— Thomas Paine). While the British were content to settle into a series of mutually supporting posts for the winter, believing the war could be settled in the spring. Washington was not through, however. While as a tactician his decisions were often questionable, as a leader of men Washington excelled. He rallied and led his army, now less than 3,000-strong, in a desperate surprise attack against an isolated Hessian brigade at Trenton, New Jersey, on the day after Christmas. His surprise victory at Trenton kicked off a 10-day campaign culminating in a victory at Princeton on January 3, 1777. The campaign convinced Howe to pull back, leaving a foothold in New Jersey at Perth Amboy and New Brunswick. These victories were instrumental in warming the French to the idea of an alliance or at least direct support of the Americans.

With the main British force holed up in New York and Washington encamped at Morristown, the British looked for new ways to prosecute the war. General Henry Clinton took the opportunity to take Newport, Rhode Island, and occupied the surrounding Aquidneck Island. General John Burgoyne in Quebec proposed an advance down the Hudson as a means to sever New England from the middle and southern colonies. The plan was for Burgoyne to lead the main advance down through Lake Champlain to the Hudson and then continue his advance south. A secondary force under General Barry St. Leger was to attack east from Lake Erie and Oswego through the Mohawk Valley, and yet a third force under Howe was to head north along the Hudson, all meeting at Albany, New York. Things did not go well for the British; St. Leger ran into setbacks and withdrew after an unsuccessful siege of Fort Stanwix. Intercontinental communication introduced more friction. Burgoyne initially made good progress against the Americans, but the challenges of moving an army through a wilderness were more than expected. Supply became a significant issue, and it was expected that Howe would be able to address that when the armies linked up.

Howe had his own ideas, however, and had decided on another joint naval and land campaign, this time against the American capital of Philadelphia, Pennsylvania. A long journey by water saw the British land at Head of Elk, Delaware, the northern tip of the Chesapeake Bay on August 25, 1777. (This was instead of the more direct approach up the Delaware River.) Washington moved to defend Philadelphia and chose to defend along the Brandywine Creek (though omitting to defend upstream fords), only to be soundly defeated by another flanking maneuver on September 11, 1777. Philadelphia was occupied shortly thereafter. Congress moved themselves to York, Pennsylvania.

With Howe occupied with the Philadelphia Campaign, Burgoyne continued down the Hudson, reaching as far as Saratoga (~25 miles north of the planned rendezvous at Albany), before being checked at Freeman's Farm on September 19th. Expecting Howe any day, the British settled in to wait. The Americans under General Horatio Gates (and seconded by General Benedict Arnold) dug in at Bemis Heights, blocking any further advance south. By October, it was clear to Burgoyne that Howe was not coming, and he was on his own. With supplies perilously low and desertions and illness plaguing the army, he decided to make an attempt to break out on October 7. When that failed, Burgoyne was forced to surrender, and his entire army passed into captivity. His surrender, showing the American cause was militarily viable, is generally credited with being what the French needed to declare themselves fully on the side of the Americans.

Howe had remained in Philadelphia, hoping that, like New York, it could provide a base of further operations. With Philadelphia occupied, Howe started to spread out into the neighboring areas, hoping to find a good spot to spend the winter. The majority of his Army was camped at Germantown (~8 miles north of the city) along the Schuylkill River when Washington decided to launch a surprise attack in the early morning of October 4, 1777. Fog led to confusion, and the complicated plan of attack (4 columns advancing simultaneously) fell apart with the professional British and Germans prevailing over the still reasonably amateurish Americans. Following Germantown, the Americans and British would maneuver, with the Americans finding their way into winter quarters at Valley Forge (~24 miles from Philadelphia), and the British opting to stay in Philadelphia while building defensive works.

The problem for the British in Philadelphia turned out to be a question of supply, as it did at Saratoga. The Americans, weak as they were, maintained forts and batteries on the Delaware, and the British were unable to supply themselves (and the not insignificant numbers of loyalists that had come in for protection) by water. The areas between the two armies, while fertile, were just not capable of sustaining both Armies. The British began operations to reduce the forts (Forts Mifflin and Mercer), and while ultimately successful, it was still a hard winter.

Washington and his troops at Valley Forge suffered as well through what turned out to be one of the harshest winters of the war. They did make good use of their time, however, and when the Prussian volunteer Friedrich Wilhelm von Steuben saw the state of the American troops, as Inspector General, led them in training and professionalizing the young army.

In the spring of 1778, Howe was recalled to New York, and General Henry Clinton was tasked with withdrawing the British army and noncombatants across New Jersey to New York. On June 15 Clinton set out with two divisions and 1,500 wagons. They were followed closely by the American Army. The vanguard under General Charles Lee, then the Frenchman the Marquis de Lafayette, and then again under Lee, was ordered not to engage, but rather observe and harass. However, there was leeway in case an opportunity arose to strike an isolated Crown unit. That opportunity arose on June 28, 1778, as the British column marched out of Freehold, New Jersey, home of the Monmouth County Courthouse. Lee underestimated the strength and nature of the British rearguard and soon found himself in a major fight, at risk of a complete American collapse. Lee had attacked the elite Light Infantry (1st Battalion) of the British Army, backed by the Queen's Own American Rangers. The entire 1st Division had reversed course, and strong British (and Hessian) brigades were coming on line. (The 2nd Division had continued on their way to the coast along with the baggage.) General George Washington made a timely appearance at the front and was able to establish some semblance of order. The newly efficiently trained American Army was able to stand up at this battle, and eventually gave as good as they got, including against quality troops such as the Light Infantry, Grenadiers, Brigade of Guards, and Hessian Grenadiers. The Americans claimed victory by holding the ground. Clinton's objectives were met, and he was satisfied to rejoin the 2nd Division en route.

Internationalization and the Northern War

Following Saratoga, the war expanded into a global conflict. The French entry in 1778 brought naval power, professional troops, and financial support, forcing Britain to defend its empire worldwide. The Spanish and the Dutch also seized the opportunity to strike at Britain while they were focused on the main American conflict. The French entry into the war added a naval aspect that the British, prior to this, had not had to factor in. They now had to consider that a Franco-American force could land anywhere along the eastern seaboard. The French Navy was active in the Caribbean.

The first joint Franco-American operation did not go smoothly. It was planned to attack the British at Newport, Rhode Island. This was a smaller outpost on the water, so seemingly ideal for the French and their powerful navy to act in support. The French had planned to blockade the Delaware River, but the British had already left Philadelphia and so were operating outside the New York Harbor. The Americans and French agreed on a plan with the French landing on Conanicut Island (opposite Newport), as well as sending frigates into Narragansett Bay and Sakonnet River. The Americans would cross over from the mainland at the northern tip of Aquidneck. The British pulled into defensive lines and prepared for a potential siege.

On August 9, 1778, as the French Admiral Jean Baptiste Charles Henri Hector, Comte d'Estaing (it was names like this what led me to drop titles and full fames from the OOBs) was disembarking his troops, the British fleet arrived from New York. They had been delayed by the weather. D'Estaing embarked his troops and sailed out to do battle with the British fleet on the 10th. A planned attack by the Franco-Americans on the 11th was cancelled, and the Americans began to dig siege trenches. A storm scattered and damaged ships from both fleets, with the French withdrawing to Boston. With the French gone and a British relief force mobilizing, the Americans pulled back to the northern tip of the island in anticipation of crossing back over to the mainland. On August 29, the British took the opportunity to strike at the Americans, driving them back into their fortifications before fully evacuating on the 30th. The British claimed victory, though they would abandon Newport in 1779. The Americans and the French blamed each other for the loss.

There were a few more operations of note in the North: a move to carve out and establish New Ireland as a British colony in what is now Maine, which resulted in the Penobscot expedition of 1779, a major American naval disaster; a halfhearted expedition to reach Washington's encampment at Morristown in 1780, leading to the twin battles of Connecticut Farms and Springfield (both in New Jersey); the traitor Benedict Arnold's sacking of New London in early September 1781.

Although major northern campaigns diminished after 1778, fighting continued along the frontier, particularly in New York and the Ohio Valley. These operations, characterized by raids and counter-raids involving Loyalists and Native American allies, undermined British influence and secured American control of the interior.

The Southern Campaigns, 1775–1779

From the beginning of the war, the British felt (and were constantly told by Southern Loyalists) that the Southern Colonies were a conservative and loyal population. They only needed some support to come out in favor of the King. Time and again, in the early stages of the conflict, the loyalists would have chances to prove this (Great Bridge, Virginia, Moore's Creek, North Carolina, and others) but came up short. There was an attempt to take Charleston, South Carolina, with a modest force, but the defense of palmetto log-walled Fort Moultrie turned back the British Navy, while the regulars of the British Army were repelled at Sullivan's Inlet.

Following the surrender at Saratoga and the retreat from Philadelphia, the British looked to develop a Southern Strategy, hoping to bring the economically valuable Southern Colonies back under Crown control. On December 29, 1778, a modest force easily captured Savannah, Georgia. Savannah allowed the Crown to expand their influence into Georgia and also acted as a staging ground for an attack on Charleston in 1779, which was turned back. (Stono Ferry was an action during the British withdrawal.)

The Americans wanted to retake Savannah, but the commanding American General, Benjamin Lincoln, could not both defend Charleston and attack Savannah, so he appealed to the French for support. Admiral d'Estaing was operating in the Caribbean and sailed north with his fleet and 4,000 men, arriving in early September off Tybee Island at the mouth of the Savannah River. With Lincoln in a position to block reinforcements, d'Estaing began landing troops and establishing siege works. Come October 9, 1779, the French were ready for an assault, supported by the Americans. Poor weather and a stout defense saw a bloody repulse. Savannah would remain in British hands until July of 1782.

1780, Charleston

British strategy increasingly focused on the South, where commanders still believed Loyalist support could be mobilized to restore imperial control. Early successes had included the capture of Savannah and Charleston, the latter representing one of the worst American defeats of the war. However, British expectations of widespread Loyalist mobilization proved unrealistic. American commanders, most notably Nathanael Greene, employed a strategy of exhaustion—engaging British forces in a series of battles that inflicted significant losses while avoiding decisive defeat. Victories at Cowpens and the costly engagement at Guilford Courthouse eroded British strength and forced a retreat toward the coast, where the Army could rely on the Royal Navy for support.

The Yorktown Campaign and the War's Conclusion

In 1781, the British shifted from a war of attrition in the Carolinas to a campaign of disruption in Virginia. The offensive began with the former hero of Saratoga, now turncoat, Benedict Arnold, whose arrival in the Chesapeake signaled a shift toward aggressive raiding. Arnold's forces successfully sacked Richmond and established a fortified naval base at Portsmouth, effectively severing American supply lines and forcing the Continental Army to divert resources from the South. His campaign was one of mobility and destruction, aimed at crippling Virginia's economic capacity to support the war effort while providing a staging ground for a larger British presence.

The campaign reached its zenith when Lord Cornwallis, fresh from a pyrrhic victory at Guilford Court House, abandoned the Carolinas to join forces with Arnold in Petersburg. This unauthorized (by Clinton in the north) invasion consolidated British power in Virginia, but also created a strategic vulnerability by concentrating Crown forces on a peninsula. The Marquis de Lafayette had been sent south with a light division to harass and oppose Cornwallis and Arnold, but he was to avoid a pitched battle. While Cornwallis spent the summer unsuccessfully attempting to pin down de Lafayette's smaller, more agile force, he eventually withdrew to Williamsburg and Yorktown, Virginia, on the Chesapeake to establish a deep-water port. This move proved fatal; the arrival of the French fleet, a naval battle, and subsequent siege by the combined American and French armies forced Cornwallis's surrender of a second entire British army, effectively ending British hopes for a military victory in North America.

It would take almost two more years, but the Treaty of Paris (1783) formalized this outcome, confirming the emergence of the United States as an independent nation. There would be no major battles on the American Continent 1781-1783, but there were numerous land and naval engagements in the Caribbean, Gibraltar, as well as small-scale skirmishes and fighting between Loyalist and Patriot Americans.

Designer's musings and notes on making ARW

My introduction to John Tiller's games was with 1776, when it was released way back in 2000 (!?). I was excited to play a game that focused on my favorite period of military history, the American War of Independence. Like all games I love, I immediately began tinkering and tweaking scenarios to play out aspects of the war I was interested in exploring. I thoroughly enjoyed watching the Early American Wars series evolve and grow over the years (though never in an official role). 1776 opened me up to John's other titles and I began playing them all. I began to dig deep into the tactical Squad Battles series, eventually being brought on along with Ozgur Budak to complete *Soviet Afghan War*. From there I took the reins on *Dien Bien Phu* and the House-to-House expansion for *Tour of Duty*. I was also active in playtesting the *Napoleonic Battles* and *Musket and Pike* as well as the real time *Modern Airpower* & *Naval Campaigns* series, and did design work on the expansion for *Guadalcanal*. Next was a lot of the preliminary work on *Wolfpack,* which Gary McClellan ably brought to fruition. With the formation of Wargame Design Studio to carry on John's legacy, there was talk of bringing the series up to date along with the other lines, but the code was so old and the series so limited that the decision was made to do, rather than a simple update, an entirely new game using the *Musket and Pike* engine.

Musket and Pike is designed to be played with battalions as the unit of maneuver at 100m/hex. The original 1776 game used companies at 125 ft/hex. There are a few battles (Long Island, Brandywine, Monmouth spring to mind) that are well suited to this scale, but the reality of the war on the American continent is that it is dwarfed by the scale of wars fought in Europe in the 18th and preceding centuries (the time frame of the *Musket and Pike* series). This provides a great opportunity for a dual-scale title. Where appropriate, we can use larger maps and play out battles of maneuver at the battalion level. At the same time, the game allows us to play out the crux of the battle at company level on smaller, tighter maps, as well as the numerous small engagements ranging all the way down to simple skirmishes and raids.

Maps

Maps are one of my passions in gaming. I feel that strong, flavorful maps allow for scenarios to play out in a realistic and historically satisfying manner. I always felt that the maps in the original 1776 needed more embellishment to better represent the actual terrain on the ground. What was available digitally (or otherwise) then pales in comparison to what we have today. There is the Perry-Castañeda collection of pre-1945 topographic maps (https://maps.lib.utexas.edu/maps/topo/topo_us.html). They are not perfect, especially around the big cities that exploded growth wise in the 125-150 years between the colonial era and the mapping, but they are a great starting point.

The Library of Congress has a trove of period manuscript maps of many if not most of the battles we are concerned with. The caveat here is that the quality varies greatly with the original author. Several were drawn after the fact, and then many of those were reused and embellished over the years. They are a great source for detail and flavor, often denoting cultivated areas, fences, walls, trails and buildings not seen on a topographic map. Enter a battle, place or topographer and then easily refine your search: https://www.loc.gov/ A third major source is the American Battlefield Trust (https://www.battlefields.org/). They have done extensive work relating 18th century

roads, tree lines and structures to modern topography. They have many maps that also detail the movements of the forces on the battlefields. These, along with a myriad of other minor sources (modern histories, board games, National Park Service, in-person field trips), all help flesh out the details on the game maps.

My preference in creating master maps (from which submaps are created—see mpsub.exe in your game directory, or Section 5 of the Scenario Editor manual) is to create as big of a map as possible, leaving room for variants, DIYs, and just room to maneuver in general. Waxhaws, for example, has 3 known, small fights (and a few other, lesser-known ones) in the area covered by the maps. A few people have commented on the size of the scenario maps in relation to the forces involved. That is intentional. Reading first-hand accounts, I am often struck by the sense of space and vastness the Europeans felt. These are not European armies or battlefields by any stretch of the imagination. The armies and forces here rarely mustered more than 10,000 per side, the size of a Corps in the Napoleonic era. Most had no more than a few 1,000, and several notable battles even less than that. This is a primary driver behind the Company Level treatment of much of this title. I am hoping that as you move your Crown vanguard along a road to attack an American position or send your militia to locate and fix the enemy, you realize some of the scale involved.

"All maps are lies." This is a quote from the editor of *Mountain Gazette* magazine that I often refer to when speaking on mapmaking. He was talking about the challenges of representing a 3D, curved world on a 2D surface. Distortions will of course exist. The issue is even bigger when you need to superimpose a 40m/100m hex grid on top. However, we do our best.

When the ARW project (then called 1776 reboot, at least by me) started, the initial plan for the maps was to modernize, expand or redo the original maps. I started out reworking the maps by hand using period maps for details and pre-1945 topo maps available online. Then came the decision to do a split Company/Battalion Level game (CL/BL) and so I was back to sourcing and drawing maps completely by hand (Saratoga BL/CL, Yorktown CL, Brandywine BL, Monmouth BL/CL, all came out of this era). Then the team at WDS found a way to use QGIS mapping software to generate base game maps from a digital topographic map database coupled with LIDAR information for historic ground use (water / forest / field / swamp, etc.). Those maps still require a lot of work (road networks, reforestation, reversing urban sprawl, etc.) to bring this more in line with any period maps I was unable to unearth. Of course, the ease of which these base maps were created made me a bit greedy and I (we) ended up with some truly massive master maps (Charleston BL/CL, Quebec BL/CL, Waxhaws CL. New York BL, Manhattan CL, Long Island CL). Several were not needed for any immediate scenario, but I have them.

One more note on maps—while I have a range of terrain available (clear, woods, field, rough, etc.) we do need to compromise when mapping. Since ARW covers an entire continent, one needs to consider that a dense primeval Vermont forest is not the same as an open piney wood plains in South Carolina. There are times too when a rough patch might need to represent a sandy beach, a stony bit of volcanic ground, a rocky outcropping, or rock fall on the side of a mountain. A marsh might be a mud flat, reedy ground, soft earth at the edge of a pond or a full-blown swamp.

Armies

Great maps are nothing without the armies who fought on them and the war has several, other than the main protagonists, each bringing their own unique flavor to the mix.

The Americans

With 13 states, there were 13 or more different systems in use to start the war. From local militias who would turn out as needed, furnishing their own weapons, to better-drilled Minutemen and more disciplined/experienced militias, to state troops of various calibers—the early American troops run the gamut. Naturally, there is a huge variety of weapons (mixed weapons, muskets with no bayonet, muskets and rifles with no bayonet for the most part) and systems in play. Sometimes, at CL you will see 11 companies, or there could be as few as 8 (in a full battalion). You will also see a variety of nomenclatures. Often, they will be in companies—especially militias, where things were organized by geography. In more organized units you will see platoons, or perhaps the British Subdivision (see section on British troops). The decision making here relied less on hard and fast information (some is out there, especially on Virginia and Pennsylvania militia, as well as most of the Continental troops) but rather on getting a feel for the situation and the numbers being dealt with. For example, whether at CL or BL, larger formations (~40 for CL, ~350 for BL) will typically be 3-rank.

As I am sure most of the players of ARW are aware, this all changes at Valley Forge. And the professional European style of military drill was instituted by Prussian volunteer Friedrich Wilhelm von Steuben. His drill manual is readily available in reprint editions.

A couple of salient points for our purposes:

"Every battalion, whether it compose the whole, or only half of a regiment, is to be divided into four divisions and eight platoons ; no platoon to consist of less than ten files ; so that a regiment consisting of less than eighty files, cannot form a battalion, but must be incorporated with some other, or employed on detachments."

"When the light company is with the regiment it must be formed twenty paces on the right on the parade, but must not interfere with the exercise of the battalion."

Starting in 1778, you will see the Continental Army structured more like the British. Eight platoons, and in 2-rank lines (more on that below) State troops and militias also gravitated that way, but there is no hard and fast rule. The Americans also wholeheartedly embraced brigading light troops in specialized units as opposed to leaving them attached to their battalions. Initially, they were simply referred to as 'Picked Men' and came together on an *ad hoc* basis. Over time this became more formalized, with each brigade providing men for a 'Light Infantry Corps' (Division) under New Jersey's General WIlliam Maxwell, and eventually under the Marquis de Lafayette.

Troop Strength

Much of the American army for most of the war was chronically understrength. In some cases, these units would be combined on a muster roll. For example: 4th/8th/12th Virginia. 220 R&F at Monmouth. At BL, this is easy: one

battalion of 220. At CL, I would break this down into 8 platoons, designating them such as 1st/4th VA | 2nd/4th VA | 3rd/4th VA | 1st/8th VA etc. It gets a little trickier for undersized regiments not officially combined (still listed separately on returns) but brigaded together. Here I reduced the platoons to a number that makes sense (to me), so that they can operate combined on the map. (And that is how they will be deployed). At BL you might see: 1st Virginia Brigade: 1st Virginia Rgt 126 R&F, 5th Virginia Rgt 134 R&F, or possibly 1st Virginia Brigade: 1st/5th Virginia Rgt 260 R&F. At CL: 1st Virginia Rgt: 4x ~32 R&F platoons and a leader, 5th Virginia Rgt: 4x 34 R&F platoons and a leader.

Quality

This is a hard thing to quantify. While the average American was familiar with handling a weapon (unlike say, some Hessians, who only became familiar with a musket on board ships coming across the Atlantic or in depots waiting for orders), they were not used to organized drill. (A unit's Quality rating takes both into account—it impacts firing, but also Disruption/recovery and other aspects.) I generally put a levy or raw militia in the E-F range. State troops and pre-Valley Forge (VF) Continental tend to fall in the C-D range. Post VF, you will see B-C and possibly some A troops. There were some militias, such as Marion's and other groups operating in the south, that will gravitate to slightly better Quality. These men campaigned endlessly and gained much experience with time. Also, in the South many militias were mounted, but fought dismounted and in Open Order. This type of troop is often armed with a Mounted Rifle weapon type allowing them to fire mounted as well.

2-Rank VS 3-Rank Lines (and Open Order)

The choice of 2-rank vs 3-rank lines, while impacting firepower, has a large impact on maneuverability. Generally speaking, in ARW, a unit who is in 2-rank will generally have the ability to deploy into open order (OO). OO troops can move through woods without becoming disrupted. This was a massive change needed to best reflect warfare in the heavily wooded, obstructed terrain of the American continent. 3-rank units are denser and easier to control/order on a battlefield. That being said, 3-rank is what most militia units are given. Large companies of 45+ men are logically going to be deployed as 15 files, as opposed to ~22 and the corresponding ballooning of the battalion frontage. Also, operating in OO requires training to move between close and open order, something the militias lack. Of course there are exceptions to the rule, with smaller militias getting to operate in 2-rank OO to take advantage of the fences and walls in much of 18th Century America. In the early war, certain units with experience (most New Hampshire troops for example) will get the privilege of OO, while other troops will still be in 3-rank. After VF, Continental troops will adopt 2-Rank, in step with the British best practices.

Dragoons

The Americans fielded four regiments of Light Dragoons. In general, while capable of fighting on foot, they rarely did so—they served not as strict Dragoons in a European sense but rather as true Light Cavalry, and they are coded as such. They proved exceptionally valuable in the Southern Theater where William Washington and Henry Lee rose to the fore.

The British (and Provincial)

While the British were a professional army, that was more in relation to having the organizational structure and support for their fighting troops. Most rank and file were as new to firing their weapons in anger (or even more so) than the average American soldier. The British Army, with the exception of brief actions in the Caribbean, had not actively campaigned since the Seven Years War, 12 years prior to the events in Boston and Massachusetts. (And perhaps their inexperience and lack of discipline led to events like the Boston Massacre and Lexington Green.)

2-Rank VS 3-Rank Lines

There was some debate in the British Army regarding the use of 3-Rank and 2-Rank lines. The advocates of shock tactics (notably Clinton) pushed for 3-rank, and abhorred the "loose flimsy order" of 2-rank lines which accentuate fire and maneuver. Howe was a proponent of open order and a 2-rank deployment. On arrival in the Americas, Howe kept the army 3-deep, but opened them up slightly with 18" between files. For operations in New York, on 1 August 1776, he ordered "*The Infantry of the Army without exception is ordered upon all occasions to form two Deep, with the files at 18 Inches Interval till further orders.*" This would be how the British would fight for the duration, with the notable exception of Cornwallis at Yorktown, who brought back 3-rank in anticipation of meeting the French and needing to push shock tactics to the fore.

Loyalist Units (Tories)

For the most part, Loyalist units were simply units raised in America for service in America. They were uniformed and trained in the British methods and usually led by British officers with field experience. There were, however, some units of particular interest that make several appearances throughout the scenarios:

<u>The British Legion</u>: Formed in 1778 to consolidate several smaller loyalist units into a coherent, single mobile unit, notably combining an infantry arm (Caledonian Volunteers, Roman Catholic Volunteers and others) with cavalry (Philadelphia and New York Dragoons as well as Emmerick's Chasseurs). They gained notoriety in the southern campaigns of Virginia and the Carolinas, where they were led by Lieutenant Colonel Banastre Tarleton and Major George Hanger.

<u>The Queen's American Rangers</u>: Raised by Robert Rogers, of French and Indian War fame, at the outset of the war. Rogers did not have much success, and command was passed for a brief time to Major James Wemyss, who led them at Brandywine. In October of 1777, Lieutenant Colonel John Graves Simcoe took command and served extensively in New York and New Jersey before heading south for the campaigns there. Simcoe added a mounted troop to become a "Legion", a formation gaining usage in the Americas.

Both Simcoe and Tarleton cashed in after the war writing memoirs, which are readily available today and worth seeking out.

Dragoons

The British sent 2 Light Dragoon Regiments to the Americas, the 17th and 16th. Mounting them proved a challenge, and you will see them occasionally as simply dismounted troops. While capable of fighting dismounted, in America they did not, acting primarily as purely mounted scouts. Depending on the situation, they are coded as either Light Cavalry or Dragoon (or Light Infantry). By 1778 their numbers had been reduced, and much of the 16th's men were absorbed into the 17th with the remainder returning to England.

Highlanders

There were three Highland (Scottish) regiments that saw service in the Americas. The oldest was the 42nd (Royal Highland) Regiment of Foot. Colloquially known as the "Black Watch" at the time, it had a long history of service and is generally recognized as an elite unit. The 71st was a large regiment raised in 1775 and sent to America. It would field 3 battalions and serve throughout the war, from Long Island to Yorktown. The 84th was also a new regiment raised to defend the colonies. It was recruited locally in Canada from veterans of the Seven Years War who had remained in North America at the end of the conflict. The Highland units are generally given a +1 melee bonus to reflect their impact on the minds of American troops, and their reputation for relishing close combat. The 71st and 84th will however get a slightly lower Quality rating than might be expected, reflecting the apparent difficulties their British officers had in establishing good drill order.

The Germans

The German auxiliaries—troops from Anhalt-Zerbst, Ansbach-Bayreuth, Brunswick-Wolfenbüttel, Hesse-Hanau, Hesse-Kassel, and Waldeck— generally followed Prussian customs, theories and practice. Units in the Americas typically were formed of 1 battalion, comprised of 6 companies (1 grenadier, 5 musketeers). The grenadiers were usually detached and formed into their own battalion. One notable exception was the Erbprinz (HH), who retained their grenadiers. The company was administrative only; in combat, maneuvers were in 2 wings, each of 2 divisions of 2 platoons, for a total of 8 platoons. The German troops fought in 2- and 3-rank lines, for the most part in close order. While the Knyphausen was denied the authority to allow open order, the Brunswickers were warmer to the idea, forced on them by the terrain of Burgoyne's campaign. Grenadiers were often used in support of the Jaeger companies, who were not designed for melee combat.

A bit more on Hessian Grenadiers, looking specifically at Grenadier Battalion von Köhler as an example:

The battalion was comprised of 4 grenadier companies, Rall, von Wissenbach, von Stein, von Bünau (4*105 = 420 men). This allows the 8 platoons to be formed, 2 from each regiment, without mixing troops from different regiments.

Jaegers (Jäger)

The Jaegers were a body of specifically-raised light infantry with traditions based in the Foresters of Germany. Hesse-Kassel, Hesse-Hanau and Anspach-Bayreuth raised units for service. They would serve as independent companies attached to various divisions or corps as needed, including a small number of mounted Jaegers.

The Jaegers did not fight in lines, but rather in loose, true skirmish formation. They were armed with large-caliber rifles, shorter than the American long rifle; while these were not fitted with bayonets, the men also carried short hunting swords, or "hangers". In game you will see them armed with Rifle+, as skirmishers at BL and as light infantry at CL.

One of the more well-known Jaeger commanders, Johann von Ewald, kept a diary and published it after the war. *Diary of the American War: A Hessian Journal* was translated and published in 1979. Hardbound copies are hard to come by, but scans exist in Google books and elsewhere. He also wrote: *Thoughts of a Hessian Officer on what has to be done during a Tour with a detachment in the Field*, copies of which are easier to come by.

Dragoons

The sole German cavalry unit, the Dragoon Regiment Prinz Ludwig, was provided by Brunswick-Wolfenbüttel. It consisted of 6 troops of approximately 48 men. On arrival in Canada, they were unable to find suitable horses to mount the troops, and so they fought on foot. Eventually, one troop would be "shabbily mounted" and be used as headquarters escort, messengers and other light duty.

The Indian Allies

The native nations on the American Continent participated on both sides of the warring parties. Different tribes had their own interests and goals in deciding whom and where to aid. While represented in-game as their own faction(s), they do not often appear in scenarios as a significant fighting force. Their primary role in the war was to act as scouts or raiders, and as such often outside the scope of the scenarios. The war would be devastating for the community as a whole, with towns and villages being destroyed wholesale, and lands being ceded by the British in Paris, and the Americans relentlessly pushing westward.

In-game, you will see them typically in skirmish formation, with a range of weapons and quality ratings, often a melee bonus (to reflect the awe/fear that the Americans/Europeans regarded them with) and often the ability to Fire & Move (allowing them to fight and slip away as needed).

The French

France signed a Treaty of Alliance with the United States in early 1778. They would contribute hard cash, manpower and—decisively—a navy. Early on, Rhode Island and Savannah, the French were conservative and unwilling to risk their troops unduly, and the operations suffered. However, the French Army was considered one of the best in the world at that time (despite the outcome of the Seven Years War in America), and it would prove its worth at Yorktown. The regiments would come from the metropolitan departments as well as several of the French Caribbean colonies. The French were very flexible, fielding combined grenadier and chasseur units as well as consolidated fusilier units on a regular basis. With the exception of the chasseur units (light infantry), the units fought in both 2- and 3-rank lines, but almost exclusively in close order. Savannah in 1779 is the best in-game example of this. Aboard every French ship was a detachment of marines pulled from the metropolitan regiments. These troops could and would be placed into service on land (i.e. Yorktown).

The Spanish

While the Spanish had a strong presence in the Caribbean and Florida, the main battle they were involved in, the Siege of Pensacola, did not really fit within the scope of this work and so they were omitted. I did find an interesting situation in Alabama—The Village—that I wanted to include, so I shoehorned them in under a French flag.

Fortifications

In researching and developing ARW, I came to appreciate the variety of field works and fortifications present on the American continent in the late 18th Century. Here is a quick summary of how I dealt with them, starting with the most basic and progressing to the more complex fortresses in the European style (Ticonderoga and Quebec in ARW).

Breastworks

Breastworks are the simplest form of field work and may even be constructed over the course of a scenario. These are made of earth, logs, brush (or even a reinforced fenceline—see Bunker Hill). You might see them used as a roadblock or defending a pass (Long Island). They also can be used for the outer works of a fort, with or without trenches or an embankment.

Trenches (with and without breastworks)

A more substantial defensive fortification. Entering a trench from a non-trench hex does cause disorder. Trenches may be supplemented with breastworks (defensive modifiers stack). I have used them to expand defensive positions and connect fortifications (Savannah 79, Long Island).

Fort (with and without embankments)

In ARW at least, my view of a fort is that it is the stereotypical palisade wall of the French and Indian War, or the kind seen in the American West in the following century. Forts may be made more substantial by adding an embankment, where the defenders have ramped up earth or dug a ditch as a further obstacle (e.g., Fort Stanwix).

High Wall

For ARW's purposes, these are unassailable walls and used in stone, permanent fortifications such as Charleston Harbor and Fort Mercer. They also work as city walls in the case of Quebec. Walls are sometimes used internally in forts to help represent bastions (e.g., Fort Ticonderoga).

Stone Wall (with embankment)

A Stone Wall may be used as some of the outer batteries and positions in complexes such as Ticonderoga.

Redoubts

The Savannah redoubts were raised mounds topped with a firing position. Adding an elevation level (10m) surrounded by embankments and topped with breastworks gives a reasonable facsimile based on descriptions and illustrations. Slightly too high, but all maps are lies.

Design Philosophy

When sitting down to design a scenario, I have two primary goals: 1) to reflect history as best as possible within the constraints of the game system, and 2) to make it fun (hopefully from both sides).

In order to respect history, much thought has gone into the game's Parameter Data and Weapons/Loads Data (weapon ranges, movement rates, lethality etc.) to reflect results that are consistent with real world reporting. If I have built a good map that also, to the best of my ability, reflects actual terrain, then good Orders of Battle can be used to deploy counters on the map that make sense and set the stage for a battle. However, as soon as a counter is moved or a shot is fired, we have moved off into alt-history (to paraphrase noted board game designer Richard Berg). A poor fire/melee result, or Disorder/Rout/Rally check can alter the course of a battle (think Montgomery being killed, and Arnold almost simultaneously being wounded in the early going at Quebec). While games can provide insight into the nature of an event, such as the conditions that factored into the historic result or led the commanders to do what they did, games are not documentaries. They do provide interesting narratives, with unheralded units or commanders becoming heroes or goats almost every time you play. For me, that is a major source of entertainment in gaming.

Randomness

I am a big proponent of randomness and try to take advantage when I can in scenario design. Releases and reinforcements are two ways that I can inject it. At BL, a 10% chance each 15-minute turn means that there is a ~35% chance within an hour; for CL that number rises to 75%. So if a historic reinforcement showed up at 1000, I might set the arrival check to start at 0930 with a % chance. While the arrival *might* happen at the historic time, it could just as well be before or after.

There are other ways to inject randomness, such as a percentage chance of an alternate arrival hex (what if the 2nd Brigade came in from the SE instead of the NE?) and weather entries (a thundershower might appear at its historic time, or sooner, or later). For me, it is all about keeping players honest, especially in well-known battles.

Lastly, ammo should be addressed. I have been intentionally stingy in the allocations of ammo wagons. Both sides often suffered from want of supply (reflecting both the Americans' lack of funds and stores and the British need to be mobile and operate as an expeditionary force). The typical cartridge box loadout was 60 rounds per man for the British, and only 24 for the Americans. One can see how easy it would be to move through that little ammo in short order. Many battles in the ARW fizzled out as both sides were low on ammo. The British would bring up supplies (Kip's Bay/Harlem Heights) and the Americans would cobble together what they could. So, if you are having ammo issues - good! That is my intent.

Objectives

For me, Objectives are a way for the designer to shape the flow of the battle. They serve as waypoints both for the AI and human player. Where should I go? What should I prioritize? However, sometimes an objective may be more "aspirational". There may be an objective in the rear (say a main camp or an exit hex) that might seem nearly

impossible to achieve. Those are placed specifically to keep players honest. If they are left unguarded, your opponent may simply waltz in and take them. Generally speaking, if they are "aspirational" they don't factor in the main Victory Level calculations. The game should be decided on the main objectives, but should they go the other way, these can still be a big factor—so don't leave them unguarded on defense, and consider probing to see if you can steal them on offense.

Skirmishers and Open Order

The popular image of rigid linear warfare being the rule in this period, while at times correct, does not paint the entire picture. Current military theory and practice had been evolving quickly in the last half of the 18th century to incorporate light infantry into military operations. The journals of Ewald, Lee, Simcoe and Tarleton all provide excellent references to the small-unit tactics that the realities of the terrain in America dictated. A particularly good read that I consider important is *Infantry in Battle* by Dr. Alexander S. Burns, who digs into the development of tactics in this era. That book, coupled with Matthew H. Springs' *With Zeal and with Bayonets Only*, will provide good insight into the tactics used in 1775-1783.

Generally speaking, at BL, line units will not deploy skirmishers. British Guard and German grenadiers units did operate using their own *flanqueurs.* Light troops and British grenadiers can breakdown completely to skirmish units, typically 1/10th total strength. At CL, you will see units who can deploy one or completely to *flanqueur.* They will be at 1/3rd strength. Please refer to the journals mentioned above for examples.

To recapitulate, open order was adopted by the British, dictated by the close terrain of the American wilderness in which they were forced to operate. Close order is defined as shoulder to shoulder, while open order can be from elbows out all the way to arms outstretched apart, allowing a regulated line formation to operate more efficiently in covered terrain. Skirmish order, by contrast, consists of smaller packets of men operating independently rather than in a regulated line.

Column or Rolling Fire

While not in the 1764 Drill Manual, the British had adopted the use of "street firing" for use in close terrain. In this maneuver, a battalion is deployed in a column of platoons; the lead platoon presents fire, then falls back to the outside to allow the next platoon to do the same, and so on. This effectively maintains a constant fire to the front, similar to the familiar platoon fire used when deployed in line. While the British Army most certainly doctrinally preferred line deployment for fire combat, they were not averse to maneuvering in column, and—if need be—assaulting in column, at BL at least. Again, please see *Infantry in Battle* and *With Zeal and with Bayonets Only*, where this is specifically mentioned in regard to the assault at Chatterton Hill (White Plains). There was also a nice discussion on the *Prime and Load!* Podcast's episode A Failure of Command: The British Disaster at Cartagena, which you can check out if you are so inclined.

Campaigns

Brandywine
Saratoga Light
Saratoga 1777
Philadelphia 1777

I have included four campaigns in the game, ranging from simple (a "campaign-in-one", as the WDS team refers to this style) to a more full-throated, layered campaign.

Brandywine

This is the simplest of the four campaigns. Each side is presented with a choice, and then 1 of 4 setups for the Battle of Brandywine is played out. This is ideal for a PBEM/HTH matchup where the historical setup is not a given. It also provides variety for either side vs AI, again, for the player who wants some uncertainty in the setup.

Saratoga Light

The scenarios included in both this campaign and the Saratoga 1777 campaign rely on a single OOB, based on the September 1 returns from both armies (as well as American reinforcements). Losses taken at the first battle, Freeman's Farm, will carry through to the Battle of Bemis Heights. While the setup may be the same, the numbers will not. (The stand alone, in-game, version of Bemis Heights uses its own OOB, with the October strengths of both armies.) If the Crown player can survive Freeman and Bemis, they will get the opportunity to play out Burgoyne's planned attack on October 8 (and have a chance at a campaign "victory", such as it is). While the Crown player is not likely to win the campaign at Freeman or Bemis, he can most certainly lose it.

Saratoga 1777

This campaign expands on Saratoga Light (and similarly uses a single, unified OOB), offering choices for both sides at both Freeman's Farm and Bemis Heights before culminating on October 8 (2nd Bemis). Notably, there was some controversy as to what Burgoyne was trying to do on October 7, and this allows the Crown player to explore those actions (and the victory conditions that go with them). Again, if the Crown survives until October 8, they have a chance at a campaign draw or even a campaign victory, which is defined as being allowed to withdraw back to Canada (how many survivors would actually be able to make it back to Ticonderoga or even Canada is certainly debatable).

Philadelphia 1777

This campaign takes the historic Battle of Brandywine and potentially runs through the end of September, with the Crown occupation of Philadelphia or Howe returning to New York. The action is concentrated on roughly two weeks between September 11 and September 25, with both armies maneuvering in the area to the northwest of Philadelphia along the Schuylkill and in the Great Valley. This period saw the Battle of the Clouds and the Paoli Massacre, as well as several other skirmishes that could have blossomed into full-blown battles. Both sides are presented with a range of choices that may result in these or other potential battles. The weather during this

period was unsettled and played a major factor. For example, had the skies *not* opened up, the Battle of the Clouds may well have been a decisive battle in the overall story of the American Revolution (and not just the campaign). Like the Saratoga 1777 campaign, this campaign uses a unified OOB and losses will carry through. Players should be mindful of the need to preserve their forces. Grinding up your elite force in a headlong attack or epic last stand early on in the campaign will most definitely have repercussions in the final stages.

Mike Cox

Scenario Designer, American Revolutionary War

April, 2026

Graphics

Unit Art

This topic is divided into two parts. The unit portraits file (Units.png) was assembled from the Soldier Study series of paintings by Don Troiani (https://dontroiani.com/). WDS licensed his artwork for publication within the game. As such, not every possible unit has been covered, but as he continues to expand this line we may increase our

holdings and add more into the game. At time of publication, 206 unique images have been included. Then we have our 3D units produced by Rolf Hall. His notes follow.

ARW Uniform Research

Uniform research has been conducted using primary and mainly secondary sources. One has to be aware of dated information, incomplete coverage or limited coverage when reading texts and always aim to corroborate information.

While many reliable sources give us a generally good understanding of what was worn, there remain areas of uncertainty and contradiction; in some cases, the exact appearance of a unit is simply not known.

Soldier uniforms were affected and modified by various factors:

- Regulation – what was supposed to have been worn.
- Climate – uniforms were modified to provide relief and protection from the climate.
- Terrain – the tough terrain of the colonies required robust and practical clothing.
- What was available – a particular issue for the Rebels.
- Whether on campaign or in barracks.
- The direction of the Commanding Officer – some enforced the regulations more than others.
- The wear and tear of campaigning took a toll on uniforms.

References:

- Osprey - American Provincial Corps 1775-84
- Osprey - General Washington's Army 1779-83
- *Uniforms of the American Revolution* by John Mollo (with Malcolm McGregor)
- British Army Uniforms of the American Revolution 1751 – 1783 – Carl Franklin
- Uniforms of the American Revolution v1 - British and American – Timothy J Reese
- Don Troiani's Soldiers of the American Revolution - Don Troiani
- The British Army in the American Revolution - Alan Kemp
- American Soldiers of the Revolution - Alan Kemp
- The Internet.

Other sources include:

- Contemporary accounts and descriptions of uniforms and the conditions of clothing.
- Contemporary Regulations – what should have been worn but often did not reflect what was worn.
- Contemporary artwork – Officer sketches, prints, paintings of significant military individuals, battle etc. You have to be aware of the source and purpose of the imagery—some are more reliable than others. Paul Revere's print of the "Boston Massacre" is a significant piece of propaganda but not a reliable source for uniforms, for example.
- Later artwork. The works of Don Troiani are well researched and very accurate, while the paintings of Howard Pyle—while patriotic in nature—are much less reliable.
- Wargamers and model manufacturers – generally well researched.
- ARW re-enactor websites – very accurate research. Re-enactors often feature in films and documentaries like "Rebels and Redcoats". One has also to be careful about films which are less about historical accuracy than entertainment.

A Broad Overview of Each Faction

The British (Crown)

"The British line advanced at a sort of trot with a loud Halloo. It was the most beautiful line I ever saw"

— Private Thomas Young, with the America Militia at Cowpens.

"The common British soldier is swift, marches easily … when they go against an enemy, they are fresh, optimistic and do not worry about their life ... the English keep their clothing very clean and have only the vices of cussing, swearing, drinking, whoring and stealing and these more so than any other people...

…on the other hand, the seamen are a thieving, happy, whoring, drunken lot and much inclined to swearing and cursing people. They can hardly say three words without their curses 'God damn my soul, God damn me…' toward us they are rather rough, impolite, and rude."

— Private Johan Döhle, Bayreuth Regiment.

Regiments had line companies, a Grenadier Company and a Light Infantry Company. The grenadiers were supposed to be the tallest and steadiest men in the regiment, and wore the iconic fur cap with brass plate. These caps were unsuited for combat in the Americas and were costly, so they were often replaced with a tricorne or similar. The Light Infantry Company soldiers were supposed to be agile and intelligent men who could adapt to the new tactics. Light Infantry (known as "Light Bobs") wore a wide selection of distinctive leather caps and hats, though these too were often replaced by more practical head gear. Both the Grenadiers and Light Companies wore epaulettes on their shoulders to distinguish them from the company soldiers.

At the start of the ARW, units were issued or in the process of being issued the 1768 uniforms as defined in "His Majesty's Warrant for the Regulation of the Colors, Clothing, etc. of the Marching Regiments of Foot."

The warrant prescribed the dress standards for officers, NCOs and other ranks covering all aspects— coats, breeches, head gear, etc. These regulations allowed some variation by regiment, each unit having its own distinctive variations: facing colors, lace, headgear, etc. Regiments also maintained unique regimental traditions based on previous military exploits, awards, etc. These regimental distinctions are maintained by successor regiments to maintain the "golden threads" of history.

The Light Infantry (now the Rifles) wore a red flash behind their cap badge until 2007. The wearing of red backing behind the cap badge was originally awarded to the Light Company of the 46th South Devonshire Regiment, following their attack on an American camp in the forest of Paoli during the American Revolutionary War. As a result of this action the Americans vowed vengeance, declaring that they would give no quarter. The Light Company, in turn, sent word that they would stain the feathers in their caps red, so that others not involved would not suffer. These feathers became represented by the piece of red cloth worn behind the cap badge.

British uniforms can be broadly grouped into four uniform "styles":

1768 warrant-compliant uniform

Early battles certainly saw British troops wearing the regulation uniform.

Illustrated below are the 64th Regiment (left) and the 29th Regiment of Foot (right). The 64th are wearing the 1768 warrant uniform. The 29th are depicted as dressed at the time of the "Boston Massacre" and are wearing a mixture of uniform regulations. Units basically wore the old uniforms until they wore out items, which were then replaced with the new uniform.

The 29th were nicknamed the "vein openers" after the incident in Boston

Modified uniforms

The British army was familiar with the climate and challenging terrain in the Colonies and adapted very quickly to the conflict in terms of tactics and uniform modification. This was absolutely essential to remain an effective fighting force. The 1768 warrant uniform was typically adapted by cutting the coat tails shorter to minimize snagging on vegetation. Full-length leggings were issued which provided better protection when moving through terrain, and kilts were converted into trews. The tricorne was often converted to a wide brimmed hat to provide protection against the sun and inclement weather, Unnecessary practices were stopped when on campaign (like powdering the hair) Light infantry caps, the expensive and ungainly grenadier bearskins were often swapped for the more practical brimmed hats.

The 33rd Regiment of Foot. Considered to be one of the best (if not the best) regiments in service in America—nicknamed "The patent".

The 20th Regiment of Foot

tricornes/wide

Saratoga campaign

For the Saratoga campaign, the uniforms of British troops were modified in a way similar to the above with the notable exception of the headgear. Old tricornes were converted into a “roman helmet” type shape with a horsehair mane attached.

Roundabouts

The Southern campaigns saw the most notable uniform modifications to deal with the climate when campaigning in those states. Soldiers wore full length gaiters, a simple and lightweight red coat referred to as a “roundabout” and wide brimmed hats.

63rd Regiment of Foot. Light Company the Guards

Cavalry

Only two cavalry regiments made it to America.

16th Queens Light Dragoons (mounted and foot), note the change in headgear.

17th Light Dragoons

Royal Artillery (Ubique.)

Uniform modifications were very similar to the infantry.

Royal Artillery dress uniform
(tricornes were also worn)

Royal Artillery
Saratoga campaign

Loyalists/Provincials

"We are the King's true and faithful subjects."

— Declaration of loyalty used in oaths, petitions and public statement.

"Is not the glory of the cabinet equal to that of the field? Is not this better than broken limbs, fatigue, shattered health and an eternal want of money? For God's sake, return to your family – and indeed to yourself Abandon not your sisters, who are wretched about you. Come back and Heaven will protect all your undertakings."

— John Randolph, a Loyalist, to his son Edmund, a Revolutionary. The ARW was as much a civil war as a revolutionary war.

Those Colonists who remained loyal to the Crown formed several units to combat the rebels. Loyalist units (infantry, cavalry and artillery) fought in many of the battles of the ARW. The British Legion led by Banastre Tarleton were a well-known Loyalist unit, with Tarleton becoming a hate figure for the Rebels.

Loyalists wore a variety of clothing, from civilian garbs to full uniform. Uniforms were diverse in terms of style and color, generally tending to be simpler in design and more practical in nature.

Loyalist units included the British Legion, Volunteers of Ireland, Delaney's Regiment, South Carolina Royalists, Royal Highland Emigrates, King's Royal Regiment of New York and many others. Some Loyalist regiments would became part of the British regular army establishment by the end of the ARW. The 60th (Royal American) Regiment continued their service after the ARW, amalgamating into the Royal Green Jackets in 1966 and then into the Rifles in 2007.

From left to right: the Volunteers of Ireland, Prince of Wales' American Regiment, the Black Dragoons, British Legion cavalry and the King's American Regiment.

Americans

"The regular troops, who had the keen edge of sensibility rubb'd off by strict discipline and hard service, saw the confusion (the rout of the militia) with but little emotion. They engaged seriously in the affair"

— Otho Williams, American Adjutant-General at Camden

"The damn rebels form well" - Lord Cornwallis, Battle of Brandywine, 1777

"With regard to military discipline, I may safely say that no such thing existed in the Continental Army."

— Baron von Steuben, 1778

The General does not mean to discourage the practice of bathing, whilst the weather is warm enough to continue it; but he expressly forbids, any persons doing it, at or near the Bridge in Cambridge, where it has been observed and complained of, that many Men, lost to all sense of decency and common modesty, are running about naked upon the Bridge, whilst Passengers, and even Ladies of the first fashion in the neighborhood, are passing over it, as if they meant to glory in their shame.

— General Orders, August 22, 1775

The rebels had the huge task of creating an army to fight the ARW. They utilized militia, state troops, eventually forming the Continental Army. American troops were equipped in a wide variety of uniforms and clothing. Early war efforts saw a variety of coat colors, including brown, green, and blue, often depending on what state regiments could procure.

Supply issues meant many soldiers were poorly clothed, sometimes even lacking shoes during harsh winters—a constant reality for rebel soldiers throughout most of the ARW. They prioritized weapons, equipment and suitable clothing for campaigning.

"The army was now (Valley Forge) not only starved but naked; the greatest part were not only shirtless and barefoot, but destitute of all other clothing, especially blankets."

— Joseph Plumb Martin

The Americans would prove to be resourceful, adaptable and practical in equipping their troops. Importations from France and captured British uniforms were modified and re-dyed from the original red for use by the rebels. Civilian hunting shirts and leggings provided a degree of uniformity and were practical to use in the field.

Continental Army Uniform Regulations (1779 General Orders)

On the 2nd October 1779, General Washington issued a General Order that officially prescribed a specific uniform for all branches of the Continental Line. The goal was to establish uniformity, though practicality meant soldiers often wore whatever was available, including hunting shirts or civilian clothing.

The standard specified a dark blue coat as the primary color for the army, a contrast to the British redcoats. Distinctions were made by the color of the facings (collar, cuffs, and lapels), which varied by state or region:

- New England states (New Hampshire, Massachusetts, Rhode Island, Connecticut): White facings.
- New York and New Jersey: Buff facings.
- Middle states (Pennsylvania, Delaware, Maryland, Virginia): Red facings.
- Southern states (North Carolina, South Carolina, Georgia): Blue facings, edged with narrow white tape.

Other Uniform Components

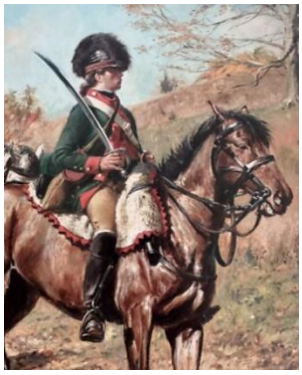
- **Breeches and Waistcoats:** Generally white linen or wool, though brown or green variations existed. Later in the war, white overalls (trousers that combined breeches and gaiters) became more common.
- **Headwear:** Black felt tricorne hats were standard for enlisted men, often with a black and white cockade after the alliance with France.
- **Footwear:** Low-cut black leather shoes were common, with gaiters or stockings worn to protect the lower leg.
- **Rank Insignia:** To distinguish officers and non-commissioned officers without full uniforms, Washington issued early orders for badges of rank, such as colored cockades in hats and cloth epaulettes on shoulders.
- **Hunting Shirts:** Washington strongly encouraged the use of the practical and inexpensive hunting shirts (frocks) for field dress, made of deerskin, linen, or homespun cloth and dyed various colors. It was considered an effective field uniform and thought to "carry no small terror to the enemy".

Despite the regulations, the Continental Army faced persistent problems with clothing supply, funding, and transportation. By the end of the war, the blue uniform with red facings became the 1782-approved standard for all infantry units and is the iconic image of the Continental soldier.

Infantry

Left to right: 1st New Hampshire, US Continental, Continental Marine, Clark's Volunteer Rifles. 18th Continentals.

Cavalry



4th Continental Light Dragoons

3rd Continental Light Dragoons

Artillery

Steven's Independent Battery

Knox's artillery

Militia (all sides)

"Place them behind a parapet, a breast work, or anything that will afford them shelter and from their knowledge of a firelock they will give a good account of their enemy .... but they will not march boldly up to a work nor stand exposed in a plain"

— George Washington

"To our infinite distress and mortification, the North Carolina militia took to flight ... every effort was made ... to stop this unaccountable panic for not a man of the corps had been killed or wounded ... throwing away arms, knapsacks and even canteens, they rushed like a torrent, headlong through the woods."

— Lt Col Henry Lee on the rout of the North Carolina militiamen at Guilford Courthouse, 1781.

A great variety of clothing on display reflecting everything from civilian attire to clothing suited for rural and backwoods lifestyles.

Hessians

"I believe them steady, but their slowness is of the greatest disadvantage in a country almost covered with woods against an enemy ... keeping up an irregular but galling fire on troops who advance with the same pace as at their exercise"

— Lieutenant Hale, 45th Foot

"Hessians are more infamous and cruel than any. It is a misfortune that we ever had such a dirty, cowardly set of contemptible miscreants"

— Ambrose Serle, secretary to Lord Howe in a letter of 1777. Not a fan.

The British did not have enough troops for the ARW and other commitments. The Crown negotiated treaties with German Free States to provide additional troops to support the British war effort in the Colonies:

- Hesse-Kassel
- Hesse-Hanau
- Anhalt-Zerbst
- Waldeck
- Braunschweig (Brunswick)
- Anspach-Bayreuth

Effectively “renting” regiments was not an uncommon practice in Europe – in the late 18th and early 19th Centuries, Danish regiments appeared in many wars.

The uniforms of these states were influenced by Prussian uniforms. Coats being typically blue and “small clothes” being white or yellow. Jaegers wearing the distinctive green jacket. Headdress for grenadiers and fusiliers had metal front and rear plates in white or yellow metal, according to regiment. Musketeers continued to wear a cocked hat with colored pom poms.

Left to right: Von Lossberg Fusilier Regiment, Von Bose Regiment, Prince Carl Regiment, Grenadier Rediesel Regiment, Hesse Hanau Jager, Dragoon-Regiment Prinz Ludwig Ernst, who arrived in Quebec without horses or saddlery.

French

“My heart has always been truly convinced that in serving the cause of America, I am fighting for the interests of France.”

— Marquis de Lafayette

“…frequently if a man has no useful talents, is good for nothing and burdensome to his relations, or is indiscreet, profligate and extravagant, they are glad to get rid of him by sending him to the other end of the world.”

— Benjamin Franklin, on recruiting French volunteers

The French wore regulation uniforms. The uniform was mainly white/slightly off white for Infantry. Artillery wore blue uniforms. It was left to the French cavalry to add a touch of glamour to the ARW.

The 1779 French uniform regulations

Introduced during the American Revolutionary War, mandated a standardized appearance featuring a white wool coat with regimental-specific facing colors and a black felt cocked hat. This was a move toward greater uniformity across the army, although some older-style uniforms were still in use by regiments deployed early in the war.

Standard Infantry Uniform (1779 Regulations)

The core components of the 1779 regulation uniform were as follows:

- **Coat:** Made of white wool, featuring a closed front with short tails and lapels. Facing colors (on lapels, cuffs, and turnback's) were specific to each regiment.
- **Collar:** A small, standing collar, typically a different color from the coat's primary facing color.
- **Buttons & Trim:** White metal buttons were standard for French regiments, with specific arrangements on the front, pockets, and cuffs. White piping often trimmed the edges of the facings and shoulder straps.
- **Headgear:** A black felt cocked hat ("chapeau") laced with black tape was standard issue. A white cockade was worn, often augmented with a small black cockade for the American alliance.
- **Waistcoat & Breeches:** Both were generally white, with the waistcoat being sleeveless and unlined.
- **Gaiters:** White gaiters were worn, extending to the knee where they were buttoned to the breeches. Black gaiters, ending below the knee, were an option for winter.
- **Turnbacks:** The coat turnbacks were pinned back and decorated with a white fleur-de-lis for fusiliers.

Variations by Unit Type

While the regulations aimed for standardization, specific distinctions were maintained for some units:

- **Foreign Regiments:** Swiss and Irish regiments wore red coats, while German, Italian, and Corsican regiments wore blue coats.
- **Colonial Infantry:** Regiments serving in the West Indies and other colonies had distinct regulations, often featuring blue coats with specific facing colors (e.g., green for Regiment du Cap, red for Port-au-Prince) more suited to the climate and local supply.

Campaign Realities

The regulations specified the ideal, but the practical realities of campaigning in North America led to frequent variations. The regiments that arrived with Rochambeau for the Yorktown campaign mostly wore the newer 1779 regulations, while those dispatched earlier in the war might have worn a mix of styles.

Left to right: Saintonge Regiment, Dillon Regiment, Grenadier Soissonais Regt, Saintonge Regiment

Lauzanne's Lancers

Hussars

Native Americans (both sides)

For many tribes, the ARW was not about American independence, but tribal survival. The Iroquois Confederacy was famously split, with the Oneida and Tuscarora siding with the Americans, while the Mohawk, Seneca, Onondaga, and Cayuga largely sided with the British.

Left to right: Oneida warrior, Shawenee warrior, eastern woodland Indian.

Art Coordinator Notes

It was the modding of *Campaign 1776* during COVID-19 lockdowns that was my first step on a path which led to becoming the Pre-20th Century Art Coordinator for WDS. Though I have worked on numerous titles during my time with the company, that original treatment of the subject matter was always a nostalgic touchstone. Here we have established a new landmark, one that displays the full extent of our passion for crafting historical games.

I cannot wait for you to discover all that is on offer in *ARW*, so read quickly, bid your loved ones adieu, and fix bayonets.

NICHOLAS FERRY

The Art of Don Troiani

The unit artwork is the visual soul of a WDS game. You examine their uniforms, see their stances, and are reassured when you select just the right one for the job.

Having access to the incomparable work of Don Troiani began with a harebrained email to Rich Hamilton in 2022. Imagine my surprise when I was later told that a deal had been struck for the rights to use Don's *Soldier Studies* pieces in the new game! While we have not utilized every piece he has made, and continues to make (give us a little heads up, won't you, Don?) You can rest assured these portraits have been researched to the utmost and are as accurate to the events as possible short of having actual photographs.

Isometric Units

I am not going to tread on Rolf's excellent notes for producing his units. He has created such a wealth of different units reflecting all phases of the conflict. The pixel art aesthetic at once references John Tiller games gone by, while giving the units the prominence they deserve against their environments.

Dig into the **\Map\3D Tabletop Bases** folder to find a variety of alternatives to suit your preference, or even your particular battle's time of year.

Isometric Environments

While you will notice the bird's eye environments have received a facelift in the form of some wonderful art produced by the team over at *Green Tree Games*, the real gem in anchoring *ARW* to its time and place is the work of our talented artist Manuel. He has sifted through copious references thrown at him by yours truly, and created a series of truly unique Buildings, Chateaus and Villages for your digital soldiers to inhabit. Some are nearly 1:1 representations of famous structures, while others are meant to evoke their references while not being exact copies. This gives us a palette usable not only across broader regions than they would have been historically, but broader time periods as well.

National Symbols

The Continental units and objectives are marked with the first official national flag of the United States. Though numerous star arrangements were used throughout the war, oftentimes varying by maker and region, the “3-2-3-2-3” arrangement was chosen for its aesthetic value.

The Militia/State faction is marked by a striped canton and blue field, an original design for this game. When fighting broke out, many flags were adopted featuring the British Union Flag in the canton in protest, with various fields, typically of solid colors. After the Declaration of Independence was signed and distributed, these protest cantons were frequently converted to stripes. Others were seemingly made with the stripes to begin with. The flag also contrasts with the red field of the Loyalist/Provincial banner, which they frequently find themselves opposite.

The French employ three gold fleurs-de-lis on a white field, typical symbology of the reigning House of Bourbon during this period.

Britain is represented by the unmistakable King’s Colour — St. George’s cross conjoined with St. Andrew’s.

The Loyalists/Provincials fly the Red Ensign of 1707, widely used to symbolize merchants and colonial possessions throughout the British Empire.

The Crown's German Auxiliaries, many hailing from the Electorate of Hesse-Kassel and the County of Hesse-Hanau, march into battle marked by the Lion of Hesse, the coat of arms of the old Ludowingian dynasty.

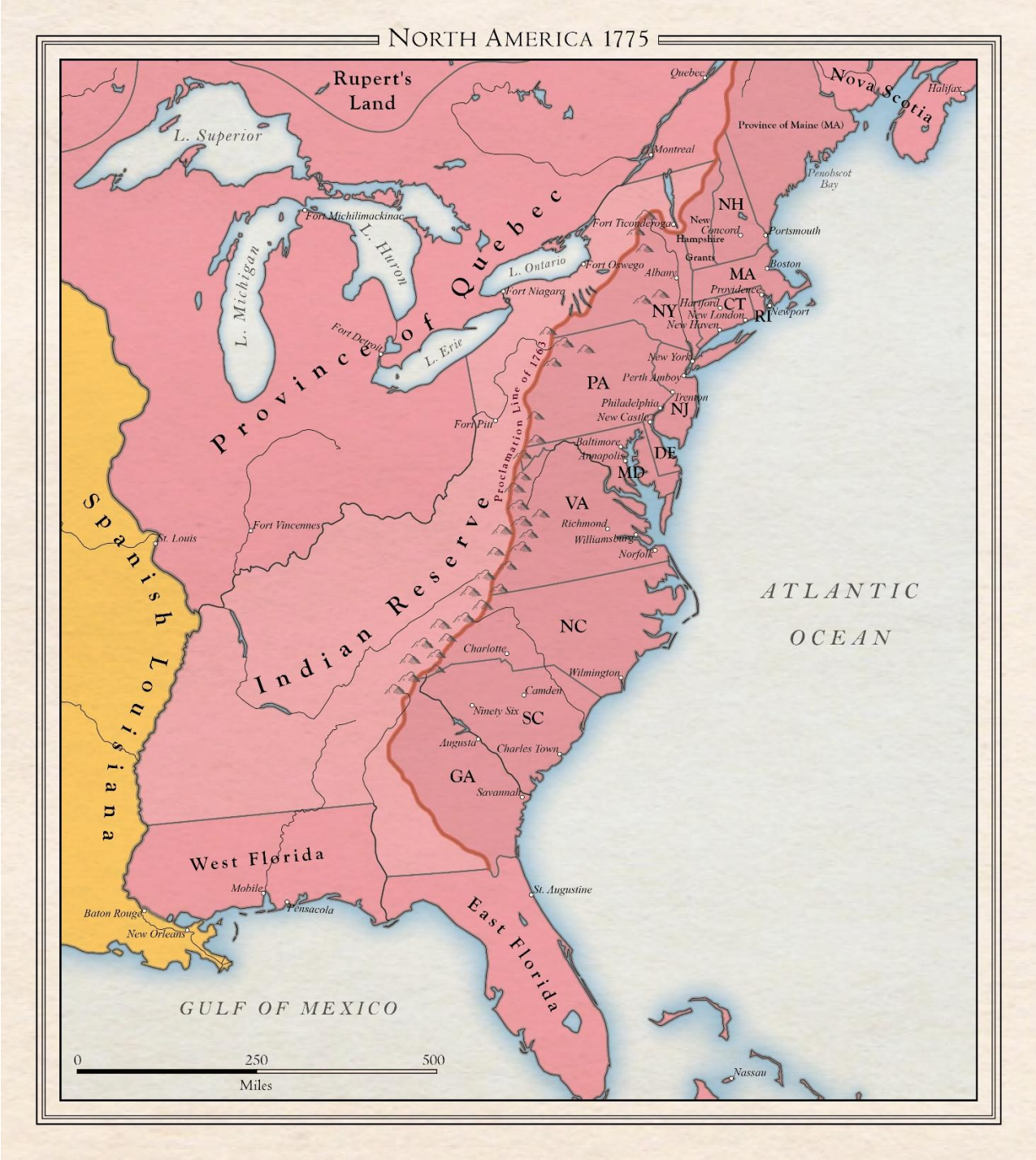
Allied Natives for both sides are shown by the Hiawatha wampum belt, representing the six nations of the Haudenosaunee. It is then overlaid on the banner of their allegiance.

A note on Flags

When you first load up *ARW* and choose your first battle, you may notice that the isometric units are not carrying the billowing battle standards typically associated with the era. There are indeed flags present near the units, but those are intended foremost as gameplay identifiers. There is a historical reason behind this. Owing mostly to the particular terrain and fighting styles, units in this war did not use flags very often in combat. Instead, they normally chose to keep them furled, bringing them out more for marches and ceremonial use. During victory celebrations such as after Saratoga or Yorktown, we have descriptions of flags flying, but less so during the battles themselves. Hesse-Kassel is the exception — they were known to have used their standards both on the battlefield and off throughout the war. Theirs were omitted for uniformity of presentation.

Overview Maps

Two maps are included with the game. The file size versions can be found in the \Manuals\Maps directory. They represent the beginning and end of the war.



These maps are created by Gustav Ståhlberg and are available to purchase if desired from his site: https://www.deviantart.com/imperialmaps

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Useful Websites

- 1777 Philadelphia Campaign by the Chester County Planning Commission. A detailed look at Brandywine, the Battle of the Clouds and Paoli, Maps, archeology

  https://www.chescoplanning.org/Historic/Camp1777.cfm

- 1777 Property Atlas by Chester County

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  https://npshistory.com/publications/sara/british-army-strength.pdf

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Recent Boardgames of Note

With my long-standing interest in board gaming and the American Revolution, I feel it worthwhile to mention some of the games in my collection that offered insights and varying perspectives on how to represent the various battles and campaigns They range from tactical (CL) to grand tactical (BL) through strategy. Many of these games are thoroughly researched and made by people passionate about the topic, and most of all fun. The list is by no means exhaustive and is focused on more recent releases.

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- **Herman, Mark.** *Washington's War.* GMT Games, 2010.

- **Miklos, Mark.** *Brandywine (Battles of the American Revolution Vol. II)*. GMT Games, 2000.
- **Miklos, Mark.** *Germantown (Battles of the American Revolution Vol. VII)*. GMT Games, 2010.
- **Miklos, Mark.** *Guilford (Battles of the American Revolution Vol. III)*. GMT Games, 2002.
- **Miklos, Mark.** *Monmouth (Battles of the American Revolution Vol. V)*. GMT Games, 2007.
- **Miklos, Mark.** *Rhode Island (Battles of the American Revolution Vol. IX)*. GMT Games, 2020.
- **Miklos, Mark.** *Saratoga (Battles of the American Revolution Vol. I)*. GMT Games, 1998.
- **Miklos, Mark.** *Savannah (Battles of the American Revolution Vol. IV)*. GMT Games, 2005.
- **Miklos, Mark.** *White Plains (Battles of the American Revolution Vol. X)*. GMT Games, 2023.
- **Miklos, Mark and Hanle, Dan.** *Newtown (Battles of the American Revolution Vol. VIII)*. GMT Games, 2013.
- **Miklos, Mark and Hanle Dan.** *Pensacola (Battles of the American Revolution Vol. VI)*. GMT Games, 2010.
- **Tom Dalgliesh and George, Adrian**. *Liberty: The American Revolution 1775-83.* Columbia Games, 2003.
- **Miller, Roger.** *Washington's Crossing.* Revolution Games, 2012.
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- **Wylie, Mike and Wylie, Grant.** *Philadelphia 1777.* Worthington Publishing, LLC, 2020
- **Wylie, Mike and Wylie, Grant.** *New York 1776.* Worthington Publishing, LLC, 2014
- **Wylie, Mike and Wylie, Grant.** *Saratoga 1777.* Worthington Publishing, LLC, 2017

Operations

This is a list of all the scenarios included with the game, in the main game folder, their description and number of turns. 148 in all. There are an additional 37 scenarios that are tied to the four Campaigns.

The **Recommended Rules** for all scenarios are the Default ones, unless otherwise noted.

A **Background** section will precede each scenario or group of scenarios. Which scenarios those notes apply to will be listed accordingly. A **Further Reading** entry will follow which applies to the whole group.

000.Getting Started – 20 Turns
This scenario is designed to accompany the Getting Started guide. This is one of three scenarios, and in it we will explore basic game concepts such as moving and firing with a wide variety of troops. We will also explore map elements and terrain features and how they impact game play. This is not meant to be a playable scenario but only for illustration purposes.

The following two scenarios will be for actual game play, one covering Battalion Level, the other Company Level.

001.Getting Started BL – 10 Turns
Introduction to Battalion Level battles. 15-minute Turns, 100-meter hexes.
Intended to be played as the Crown against the American AI but can be played from either side.
Documentation will be written from the Crown perspective conducting an attack. Part of the Getting Started guide, Started.pdf.

002. Getting Started CL – 25 Turns
Introduction to Company Level battles. 5-minute Turns, 40-meter hexes.
Intended to be played as the Americans against the Crown AI but can be played from either side.
Documentation will be written from the American perspective conducting an attack. Part of the Getting Started guide, Started.pdf.

003.Watertown_CL – 36 Turns

Date: 30 March 1775 - Scale/Size: Company Level, Small - Location: Watertown, Mass. about 10 miles West of Boston

Scenario Briefing: What-if - All winter long General Thomas Gage had been sending troops into the countryside to exercise the troops and reconnoiter the countryside. Usually, these affairs were without incident. On a cold morning Brigadier Hugh Percy marched 1,000 men under his command out of Boston and headed for Watertown. Watertown played a role as a meeting place for the Massachusetts Provincial Congress and a meeting point for militias. Unlike most of these expeditions "it alarmed the people a good deal". Express riders were sent to spread the news and militias were called out. Historically, despite militias in "great numbers, completely armed" being out, Percy was back in Boston by 1100.

Based on Lord Percy's march into Jamacia Plains before the action at Lexington and Concord. Historically Percy turned back at the militia confronting him, but in this scenario his orders are to seize the bridge. The 'shot heard around the world' will be fired here!

In this meeting engagement, both sides will receive reinforcements, with variability. The militias will try and stand and the British will attack.

Can be played from either side against the AI or Head-to-Head.

Background for Scenario 004: General Thomas Gage, the military governor of Massachusetts, had been instructed to disarm the rebels and imprison their leaders. Acting on information obtained through spies, Gage ordered Lieutenant Colonel Francis Smith to proceed from Boston "with utmost expedition and secrecy to Concord, where you will seize and destroy ... all Military stores". Americans got wind of this, and riders were sent to raise the alarm in the countryside and warn Concord.

The British were assembled by 2200 on 18th April on the Boston Common. In the dark, confusion reigned, and the going was slow. With alarms ringing throughout the countryside, Smith chose to send the light troops ahead starting at 0300. At 0400 Smith sent word back to Boston requesting reinforcements. Pitcairn cleared Lexington in short order, then moved on to Concord along with the rest of the column where they would search the town.

The Militia had been on the move all morning. As the British searched for contraband, weapons, supplies and cannon, the militia continued to mass. The militia moved to push back the regulars, but the British, outnumbered and outmaneuvered, opened fire and were met with fire in kind. The British began to withdraw under fire and begin the long journey back to Boston. They would fight their way back to Lexington, arriving at 1430, eventually making at back to Boston well after 2200, more than 24 hours after they had set out.

Further Reading: Paul Revere’s Ride by David Hackett Fischer.

004.BattleRoad_CL – 84 Turns

Date: 19 April 1775 - Scale/Size: Company Level, Small - Location: Between Lexington & Concord, Mass. about 15 miles NW of Boston.

Scenario Briefing: Historical - The British Expedition to disarm the Rebels at Concord was well underway, to little real effect. Major John Pitcairn with his light and grenadier companies had searched the town, held the bridges, and carried out their orders. After several hours at Concord, the British could see rebel activity in the surrounding hills and forests and readied for their long march home.

The American militias engaged the British at the North Bridge, who responded in kind and began to fall back on Concord itself. Riders were dispatched to Brigadier Hugh Percy, alerting him to the situation in Concord. The British headed out down the road back to Lexington, where the first exchange of fire had happened almost 7 hours prior. They would have an even longer afternoon ahead of them.

The timeline and locations of this engagement are well studied, even if accounts of some units are not clear. While, in any particular game, specifics of timing and casualties may vary, I have tried to capture the isolated feel of the long British march under fire. The British can only score points by exiting units. However, they receive units on the exit hex. The Americans win if the only British units exited are the reinforcements. (I.e. to win, the British **must exit** troops from Concord in addition to Percy's relief column. Exiting half of the flank companies should net the Crown a Minor Victory, exiting them all will earn the Crown a Major Victory. The Americans will only be getting stronger, so no time to waste. Historically, the British kept a march rate of 8 hexes/turn between noon and 1430h (on rolling terrain, under fire, averaged over 150 minutes). Unopposed, they had kept a pace of 10 hexes/turn. It's a fast pace, but attainable.

Best played Head-to-Head but is possible as Crown against the American AI.

Background for Scenarios 005 & 006: General Thomas Gage, the military governor of Massachusetts, had been instructed to disarm the rebels and imprison their leaders. Acting on information obtained through spies, Gage ordered Lieutenant Colonel Francis Smith to proceed from Boston "with utmost expedition and secrecy to Concord, where you will seize and destroy ... all Military stores." Americans got wind of this and riders were sent to raise the alarm in the countryside and warn Concord. The British were assembled by 2200 on 18th April on the Boston Common. In the dark, confusion reigned and the going was slow. With alarms ringing throughout the countryside, Smith chose to send the light troops ahead starting at 0300. At 0400 Smith sent word back to Boston requesting reinforcements.

Pitcairn cleared Lexington in short order, then moved on to Concord along with the rest of the column where they would search the town. The Militia had been on the move all morning. As the British searched for contraband, weapons, supplies and cannon, the militia continued to mass. The militia moved to push back the regulars, but the British, outnumbered and outmaneuvered, opened fire and were met with fire in kind. The British began to withdraw under fire and begin the long journey back to Boston. They would fight their way back to Lexington, arriving at 1430, eventually making at back to Boston well after 2200, more than 24 hours after they had set out.

Further Reading: Paul Revere's Ride by David Hackett Fischer.

005.Concord_CL – 18 Turns

Date: 19 April 1775 - Scale/Size: Company Level, Small - Location: Lexington, about 18 miles WNW of Boston, Mass.

Scenario Briefing: Historical - 2 hours after sunrise the British expedition arrived in Concord to begin their search and seizure of Rebel contraband. One company of light infantry was sent to secure the South Bridge. With the Rebels gathering on nearby Punkatasset Hill, it was deemed prudent to send a stronger force to secure the North Bridge and search the farms to the north and west of town. Four companies marched a mile beyond the bridge to search Barrett's Mill. Two companies watched over the Training Field, while the 43rd's Light Company covered the North Bridge itself. The Grenadiers and remaining troops remained in Concord proper, uncovering three 24-lb iron cannon.

The Militia moved down from the hill to the Training Field and the British began to fall back. Col. Barrett ordered an advance, prompting the British to move completely back over the bridge, where they began to pull up planks from the bridge. The local Concord men could not abide this insult and moved to stop them. The British had become disordered in their bridge crossing and subsequent deployment. Despite explicit order not to fire, one of the British Regulars touched off his weapon, followed by two more and then a full, ragged volley. The Battle of Concord had begun, but the heavily outnumbered British still had to hold the North Bridge in order for the four companies further west could rejoin the expedition safely.

Can be played from either side against the AI or Head-to-Head.

006.Lexington_CL – 12 Turns

Date: 19 April 1775 - Scale/Size: Company Level, Small - Location: Lexington, ~10 miles NW of Boston, Mass.

Scenario Briefing: Historical - The British Expedition to disarm the Rebels at Concord was off to a slow start. Lt. Colonel Francis Smith ordered Major John Pitcairn and six companies of light infantry to quick-march to Concord ahead of the main column. Meanwhile, the Lexington Militia under Captain John Parker had started to muster late the previous evening and were gathered on the Lexington Green. In the early morning light, with the sun at their back, the 4th and 10th moved in to disperse the rebels. Despite orders from both Pitcairn and Parker, one shot or more was fired. The British responded with a full volley and things rapidly got out of control. **This scenario is mostly included for completeness, rather than competitive gaming.**

Can be played from either side against the AI.

Background for Scenarios 007 - 009: Following the events at Lexington and Concord in April 1775, the Massachusetts Militias under General Artemas Ward began to besiege the city. The New England Colonies sent troops to the Boston area and were able to bottle up the British forces in the city of Boston proper. The British received reinforcements throughout the month of May and could be supplied indefinitely by sea.

On June 13, the Colonial forces became aware that the British were planning to occupy the heights on the Charlestown and Dorchester Peninsulas. On the night of June 16, Colonel William Prescott led 1,200 men onto the Peninsula to take control and fortify the position overlooking Boston. Most of their efforts went into creating a main redoubt, but they also reinforced fences and walls and developed some fleches to strengthen the position. (Sidebar: The entire rise along the center of the Peninsula was known as Bunker s Hill. The forward position where the main American position would be built was located amid three pastures, the largest of which was Breed s Pasture. Decades later Prescott s redoubt would be referred to as being on Breed s Hill, though in 1775 that was not a known place. To the rear of the American lines on what these days is generally regarded as Bunker Hill was an old British fort. When Putnam arrived in the late morning he tried to organize the troops to dig in but was largely unsuccessful.)

While Prescott and his troops dug, the British were not unaware of their activity. Henry Clinton had been reconnoitering as best he could, and General John Burgoyne was also active around the perimeter. At first light, the Royal Navy in the harbor swung into action and began (relatively ineffectively) lobbing cannon balls at the

exhausted American troops. For their part the Americans kept looking for reinforcements. As word spread, some would come, but the original troops would not be relieved. Even individuals such as Dr. Joseph Warren, a significant player in revolutionary politics, showed up to man the position in Boston, Clinton urged swift action proposing to land to the rear of the American position to the west of Charlestown. General Gage and General Howe opted for a more measured approach. Many hours would pass before the British would step foot on the peninsula, landing at the easternmost point of the peninsula where they would deliberately organize before launching their assault.

Further Reading: With Fire and Sword: The Battle of Bunker Hill and the Beginning of the American Revolution by James Nelson.

007.Bunker Hill_BL_a – 20 Turns

Date: 17 June 1775 - Scale/Size: Battalion Level, Medium - Location: Charlestown Peninsula, opposite Boston, Mass.

Scenario Briefing: Historical - It took the British 6 hours to organize the attack on Prescott s Redoubt. Brigadier Robert Pigot would lead the assault's left flank; General Thomas Gage would command the center and Major John Pitcairn would lead the flank companies (light and grenadier battalions) along the beach in an attempt to get around the Colonial defenses. General Gage, once he landed and got a close look at the defenses, sent for the reserve forces of Major General Henry Clinton (II/Marines and the 63rd Foot). (These units start the scenario fixed.) The numerous fences and stone walls proved quite the impediment to the British troops, slowing their advance and disordering their lines, leaving them open to American fire.

For their part, the Americans manned their new redoubt and started one further back on Bunker's Hill proper. The American forces on Charlestown Peninsula were loosely led by Colonel William Prescott of Massachusetts. In addition to his own 9th Massachusetts, there were several other Massachusetts regiments represented in part or in whole as well as Israel Putnam's Connecticut (Major General Putnam had no official command in the battle, but he would insert himself in the proceedings) as well as New Hampshire regiments under Colonels John Stark and James Reed. There were a large number of troops straggling and malingering in the rear who Putnam would try and organize. Several Massachusetts regiments would answer the call for reinforcements. Some would brave the exposed crossing north of the Mill Pond, others would not.

In the end, it was a costly tactical victory for the British, but they would take away some valuable lessons. General William Howe recommitted to the loose 2 rank order and flexible tactics for all of his British and Provincial troops. He would also shy away from direct assaults and would lean on (effectively so) battles of maneuver. This scenario starts in the afternoon of the 17th.

Intended to be played as the Crown forces against the AI, but can be played from either side or Head-to-Head.

008.Bunker Hill_BL_b – 20 Turns

Date: 17 June 1775- Scale/Size: Battalion Level, Medium - Location: Charlestown Peninsula, opposite Boston, Mass.

Scenario Briefing: Variant - General Henry Clinton had advocated for a swift response to the American presence on the heights above Charlestown. He was of the opinion that a landing across from Lechmere point would allow the British to trap the Americans on the peninsula and rout them. This scenario utilizes the same structure as the historic version. The British will also need to fight through the town to get at the redoubt. However, this area was more open and the Americans would not have the advantage of more troops and preparation.

The American forces on Charlestown Peninsula were loosely led by Colonel William Prescott of Massachusetts. In addition to his own 9th Massachusetts, there were several other Massachusetts regiments represented in part or in whole, in addition to Israel Putnam's Connecticut Regiment (Major General Putnam had no official command in the battle, but he would insert himself in the proceedings) as well as the fresh New Hampshire regiments under Colonels John Stark and James Reed. There were a large number of troops straggling and malingering in the rear who Putnam would try and organize. Several Massachusetts regiments would answer the call for reinforcements. Some would brave the exposed crossing north of the Mill Pond, others would not. Would the result be the same - a costly tactical victory for the British?

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

009.Bunker Hill_CL – 35 Turns

Date: 17 June 1775 - Scale/Size: Company Level, Large - Location: Charlestown Peninsula, opposite Boston, Mass.

Scenario Briefing: Historical - It took the British 6 hours to organize the attack on Prescott's redoubt on the Charlestown Peninsula. Brigadier Robert Pigot would lead the assault’s left flank, and General Thomas Gage would command the center. Major John Pitcairn would famously lead the Marine flank companies (light and grenadier battalions) on the far left. General Gage, once he landed and got a close look at the defenses, sent for the reserve forces of Major General Henry Clinton. (These units start the scenario fixed.) The numerous fences and stone walls proved quite the impediment to the British troops, slowing their advance and disordering their lines, leaving them open to American fire.

For their part, the Americans manned their new redoubt and withstood a constant shelling. The American forces on the Charlestown Peninsula were loosely led by Colonel William Prescott of Massachusetts. In addition to his own 9th Massachusetts, there were several other Massachusetts regiments represented. There was Israel Putnam’s Connecticut (Major General Putnam had no official command in the battle, but he would insert himself in the proceedings) as well as New Hampshire regiments under Colonels John Stark and James Reed. There were also a large number of troops straggling and malingering in the rear whom Putnam would try to organize. Several regiments would answer the call for reinforcements. Some would brave the exposed crossing north of the Mill Pond, others would not.

In the end, it was a costly tactical victory for the British, but they would take away some valuable lessons. General William Howe recommitted to the loose 2-rank order and flexible tactics for all of his British and Provincial troops. He would also shy away from direct assaults and would lean on (effectively so) battles of maneuver. This scenario starts in the afternoon of the 17th.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 010 & 011: In the summer and fall of 1775 Tory and Patriot forces in the South Carolina backcountry had spent their time raiding each other's scattered outposts. In mid-November 1775, Patriot Major Andrew Williamson vowed to retake ammunition and supplies taken by Tory forces led by Patrick Cunningham. He headed to Ninety-Six to set up a base of operations with a force of 600 Georgians and South Carolinians. Arriving at Ninety-Six, Williamson's troops built up a breastwork fort west of town (down on our map) on the farm of a man named Savage. Williamson wanted to take advantage of a wide field of fire for his artillery (Three swivel guns) that the Tories did not have. Loyalists under Major Joseph Robinson marched out to meet him with close to 1,900 troops. Williamson had ample supplies but was lacking water.

The sides parleyed and tried to ascertain a plan of action. Two of Williamson's men were captured outside the fort attempting to bring water in. Williamson ordered his men to open fire, ending discussions. The fight would continue for two and a half hours until daylight faded with the Patriots in possession of the small fort. (Now christened Fort Williamson). The siege would last for another two days with the Tories trying various tactics (setting fire, a rolling barrier) to dig the Patriots out. The Patriots busied themselves by digging a well. On the 21st, both sides agreed to call off the fight. Robinson would withdraw beyond the Saluda and allow Williamsons to withdraw. Williamson would surrender his swivel guns. Williamson had been preparing a sortie as he was low on powder and was considering a breakout.

Further Reading: Nothing But Blood and Slaughter, Volume 1 by Patrick O'Kelley.

010.Ninety Six_CL_a – 30 Turns

Date: 18 November 1775 - Scale/Size: Company Level, Medium - Location: The Ninety-Six ~175 miles NW of Charleston, South Carolina

Scenario Briefing: Historical - Major Andrew Williamson arrived at Ninety-Six and began to entrench in preparation for offensive operations in the District. Tory forces under Major Patrick Cunningham came out to meet him in battle. Williamson had been able to erect a small fort made of earth and fence rail utilizing the farm buildings. The larger Tory force was soon engaged in a fight to root out the Patriots from their toehold. The fading light brought an end to hostilities and this Siege of Ninety-Six would last for two more days. This fight is considered one of the first land battles of the American War of Independence in the South.

Intended to be played as the American forces against the AI or Head-to-Head.

011.Ninety Six_CL_b – 36 Turns

Date: 21 November 1775 - Scale/Size: Company Level, Medium - Location: The Ninety-Six ~175 miles NW of Charleston, South Carolina

Scenario Briefing: What if - Heavily outnumbered Rebel Major Andrew Williamson had kept the Loyalist militia at bay for 2 days. He was in good shape for food, and his water issues overcome. However, he was running low on

gunpowder. Historically, a truce was negotiated, but a breakout was on the table. Heading west or to Charleston or Augusta were all viable options. This scenario explores that.

Intended to be played as the American forces against the AI or Head-to-Head.

Background for Scenario 012: Tensions had been high in the colony of Virginia since early 1775, with both Tory and Rebel forces maneuvering for supplies and control of various areas. Norfolk was a conservative Tory stronghold and the Royal Governor, Lord Dunmore, had established himself there having left Williamsburg in June. General Thomas Gage dispatched the 14th Regiment of Foot to help begin to reassert Royal authority. Dunmore had ordered the establishment of Fort Murray along the main north-south road to the Carolinas in the Great Dismal Swamp at Great Bridge, on the banks of the Eastern Branch of the Elisabeth River.\\In response, Virginia's assembly ordered the 2nd Virginia Regiment (eventually part of the Continental Line) led by William Woodford to march on Norfolk. Joined by some Culpepper Minutemen, on December 2 the Americans arrived at the bridge and set up a camp near the village of Great Bridge. Woodford was reluctant to assault the British position without cannon, and so began to entrench, hoping for more local militia and troops from North Carolina to reinforce him.

Further Reading: The Southern Strategy by David K. Wilson.

012.Great Bridge_CL – 10 Turns

Date: 9 December 1775 - Scale/Size: Company Level, Small - Location: Great Bridge, along the Elisabeth River, ~9 miles south of Norfolk, Virginia.

Scenario Briefing: Historical - Facing off across the Elisabeth River, Lord Dunmore, Governor of Virginia and commander of Crown forces in the state, decided to pre-empt an American attack on Fort Murray. A diversionary attack downriver by Dunmore's own Ethiopian Regiment was to be combined with a direct assault across the southern bridge by the Flank Companies of the British 14th Regiment at dawn. Miscommunication led to the Ethiopian troops not being available on the night of the attack (there is a unit in the fort, but you will not find their leader. They will be Detached for the duration). Captain Leslie of the 14th opted to proceed with the plan regardless. Grenadiers, bayonets fixed, led by Captain Fordyce, proceeded across the bridge.

Historically, strong musket fire along the rebel works, coupled with suppressing long-range rifle fire forced the British to withdraw back to the fort, ending the attempt to disperse the American rebels. They would slip back to Norfolk in the night and eventually evacuate onto Royal Navy ships.

Intended to be played as the Crown forces against the AI or Head-to-Head.

Background for Scenario 013: The invasion of Quebec began in the spring of 1775 following the outbreak of the American Revolutionary War and the Siege of Boston. Seeking to secure the northern frontier and prevent the British from using the Province of Quebec as a staging ground to divide the colonies, the Second Continental Congress authorized a military campaign to seize the territory and persuade French-speaking Canadiens to join the revolution. This decision was catalyzed by the successful capture of Fort Ticonderoga by Benedict Arnold and Ethan Allen, which revealed only a thin British presence in the region. Despite diplomatic letters sent by Congress

receiving little response from the Canadian population, General Philip Schuyler was tasked with investigating a full-scale invasion, eventually leading to a two-pronged assault aimed at Montreal and Quebec City.

General Richard Montgomery would lead one prong through Montreal and he made slow and steady progress. The second was led by Benedict Arnold, through Maine and a howling wilderness to Quebec, where he expected to rendezvous with Montgomery. The route north was tougher than expected, the attrition horrific. An entire battalion turned around en masse. He arrived in front of Quebec and tried to bluff Carleton into surrender. Failing that and any way to effectively besiege the city, he pulled back west to await Montgomery, who would arrive at the beginning of December.

The Americans began a weak siege and blockade of the city and again tried to bluff the British into surrender to no avail. Carleton for his part had been improving the city defenses and collecting militias into the city, all the while awaiting reinforcements, promised to arrive. With enlistments set to expire in the new year, and the men unwilling to extend their tour, Montgomery devised a plan to bypass the city defenses and strike at the Lower Town. That plan would be betrayed to the enemy. When a storm rolled in on the 30th of December, Montgomery decided to risk it all in an all-or-nothing attack in the predawn hours of the 31st.

Further Reading: The Battle for the Fourteenth Colony by Mark R. Anderson.

013.Quebec_CL – 44 Turns

Date: 31 December 1775 - Scale/Size: Company Level, Small - Location: Quebec City on the St. Lawrence River, Canada.

Scenario Briefing: Historical - With the arrival of a Nor easter storm in Quebec, the leader of the American forces, General Richard Montgomery, hoped to use the blizzard as cover for his troops to make a sneak attack and penetrate the defenses of Quebec. His hope was that by even gaining the Lower Town, by threatening the warehouses of the merchants of the Upper Town, he could force Sir Guy Carleton to surrender. The plan was to send 2 columns, 1 north of the city walls (led by Arnold), the other to the south along the river (led by Montgomery himself) to bypass the city s defenses. A third column was to demonstrate against the western bastions. The attack was to go in the dark at 0400, with flares fired by Colonel John Livingston's center column, to signal the start of the attack.

Arnold missed the signal and his column got off to a slow start. When the southern column faltered, it allowed Governor Carleton to concentrate against Arnold s column. Killing and wounding many and capturing the rest, including Captain Daniel Morgan and the first incarnation of his Rifle Corps.

Design Note: This was a historic, unmitigated disaster for the Americans. Brigadier General Benedict Arnold missed the signal to start the attack. Both he and the overall commander, General Richard Montgomery, were shot (Montgomery KIA, Arnold WIA) in the opening moments of the battle. The Americans still have a difficult task, but hopefully, players will not have the same unfortunate luck as the historic Americans.

Intended to be played as the American forces against the AI or Head-to-Head.

Background for Scenarios 014 & 015: For security reasons, North Carolina Governor Josiah Martin had relocated to the HMS Cruizer on Cape Fear. Appealing to General Gage in Boston and Lord Germain in London, for ammunition, arms, and supplies in order to reassert Crown authority over North Carolina, he received notice that seven regiments were sailing from Cork, Ireland, and an infusion of cash from Boston. Martin placed his faith in the Highland Scot emigrants and veterans of The War of Regulation to oppose the Whig forces. Expecting General Clinton and his 2000 troops to arrive in early February, Martin issued a decree for all loyal citizens to rally to the crown and assemble in Wilmington by 15 February.

Heading up the muster were two men, Alex McLean and Lieutenant Colonel Donald MacDonald. Initial reports were positive for Martin with hopes of numbers reaching over 6,000 recruits. However, things quickly went south for the Tory plans. When McLean arrived at Cross Creek, he found most of the regulators had dispersed and only a few Scots remained in the field. He lingered for a week hoping for more troops to arrive. McLean and his 1,400 troops were still deficient in arms and sent a mounted company to scour the countryside. On 18 February, armed with 650 guns and 150 broadswords and dirks, McClean and MacDonald could wait no longer and broke camp to begin their march to the sea. The rebels meanwhile were spread thin. Colonel James Moore and his 1st North Carolina Continentals were the main force, supplemented by local militias. (The 2nd North Carolina was up in Virginia at Norfolk in the aftermath of Great Bridge.

To block the Scots and Regulators line of march, Moore moved his troops to the bridge at Rockfish Creek. (Their line of march was along the southern bank of the Cape Fear River.) After some posturing and loyalist desertions, General MacDonald decided to try and move around the Rebel blocking force on the night of 20 February, crossing the Cape Fear and burning their boats behind them. Moore hoped to catch the Tories on the Black River at Corbett's Ferry with the help of Colonel Richard Caswell and his militia force. He also hedged his bet by sending Colonel Alexander Lillington and 150 Wilmington Minutemen to the bridge at Moore's Creek.

Further Reading: The Southern Strategy by David K. Wilson.

014.Moores Creek_CL_a – 20 Turns

Date: 27 February 1776 - Scale/Size: Company Level, Small - Location: Moore's Creek, ~20 miles Northwest of Wilmington, North Carolina

Scenario Briefing: Historical - Once numbering close to 2,000, the loyalist contingent had shrunk to 700–800 men, including 600 Highland Scots along with the remainder Regulators when they arrived in the vicinity of Moore's Creek. Lieutenant Colonel Donald MacLeod assumed command following a council of war marched in the pre-dawn hours only to find the rebel defensive works abandoned. MacLeod ordered his men to adopt a defensive line, but then a Patriot sentry across the river fired his musket to warn Caswell. Hearing this, Lt.-Col. MacLeod immediately ordered his men to attack. A company of Loyalist Gaels approached the bridge before and after a brief exchange of musketry, Lt.-Col. MacLeod and Captain John Campbell seized the opportunity to lead a charge by a company of broadswords men across the bridge, only to go down in a hail of musket balls. The Patriots would in turn sweep back over the creek and force the loyalist forces back in what is generally considered a disaster for the Tory forces in North Carolina.

Intended to be played as the Crown forces against the AI or Head-to-Head.

015.Moores Creek_CL_b – 24 Turns

Date: 27 February 1776 - Scale/Size: Company Level, Small - Location: Moore's Creek, ~20 miles Northwest of Wilmington, North Carolina

Scenario Briefing: Variant - Once numbering close to 2,000, the loyalist contingent had shrunk to 700-800 men, including 600 Highland Scots along with the remainder Regulators when they arrived in the vicinity of Moore's Creek. Lieutenant Colonel Donald MacLeod assumed command following a council of war marched in the pre-dawn hours only to find the rebel defensive works abandoned.

In this variant, Colonel Richard Caswell has left his force split occupying breastworks on both sides of the Creek. The Highlanders and Regulators would sweep out of the fog and try and overwhelm the North Carolinians.

Can be played from either side against the AI or Head-to-Head.

Background for Scenarios 016 - 018: In early 1776, the British launched an ambitious expedition to the southern colonies, seeking a base of operations where Loyalist support was expected to be strong. The plan was led by General Henry Clinton and Admiral Sir Peter Parker, who intended to rendezvous at Cape Fear, North Carolina, with a fleet carrying over 2,000 troops from Ireland. However, the mission was plagued by logistical delays and severe weather from the start. By the time the fleet arrived in May, they discovered that the local Scottish Loyalists had already been defeated. (See Moore's Creek) Recognizing that North Carolina was no longer a viable target, the commanders shifted their focus to Charleston, South Carolina, after receiving intelligence that the city's defenses were incomplete.

The British fleet arrived outside the Charleston Harbor on June 1. Parker was able to get his fleet across the outer bar and anchor at Five Fathom Hole, just outside the harbor itself. The Army was landed on Long Island (modern Isle of Palms) and told to prepare to assault across to Sullivan's Island, where the Americans had been throwing up defenses at the Breach Inlet and at the main fort on the southern edge (later named Fort Moultrie). The naval arm was to act as a diversion while General Henry Clinton's force would be the main attack.

The plan relied on a coordinated land and sea attack, yet General Clinton's infantry only had enough boats for 700 men at a time, and the channel proved deeper than expected. Meanwhile, the naval bombardment was largely ineffective; the spongy palmetto logs of the American fort absorbed the cannonballs rather than splintering. Accurate return fire from Colonel William Moultrie's defenders severely damaged the British fleet, forcing a withdrawal. The British eventually abandoned the campaign and sailed for New York, not returning to attempt another siege of Charleston until 1779 and again in 1780.

Further Reading: Victory on Sullivan's Island by David Lee Russell.

Nothing But Blood and Slaughter, Volume One by Patrick O'Kelley.

016.Sullivan_BL – 36 Turns

Date: 28 June 1776 - Scale/Size: Battalion Level, Small - Location: Sullivan's Island, at the mouth of Charleston Harbor, ~5 miles SE of Charleston, South Carolina.

Scenario Briefing: Historical - The assault on Sullivan's Island had been slated for June 24, but unfavorable wind and tides delayed the operation four days. At 0900, the British made their move, with the British bomb vessel, Thunder, lobbing shells into the main American position, while the two naval divisions began to maneuver closer to the fort. Three ships from the Navy's 2nd Division became grounded on the shoals, unable to maneuver and forced to endure fire from the Americans all day. The American fort proved resilient, and the two sides would exchange fire all day, with the Americans severely constrained by the lack of gunpowder. At the Breach Inlet, the close-range cannon and rifle fire proved deadly and Clinton, because of this or perhaps simply because of the tides (both excuses were given), would be forced to withdraw. The record is unclear, but Clinton may have tried 2-3 times to cross the inlet, never really gaining a foothold.

Design Note: This scenario features a naval bombardment and an amphibious crossing. Historically, British General Henry Clinton would make 2-3 attempts to cross the Breach Inlet at the northern point of Sullivan's Island. The Naval component would come to grief dealing with the shifting and treacherous sand bars, with 3 ships running aground. It is a challenging situation to model, but it is something I have always wanted to attempt since visiting Charleston many times over the past 25 years. The Bridge of Boats was constructed, but found to be unworkable, however; for our purposes is a nice expedient to get the North Carolina troops across to the Island, and so left in.

Intended to be played as the American forces against the AI or Head-to-Head.

017.Sullivan_CL_a – 72 Turns

Date: 28 June 1776 - Scale/Size: Company Level, Small - Location: Sullivan's Island, at the mouth of Charleston Harbor, ~5 miles ESE of the city of Charleston, South Carolina.

Scenario Briefing: Historical - The assault on Sullivan's Island had been slated for June 24, but unfavorable wind and tides delayed the operation four days. At 0900, the British made their move, with the British bomb vessel, Thunder, moving into place to begin lobbing shells onto the main American position, while the two naval divisions began to maneuver closer to Fort Sullivan. Three ships from the Navy's 2nd Division became grounded on the shoals, unable to maneuver and forced to endure fire from the Americans all day. The American fort proved resilient, and the two sides would exchange fire all day, with the Americans severely constrained by the lack of gunpowder.

Intended to be played as the American forces against the AI or Head-to-Head.

018.Sullivan_CL_b – 36 Turns

Date: 29 June 1776 - Scale/Size: Company Level, Small - Location: Northern tip of Sullivan's Island, at the mouth of Charleston Harbor, ~6 miles E of the city of Charleston, South Carolina.

Scenario Briefing: Variant - The initial assault on Sullivan's Island (June 28) had not gone as planned. The naval diversion had grounded several ships on shifting sands and shoals. The Royal Navy and Fort Sullivan blasted away at each other from point-blank range. The palmetto log fort proved exceedingly resilient, disproving General Charles Lee (in overall command of the defense of Charleston) that the fort was "a slaughter pen". At the north end of the island, things had not gone much better.

The inlet proved deeper than expected as well, and the British were unable to simply wade across. General Henry Clinton only had enough flatboats to send ~700 men at a time. He made a few attempts (the record is unclear and contradictory) to cross but was unable to successfully do so. The next morning, at 0600, the British made a final attempt. Clinton notably makes no mention of this to Lord Germain in London, but several Americans specifically mention the attempt on 29 June. The Americans had been reinforced on 28 June with units from North Carolina and Virginia. Accurate rifle fire and canister would devastate the ranks of the 15th and 28th Foot in the early morning wave.

Can be played from either side against the AI or Head-to-Head.

Background for Scenarios 019 - 020: The British main effort to put down the young American rebellion had been centered in the city of Boston, Massachusetts. Their position there had become untenable and they abandoned it in March of 1776, to regroup at Halifax, Nova Scotia. General George Washington, who had assumed command of the nascent Continental Army, believed that New York City would be the next British target. Washington arrived in early April 1776 only to find the defenses started by Major General Charles Lee and continued by Brigadier General William Alexander were incomplete. Not for lack of effort on the Generals, but rather the lack of manpower, and certainly funds.

The British sailed from Halifax on June 9, 1776, and Washington got wind of this on June 28. The next day, the British fleet was reported off Staten Island, New York, and soon dropped anchor in the lower part of New York Bay. On July 2, the British began landing (relatively) unopposed on Staten Island. The Declaration of Independence was signed on 4 July and Washington had it read to the troops on 9 July.

On 12 July, HMS Rose and HMS Phoenix sailed up the Hudson, defying the American batteries and firing on New York. Meanwhile, British ships carrying British regulars and German soldiers from multiple states, but primarily Hesse-Hanau continued to arrive. The Crown forces would swell to 32,000. Washington, authorized to have 28,000 could only muster close to 19,000.

On August 22, the British made their move and began to land across from Staten Island on Long Island at Gravesend Bay. By noon, Howe had 15,000 troops ashore. Washington was informed the number was 8-9,000, and reacted slowly, believing this was a feint. Washington did place General Israel Putnam on Long Island with more troops, but the British numbers had swollen to 20,000.

British General Henry Clinton learned the far left of the American line had neglected to defend all the passes. He proposed a long, arduous night march to bypass the American defensive line. General James Grant would lead a night diversionary attack along the coast road on the left. General Leopold Philip von Heister would attack up the

center to fix the Americans in place. Cannons fired at 0900 on 27 August would be the signal for a general attack to begin.

Further Reading: The Battle for New York by Barnet Schecter.

019.Long Island_BL_a – 40 Turns

Date: 26-27 August 1776 - Scale/Size: Battalion Level, Large - Location: Long Island, across the harbor from Manhattan Island New York.

Scenario Briefing: Historical - At 0900 on August 27, 1776, the British attack on the American positions at Brooklyn got underway. On the British left, General James Grant led a division along Gowan's Bay. In the center, the Hessian Major General Leopold Philipp von Heister would lead his troops against the defended Flatbush and Bedford passes. The main hammer, however, was the British 1st Line, commanded by Lieutenant General Henry Clinton and accompanied by General William Howe himself. The 1st Line was led by the battalions of Light Infantry and Grenadiers, select men from all of the British regiments of foot. In reserve was the British 2nd Line, led by Lieutenant General Hugh Percy commanding the Brigade of Foot Guards, 2 Battalions of the 71st Foot (Highland) as well as the 3rd Brigade.

The American left was a small detachment of Pennsylvania Rifles led by Colonel Samuel Miles, who soon found themselves in a running fight, as the British swarmed around them. The American right was anchored by Brigadier General William Alexander's brigade and had managed to put up stiff resistance against Grant. It was the middle that buckled when word spread that the British were behind their positions. The Americans would make it back to their main fortifications, just barely.

Intended to be played as the Crown forces against the AI, but can be played from either side or Head-to-Head.

020.Long Island_BL_b – 21 Turns

Date: 27 August 1776 - Scale/Size: Battalion Level, Large - Location: Long Island across the harbor from Manhattan Island, New York.

Scenario Briefing: Variant - At 0900 on August 27, 1776, the British attack on the American positions at Brooklyn got underway. On the British left, General James Grant led a division along Gowan's Bay. In the center, the Hessian Major General Leopold Philipp von Heister would lead his troops against the defended Flatbush and Bedford passes. The main hammer, however, was the British 1st Line, commanded by Lieutenant General Henry Clinton and accompanied by General William Howe himself. The 1st Line was led by the battalions of Light Infantry and Grenadiers, select men from all of the British regiments of foot. In reserve was the British 2nd Line, led by Lieutenant General Hugh Percy commanding the Brigade of Foot Guards, 2 Battalions of the 71st Foot (Highland) as well as the 3rd Brigade.

The American left was a small detachment of Pennsylvania Rifles led by Colonel Samuel Miles, who soon found themselves in a running fight, as the British swarmed around them. The American right was anchored by Brigadier General William Alexander's brigade and had managed to put up stiff resistance against Grant. It was the middle

that buckled when word spread that the British were behind their positions. The Americans would make it back to their main fortifications, just barely.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 021: The British operation to restore Crown rule in New York City on August 21, 1776 when the Royal Navy under Admiral Richard Howe transported over 20,000 British and German soldiers under General William Howe from Staten Island across The Narrows to Long Island. The Americans had long anticipated an attack but had opted for a thin defense of multiple fortifications. While the Americans shifted forces from Manhattan to the lines outside Brooklyn, the British continued to amass troops, from Yellow Hook to Flatlands. On the night of August 26/27, the British put their plan into action.

Further Reading: The Battle of Brooklyn 1776 by John J. Gallagher.

021.Maryland 400_CL – 26 Turns

Date: 27 August 1776 - Scale/Size: Company Level, Medium - Location: ~1 mile South of the American lines outside Brooklyn, Long Island, New York.

Scenario Briefing: Historical - The American defense of Brooklyn did not go well. The American left had been turned by the main British force. General Leopold Philip de Heister led his division of German auxiliaries in an attack against the center. On the American right, British Major General James Grant led his 4th Brigade and James Agnew s 6th Brigade in an attack along the coast and Gowan's Bay. The American right was led by Brigadier General William Alexander, Lord Stirling, and had been holding their own against Grant's diversionary attack. With the Americans falling back, Alexander sent forward his Continental troops from Maryland (whose exact numbers are in doubt) and Delaware to blunt the British advance (now supported by Marines as well). In a hard-fought action, they would suffer horrendous losses, but in fact, were able to "hold the line" allowing many of the troops on their left to make it to the security of the American lines.

Design Note: Both American and Crown forces have exit hexes. Part of the player's decision is how many units to keep actively fighting, while also denying the enemy his exits.

Intended to be played as the American forces against the AI or Head-to-Head.

Background for Scenarios 022 - 026: In late August 1776, the Crown effort to retake New York City was well underway, with Crown forces, first landing and establishing a base on Staten Island, before moving across to Long Island. The ensuing Battle of Long Island (August 27, 1776) was an unmitigated disaster for the Americans. General George Washington was outmaneuvered, and, with a few notable exceptions, the young American Army was outfought, from rank and file all the way up the chain of command. However, with good weather, hard work, and sheer will power, the Americans were able to withdraw back to Manhattan with some of their army intact, and the flame of revolution alive. British General William Howe was left to figure out his next move.

The next weeks were filled with negotiations between the armies, and internal debates on both sides how to proceed. Several American generals advocated for withdrawing from New York City and burning it to the ground. Congress and expressly forbade that and so the American prepared what defenses they could. Compounding Washington s headaches, militia numbers dwindled as units started to return home. The British moved up and down the eastern shore of the East River looking for a suitable crossing point onto Manhattan. Howe originally planned to land on September 13 as a nod to Wolfe s landing outside Quebec 17 years prior, but weather and tides prevented that. There was also debate among the general staff as to where to invade. General Henry Clinton was an advocate for crossing at King s Bridge at the northern tip of the island to bag the American army once and for all. A plan for a secondary landing at Horn s Hook (near Hell s Gate) was discussed but deemed too risky. On the night of September 14/15, five warships sailed up the East River and anchored a few 100 meters offshore.

At 1000, the first wave of British and Hessian troops began crossing the East River, their landing, coupled with a brisk fire from the Navy, routed the Connecticut militias and levies watching the bay. As the Crown forces surged across Manhattan, they became wary of a trap. Several units that had been in New York City were able to evade the British and join the American lines, the first of which was just north of "The Hollow Way" (modern 127th Street leading to the Hudson River). Howe once again chose to consolidate his gains, bring up cannon, ammunition and other supplies, while he weighed his next move.

Further Reading: The Battle of Harlem Heights, September 16, 1776, With a Review of the Events of the Campaign by Henry P. Johnston (Available for free online and at many used book sellers).

Further Reading: Campaign of 1776 around New York and Brooklyn by Henry P. Johnston.

022.Kips Bay_BL – 25 Turns

Date: 15 September 1776 - Scale/Size: Battalion Level, Medium - Location: Manhattan Island, New York, in the area of modern 33rd Street and 1st Avenue.

Scenario Briefing: Historical - The American (Connecticut) militia watching the East River at Kip's Bay woke on the morning of September 15th to the sight of five British warships anchored in a foggy Kip's Bay, gunports open. As the morning progressed, the fog lifted and then at 1000, they witnessed the orderly loading of several thousand British and Hessian soldiers into flatboats and began paddling from the mouth or Newtown Creek (Bushwick Inlet). At 1100, the British guns opened up and the soldiers came ashore.

The militia were quickly dispersed. American General George Washington did what he could to rally the troops, but the Americans were not in a good way. Major General William Heath held the northern part of the island, Major General Nathanael Greene held most of the eastern section, but Major General Israel Putnam was still in New York City and their forces were spread too thin. In fear of being cut off, Putnam was allowed to withdraw north and was able to slip through before the Crown forces could close off the city. The Crown forces would surge through the island but again pulled up short at the main line of American resistance, this time at Harlem Heights. The fall of New York would be completed on the 16th.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

023.Harlem_BL – 32 Turns

Date: 16 September 1776 - Scale/Size: Battalion Level, Small - Location: Manhattan Island, New York, in the area between modern 127th Street and 110th Street at 10th Avenue.

Scenario Briefing: Historical - Early on September 16, Washington received reports, which proved to be unfounded, that the British were advancing. Washington, who had been expecting an attack, had ordered Lieutenant Colonel Thomas Knowlton's Rangers to reconnoiter the British lines. They were accompanied by a few companies of the newly arrived 3rd Virginia regiment under Major Andrew Leitch. As they pushed through the area between the armies, they encountered companies from the 2nd British Light Battalion, also out probing no-man's land.

A give and take battle ensued, with Knowlton eventually falling back on the Point of Rocks. Brigadier General Alexander Leslie and Lieutenant General Charles Cornwallis would feed more units into the growing engagement. For his part, General George Washington also weighed sending in troops to support the Rangers, in hopes of striking a positive blow on what otherwise had been an awful few weeks from the American perspective. As it was, the battle was inconclusive. Howe would look toward flanking the American positions, to which Washington would counter, culminating at the battle of White Plains before finding themselves back on Manhattan in November to storm Fort Washington.

Intended to be played as the Crown forces against the AI, but can be played from either side or Head-to-Head.

024.Harlem_CL_a – 72 Turns

Date: 16 September 1776 - Scale/Size: Company Level, Medium - Location: Manhattan Island, New York, in the area between modern 127th Street and 110th Street at 10th Avenue.

Scenario Briefing: Historical - Early on September 16, Washington received reports, which proved to be unfounded, that the British were advancing. Washington, who had been expecting an attack, ordered Lieutenant Colonel Thomas Knowlton's Rangers to reconnoiter the British lines. They were accompanied by a few companies of the newly arrived 3rd Virginia regiment under Major Andrew Leitch. As they pushed through the area between the armies, they encountered companies from the 2nd British Light Battalion, also out probing no-man's land.

A give and take battle ensued, with Knowlton eventually falling back on the Point of Rocks. Brigadier General Alexander Leslie and Lieutenant General Charles Cornwallis would feed more units into the growing engagement. For his part, General George Washington also weighed sending in troops to fix the British and sent the Rangers and Virginians on a flanking move. As it happened, the battle was inconclusive. Howe would look toward flanking the American positions, to which Washington would counter, culminating at the battle of White Plains before finding themselves back on Manhattan in November to storm Fort Washington.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

025.Harlem_CL_b – 48 Turns

Date: 16 September 1776 - Scale/Size: Company Level, Small - Location: Manhattan Island, New York, in the area between modern 127th Street and 110th Street at 10th Avenue.

Scenario Briefing: Variant - Early on September 16, Washington received reports, which proved to be unfounded, that the British were advancing. Washington, who had been expecting an attack, ordered Lieutenant Colonel Thomas Knowlton's Rangers to reconnoiter the British lines. They were accompanied by a few companies of the newly arrived 3rd Virginia regiment under Major Andrew Leitch. As they pushed through the area between the armies, they encountered companies from the 2nd British Light Battalion, also out probing no-man's land.

A give and take battle ensued, with Knowlton eventually falling back on the Point of Rocks. Brigadier General Alexander Leslie and Lieutenant General Charles Cornwallis would feed more units into the growing engagement. For his part, General George Washington also weighed sending in troops to fix the British and sent the Rangers and Virginians on a flanking move. As it happened, the battle was inconclusive. Howe would look toward flanking the American positions, to which Washington would counter, culminating at the battle of White Plains before finding themselves back on Manhattan in November to storm Fort Washington.

Design Note: This scenario focuses on the morning skirmish between the American Rangers under Thomas Knowlton and Alexander Leslie's British Light Infantry. Knowlton's task is to probe as much as possible, and if (when) the British push back, defend against the British going too far in force. Washington has not yet decided to try and trap the Light Infantry in the Hollow Way. That is another story (and scenario.) The most experienced player should take the American side for Head-to-Head.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

026.Harlem_CL_c – 36 Turns

Date: 16 September 1776 - Scale/Size: Company Level, Medium - Location: Manhattan Island, New York, in the area between modern 127th Street and 110th Street at 10th Avenue.

Scenario Briefing: Variant – Early on September 16, Washington received reports, which proved to be unfounded, that the British were advancing. Washington, who had been expecting an attack, ordered Lieutenant Colonel Thomas Knowlton's Rangers to reconnoiter the British lines. They were accompanied by a few companies of the newly arrived 3rd Virginia regiment under Major Andrew Leitch. As they pushed through the area between the armies, they encountered companies from the 2nd British Light Battalion, also out probing no-man's land.

A give and take battle ensued, with Knowlton eventually falling back on the Point of Rocks. Brigadier General Alexander Leslie and Lieutenant General Charles Cornwallis would feed more units into the growing engagement. For his part, General George Washington also weighed sending in troops to fix the British and sent the Rangers and Virginians on a flanking move. As it happened, the battle was inconclusive. Howe would look toward flanking

the American positions, to which Washington would counter, culminating at the battle of White Plains before finding themselves back on Manhattan in November to storm Fort Washington.

Design Note: This scenario focuses on the late morning flank attack by the American Rangers under Thomas Knowlton and Major Andre Leitch against Alexander Leslie's British Light Infantry. With the volunteers from Nixon's Brigade under Archibald Crary holding the attention of the British forces, Knowlton's force was to hit their rear. A slight misdirection meant they would hit the middle of the British forces.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 027: After the drubbing of American forces at the Battle of Long Island in August 1776, the British General Sir William Howe moved methodically to sweep the American forces to the northern tip of Manhattan. Howe hoped to flank the American positions by landing off Long Island Sound to pin the Americans where they stood. Fog, weather and tides proved difficult. Initially the British landed at Throgs Neck, but a strong defense led by Pennsylvania s Edward Hand stymied them. They camped for 12 days before embarking again to try their hand further up the sound, this time at Pells Point. When General George Washington learned of the landing, he decided to move his army further north to White Plains, New York, leaving 2,000 men to garrison Fort Washington (with a few more across the river at Fort Lee). To slow the British advance, he sent a Massachusetts brigade, led by then Colonel John Glover.

Further Reading: The Battle of White Plains by Stephen Paul De Villo.

027.Pells Point_CL – 36 Turns

Date: 18 October 1776 - Scale/Size: Company Level, Small - Location: Pells Point, Westchester County, ~14 miles south of White Plains, New York.

Scenario Briefing: Historical – The American Massachusetts Brigade under John Glover prepared a defense in depth along Split Rock Road. He used choke points at marshy ground and the ubiquitous stone walls for cover in order to slow the British advance. The British had significantly more numbers, but the approach made deploying a challenge. The Americans would repeatedly fire and fall back and the British would be hard pressed to come to grips.

Design Note: Much of the British troops that landed are not present in this scenario. Only the lead troops are represented. It is assumed that the remaining forces are busy disembarking and getting organized on the beach.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 028 - 030: In late October 1776, following the near complete disaster on Long Island, General George Washington and his rag tag army were managing to hold onto York Island (Manhattan) after checking the British advance at Harlem Heights. Rather than attack the Americans in their entrenched positions, General William Howe attempted a series of flanking moves, finding a foothold via Pell's Point off Long Island Sound and establishing a base of operations at New Rochelle. Colonel Rufus Putnam (cousin of Israel, of Boston fame) was sent to reconnoiter. Finding the British and reporting back to Washington, Washington acted by sending

Major General William Alexander (Lord Stirling) north to secure White Plains and the American depot there. While Howe waited on reinforcements under Major General Wilhelm von Knyphausen, Washington opted to move the bulk of his army north, leaving Major General Nathanael Greene and 1,200 troops to occupy the American Fort Washington at the northern end of Manhattan. Howe moved slowly, allowing the American defenses to coalesce. The American right was anchored on Chatterton Hill overlooking the Bronx river and the fields in front of the main American positions.

Further Reading: The Battle for New York by Barnet Schecter.

028.White Plains_BL_a – 30 Turns

Date: 28 October 1776 - Scale/Size: Battalion Level, Large - Location: Southwest of White Plains, ~26 Miles NNE of New York City.

Scenario Briefing: Variant - Historically, British General William Howe sent a division under Hessian Lieutenant General Leopold Philip de Heister against the American position at Chatterton Hill while he drew up his forces in front of the main American lines. Following a costly assault there, Howe paused, planning to continue his assault the next day, but once again, American General George Washington would give him the slip.

Design Note: This is a longer scenario, and the Crown forces have free reign to attack as they see fit. The Americans, in strong positions outnumber the attackers initially, but Crown forces have a distinct advantage in quality. The Americans start fixed but will release in time.

Intended to be played as the Crown forces against the AI or Head-to-Head.

029.White Plains_BL_b – 16 Turns

Date: 28 October 1776 - Scale/Size: Battalion Level, Small - Location: Southwest of White Plains, ~26 Miles NNE of New York City.

Scenario Briefing: Historical - The Battle of White Plains opened with General William Howe sending a division under Lieutenant General Leopold Philip de Heister to assault the American right established on the Chatterton Hill, overlooking the fields south of White Plains and the approaches to the rest of the American defenses.

Design Note: This is the Company Level treatment of the fight for Chatterton Hill, the pivotal fight at the Battle of White Plains. A Battalion Level treatment is also available.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

030.White Plains_CL – 30 Turns

Date: 28 October 1776 - Scale/Size: Company Level, Medium - Location: Southwest of White Plains, ~26 Miles NNE of New York City.

Scenario Briefing: Historical - The Battle of White Plains opened with General William Howe sending a division under Lieutenant General Leopold Philip de Heister to assault the American right established on the Chatterton Hill, overlooking the fields south of White Plains and the approaches to the rest of the American defenses.

This is the Company Level treatment of the fight for Chatterton Hill, the pivotal fight at the Battle of White Plains. A Battalion Level treatment is also available. This is not a subtle scenario. De Heister needs to take the hill. McDougall needs to hold it.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 031 - 033: The British plan to retake New York and put down the American Rebellion in 1776 started with landing on Staten Island in July, followed by Long Island in August. The Americans were outmaneuvered and outflanked at the Battle of Brooklyn Heights (Long Island) and narrowly averted disaster by evacuating to Manhattan under a cooperative fog and rainstorm. British General William Howe would maneuver and try to get around the Americans, but American General George Washington proved able to keep the British at arm's length for most of September and October. The armies would fight at White Plains at the end of October, but following a preliminary fight on Chatterton Hill, Washington slipped away again, banking on the defenses of the twin forts, Lee (in New Jersey) and Washington (at the northern tip of Manhattan), to protect his Armies.

Howe bided his time but eventually moved in strength against the Americans at 0700 on 16 November. The attack was formed by two columns, one attacking north, led by Lieutenant General Hugh Percy, and a second attacking from the north under Lieutenant General Wilhelm von Knyphausen. Two smaller amphibious attacks would cross Harlem Creek to attack the east side of the island, and in the west the HMS Pearl would descend the North River to bombard American positions.

Further Reading: The Battle for New York by Barnet Schecter.

031.Fort Washington_BL – 30 Turns

Date: 16 November 1776 - Scale/Size: Battalion Level, Medium - Location: Manhattan, New York.

Scenario Briefing: Historical - At 0700 on 16 November, British General William Howe launched his attack against Fort Washington, the last American foothold on the island of Manhattan. The attack was formed by two columns, one attacking north, led by Lieutenant General Hugh Percy, and a second attacking from the north under Lieutenant General Wilhelm von Knyphausen. Two smaller amphibious attacks would cross Harlem Creek to attack the east side of the island, and in the west the HMS Pearl would descend the North River to bombard American positions. Fort Washington was under the command of Colonel Robert Magaw. Magaw's force was thinly spread, mostly survivors of the disaster at Long Island, but also some untested Pennsylvania troops and Knowlton's Rangers and Rawling's Rifle battalion. (Thomas Knowlton had fallen two months earlier at the Battle of Harlem Heights.) Anticipating a British attack, Magaw had been reinforced with units from under General Nathanael Greene's command but still had a large area to protect with few numbers.

Can be played from either side against the AI or Head-to-Head.

032.Fort Washington_CL_a – 40 Turns

Date: 16 November 1776 - Scale/Size: Company Level, Large - Location: Manhattan, New York, north of modern 155th Street.

Scenario Briefing: Historical - The amphibious portion of General William Howe's attack on Fort Washinton was delayed due to the tricky tides and currents of the Harlem River. Both Hessian General Wilhelm von Knyphausen and Lieutenant General Hugh Percy's columns were ordered to pause to give time for Generals Charles Cornwallis and Thomas Stirling to get across the river. At 1100, the signal was given to resume the assault.

Fort Washington was under the command of Colonel Robert Magaw. Magaw's force was thinly spread, mostly survivors of the disaster at Long Island, but also some untested Pennsylvania troops and Knowlton's Rangers and Rawling's Rifle battalion. (Thomas Knowlton had fallen two months earlier at the Battle of Harlem Heights.) Anticipating a British attack, Magaw had been reinforced with units from under General Nathanael Greene's command but still had a large area to protect with few numbers.

Intended to be played as the American forces against the AI. Please see the alternate CL scenario, optimized for Head-to-Head or Crown vs American AI.

033.Fort Washington_CL_b – 40 Turns

Date: 16 November 1776 - Scale/Size: Company Level, Large - Location: Manhattan, New York, north of modern 155th Street

Scenario Briefing: Variant - The amphibious portion of General William Howe's attack on Fort Washington was delayed due to the tricky tides and currents of the Harlem River. Both Hessian General Wilhelm von Knyphausen and Lieutenant General Hugh Percy's columns were ordered to pause to give time for Generals Charles Cornwallis and Thomas Stirling to get across the river. At 1100, the signal was given to resume the assault.

Fort Washington was under the command of Colonel Robert Magaw. Magaw's force was thinly spread, mostly survivors of the disaster at Long Island, but also some untested Pennsylvania troops and Knowlton's Rangers and Rawling's Rifle battalion. (Thomas Knowlton had fallen two months earlier at the Battle of Harlem Heights.) Anticipating a British attack, Magaw had been reinforced with units from under General Nathanael Greene's command but still had a large area to protect with few numbers.

Intended to be played as the Crown forces against the AI or Head-to-Head.

Background for Scenarios 034 - 035: The fortunes of the Americans were at a low. Since the summer they had repeatedly lost a series of engagements starting with Long Island and the Battle of Brooklyn and had been ignominiously chased from several positions in New York, including several fortified positions and had been hounded across the state of New Jersey. While traveling with the American Army Thomas Paine wrote The American Crisis pamphlet, which coupled with the events soon to occur at Trenton, would inspire many colonists

to join the rebellion. Even General George Washington, Commander-in-Chief of the Continental Army, expressed some doubts, writing to his cousin in Virginia, "I think the game is pretty near up.".

For his part, the commander of the Crown s army, General William Howe had an eye to establishing winter quarters, believing the Americans could be brought to the negotiating table to end the insurrection. Howe s brother, Admiral of the Fleet, Richard Howe, agreed with this assessment. The British and Hessian troops were spread across a belt of New Jersey from Burlington on the Delaware to New Bridge on the Hackensack. The posts were meant to be mutually supporting. Library of Congress has an original map on line: https://www.loc.gov and search Map of British outposts between Burlington and New Bridge, New Jersey, December 1776.

In the week leading up to Christmas, 1776 Washington relied on local militias for intelligence as well as to ambush British and Hessian patrols, effectively blinding the Crown forces. Washington planned to attack the isolated outpost in Trenton with two columns after a night crossing supported by a force of Pennsylvania and New Jersey Militia.

Further Reading: Washington's Crossing by David Hackett Fischer.

034.Trenton_BL – 18 Turns

Date: 26 December 1776 - Scale/Size: Battalion Level, Medium - Location: Trenton, New Jersey on the Delaware River.

Scenario Briefing: Historical - The Americans, against all odds had arrived on the outskirts of Trenton in a timely fashion. The Hessians, contrary to popular belief, were on alert, although perhaps poorly positioned. Colonel Johann Rall had been placed in command of the garrison when his superior Carl von Donop had led a force south to Mount Holly New Jersey to deal with militia operating in the area. Outwardly, Rall was confident, declining to build redoubts or otherwise fortify the town, stating: Let them Come We will go at them with the bayonet! Privately he expressed concerns that his position was too far exposed and he feared an attack. Rain, sleet and snow had fallen during the American march. Small arms were not nearly as effective as expected, however artillery provided to be effective in the winter weather.

Intended to be played as the American forces against the AI or Head-to-Head.

035.Trenton_CL – 36 Turns

Date: 26 December 1776 - Scale/Size: Company Level, Large - Location: Trenton, New Jersey on the Delaware River.

Scenario Briefing: Historical - The Americans, against all odds had arrived on the outskirts of Trenton in a timely fashion. The Hessians, contrary to popular belief were on alert, although perhaps poorly positioned. Colonel Johann Rall had been placed in command of the garrison when his superior Carl von Donop had led a force south to Mount Holly New Jersey to deal with militias operating in the area. Outwardly, Rall was confident, declining to build redoubts or otherwise fortify the town, stating: Let them Come We will go at them with the bayonet! Privately he expressed concerns that his position was too far exposed and he feared an attack. Rain, sleet and

snow had fallen during the American march. Small arms were not nearly as effective as expected, however artillery provided to be effective in the winter weather.

Intended to be played as the American forces against the AI or Head-to-Head.

Background for Scenarios 036 - 038: Following General George Washington's audacious and successful attack on the isolated Hessian Rall Brigade at Trenton on the morning of December 26, the Americans found themselves on the New Jersey side of the Delaware and in need of a plan. Trenton itself was not easily defensible, as some of Rall's lieutenants had argued. The Assunpink Creek, however, did offer some strong defensive points. Washington planned to move the army to safety when possible, but in the meantime planned his defenses.

The British were stunned by the American attack. In response, they recalled Lieutenant Charles Cornwallis back from leave and tasked him with taking control of New Jersey. He concentrated his forces at Princeton, 12 miles north of Trenton. By the 1st of January, the British Army was ready. On the night of 1-2 January, the Crown forces under Cornwallis set off. It was slow going initially, but by 1100 the vanguard had reached Maidenhead, New Jersey. At Maidenhead, contact was made, in the form of snipers, who caused casualties amongst the jaeger before melting away. The British and Hessians pushed on, but days in December are short, and they would need to move quickly.

Further Reading: Washington's Crossing by David Hackett Fischer.

036.Assunpink_BL_a – 19 Turns

Date: 2 January 1777 - Scale/Size: Battalion Level, Medium - Location: Trenton, New Jersey, ~34 miles northeast of Philadelphia.

Scenario Briefing: Historical - With Crown forces on the march from Princeton to Trenton, General George Washington placed skilled troops under Matthias Alexis Roche de Fermoy up the road to delay the British advance. They had fallen back from Maidenhead found a strong defensive point along the Shabbakunk Creek. Greatly outnumbered, the hope was that they could delay the strong British force long enough to prevent a full-blown attack and crossing of Assunpink Creek that day. Unfortunately for the Americans, on the approach of the British, de Fermoy, mounted his horse and rode back to Trenton, drunk. Colonel Edward Hand would step into the role and lead the defense.

Intended to be played as the Crown forces against the AI or Head-to-Head.

037.Assunpink_BL_b – 19 Turns

Date: 2 January 1777 - Scale/Size: Battalion Level, Medium - Location: Trenton, New Jersey, ~34 miles northeast of Philadelphia.

Scenario Briefing: What If – At the British council of war on January 1, 1777 Hessian Colonel Carl von Donop advised an alternate plan. By splitting the Crown forces and marching in two columns, the American position's flank could be turned.

With Crown forces on the march from Princeton to Trenton, General George Washington placed skilled troops under Matthias Alexis Roche de Fermoy up the road to delay the British advance. They had fallen back from Maidenhead found a strong defensive point along the Shabbakunk Creek. Greatly outnumbered, the hope was that they could delay the strong British force long enough to prevent a full-blown attack and crossing of Assunpink Creek that day. Unfortunately for the Americans, on the approach of the British, de Fermoy, mounted his horse and rode back to Trenton, drunk. Colonel Edward Hand would step into the role and lead the defense.

Intended to be played as the Crown forces against the AI or Head-to-Head.

038.Assunpink_CL – 28 Turns

Date: 2 January 1777 - Scale/Size: Company Level, Large - Location: Trenton, New Jersey, ~34 miles northeast of Philadelphia.

Scenario Briefing: Historical - With Crown forces on the march from Princeton to Trenton, General George Washington placed skilled troops under Matthias Alexis Roche de Fermoy up the road to delay the British advance. They had fallen back from Maidenhead found a strong defensive point along the Shabbakunk Creek. Greatly outnumbered, the hope was that they could delay the strong British force long enough to prevent a full-blown attack and crossing of Assunpink Creek that day. Unfortunately for the Americans, on the approach of the British, de Fermoy, mounted his horse and rode back to Trenton, drunk. Colonel Edward Hand would step into the role and lead the defense.

This Company Level version has a later start with British forces closer to Trenton. They will still need to act swiftly to meet objectives before it gets dark.

Intended to be played as the Crown forces against the AI or Head-to-Head.

Background for Scenarios 039 & 040: Following General George Washington's stunning attack on the Hessian Brigade at Trenton, the American Army settled in on the Eastern side of Assunpink Creek, across from Trenton. Lord General Charles Cornwallis, moved quickly and assembled 9,000 troops in Princeton, 10 miles to the northeast of the American camp. On 2 January, Cornwallis tried three times to find a way across the Assunpink but failed. He planned to try again on 3 January. Washington held a council of war and debated, whether to stand and fight, withdraw, or, in a long shot, go back on the offensive. It was decided that there would be an attack on Princeton before dawn to strike the isolated Crown units there. The American army was soon on yet another night march.

Cornwallis moved forward with his plans to strike across the Assunpink and called on Lieutenant Colonel Charles Mawhood to bring the 1,200 men under his command at Princeton down to Trenton on 3 January. Mawhood and his troops ere on the march along the ridge of the main Trenton-Princeton Road, while the Americans struggled north on lesser roads to the east. Both columns caught wind of each other. Mawhood reversed direction and both armies moved to engage.

Further Reading: Washington's Crossing by David Hackett Fischer.

039.Princeton_BL – 32 Turns

Date: 3 January 1777 - Scale/Size: Battalion Level, Small - Location: Between Princeton and Trenton, New Jersey ~30 miles NE of Philadelphia.

Scenario Briefing: Historical - General George Washington's troops had struggled on a wet, muddy and dark night march and were running well behind schedule. Lieutenant Colonel Charles Mahwood was already on the march. As the opposing forces became aware of each other, both sides tried to concentrate their forces and moved to the attack. Mahwood used his light troops to try and screen his maneuvers. He reversed direction and moved to secure Princeton. American Brigadier General Hugh Mercer's brigade was bringing up the rear of Washington's column. They would bear the brunt of the British attack in the fields south of Princeton.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

040.Princeton_CL – 25 Turns

Date: 3 January 1777 - Scale/Size: Company Level, Large - Location: Princeton, New Jersey ~30 miles NE of Philadelphia.

Scenario Briefing: Historical - A long, slow, winter night march had the Americans strung out on the road to attack the Crown outpost at Princeton. The 4th Brigade, under the capable Lieutenant Colonel Charles Mawhood, headed south to Trenton to join in the attack on the rebel positions on the eastern side of the Assunpink Creek. In the early morning light, the armies saw each other on parallel roads. Mawhood sent dragoons back to warn the troops left behind and formed a line of battle with the troops he had at hand. The American column was a bit of a disorganized mess (based on the order of battle and contemporary maps and accounts). General Hugh Mercer led his brigade uphill towards the Princeton-Trenton Road. He was met by a strong British counterattack and overrun. This was depicted in John Trumbull's The Death of General Mercer, one of his most important paintings. (And used on the back of the US $2 bill.)

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 041 & 042: The mighty Fort Ticonderoga was built by the French starting in 1755 along the main north south route between Nouvelle-France in the north and the British colonies (primarily New York, Massachusetts and the New Hampshire Grants). It was successfully defended by 4,000 French troops against 16,000 British soldiers in 1758, only to fall when a meager 400 Frenchmen were caught there by 11,000 British troops. Ticonderoga would see no further action in that earlier war, and the British let it fall into disrepair.

At the onset of hostilities between the Crown and his subjects in 1775, a force of American militia led by Benedict Arnold paired with Ethan Allen and his Green Mountain Boys easily forced the surrender of the 48 British soldiers manning the fort. Ticonderoga was stripped of its cannon and Henry Knox famously hauled them all the way to Boston, sealing the fate of the British there.

Ticonderoga was used as a staging ground for one arm of the 1775 American invasion of Canada, but the Americans were back by late 1776. General Philip Schuyler as well as General Horatio Gates would improve fortifications, especially on the opposite side of the lake at Mount Independence, as well as starting works on Mount Hope to the northwest. Mount Defiance, overlooking Ticonderoga, was left unimproved. Schuyler requested 10,000 men to properly man the fort as well as an additional 2,000 to defend points in the western reaching Mohawk Valley.

George Washington placed his faith in the impregnable reputation of Fort Ticonderoga's walls, and so with the British General John Burgoyne on the move south from Canada with 8,000 men (and possibly more under General Barry St. Leger moving west through the Mohawk Valley), Brigadier General Arthur St. Clair had only 2,000 men to man the defenses, by all accounts an inadequate number.

Historically, the British would occupy the overlooked Mount Defiance and force St. Clair to abandon Ticonderoga without a fight. The only action at Ticonderoga was an attack by 500 men led by Colonel John Brown who skirmished and exchanged cannon fire before withdrawing after a few days.

Further Reading: Fort Ticonderoga, The Last Campaigns by Mark Edward Lender.

041.Ticonderoga_CL_a – 48 Turns

Date: 04 July 1777 - Scale/Size: Company Level, Large - Location: Fort Ticonderoga, at the southern end of Lake Champlain, New York.

Scenario Briefing: What If - In this hypothetical scenario, both the Crown and American forces have decided that Ticonderoga is the place to test the Crown's ability to split the rebellion in two. With some reinforce General St. Clair has occupied Mount Defiance leaving General Burgoyne to ignore history and attempt a full frontal assault on the bastion. The British Right Wing will face the Americans in the old outer French work, while the Left, primarily German, Wing is tasked with clearing the works, redoubts and bastions along Lake Champlain.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

042.Ticonderoga_CL_b – 48 Turns

Date: 05 July 1777 - Scale/Size: Company Level, Large - Location: Fort Ticonderoga, at the southern end of Lake Champlain, New York.

Scenario Briefing: What If - In this hypothetical scenario, both the Crown and American forces have decided that Ticonderoga is the place to test the Crown's ability to split the rebellion in two. General St. Clair has occupied Mount Defiance, and General Philp Schuyler has been able to send additional forces, allowing General Arthur Sinclair to better man the fortifications, if only the inner works on both sides of the lake. In response, General John Burgoyne has split his force. The British Right Wing will look at taking Ticonderoga, while the German Left Wing has come around via Skenesboro, to attack Fort Independence.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 043 & 044: American forces under General Arthur St. Clair were left reeling, having been outflanked and abandoned Fort Ticonderoga on the night of July 5-6. After a pause at Hubbardton, Vermont, most of the army made it to Castleton, on the 6th. St. Clair ordered Colonels Seth Warner and Nathan Hale s regiments to wait for the arrival of the 11th Massachusetts Regiment, acting as the army s rear guard (and supplemented by men from 1st and 3rd New Hampshire). Colonel Hale decided to camp at Hubbardton rather than move to joining the main army and settled into defensive positions.

The British had not been idle. Brigadier General Simon Fraser, learning that the American's had abandoned the fort assembled a small force of Light Infantry and Grenadier supplemented by local loyalists and a few Mohawk allies and after alerting General John Burgoyne, set of in pursuit. In response, Burgoyne dispatched the Brunswick General Friedrich Adolf Riedsel and a force of jaegers and grenadiers to march in support. Riedsel caught up with Fraser in the late afternoon and called for a halt to let the main body of his troops to catch up. Fraser wanted to push on but deferred to the more senior officer. He did announce that he would leave his camp at 0300 the next morning and moved a few miles closer to Hubbardton. The early morning march in the dark was slow going, but Fraser's lead elements crested the saddle above Hubbardton to see the 11th Massachusetts preparing to march off.

Further Reading: The Battle of Hubbardton by Bruce Venter.

043.Hubbardton_CL_a – 45 Turns

Date: 07 July 1777 - Scale/Size: Company Level, Large - Location: Hubbardton Military Road, Vermont, ~ 19 miles SE of Ticonderoga.

Scenario Briefing: Historical - With Brigadier General Simon Fraser's forces appearing on the hill to the northwest of the American Camp, the American quickly moved to defend the position. The 11th Massachusetts had been in column and prepared to march but quickly fell into line to contest the crossing of the Sucker Brook. The New Hampshire and Vermont troops followed suit. Fraser deployed into line, sending the light troops right while pushing forward with his grenadiers, all the while waiting on the arrival of Riedsel. St. Clair, hearing the sounds of fighting from miles south dispatched a few regiments of militia north to assist the continentals.

Intended to be played as the Crown forces against the AI or Head-to-Head.

044.Hubbardton_CL_b – 45 Turns

Date:07 July 1777 - Scale/Size: Company Level, Medium - Location: Hubbardton Military Road, Vermont, ~ 19 miles SE of Ticonderoga.

Scenario Briefing: Variant - The Americans have abandoned the defenses around Fort Ticonderoga. The main army arrived in Castle Town a day ago while the Rear Guard, encamped near Hubbardton, has been posted to gather American stragglers and to delay any Crown pursuit.

General St. Clair is present to oversee the days movement of the remaining Americans to Castle Town. Just as the rear guard regiments are assembling, gunfire erupts which signals the appearance of the Crown Left Wing, primarily Hessian and Braunschweig troops across the Sucker Brook. The rear guard must quickly move to defend the position.

Elements of the 2nd New Hampshire are at the crossing and in the woods to the left. The remaining units of the Rear Guard were forming up on the Castle Town road, just north of the Selleck cabin. Can General St. Clair organized a defense that will stifle the advancing Germans while seeing to the safety of the stragglers?

Historically, it was the British Advanced Corps that engaged the Americans at Hubbardton. In this alternate version, it's the German Advanced Corps, supplemented with select units from the Left Wing of the Canada Army that are in pursuit.

The early morning march in the dark was slow going, but, by 8:30AM Breymann's lead elements, crested the saddle above Hubbardton to see what appeared to be a large force of Americans to the South. By 9:00, he began to move his men forward with the Jaegers leading the way.

Intended to be played as the Crown forces against the AI or Head-to-Head.

Background for Scenario 045: By early July the American position at Ticonderoga had become untenable and the withdrawal had begun. On July 6 the last of the troops had pulled out and British and Hessian forces pushed forward in pursuit. Forcing through the chain and bridge at Ticonderoga, British ships made their way to Skeneseborough. The American Colonel Long had abandoned his supplies and cannon, while his troops continued their headlong retreat, with formations falling apart in chaos. However, Captain James Gray of the 3rd New Hampshire had been able to hold his company together and, in fact, had been able to collect other stragglers and organize a defense. In Skenesborough, realizing the Americans had evaded them for now decided to split their force. Sending the 9th Foot down the military road to Forts Anne and Edward, the 20th and 21st Foot would take to water again a point further down Wood Creek and then take the Americans in a trap.

Arriving at Fort Anne, Gray found the situation dire and held his men outside the fort. Scouts and Rangers from both sides were sent out to probe each other. A faux deserter found his way into the Brash camp before escaping back to American lines to report on the strength of the British. Colonel Long s force was bolstered by the arrival of 400 Albany County militia led by Col. H. Van Rensselaer. With these troops, Long knew he outnumbered the British and hoped to score a small victory but would need to act quickly before the British columns could link up or the large force of Indians allegedly on the move could make an appearance. Early in the morning of July 8, he ordered that Hill’s force be quickly overcome.

Further Reading: With Musket & Tomahawk by Michael Logusz.

045.FortAnne_CL – 48 Turns

Date: 8 July 1777 - Scale/Size: Company Level, Small - Location: 30+ miles S of Fort Ticonderoga.

Scenario Briefing: Historical - Alerted to the approach of British forces by his forward pickets Captain Gray of the 3rd New Hampshire, joined shortly by the Albany County militia, moved to quickly flank the weak British column. Lt. Colonel Hill and his 9th Regiment of Foot were spread out along the road to Skenesborough, and he only had 190 men with him. Hill soon abandoned his original mission of taking Fort Anne swiftly and moved to a defensive posture and await help from the 20th and 21st Foot. Eventually, with both sides low and ammunition, the Patriot forces cautiously withdrew to Fort Anne, to contemplate their next move,

Intended to be played Head-to-Head but can be played from either side against the AI as well.

Background for Scenario 046: The British had a plan to invade the American Colonies with a two-pronged thrust launched from Canada. The goal was to sever New England from the other colonies by driving down the Hudson and linking up with Crown forces in New York City. The main force was led by British General John Burgoyne. A secondary force was to strike east through the Mohawk Valley to link up with Burgoyne at Albany on the Hudson. This force was led brevet Brigadier General Barry St. Leger. St Leger led a mixed force of British regulars, loyalists, Hessians and native allies. Leger's force set out from Oswego on Lake Erie with their first objective being the 1758 Fort Stanwix, now occupied and rechristened Fort Schuyler by the Americans (New York and Massachusetts troops).

When Leger arrived, he found the fort stronger than anticipated, and he laid it under siege. On August 4, 1777, Americans sent a relief column under militia Brigadier General Nicholas Herkimer out of Fort Dayton, New York. By the 6th of August, they were less than a day's march away. When St. Leger, got wind of the relief column, he sent a detachment under loyalist Lieutenant Colonel John Johnson and Sayenqueraghta (Cornplanter, aka Joseph Brandt) of the Seneca Nation to lay an ambush and stop the column from getting through.

Further Reading: The Battle of Oriskany and General Nicholas Herkimer by Paul A. Boehlert.

046.Oriskany_CL – 36 Turns

Date: 06 August 1777 - Scale/Size: Company Level, Small - Location: Along the Albany Road, ~5 miles Southeast of Fort Schuyler (Stanwix), New York.

Scenario Briefing: Historical - The American relief column led by New York Militia Brigadier General Nicholas Herkimer was approaching the besieged Fort Schuyler. On a hot and humid morning, as the American relief column snaked through a ravine, warriors from several indigenous nations led by Seneca Sayenqueraghta aided by Royal New Yorkers sprung an ambush. Vicious hand to hand fighting would ensue. A brief thunderstorm interrupted the proceedings and allowed the forces to somewhat reorganize. The Crown forces would fall back to the fort (the American's had sortied while many of Leger's troops were occupied elsewhere, perhaps pressuring the ambushers) while the Americans withdrew back towards their starting point, rather than press on in relief.

Recommended Rules: [Default] + No Retreat Overruns

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 047 & 048: In June 1777, General John Burgoyne led 7,000 British and Hessian troops south from Canada with the goal of sweeping down to Albany to cleave off the New England states from the other rebellious colonies. According to the plan, a second force headed by Lieutenant Colonel Barrimore "Barry" St. Leger would lead a diversionary force of Canadians, Mohawks, Senecas, Hessians, British regular, and provincial troops from the west down the Mohawk Valley to rendezvous at Albany. Finally, a third force led by General William Howe would move north from New York City.

In the Mohawk valley was The Gateway to the West, Fort Stanwix (renamed Fort Schuyler once the Americans occupied it), which guarded the "Oneida Carry," a vital portage between the navigable Wood Creek and the Mohawk River. The Americans had occupied and rebuilt the fort in 1776, unbeknownst to the British. St. Leger arrived at the fort on August 2, 1777, and demanded a surrender, which American Colonel Peter Gansevoort famously refused. St. Leger's force, not having the manpower or cannon to storm the fort, settled in for a siege. The Americans were able to reinforce the fort, and a much stronger reinforcement column under militia Brigadier General Nicholas Herkimer. Herkimer would be ambushed at Oriskany, on August 6, a few miles to the east of Stanwix. However, on 5 August, he had sent word to the fort requesting a sortie to help him breakthrough. Weather and British patrols foiled that plan.

Further Reading: The Complete Victory: Saratoga and the American Revolution by Kevin J. Weddle.

047.Stanwix_CL_a – 24 Turns

Date: 06 August 1777 - Scale/Size: Company Level, Small - Location: Modern day Rome, New York, on the Mohawk River ~55 miles Southeast of Fort Oswego, ~95 miles Northwest of Albany, New York.

Scenario Briefing: Historical - On 5 August, militia Brigadier Nicholas Herkimer, leading a strong relief column to the besieged Fort Schuyler sent word to Colonel Peter Gansvoort to send a sortie out on the 6th to help Herkimer breakthrough. Gansvoort was to signal with three cannon shots to acknowledge he had received the message. The messengers were greatly delayed, arriving at 1100. (In the meantime, the events of The Battle of Oriskany were already unfolding.)

Following a torrential thunderstorm, Gansvoort was able to send out a 250-man force around 2 pm. It would be tragically late for Herkimer, but Lieutenant Colonel Marinus Willett did enjoy local success, capturing arms, papers and prisoners. Generally wreaking havoc. The sortie was not decisive, and the siege would last until the arrival of a stronger column under Brigadier General Benedict Arnold on August 22.

Intended to be played as either side against the AI or Head-to-Head.

048.Stanwix_CL_b – 60 Turns

Date: 06 August 1777 - Scale/Size: Company Level, Medium - Location: Modern day Rome, New York, on the Mohawk River ~55 miles Southeast of Fort Oswego, ~95 miles Northwest of Albany, New York.

Scenario Briefing: Variant - On 5 August, militia Brigadier Nicholas Herkimer, leading a strong relief column to the besieged Fort Schuyler sent word to Colonel Peter Gansvoort to send a sortie out on the 6th to help Herkimer breakthrough. Gansvoort was to signal with three cannon shots to acknowledge he had received the message. In this variant, word did arrive at Fort Schuyler. Players may have to contend with unpredictable weather. Could Herkimer have broken through and broken the siege?

DESIGN NOTE: This scenario offers a lot of choice for both sides. Where to ambush? Defend the fort or go all in on Herkimer. Play a safe defense or get aggressive? Historically Herkimer delayed his start, waiting to hear the cannon shots, his column may take a few turns to release.

Recommended Rules: [Default]

Designed for Head-to-Head play but can be played as the Crown forces against the AI. Not recommended for American play vs Crown AI.

Background for Scenarios 049 - 052: By late July, General John Burgoyne's invasion from Canada had ground to a near halt. His advance had been slowed by the difficult terrain and the efforts of the American to sabotage and delay his march. Supply concerns were further elevated when Burgoyne was informed that General William Howe would not be advancing up the Hudson to meet him as planned. The commander of the Hessian contingent, General Freiherr Friedrich Adolf Riedsel, proposed sending a force under Lieutenant Colonel Friedrich Baum on a foraging from Fort Miller, New York to acquire supplies and most importantly, horses for 5 of the 6 companies of Baum s Prince Ludwig Dragoons. Originally, they were to proceed to the Connecticut River Valley, but reports that that American depot at Bennington was ill defended, led to a change in their objective.

The Americans were starting to react and rally after the stunning and rapid defeat at Ticonderoga. The citizens of the New Hampshire Grants (disputed territory between New York and Vermont) had appealed for protection. New Hampshire commissioned John Stark to raise militias, and he responded by bring in 1,500 men. His independent command moved into camp at Bennington, while the American Continental troops under Stark's arival, General Benjamin Lincoln, remained at Stillwater, New York (near Bemis Heights) and Seth Warner s Army of Vermont remained at Manchester, New Hampshire.\While at Fort Miller, Baum was joined by Caughnawaga Mohawks, Provincial Rangers, Canadians and a British company of Select Marksmen. They marched toward Bennington on August 11. On August 14th, contact was made. Initially, Baum messaged Burgoyne that he was confident the Americans would fall back before him. Then after the contact revised that message and requested reinforcements. Heavy rain fell for the next day and a half, preventing any further hostilities. Baum dug in to await help. The New Hampshire men sent word to Manchester and laid plans to attack the Hessians.

Further Reading: With Musket and Tomahawk: Volume I by Michael O. Logusz.

49.Bennington_CL_a – 42 Turns

Date: 16 August 1777 - Scale/Size: Company Level, Large - Location: Along the Walloomsac River, on the New York-Vermont Border, ~ 6 miles NW of Bennington.

Scenario Briefing: Historical - The rain that had kept the two armies in their camps finally stopped had begun to clear by the afternoon of the 16th. General John Stark planned to envelop the Hessian and Tory positions and sent several columns out in order to attack from all directions. Lieutenant Colonel Friedrich Baum, for his part, felt his hilltop position was strong and the Walloomsac provided cover to the front. As such, Baum felt confident in waiting for on the arrival of a strong relief column under Lieutenant Colonel Heinrich von Breymann. However, the relief column had struggled in the wet conditions of the past 36 hours and would arrive only at the end of the main battle. Seth Warner's Green Mountain Boys had also been delayed, but did make better progress than the Hessians, although their impact was really only felt in fending off the Breymann's corps. In this scenario, Breymann and his troops arrive as reinforcements with variability in their arrival, enhancing replay value.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

050.Bennington_CL_b – 42 Turns

Date: 16 August 1777 - Scale/Size: Company Level, Large - Location: Along the Walloomsac River, on the New York-Vermont Border, ~ 6 miles NW of Bennington.

Scenario Briefing: Variant - The rain that had kept the two armies in their camps finally stopped had begun to clear by the afternoon of the 16th. General John Stark planned to envelop the Hessian and Tory positions and sent several columns out in order to attack from all directions. Lieutenant Colonel Friedrich Baum, for his part, felt his hilltop position was strong and the Walloomsac provided cover to the front. As such, Baum felt confident in waiting for on the arrival of a strong relief column under Lieutenant Colonel Heinrich von Breymann. However, the relief column had struggled in the wet conditions of the past 36 hours and would arrive only at the end of the main battle. Seth Warner’s Green Mountain Boys had also been delayed, but did make better progress than the Hessians, although their impact was really only felt in fending off the Breymann’s corps. In this scenario, Breymann and his troops are on the road. Will their timely arrival tip the scales to the Crown?

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

051.Bennington_CL_c – 48 Turns

Date: 16 August 1777 - Scale/Size: Company Level, Large - Location: Along the Walloomsac River, on the New York-Vermont Border, ~ 6 miles NW of Bennington.

Scenario Briefing: Variant - The rain that had kept the two armies in their camps finally stopped had begun to clear by the afternoon of the 16th. General John Stark planned to envelop the Hessian and Tory positions and sent several columns out in order to attack from all directions. Lieutenant Colonel Friedrich Baum, for his part, felt his hilltop position was strong and the Walloomsac provided cover to the front. As such, Baum felt confident in waiting for on the arrival of a strong relief column under Lieutenant Colonel Heinrich von Breymann. However, the relief column had struggled in the wet conditions of the past 36 hours and would arrive only at the end of the main battle. Seth Warner's Green Mountain Boys had also been delayed, but did make better progress than the Hessians, although their impact was really only felt in fending off the Breymann's corps. In this scenario, the rain

was less strong, and both sets of reinforcements have made it to the field. Breymann urges an attack on the Americans who are also aggressive.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

052.Bennington_CL_d – 36 Turns

Date: 14 August 1777 - Scale/Size: Company Level, Small - Location: Along the Walloomsac River, on the New York-Vermont Border, ~ 6 miles NW of Bennington.

Scenario Briefing: Historical - On the morning of the 14th, the strong foraging body under Lieutenant Colonel Friedrich Baum approached the village of Sancoick and the bridge over the Owl Kill. A force led by William Gregg put up a brief resistance before falling back further east over the St. Luke bridge and the Little White Creek. Some quick thinking militia pulled up a few planks and set fire to the bridge. Baum was forced to repair the bridge and spent the morning doing so. He also took advantage of the time to empty the mill of the available stores of flour and grain. Once again he was on the move to Bennington.

General John Stark had pushed forward a few rifles in hopes of delaying Baum more. They were effective enough that when Baum finally crossed the Walloomsac at the Beardsley farmstead, he decided that with the light fading and the weather worsening, he would establish a camp before moving on to Bennington in the morning. He ordered a small redoubt (Tory Redoubt) built on the east side of the crossing and a stronger redoubt (Dragoon Redoubt) on a high hill to the northwest. The rain started in earnest later that evening and continued for 36 hours, setting the stage for the historic Battle of Bennington.

Note: This is an asymmetric scenario based on the actions fought on the afternoon of the 14th of August.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 053: Having left New York (and Burgoyne to his fate) to attack Philadelphia in late July, Howe finally landed in Delaware in late August. (It had been advised not to sail up the Delaware, but rather up the Chesapeake Bay and the Elk River. Unfavorable winds caused excessive delays.) Landing at Cecil's Courthouse and Head of Elk, Howe sorted out his army, allowing his men to refit recover from their long sea journey. On September 3rd, he began to move north with the Left Division leading the way under Lord Cornwallis. General Knyphausen and the Right Division took the lead on foraging as the army was short of horses. Washington, for his part, had personally observed the landing. It was debated where the Americans could set a defensive line. Most of the Army was along Red Clay Creek further north. Only General Maxwell and his newly formed Light Infantry and a small contingent of militia were available to slow Howe s force of 18,000 men. (Maxwell's unit had been formed to replace Morgan’s Rifle Corps who had been transferred to the Northern Department. It was formed with 100 select men from each of the Grand Army's brigades.)

Further Reading: Brandywine: A Military History of the Battle that Lost Philadelphia but Saved America by Michael Harris.

053.Coochs Bridge_CL – 48 Turns

Date: 3 September 1777 - Scale/Size: Company Level, Medium - Location: Near Iron Hill, Delaware, ~20 miles SW of Chadd's Ford on Brandywine Creek.

Scenario Briefing: Historical - General William Maxwell and his newly formed Light Infantry Battalion was tasked with slowing the British advance out of their landing at Elk's Head. He spread his defense from Iron Hill in the north down to Aiken's tavern in the south to cover as many roads as possible. General Charles Cornwallis leading the Left Division had arrived at Aiken's Tavern having taken the more southern route available to them. Six mounted Jaegers under the ubiquitous Captain Johann Ewald were sent forward to reconnoiter American positions along Christiana Creek and Iron Hill. They had not gone far when the Americans unleashed a brutal volley killing all the Jaegers and nearly unhorsing Ewald. The rest of the Jaegers were called forward to push the Americans back.

The ensuing battle would last 7 hours and sweep over Iron Hill and along the Christiana. The 1st Battalion of Light infantry was sent to outflank the American position but became bogged down in swampy ground. (In game they are fixed for most of the game in the eastern portion of the map.) The 2nd Battalion was sent towards Iron Hill and would eventually get there. The actual battle lasted seven hours, would see the Grenadier Battalions committed and the Americans withdrawing in chaos after expending most of their ammunition.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 054 - 056: After a 34-day sea journey from New York, General Howe and 17,000+ troops landed at the head of the Elk River on the border of Maryland and Delaware. Their objective was the American capital city: Philadelphia. Initially, Washington had established a defensive position along the Red Clay Creek, but after his Light Infantry was pushed back under General Maxwell at Cooch's Bridge, it was decided to move further east and defend the numerous Brandywine River crossings. Washington commanded 12,000 Continental troops, supplemented by 3,000 militia. Howe continued to push north, arriving at Kennett Square Pennsylvania, a few miles west of Brandywine. Howe planned a similar tactic to his successful Long Island battle, a flanking maneuver by troops under Lieutenant General Charles Cornwallis while General Wilhelm von Knyphausen demonstrated a crossing at the main fords. The British were able to cross at two undefended fords and found themselves on the right flank of the Americans at 2 pm.

Further Reading: Brandywine: A Military History of the Battle that Lost Philadelphia but Saved America, September 11, 1777 by Michael Harris.

Decision at Brandywine: The Battle on Birmingham Hill by Robert Dunkerly.

054.Brandywine_BL_a – 52 Turns

Date: 11 September 1777 - Scale/Size: Battalion Level, Large - Location: Chester County ~25 miles WNW of Philadelphia.

Scenario Briefing: Historical - The British Army was on the move in two columns at 0500 with the intent of attacking the American positions on the east bank of the Brandywine Creek. General Knyphausen led a diversionary column directly toward Chad's Ford 7 miles away with the intent of fixing the Americans in place. General Cornwallis would lead the main attack with a column comprised of some of the finest units in Howe's army. Marching 4 miles to the north to cross the Brandywine before heading east to then fall on Washington's right flank.

Washington for his part felt confident that the Brandywine would provide enough of a defensive support that his army would be able to prevail over the Crown's troops. Senior Brigadier William Maxwell of New Jersey was sent forward with detachments of hand-picked men to provide warning of Howe's approach along the Post Road.

To represent Washington's poor intelligence gathering and indecision, American divisions are fixed until mid-morning.

Intended to be played as the Crown forces against the AI or Head-to-Head.

055.Brandywine_BL_b – 16 Turns

Date: 11 September 1777 - Scale/Size: Battalion Level, Medium - Location: Chester County ~25 miles WNW of Philadelphia.

Scenario Briefing: Historical - Alerted to Cornwallis Division on his right flank, Washington was able to pivot three of his divisions (Stephen's, Stirling's and Sullivan's) and place them on the line of Cornwallis march, about a mile SE of the Birmingham Friends Meeting House. The British moved off Osborne Hill with some of their best troops; the Guards, their light infantry battalions, Hessian Grenadiers all supported by a strong force of Hessian jaegers. If the American flank does not hold, the young American Army would likely be annihilated between the two wings of the British Army.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

056.Brandywine_BL_c – 20 Turns

Date: 11 September 1777 - Scale/Size: Battalion Level, Large - Location: Chester County ~25 miles WNW of Philadelphia.

Scenario Briefing: What If - Historically, Washington spent most of the morning unaware that Howe had split his army. Finally getting confirmation from various sources, he ordered an attack across the Brandywine. Then, as his troops were setting off, canceled the attack. Can the Americans defeat the Crown forces in detail? Cornwallis and his Left Division will arrive, but when?

Intended to be played as the American forces against the AI or Head-to-Head.

Background for Scenarios 057 - 061: British General William Howe's plan to take the American capital of Philadelphia was well underway after the delays of August. He had defeated the Americans soundly at Brandywine and was now marching through the Great Valley of Pennsylvania, south of the Schuylkill River. Following

Brandywine, American General George Washington was doing his best to reorganize his troops, re-arm and resupply them from the furnaces, mills, and farms in the valley, and shield Philadelphia from the British Army. Initially, he had kept the Schuylkill between himself and the British but crossed back south to more actively oppose Howe's forces.

Moving westward along Lancaster Road, Washington got wind that Howe was moving north to intercept him. Washington decided to move into a defensive position along the South Valley Hills. Howe hoped to catch the Americans on the march, but the weather had been dark, blustery and wet and the roads were sloppy and slow. After significant rain in the late morning, the lead units of the British attack columns would meet the forward screen of the American Army.

Further Reading: The Philadelphia Campaign (volume 1) by Thomas J. McGuire.

057.Clouds_BL_a – 18 Turns

Date: 16 September 1777 - Scale/Size: Battalion Level, Medium - Location: Chester County ~22 miles West of Philadelphia.

Scenario Briefing: Historical - British General William Howe learned that the Americans had crossed back south of the Schuylkill and he hoped to strike at the American column on the march through The Great Valley. The American cavalry alerted General George Washington that the British were on the move north and so he decided to move into defensive positions on The South Valley Hills. With Brigadier General William Maxwell's Light Infantry screening the American right, Brigadier General Anthony Wayne led the American Vanguard, supported by two brigades of Pennsylvania Militia. The past few days had been wet and the morning was no different. The roads were muddy and the going was slow for both sides. Nonetheless, the two sides made contact in the afternoon of the 16th.

Design Note: This is the historic version of this (non) battle. Weather obviously played a huge role. The full deluge may not happen, but the roads are still sloppy and movement slow. I have included a variant with better weather. Given the conditions, many of the objectives are aspirational for the British, but also serve to keep the Americans honest. Both sides may need to be happy with a draw.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

058.Clouds_BL_b – 18 Turns

Date: 17 September 1777 - Scale/Size: Battalion Level, Medium - Location: Chester County ~22 miles West of Philadelphia.

Scenario Briefing: Variant - British General William Howe learned that the Americans had crossed back south of the Schuylkill and he hoped to strike at the American column on the march through The Great Valley. The American cavalry alerted General George Washington that the British were on the move north and so he decided to move into defensive positions on The South Valley Hills. With Brigadier General William Maxwell's Light Infantry screening the American right, Brigadier General Anthony Wayne led the American Vanguard,

supported by two brigades of Pennsylvania Militia. The past few days had been wet but this morning broke clear. The roads are muddy but drying.

Design Note: This is the alternate weather version of this (non) battle. The roads are drying. But given the conditions, many of the objectives are aspirational for the British, but also serve to keep the Americans honest. Both sides may need to be happy with a draw, however this will certainly be a more mobile battle than the historic version.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

059.Clouds_CL_a – 40 Turns

Date: 16 September 1777 - Scale/Size: Company Level, Medium - Location: Chester County ~22 miles West of Philadelphia.

Scenario Briefing: Historical - The American militia brigades had moved into blocking positions to allow the main American Army to deploy behind them when first contact with the advancing British occurred on the afternoon of the 16th. Lieutenant General Charles Cornwallis commanded the right column and sent in his 1st Light Infantry Battalion to push the Americans back. Soon thereafter, the Hessians column arrived on the left, commanded by Lieutenant General Wilhelm von Knyphausen who sent forward Colonel Carl von Donop with Jaeger and Minnigerode Grenadiers to do the same. Rain had been falling and would continue to do so, eventually drowning out the battle.

Design Note: This is the historic version of this (non) battle and focuses solely on the actual skirmishing, such as it was. Weather obviously played a huge role. The full deluge may not happen, but the roads are still sloppy and movement slow.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

060.Clouds_CL_b – 32 Turns

Date: 16 September 1777 - Scale/Size: Company Level, Medium - Location: Chester County ~22 miles West of Philadelphia.

Scenario Briefing: Historical - The American militia brigades had moved into blocking positions to allow the main American Army to deploy behind them when first contact with the advancing British occurred on the afternoon of the 16th. Lieutenant General Charles Cornwallis commanded the right column and sent in his 1st Light Infantry Battalion to push the Americans back. Soon thereafter, the Hessians column arrived on the left, commanded by Lieutenant General Wilhelm von Knyphausen who sent forward Colonel Carl von Donop with Jaeger and Minnigerode Grenadiers to do the same. Rain had been falling and would continue to do so, eventually drowning out the battle.

Design Note: This is the historic version of this (non) battle and focuses solely on the actual skirmishing by the British 1st Light Infantry and 2nd Pennsylvania Militia, such as it was. Weather obviously played a huge role. The full deluge may not happen, but the roads are still sloppy and movement slow.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

061.Clouds_CL_c – 32 Turns

Date: 16 September 1777 - Scale/Size: Company Level, Small - Location: Chester County ~22 miles West of Philadelphia.

Scenario Briefing: Historical - The American militia brigades had moved into blocking positions to allow the main American Army to deploy behind them when first contact with the advancing British occurred on the afternoon of the 16th. Lieutenant General Charles Cornwallis commanded the right column and sent in his 1st Light Infantry Battalion to push the Americans back. Soon thereafter, the Hessians column arrived on the left, commanded by Lieutenant General Wilhelm von Knyphausen who sent forward Colonel Carl von Donop with Jaeger and Minnigerode Grenadiers to do the same. Rain had been falling and would continue to do so, eventually drowning out the battle.

Design Note: This is the historic version of this (non) battle and focuses solely on the actual skirmishing between the Hessian Jaegers and Grenadiers and the 1st Pennsylvania Militia, such as it was. Weather obviously played a huge role. The full deluge may not happen, but the roads are still sloppy and movement slow.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 062 & 063: In June, General John Burgoyne led 7,000 British and Hessian troops south from Canada with the goal of sweeping down to Albany to cleave off the New England states from the other rebellious colonies. According to the plan, a second force led by General Barrimore "Barry" St. Leger would lead a mixed force of Canadians, Mohawks, Senecas, Hessians and British regular and provincial troops from the west down the Mohawk Valley to rendezvous at Albany. Finally, a third force led by General William Howe would move north From New York City.

Burgoyne made good progress in the early going, but American General Philip Schuyler began playing for time and fighting a series of delaying actions. Following a surprise American victory at Bennington, the Americans made camp at a place called Bemis Heights. Schuyler was replaced by General Horatio gates as they dug in. St. Leger's expedition ground to a halt at Fort Stanwix and was eventually turned back. Howe's move to the north never materialized as he opted to move against Philadelphia (and Burgoyne was unaware of this fact). Burgoyne was running low on supplies and found himself encamped on the Hudson, approximately 4 miles north of the Americans.

Further Reading: Saratoga by John Luzader.

062.Freemans Farm_BL – 36 Turns

Date: 19 September 1777 - Scale/Size: Battalion Level, Medium - Location: Saratoga, Hudson Valley, New York, ~25 miles North of Albany.

Scenario Briefing: Historical - General John Burgoyne's army was running low on supplies and he felt that he needed to act in order to reach his goal of making it to Albany as well as meeting up with a relief column from New York City. On an unseasonably warm morning, three columns set out. The Left Column moved along the river in order to fix the American's in place. The Right Column hoped to flank the American position. The Main Line would backstop the attack and move to press the Americans as opportunity presented itself.

The American position was anchored on it's right by the Hudson River and the powerful cannons overlooking the road. General Benedict Arnold commanded the American left and wanted to aggressively meet the British, while General Horatio Gates wanted to wait in the prepared positions and encourage the British to commit to a costly frontal attack. Arnold sent out Colonel Daniel Morgan and his Rifle Corps to deter the advancing British and met their Advance Corps on Freeman's Farm to the northwest of the American position.

Can be played from either side against the AI or Head-to-Head.

063.Freemans Farm_CL – 36 Turns

Date: 19 September 1777 - Scale/Size: Company Level, Medium - Location: Saratoga, Hudson Valley, New York, ~25 miles North of Albany.

Scenario Briefing: Historical - General John Burgoyne's army was running low on supplies and he felt that he needed to act in order to reach his goal of making it to Albany as well as meeting up with a relief column from New York City. Once the morning fog lifted, three columns set out. The Left Column moved along the river in order to fix the American's in place. The Right Column hoped to flank the American position. The Main Line would backstop the attack and move to press the Americans as opportunity presented itself.

The American position was anchored on it’s right by the Hudson River and the powerful cannons overlooking the road. General Benedict Arnold commanded the American left and wanted to aggressively meet the British, while General Horatio Gates wanted to wait in the prepared positions and encourage the British to commit to a costly frontal attack. Arnold sent out Colonel Daniel Morgan and his Rifle Corps to deter the advancing British and met their Advance Corps on Freeman's Farm to the northwest of the American position. This scenario focuses on the main engagement between the two forces.

Can be played from either side against the AI or Head-to-Head.

Background for Scenarios 064 & 065: Following the American defeat at Brandywine on September 11th, 1777, General George Washington had pulled back into the Great Valley to the northwest of Philadelphia, in hopes of resupplying and refitting his army, while still being able to protect the American capital city. Both Armies would maneuver and nearly come to blows at the aborted Battle of the Clouds. Washington opted to recross the Schuylkill River to the northern banks and guard the various fords, but left Brigadier General Anthony Wayne and

the Pennsylvanians under his command south of the river in order to scout and harass the British Army. Wayne assumed he had remained undetected through the evening of 20 September. He had not.

Further Reading: Battle of Paoli by Thomas J. McGuire.

064.Paoli_BL – 9 Turns

Date: 20-21 September 1777 - Scale/Size: Battalion Level, Small - Location: Chester County ~19 miles West of Philadelphia.

Scenario Briefing: Historical - With the main American Army on the north side of the Schuylkill, Brigadier General Anthony Wayne's Pennsylvania Division was camped approximately 3.5 miles from the British Army. He was expecting to be joined by Maryland militias under Brigadier General William Smallwood.

General William Howe had been informed that a lone American Division was still operating in the Great Valley. Howe sent Major General Charles Grey and the British 3rd Brigade to attack the Americans in their camp. In order to maintain silence, Grey ordered his men to remove their flints and go in with their bayonets only, earning him the sobriquet 'No Flint Grey'. 3rd Brigade was supported by the 2nd Battalion of Light Infantry as well as Lieutenant Colonel Thomas Musgrave and two battalions in a blocking position.

Design Note: This is a short night time scenario. The Crown player will need to move quickly to meet the objectives. There are, however, paths to victory for both sides.

Recommended Rules: [Default] - Night Fatigue (turn off)

Intended to be played as the Crown forces against the AI or Head-to-Head.

065.Paoli_CL – 14 Turns

Date: 21 September 1777 - Scale/Size: Company Level, Medium - Location: Chester County ~19 miles West of Philadelphia.

Scenario Briefing: Historical - With the main American Army on the north side of the Schuylkill, Brigadier General Anthony Wayne's Pennsylvania Division was camped approximately 3.5 miles from the British Army. He was expecting to be joined by Maryland militias under Brigadier General William Smallwood.

General William Howe had been informed that a lone American Division was still operating in the Great Valley. Howe sent Major General Charles Grey and the British 3rd Brigade to attack the Americans in their camp. In order to maintain silence, Grey ordered his troopers to remove their flints and go in with their bayonets only, earning him the sobriquet 'No Flint Grey'. 3rd Brigade was supported by the 2nd Battalion of Light Infantry (well on their way to being known as 'Bloodhounds') as well as Lieutenant Colonel Thomas Musgrave and two battalions in a blocking position.

Design Note: This is a short night time scenario. The Crown player will need to move quickly to meet the objectives. There are, however, paths to victory for both sides.

Recommended Rules: [Default] - Night Fatigue (turn off)

Intended to be played as the Crown forces against the AI or Head-to-Head.

Background for Scenarios 066 - 068: The American campaign to defend Philadelphia was not going well. Washington has been soundly defeated at Brandywine, had suffered setbacks in his actions along the Schuykill and was ultimately outmaneuvered and saw the capital occupied on September 26. However, Washington still maintained a force in being outside the city. With winter setting in, plans for defending the city were made, but Howe moved north with a 9,700-man force (mostly British, but a strong Hessian brigade, as well as some Provincial troops) in hopes of decisively engaging Washington once and for all. Washington seized on the opportunity of a divided enemy and hoped to reprise his victory at Trenton ten months prior with a surprise attack.

Further Reading: The Philadelphia Campaign, Volume II by Thomas J. McGuire.

066.Germantown_BL_a – 33 Turns

Date: 04 October 1777 - Scale/Size: Battalion Level, Large - Location: Germantown, Pennsylvania, ~5 miles NNW of Philadelphia.

Scenario Briefing: Historical - The British forces outside of Philadelphia were encamped at Germantown, a small hamlet among the farms and fields surrounding Philadelphia. The area was crisscrossed by several roads, broken by streams and stands of woods. General George Washington drew up an elaborate plan to strike the isolated British in two main columns. The Left Wing was commanded by Major General Nathanael Greene, the Right by Major General John Sullivan. Both flanks would be covered by independent columns of militia as well. The Americans hoped to overwhelm the Crown force and push through to Philadelphia if possible.

Design Note: Fog would play a major role in the battle (along with smoke from gunfire as well as building fires), adding to the confusion of the battle. Americans will suffer from a delayed release and the possibility of becoming FIXED. Ammunition was a concern for the Americans, with it also being cited as a cause for the American defeat, with units in retreat waving their empty cartridge boxes.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

067.Germantown_BL_b – 33 Turns

Date: 05 October 1777 - Scale/Size: Battalion Level, Large - Location: Germantown, Pennsylvania, ~5 miles NNW of Philadelphia.

Scenario Briefing: Variant - The British forces outside of Philadelphia were encamped at Germantown, a small hamlet among the farms and fields surrounding Philadelphia. The area was crisscrossed by several roads, broken by streams and stands of woods. General George Washington drew up an elaborate plan to strike the isolated

British in two main columns. The Left Wing was commanded by Major General Nathanael Greene, the Right by Major General John Sullivan. Both flanks would be covered by independent columns of militia as well. The Americans hoped to overwhelm the Crown force and push through to Philadelphia if possible.

Design Note: Fog would play a major role in the battle (along with smoke from gunfire as well as building fires), adding to the confusion of the battle. In this variant, Washington has delayed his attack by 24 hours, and the fog does not materialize. Ammunition was a concern for the Americans, with it also being cited as a cause for the American defeat, with units in retreat waving their empty cartridge boxes.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

068.Germantown_CL – 15 Turns

Date: 04 October 1777 - Scale/Size: Company Leve, Small - Location: Germantown, Pennsylvania, ~5 miles NNW of Philadelphia.

Scenario Briefing: The American surprise attack on Crown positions near Germantown had gone surprisingly well, with the British pickets being thrown back in disorder. Supporting the British 2nd Light Battalion in Mount Airy, was Lieutenant Colonel Thomas Musgrave and his under strength 40th Regiment of Foot. With the lead American elements streaming by, Musgrave led his men into the house of attorney Benjamin Chew, Cliveden. A tactic similar to one the 40th had employed nine months prior at Nassau Hall in Princeton. The two story stone house was rapidly fortified and proved a solid defense against the American cannon and muskets. 2 battalions of Brigadier General William Maxell s New Jersey Brigade would suffer heavy losses in repeated assaults on the position. The constant fighting around the house unsettled the front line American troops, thinking they had Crown troops in their rear.

Design Note: Fog would play a major role in the battle (along with smoke from gunfire as well as building fires), adding to the confusion of the battle. This is not a tactically nuanced scenario. If the Americans clear out the 40th in Cliveden, they win. If they don't, they lose.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 069 - 073: In June, General John Burgoyne led 7,000 British and Hessian troops south from Canada with the goal of sweeping down to Albany to cleave off the New England states from the other rebellious colonies. According to the plan, a second force led by General Barrimore "Barry" St. Leger would lead a mixed force of Canadians, Mohawks, Senecas, Hessians and British regular and provincial troops from the west down the Mohawk Valley to rendezvous at Albany. Finally, a third force led by General William Howe would move north from New York City.

Burgoyne made good progress in the early going, but American General Philip Schuyler began playing for time and fighting a series of delaying actions. Following a surprise American victory at Bennington, the Americans made camp at a place called Bemis Heights. Schuyler was replaced by General Horatio gates as they dug in. St. Leger’s expedition ground to a halt at Fort Stanwix and was eventually turned back. Howe’s move to the north never materialized as he opted to move against Philadelphia (and Burgoyne was unaware of this fact). Burgoyne was

running low on supplies and found himself encamped on the Hudson, approximately 4 miles north of the Americans.

On September 19, Burgoyne made a move to probe and hopefully turn the flank of the American left. The two armies converged in a field near Loyalist John Freeman's Farm. The armies fought all afternoon, feeding men into the fight. At the end of the day, the British forces held the ground. The Americans pulled back into their fortifications at Bemis Heights, while the Crown forces dug in, roughly where the day ended. Two significant positions were constructed: Breyman's Fortified Camp and the Light Infantry Redoubt (Balcarras's Redoubt).

Further Reading: The Complete Victory by Kevin Weddle.

069.Bemis Heights_BL_a – 15 Turns

Date: 7 October 1777 - Scale/Size: Battalion Level, Medium - Location: Saratoga, Hudson Valley, New York, ~25 miles North of Albany.

Scenario Briefing: Historical - General John Burgoyne's army's supply situation was worsening and, while hopeful 'every day' and expecting word of Major General Henry Clinton's relief force from New York City, The British were once again feeling desperate.

On October 7, Burgoyne personally led a force, accompanied by his senior subordinates, to do one of three things (the record is unclear on his exact intentions): 1. Cover foraging parties; 2. Seize the high ground to the west of the Americans, giving them a place to situate their heavy artillery and bombard the American camp; 3. Make a reconnaissance in force to determine where, if any, weaknesses in the American lines might be in anticipation of a full assault on 8 October. Burgoyne committed 1700 men, including some of his best troops (Light Infantry, German and British Grenadiers, 12 pieces of artillery, the 24th Foot and supplemental drafts from other regiments, as well as Provincial Rangers, Canadians and Native Allies.

American Major General Horatio Gates learned of the British incursion and sent Colonel Daniel Morgan and his light infantry out to oppose them. The British settled in on a wheatfield, while the Americans under Brigadier General Benedict Arnold were moved into the fight. Like 19 September the fight would grow into a full scale battle with the Americans attempting to storm the Hessian and British redoubts as the sun went down.

Design Note: This scenario starts with the forces in place. A pause by Crown forces had let the Americans move up to contest the ground.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

070.Bemis Heights_BL_b – 24 Turns

Date: 7 October 1777 - Scale/Size: Battalion Level, Medium - Location: Saratoga, Hudson Valley, New York, ~25 miles North of Albany.

Scenario Briefing: Variant - General John Burgoyne's army was running low on supplies and while hopeful 'every day' expecting word of Major General Henry Clinton's relief force from New York City, was once again feeling desperate.

On October 7, Burgoyne personally led a force, accompanied by his senior subordinates, to do one of three things (the record is unclear on his exact intentions): 1. Cover foraging parties; 2. Seize the high ground to the west of the Americans, giving them a place to situate their heavy artillery and bombard the American camp; 3. Make a reconnaissance in force to determine where, if any, weaknesses in the American lines might be in anticipation of a full assault on 8 October. Burgoyne committed 1700 men, including some of his best troops (Light Infantry, German and British Grenadiers, 12 pieces of artillery, the 24th Foot and supplemental drafts from other regiments, as well as Provincial Rangers, Canadians and Native Allies.

American Major General Horatio Gates learned of the British incursion and sent Colonel Daniel Morgan and his light infantry out to oppose them. The British settled in on a wheatfield, while the Americans under Brigadier General Benedict Arnold were moved into the fight. Like 19 September the fight would grow into a full scale battle with the Americans attempting to storm the Hessian and British redoubts as the sun went down.

Design Note: This starts out with Burgoyne's 3 columns setting out. Historically, they took a controversial pause in Barber's wheatfield before the main fighting stated. This allows players a bit more room to maneuver.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

071.Bemis Heights_BL_c – 24 Turns

Date: 7 October 1777 - Scale/Size: Battalion Level, Medium - Location: Saratoga, Hudson Valley, New York, ~25 miles North of Albany.

Scenario Briefing: Variant - On October 7, Burgoyne personally led a force, accompanied by his senior subordinates, to likely make a reconnaissance with an eye to an attack on October 8. That attack was preempted by the results of October 7. The Crown forces are given wide latitude in what they wish to accomplish, and how they will go about it.

Design Note: This scenario starts out with a portion of the Crown forces FIXED but all forces will release at one point. The Americans also start FIXED for the most part, but will eventually all release as Gates reacts.

Intended to be played as the Crown forces against the AI or Head-to-Head.

072.Bemis Heights_CL_a – 48 Turns

Date: 07 October 1777 - Scale/Size: Company Level, Medium - Location: Saratoga, Hudson Valley, New York, ~25 miles North of Albany.

Scenario Briefing: Historical - General John Burgoyne's army's supply situation was worsening and, while hopeful 'every day' and expecting word of Major General Henry Clinton's relief force from New York City, The British were

once again feeling desperate. On October 7, Burgoyne personally led a force, accompanied by his senior subordinates, to do one of three things (the record is unclear on his exact intentions): 1. Cover foraging parties; 2. Seize the high ground to the west of the Americans, giving them a place to situate their heavy artillery and bombard the American camp; 3. Make a reconnaissance in force to determine where, if any, weaknesses in the American lines might be in anticipation of a full assault on 8 October. Burgoyne committed 1700 men, including some of his best troops (Light Infantry, German and British Grenadiers, 12 pieces of artillery, the 24th Foot and supplemental drafts from other regiments, as well as Provincial Rangers, Canadians and Native Allies.

American Major General Horatio Gates learned of the British incursion and sent Colonel Daniel Morgan and his light infantry out to oppose them. The British settled in on a wheatfield, while the Americans under Brigadier General Benedict Arnold were moved into the fight. Like 19 September the fight would grow into a full scale battle with the Americans attempting to storm the Hessian and British redoubts as the sun went down.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

073.Bemis Heights_CL_b – 22 Turns

Date: 07 October 1777 - Scale/Size: Company Level, Medium - Location: Saratoga, Hudson Valley, New York, ~25 miles North of Albany.

Scenario Briefing: Historical - General John Burgoyne's plan for October 7 was not going well. The Americans had again proved aggressive, moving out of their entrenchments to engage the British, Loyalist and German forces directly. The Crown forces were being pushed back to their redoubts. Brigadier General Benedict Arnold, who was embroiled in a command controversy had started the day with no command, rode out to take control and lead the Americans in their attempt to storm the formidable fortifications. Arnold would be wounded sorely in the leg, but Americans would carry the day, and with this victory, the fate of Burgoyne's Canada Army was sealed.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 074: The British under General William Howe had occupied Philadelphia on September 26, 1777. An American attack under General George Washington on the main British camp at Germantown (just outside Philadelphia) had failed in a confused fog. The Americans turned to a strategy of trying to deny the British supplies and forcing them out by other means. Philadelphia was cut off from the surrounding countryside, and the only lifeline was the Delaware and what supplies could be shipped in. The Americans banked their hopes on three forts: Fort Billingsport (3 miles down river), Fort Mifflin (on Mud Island, mid-river, across from Fort Mercer) and Fort Mercer (also known as Red Bank). The forts were in disrepair and suffered from a severe manpower shortage. The forts were supplemented by the Pennsylvania State Navy (also severely undermanned), a collection of galleys, floating batteries, gunboats and guard boats. Fort Billingsport was ill-designed and not likely to stand up to any sort of an assault. The men and stores were ordered moved to Fort Mifflin in late September. The militia guarding the approaches were easily outmaneuvered and the British soon occupied the fort.

Fort Mifflin would see most of the action against the British. The British built batteries on the Pennsylvania shore, the Americans countered by flooding the islands on which the British had to toil. The British would also use their

navy to pressure and bombard the defenders. Fort Mercer guarded Mifflin's flank and provided a lifeline of supplies. Howe dispatched a brigade of Hessians under Colonel Carl von Donop to take what was assumed to be a lightly defended fort.

Further Reading: Fighting for Philadelphia: Forts Mercer and Mifflin, the Battle of Whitemarsh, and the Road to Valley Forge by Michael C Harris.

074.Fort Mercer_CL – 14 Turns

Date: 22 October 1777 - Scale/Size: Company Level, Small - Location: On the New Jersey side of the Delaware River, ~5.5 miles SSW of downtown Philadelphia, Penn.

Scenario Briefing: Historical – On the night of October 18, 1777, Hessian Colonel Carl von Donop led 2,200 Hessians out from Philadelphia and across the Delaware River to Cooper's Ferries. Troops were unloaded while Jägers pushed the New Jersey militias back. Von Donop was soon on the march and made his camp at Haddonfield, New Jersey. Colonel Christopher Greene, commanding Fort Mercer, was made aware of the Hessian advance and redoubled the efforts of his 300 Rhode Islanders to make Fort Mercer more defensible.

Studying the fort, von Donop requested more artillery, but General William Howe ordered him to wait for the British fleet to come upriver to assist. If Donop could not capture the fort, the British would.

Von Donop set out from Haddonfield on the morning of the 22nd. Arriving at the fort in the afternoon he called on Greene to surrender: "The King of England orders his rebellious subjects to lay down their arms". Greene responded with: "We ask no quarter, nor will we give any". Von Donop swore "Either that will be Fort Donop or I shall be dead". The Hessians began their assault in the late afternoon. Von Donop would be true to his word.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 075: Following the Battle of Germantown, the American and British armies continued to skirmish and maneuver, but neither side was able to gain a decisive advantage or bring the other to battle. Following the actions near White Marsh (5-8 December) American General George Washington decided to move to winter counters somewhere to the southwest of the Schuylkill River, while the British under Howe settled in Philadelphia and continued to forage in the surrounding countryside. Washington had the Pennsylvania militia under Brigadier General James Potter establish pickets on the far side of the river to screen the American Army's movement. On 11 December, the British had a sizable force under Lieutenant General Charles Cornwallis out foraging. The British had crossed closer to Philadelphia and were intent on venturing up to Matson s Ford. The two forces would soon meet.

Further Reading: Fighting for Philadelphia by Michael C. Harris.

075.Matsons_BL – 27 Turns

Date: 11 December 1777 - Scale/Size: Battalion Level, Small - Location: South of the Schuylkill River, Pennsylvania, ~12 miles Northwest of Philadelphia, Penn.

Scenario Briefing: Historical - Militia Brigadier General James Potter had established his headquarters at Harriton Farm along the Gulph Road, but had units spread out throughout the countryside. His militia needed to keep the British away from the crossings that the Americans are intending to use. The British under General Charles Cornwallis were heading northwest on Gulph road, foraging and intent on reaching Matson's Ford on the Schuylkill River. With the elite troops under his command, Cornwallis would not shy away from a fight.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 076: Crown forces under William Howe had successfully occupied the American capital, Philadelphia after a long campaign in the summer of 1777, culminating in the American defeat at Brandywine. Without the traditional cavalry wing, Howe was unable to pursue his defeated enemy. (And, given his record, he may not have continued to press Washington.) The next month's saw the British forces defeat the Americans at Germantown, clear the forts along the Delaware, and then unsuccessful maneuvering in the Whitemarsh area northwest of Germantown. Howe pulled back to Philadelphia, while General George Washington needed to relocate his army where he could safely rest and refit.

In mid-December, Washington left his fortified position and cautiously moved west, crossing the Schuylkill River at Swede s Ford before settling into the area known as Valley Forge. (One of many forges and mills in the area.) The Americans spent the early months of 1778 training and recruiting their army (and struggling to finance the war.) Howe and the Crown forces hunkered down in Philadelphia, trying to forage and feed not only themselves, but the civilian population. Finally, with shifting priorities and strategy (defend New York absolutely, invest in the Southern Strategy and encourage a Tory resurgence there) Howe chose to withdraw from Philadelphia and march back to New York. (Leading to the events at Monmouth Courthouse in June.) But, what if Howe had taken a more aggressive stance and struck at Washington in his defensive position? Washington was weak at this point. (Strength numbers pulled from Sinews of Independence by Charles H. Lesser.) Could Howe have ended the war at that point?

076.Valley Forge_BL – 40 Turns

Date: 15 March 1778 - Scale/Size: Battalion Level, Large - Location: Valley Forge, Pennsylvania, ~24 miles NW of Philadelphia.

Scenario Briefing: What If - The American Army under General George Washington is in a strong defensive position at Valley Forge. They do have their back to the Schuylkill River in the north and Valley Creek and the heavily forested Mount Joy and Mount Misery to the west, but a line of trenches run along the southeast, with Trout Creek in front of that.

Crown forces under General William Howe left their positions closer to Germantown and marched in two columns in order to arrive at the American camp in the early morning hours. The long winter has left the roads in poor condition, and the warming weather will likely continue the thaw. Major General Charles Cornwallis commands the Left Division, Howe accompanies General Wilhelm von Knyphausen on the Right.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 077 - 085: Precipitated by the Franco-American Treaty of Alliance in February of 1778, Major General Sir Henry Clinton was ordered to abandon Philadelphia, redeploy 8,000 troops to the West Indies, and consolidate the rest of his forces in New York. The Crown had abandoned its plans for a military and hoped to negotiate an end to the rebellion. Clinton began the massive operation of moving 18,000+ troops, as well as baggage and many noncombatants ~70 miles NE to Sandy Hook, New Jersey for transport to New York.

General George Washington, called a council of war on learning the British would evacuate Philadelphia. Most of his staff, did not believe the Americans could stand up to the British in a pitched battle. (They were coming off the winter at Valley Forge as well as the disastrous fall Philadelphia Campaign.) Washington opted to shadow the British to see what opportunities might develop. Brutal summer heat slowed the march, but the British moved deliberately and calmly. Aggressive voices in the American camp, Brigadier Anthony Wayne, the Marquis de Lafayette, Baron von Steuben and Brigadier Louis Duportail among them argued for a show of force. They hoped to support the New Jersey militias and small force of Continentals fighting the "Forage War" (a vicious civil war between Tories and Patriots) with a mobile force. A small force of 1,000 was sent followed shortly by another 1,500. Major General Charles Lee was offered the command of this vanguard, but he demurred, and the command was given to Marquis de Lafayette. Lafayette was aggressive and pushed hard to close the distance with the British. Lafayette became over extended and was ordered to pull back to Englishtown. In the meantime, Lee realized that the vanguard was a significant command and had the likely possibility of action (and the accolades that would come with any success) so requested command as a senior officer. His wish was granted, adding to the confusion on the American side. The American Vanguard would be on the move before dawn on the 28th. The British also prepared to get underway as the sun came up. The sun shone on the opposing armies, and the temperature rose. As the day wore on, the humidity would sap the strength of the soldiers.

Further Reading: Fatal Sunday: by Mark Lender and Garry Stone.

Monmouth Court House by Joseph G. Bilby and Katherine Bilby Jenkins.

077.Monmouth_BL_a – 44 Turns

Date: 28 June 1778 - Scale/Size: Battalion Level, Medium - Location: Monmouth County, New Jersey ~50 miles NE of Philadelphia, ~20 miles SW of Sandy Hook, New Jersey.

Scenario Briefing: Historical - After the early AM events of June 28, Major General Charles Lee was in command of the American Vanguard and saw what he perceived to be an opportunity to attack and envelop the British rear guard. American estimates were between 800 and 1200 troops. Lee had several Continental Brigades and could hope to count on ~1500 New Jersey and Pennsylvania Militia. He had also sent messages to Colonel Daniel Morgan to bring his 800 rifles north from Richmond Mill to support his attack. However, he was not satisfied with the command structure, so there was a shuffling of commands. Brigadier Anthony Wayne would be given a command to flank the British and pulled units from several American Brigades. Major General the Marquis de Lafayette took command of Wayne’s original Detachment (Brigade). Varnum's Brigade was commanded by Colonel J. Durkee. Brigadier General Charles Scott led a detachment of Picked Men and so Scott's Brigade was led by Colonel William Grayson.

The Crown forces kept it simple. Second Division, under Lieutenant General Wilhelm von Knyphausen led off the march and had been underway along with the baggage since early in the morning. These forces do not start on map in the scenario. The First Division, under Lieutenant General Lord Charles Cornwallis had passed through the town of Freehold (home of the Monmouth County Courthouse) just prior to 0900. In the rear, the 16th Light Dragoons, Lieutenant Colonel John Graves Simcoe's American Rangers and Lieutenant

Colonel Robert Abercrombie's 1st Battalion of Light Infantry were deployed and aware of oncoming American Troops. Cornwallis was able to reverse course and the rest of the 1st Division was soon arriving in strength on the battlefield to turn the tables on the Americans. The Americans need to inflict casualties on the exposed Crown forces, before falling back to defend the objectives.

Design Note: This scenario covers the main fighting at Monmouth Courthouse and starts where the C version starts but then continues throughout the day.

Intended to be played as the Crown forces against the AI or Head-to-Head.

078.Monmouth_BL_b – 8 Turns

Date: 28 June 1778 - Scale/Size: Battalion Level, Small - Location: Monmouth County, New Jersey ~50 miles NE of Philadelphia, Penn, ~20 miles SW of Sandy Hook, New Jersey.

Scenario Briefing: Historical - (Part 1 of a 3-part look at the Battle of Monmouth.) On the morning of June 28, Major General FW von Steuben and a small detachment of dragoons were observing the tail of the British army heading north out of Freehold. The rear guard, led by Brigadier William Erskine, observed them in turn. Erskine dispatched Colonel JG Simcoe to dispatch the Americans. Simcoe led a small troop of horse, supplemented with his grenadiers, north of the East Morass to engage. They bumped into some New Jersey militia and a mad scramble ensued. Scott's Brigade under Colonel William Grayson arrived to offer support and stabilize the situation.

Design Note: This is a very small, short scenario. Objective values are low and casualties will have a significant impact. Securing the crossing across the West Morass will secure a British victory, but there are many other paths to victory.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

079.Monmouth_BL_c – 20 Turns

Date: 28 June 1778 - Scale/Size: Battalion Level, Medium - Location: Monmouth County, New Jersey ~50 miles NE of Philadelphia, ~20 miles SW of Sandy Hook, New Jersey.

Scenario Briefing: Historical - (Part 2 of a 3-part look at the Battle of Monmouth.) After the early AM events, Major General Charles Lee was in command of the American Vanguard and saw what he perceived to be an opportunity to attack and envelop the British rear guard. American estimates were between 800 and 1200 troops. Lee had several Continental Brigades and could hope to count on ~1500 New Jersey and Pennsylvania Militia. He had also

sent messages to Colonel Daniel Morgan to bring his 800 rifles north from Richmond's Mill to support his attack. However, he was not satisfied with the command structure, so there was a shuffling of commands.

Brigadier Anthony Wayne would be given a command to flank the British and pulled units from several American Brigades. Major General the Marquis de Lafayette took command of Wayne's original Detachment (Brigade). Varnum s Brigade was commanded by Durkee (and had been since Varnum had been wounded). Brigadier General Charles Scott led a detachment of Picked Men and so Scott's Brigade was led by Colonel William Grayson.

Meanwhile, Who led the First, and Watt commanded Second. The Crown forces kept it simple. Second Division, under Lieutenant General Wilhelm von Knyphausen led off the march and had been underway along with the baggage since early in the morning. The First Division, under Lieutenant General Lord Charles Cornwallis had passed through the town of Freehold (home of the Monmouth County Courthouse) just prior to 0900. In the rear, the 16th Light Dragoons, Lieutenant Colonel John Graves Simcoe's American Rangers and Lieutenant Colonel Robert Abercromby's 1st Battalion of Light Infantry were deployed and aware of oncoming American Troops. Cornwallis was able to reverse course and the rest of the 1st Division was soon arriving in strength on the battlefield to turn the tables on the Americans.

Design Note: The Americans need to inflict casualties on the exposed Crown forces, before falling back to defend the objectives.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

080.Monmouth_BL_d – 25 Turns

Date: 28 June 1778 - Scale/Size: Battalion Level, Medium - Location: Monmouth County, New Jersey ~50 miles NE of Philadelphia, ~20 miles SW of Sandy Hook, New Jersey.

Scenario Briefing: Historical - (Part 3 of a 3-part look at the Battle of Monmouth.) After the morning events, Major General Charles Lee realized that he was facing a far stronger force than he had originally thought. With some of his battalions reeling under pressure, he opted to fall back and looked to establish a line of defense on more favorable terrain. The British, led by the Guards and Grenadiers, pushed him hard. While the American Army had emerged from Valley Forge far better trained than they were in 1777, their grand tactical organization and practices were still lacking. There was much confusion among the commands.

With the troops withdrawing, General George Washington arrived on the field and, in the absence of information to the contrary, was shocked to see American troops streaming westward (albeit in relatively good order). Lee rode up, to report and confer with Washington, proud of his troops' behavior and his decisions on the field. He was taken aback when Washington upbraided him for the chaos he saw (or at least perceived). The upshot was Lee was relieved of command and Washington began issuing orders, sending Brigadier General Anthony Wayne and three nearby regiments into what is now referred to as The Point of Woods to set an ambush for the fast approaching British. The Americans hoped to form a defense on the north side of the Spotswood Middle Brook and let their main body come up in support.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

081.Monmouth_BL_e – 60 Turns

Date: 28 June 1778 - Scale/Size: Battalion Level, Large - Location: Monmouth County, New Jersey ~50 miles NE of Philadelphia, ~20 miles SW of Sandy Hook, New Jersey.

Scenario Briefing: Variant - The armies are (or will shortly be) underway. The American Vanguard under the prickly Major General Charles Lee are anxious to engage the enemy should the opportunity arise. General Henry Clinton's concern is to continue shepherding the baggage and non-combatants to safety, and eventually New York City. The British Van is led by the ranking Hessian officer, Wilhelm von Knyphausen. The rear, 1st Division, is commanded by the talented and aggressive Lieutenant General Charles Cornwallis. He would be tasked with ensuring the massive column got underway safely.

Design Note: This scenario is a full unscripted version of Monmouth Courthouse. It starts at dawn with the armies slowly getting underway, dispenses with the mid-morning shuffle of the American command, and then continues throughout the day. It is a fairly complex scenario, with plenty of random elements, high value objectives, as well as exit objectives for both sides. The Crown could simply exit every unit for a draw, but to win needs to fight and delay the Americans from their pursuit. It should be a delicate balancing act.

Intended to be played Head-to-Head but can be played from either side against the AI as well.

Further Reading: Monmouth Court House by Joseph G. Bilby and Katherine Bilby Jenkins.

082.Monmouth_BL_f – 58 Turns

Date: 29 June 1778 - Scale/Size: Battalion Level, Large - Location: Monmouth County, New Jersey ~50 miles NE of Philadelphia, ~20 miles SW of Sandy Hook, New Jersey.

Scenario Briefing: What If - The battle of Monmouth Courthouse on June 28th had been a seesaw affair. The American advance force under Major General Charles Lee made a promising start to the day, until communication breakdowns, poor communications and a powerful British rear guard had thrown the Americans back in disarray. The timely intervention of General George Washington is generally credited with saving the Americans from utter disaster. The cream of the Crown's forces in America: Light Infantry, Grenadiers, The Brigade of Guards, Hessian Grenadiers and more had all been heavily involved in the fighting. However, the now trained Americans were able to give as good as they received or at least held their ground.

In the oppressive heat of the 28th, the fighting came to a close at the end of the day. General George Washington made plans to renew hostilities the next day. British General Sir Henry Clinton decided that his objective of seeing his baggage train to safety was met and decided to withdraw. There were voices (Lieutenant General Charles Cornwallis among them) that advocated to continue the fight and eliminate the American field Army once and for all. This scenario explores that possibility.

Design Note: While both sides have many fixed units, all forces will be moving at some point. Objectives are wide ranging, creating multiple avenues for success for both sides.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

083.Monmouth_CL_a – 25 Turns

Date: 28 June 1778 - Scale/Size: Company Level, Medium - Location: Monmouth County, New Jersey ~50 miles NE of Philadelphia, ~20 miles SW of Sandy Hook, New Jersey.

Scenario Briefing: Variant - The morning of the 28th saw the American vanguard under Major General Charles Lee out and looking for a fight. Reconnaissance had shown that the British Army was on the move and a small force was left behind as a rear guard. Lee hoped to overwhelm them and quickly sent forces forward in an ad hoc manner. Brigadier General Anthony Wayne was pushed forward with several units pulled from other detachments and brigades. His detachment of picked men was placed under command of the Marquis de Lafayette (who had briefly commanded the van, his original 3rd Brigade was also under the command of one of the battalion colonels) who would follow in a column led by Lee composed of New Jersey and other line troops.

The British Rear Guard was in fact stronger than Lee had determined and was composed of the elite 1st Light Infantry battalion and supported by the Queen's American Rangers. In addition, the rear of the column began to reverse as the British saw an opportunity to maul a smaller American force.

Design Note: The British were on the road to Middletown with Clinton feeling that the northern route was a more sure bet. However, in this scenario, there is a possibility that they marched via the road to Shrewsbury. British Grenadiers may arrive on either of these roads.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

084.Monmouth_CL_b – 14 Turns

Date: 28 June 1778 - Scale/Size: Company Level, Medium - Location: Monmouth County, New Jersey ~50 miles NE of Philadelphia, ~20 miles SW of Sandy Hook, New Jersey.

Scenario Briefing: Historical - This scenario focuses on one of the pivotal exchanges of the Battle of Monmouth. From the American point of view, the opening of the Battle of Monmouth had not gone as planned. The Vanguard had found themselves outnumbered, and rather than attacking the weak rear of the British column, they found themselves falling back under pressure from Lieutenant General Charles Cornwallis entire 1st Division. General George Washington had inserted himself into the proceedings and was trying to establish a line of defense back towards Elizabethtown. Major General Charles Lee was back in command and had moments to try and organize a defense. Brigadier General Anthony Wayne, commanding a detachment of Picked Men, was sent into an area known as the Point of Woods to establish a defensive position. A few other units were thrown in in an ad hoc manner.

In front of Wayne, the British were marching to cross the Middle Morass. At about 1:10 pm, the opening volleys rang out, cutting into the flanks of the Brigade of Guards. The Guards, supported by the Grenadier battalions, would turn, form line of battle, and quickly move to engage the Americans with the bayonet.

Intended to be played as the American forces against the AI or Head-to-Head.

085.Monmouth_CL_c – 13 Turns

Date: 28 June 1778 - Scale/Size: Company Level, Small - Location: Monmouth County, New Jersey ~50 miles NE of Philadelphia, ~20 miles SW of Sandy Hook, New Jersey.

Scenario Briefing: Historical - This scenario focuses on one of the closing exchanges of the Battle of Monmouth.

The tables had once again turned at the battle of Monmouth. General Charles Lee had bought time for General George Washington to form a solid American defensive line. On the British right, American Picked Men had pushed back the second battalion of the 42nd Foot. In the center, the British Grenadiers had pulled back over the West Morass. Satisfied that his baggage train and 2nd Division were well away (the original British objective for the day) General Henry Clinton, ordered the Grenadiers to fall back further.

Washington was not done yet. He sent Brigadier General Anthony Wayne's 3rd Pennsylvania (led by Colonel Oliver Spencer) to snipe at the British heels. The weary Grenadiers turned and met him head on. In a precarious position, Lieutenant Colonel William Meadows called for reinforcement and was pleased to see that Lieutenant General Charles Cornwallis own regiment, the 33rd Foot, led by Lieutenant Colonel James Webster, was moving up.

Design Note: This scenario is more about causing casualties and less about holding objectives.

Intended to be played as the American forces against the AI or Head-to-Head.

Background for Scenario 086: At the beginning of December 1776, Crown forces had invaded and occupied Rhode Island (Aquidneck Island) and used Newport as a Naval base. Following the entry of France into the war in spring of 1778, Admiral Comte d'Estaing with a fleet of 12 ships of the line and 4,000 French Army troops sailed for America. He arrived too late for operations in the Delaware against General Howe in Philadelphia, and New York and General Clinton looked to be too tough of a nut to crack, so the French and Americans opted for a joint operation against the British-occupied Newport, Rhode Island and Major General Robert Pigot’s forces there. Clinton got wind of this and was able to reinforce Pigot with an additional 2,000 troops. American operations began in summer, and word of French involvement, militias began to flock to the region.

By late July, Pigot decided to assume a defensive posture and pulled back from the northern part of the island. D’Estaing was able to disembark troops beginning on August 9, and the siege of Rhode Island could begin in earnest. Concerned that his French troops could be trapped on the island, d'Estaing unilaterally decided to withdraw his land forces and sail out to do battle with an approaching British fleet. A storm scattered both fleets, leaving operations on hold. Major General John Sullivan, commanding the American forces, felt compelled to cancel a planned attack on August 11. He pushed his siege lines closer, while awaiting the French return. The French command pushed for a return to Boston to refit and repair. The Americans argued that with French help, they could push out the British in one or two days. The fleet sailed for Boston. Causing a ripple effect of militia units returning home. Sullivan wrote a scathing letter to congress, which ruffled some feathers, but was smoothed over in time.

Meanwhile, Clinton in New York was not idle. He organized a relief force of 4,000 men under Major General Charles Grey, and it was underway to Newport on August 26.

With his forces melting away, British forces threatening to grow, and no French in sight, Sullivan called a council of war on the morning of August 28. It was decided that they should pull back their forces and evacuate the army to the mainland.

Further Reading: The Rhode Island Campaign by Christian McBurney.

086.Rhode Island_BL – 34 Turns

Date: 29 August 1781 - Scale/Size: Battalion Level, Small - Location: Aquidneck Island, ~5 miles N of Newport, Rhode Island.

Scenario Briefing: Historical - Following the overnight withdrawal on the night of August 28/29, Major John Sullivan moved into the former British fortifications and prepared defensive lines on the north side of the Aquidneck Island Peninsula. His able Continental and State troops were supported by artillery as well as a significant reserve of Militia. Major General Nathanael Greene commanded the Right and Brigadier General John Glover the Left. Picked troops were sent forward with orders to slow any British advance, but fall back in good order if possible.

On the Crown side, Major General Robert Pigot had been made aware of the American planned withdrawal. At daybreak, seeing that the American tents had been struck, he sprang into action, hoping to catch the Americans strung out on the march. To probe the three main North-South roads, Pigot formed three columns of attack. The Left was led by Major General Fredrich Wilhelm von Lossberg, the leader of the German speaking contingent. The Center was under Brigadier General Francis Smith. The far Right, under Major General Richard Prescott, was in reserve, but would contribute several regiments to the fight. The American light troops would hold their own against the elite British light and grenadier companies as well as against the Hessian Chasseurs on the left. The attack would bog down and, eventually, was unable to penetrate the thin American lines. The Americans would be able to successfully withdraw the rest of their troops to the mainland, and the Rhode Island Campaign came to a close.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 087 & 088: With operations in Rhode Island underway, General George Washington settled into camp at White Plains. He created a Corps of Light Infantry under Brigadier General Charles Scott to patrol the ground between the American position and the British Lines at Manhattan. Attached were various militia units, including a group of Stockbridge native Americans, as well as troops of Light Dragoons. Both sides would scout, forage, and skirmish in Westchester County, to the north and east of Manhattan. The British had several Provincial units operating in the area: The British Legion, American Rangers and Emmerick's Chasseurs all were all combined Light Infantry/Cavalry units. They were supplemented by the loyalist De Lancey's Brigade, as well as local militias.

Further Reading: Diary of the American War by Johann Ewald.

The Queen's American Rangers by Donald J. Gara.

087.Kingsbridge_CL_a – 15 Turns

Date: 31 August 1778 - Scale/Size: Company Level, Small - Location: outside Yonkers, New York, ~4 miles north of the King's Bridge at the northern end of Manhattan.

Scenario Briefing: In one of many engagements in Westchester County, New York, during the summer of 1778, a small force of Continental Light Infantry led by Colonel Mordecai Gist ambushed a company of Jaegers led by Captain Carl Moritz von Donop on the road to Philpse's (now Yonkers). Once the ambush was sprung, von Donop would lead the jaegers in fighting their way back to their own lines at Kingsbridge.

This ambush would lead to a meeting of the leaders of three Provincial Corps, Lieutenant Colonel John Graves Simcoe, Lieutenant Colonel Banastre Tarleton and Lieutenant Colonel Andreas Emmerick. They set on a plan of revenge that very afternoon.

Design Note: There are a few low point objectives here, but the main focus should be on inflicting casualties on the opposing force. However, ignore the objectives at your peril!

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

088.Kingsbridge_CL_b – 15 Turns

Date: 31 August 1778 - Scale/Size: Company Level, Small - Location: outside Yonkers, New York, ~4 miles north of the King's Bridge at the northern end of Manhattan.

Scenario Briefing: Historical – Following the early morning events of 31 August, Lieutenant Colonel John Graves Simcoe, with a combined Provincial force, set out to ambush a small column of Americans. The lead element was a group of American allied Stockbridge Mohicans. Trailing behind was a company of light infantry led by Major JH Stewart.

Design Note: There are only exit objectives here for the Americans The Crown focus should be on inflicting casualties on the Americans and the Stockbridge Militia, or avoiding/escaping as the Americans. Historically Emmerick was supposed to be in position to block the escape, he failed, but in the end, it was moot. The Americans *may* receive an additional reinforcement, but that is far from certain.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 089: On December 6, 1778 General Sir Henry Clinton, the Commander-in-Chief, North America, dispatched Lieutenant Colonel Archibald Campbell and a 3,100-strong force from New York City to capture Savannah, Georgia and begin the process of returning the colony to British control and provide a stepping stone to retaking Charleston, and with it, the rest of South Carolina. Brigadier-General Augustine Prévost was tasked with bringing a force from Saint Augustine, Florida to assist. Arriving at the mouth of Savannah River (at

Tybee Island) on December 23, Campbell scouted the American defenses and found them wanting. He decided to proceed without waiting for Prévost.

The American defenses were under command of Major General Robert Howe (no immediate relation to the British commanders of the same name). However, the Governor of Georgia, John Houstoun would not cede control of the Georgia militia, at least not until the British were spotted at Tybee Island. Major General Benjamin Lincoln was marching south to replace Howe with more troops but was still too far away to be of consequence. The Americans held a council of war and decided to 'vigorously defend' the city with the troops at hand.

Further Reading: The Southern Strategy by David K. Wilson.

089.Savannah_BL – 15 Turns

Date: 29 December 1778 - Scale/Size: Battalion Level, Small - Location: Savannah, Georgia, ~110 miles South of Charleston, South Carolina and ~180 miles North of St. Augustine, Florida.

Scenario Briefing: Historical - It took a few days for the British ships to clear the sand bar at Tybee Island, but by December 29th, they were up the Savannah River and had begun unloading troops. Light Infantry quickly secured the landing area, and by noon, Lieutenant Colonel Archibald Campbell's force was underway. Before launching a frontal attack against what was deemed 'sound defenses', Campbell learned of an alternate flanking route through the swamps and dispatched a portion of his force to take that, surprising the Americans and unhinging the defense.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 090: In late January 1779, after the fall of Savannah in December of 1778, following the arrival of Brigadier General Augustine Prevost, Lieutenant Colonel Archibald Campbell was sent north with 1000 men to take control of Augusta and rally Loyalist militia companies to the flag. Patriot militias had abandoned the city on Campbell's approach, but continued to observe the occupation and, in fact, were joined by 1000 North Carolina militia under General John Ashe in early February. Campbell decided to abandon the city on February 12, moving south shortly thereafter. Colonel John Boyd had been sent out to raise troops in South Carolina and had some success raising over 600. He began a return to Augusta, but was slow moving, often stopping to plunder and pillage along the way. Georgia militias under Colonel John Dooly and Lieutenant Elijah Clarke controlled the Georgia side of the Savannah River, while the Tories controlled the Carolina side. With the arrival of Colonel Andrew Pickens and 250 militia from Ninety-Six, the Americans looked to move against Crown forces operating along the Savannah. Unknown to Boyd, was the fact that Campbell had decided to withdraw from Augusta on 12 February and on the 14th had already begun to march south (leading to the events at Brier Creek).

Further Reading: Stirring Up a Hornet's Nest by the LAMAR institute.
Available: https://www.thelamarinstitute.org/images/PDFs/publication_131.pdf

090.Kettle Creek_CL – 43 Turns

Date: 14 February 1779 - Scale/Size: Company Level, Small - Location: Kettle Creek, Georgia, ~50 miles WNW of Augusta, Georgia.

Scenario Briefing: Historical - Colonel John Boyd was returning to Augusta with his newly recruited South Carolina Loyalists, but his march was stymied by various patriot militias. Having crossed the Savannah River a few times, he made camp along Kettle Creek. He was unaware that a force led by Colonel Andrew Pickins of South Carolina was closely shadowing him. Boyd commanded 700 recruits, plus supplies and a few Whig prisoners. Pickens led 200 South Carolina men, supplemented by a smaller force of Georgians, and a few North Carolina horsemen and decided to attack the Tory camp.

Design note: Please see Further Reading for an explanation of map notations. p 106 (114).

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 091: The Siege of Fort Laurens an ultimately futile chapter of the American Revolution on the Ohio frontier. Established by Brigadier General Lachlan McIntosh as a projected stepping stone for an ambitious assault on the British stronghold at Detroit, the fort was plagued by logistical failures from its inception. Located on the Tuscarawas River, the small wooden stockade was garrisoned by roughly 150 men who quickly found themselves isolated and starving. Harsh winter conditions and a lack of adequate supplies left the troops destitute. The situation escalated into a formal siege in early 1779 when a mixed force of British soldiers and Native American warriors, led by Captain Henry Bird and the turncoat Simon Girty, ambushed work parties and effectively blockaded the garrison. A relief column eventually reached the fort in March; the campaign's strategic value was largely spent. Colonel Daniel Brodhead, who succeeded McIntosh, viewed the outpost as a liability rather than an asset. By August 1779, the fort was abandoned.

Further Reading: Fort Laurens, 1778-1779 by James B. Gidney and Thomas I. Pieper.

091.Fort Laurens_CL – 24 Turns

Date: 22 February 1779 - Scale/Size: Company Level, Small - Location: On the Tuscarawas River ~140 miles SE of Detroit, ~80 West of Fort Pitt, Penn.

Scenario Briefing: What If - Historically, the combined British and Mingo warrior force started the siege of Fort Laurens by first ambushing and massacring a work party in full view of the fort. A long four-week siege ensued.

This scenario presupposes that Captain Henry Bird of the British 8th Foot and Simon Girty, leading the Native Nations have decided to take the lightly defended fort by coup de main. The various Native tribes, Delaware, Mingo, Wyandot, and Munsee were reluctant to join in and this is reflected here.

Design Note: This small scenario features random elements and is very suitable for replay of Head-to-Head mirror games.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 092: In late January 1779 (on the heels of the fall of Savannah in December of 1778) following the arrival of Brigadier General Augustine Prevost, Lieutenant Colonel Archibald Campbell was sent north with 1000 men to take control of Augusta and rally Loyalist militia companies to the flag. Patriot militias had abandoned the city on Campbell's approach, but continued to observe the occupation and, in fact, were joined by 1,000 North Carolina militia under General John Ashe in early February. Campbell decided to abandon the city on February 12, moving south shortly thereafter. Halfway to Savannah, Campbell was met by Augustine Prevost's younger brother Lieutenant Colonel Mark Prevost who assumed command, allowing Campbell to return to England.

Ashe led the Patriot forces and shadowed the British force on their march. On February 26, Ashe camped near the confluence of Brier Creek and the Savannah River on swampy ground. When Ashe left to attend a council of war, his second in command, Brigadier William Bryan, moved the camp north to more defensible ground. Ashe returned to the new camp on March 2.

Further Reading: Brier Creek Battleground by Daniel Johnson.

092.Brier Creek_CL – 15 Turns

Date: 3 March 1779 - Scale/Size: Company Level, Medium - Location: Along the Old Augusta Road, West of the Savannah River (Georgia-South Carolina Border), ~60 miles of NNW Savannah, Georgia.

Scenario Briefing: Lieutenant Colonel Mark Prevost, opted to execute a plan devised by his predecessor, Lieutenant Colonel Archibald Campbell. Sending ~500 highlanders north on the old Augusta Road to demonstrate against the American southern flank, he marched his main force north to cross Brier Creek at the Paris' Mill (building a temporary bridge there). It would place him in the American rear and pin them against the Savannah River, the swamps, and Brier Creek.

In the afternoon of March 3, an American rider announced the impending arrival of the British at the American camp. General John Ashe deployed his troops as best he could, while Prevost did the same. The highlanders in the center were eager to avenge one of their own, who had been murdered and his body abused during the occupation of Augusta. The American defense would not last long. The defeat was nearly pivotal in that it extended the war in the south by at least another year, as the American militias would need to rebuild.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 093: After the fall of Savannah in December of 1778, the confident British Brigadier General Augustine Prevost had moved up the coast to forage for supplies and, seeing that American Major General Benjamin Lincoln had moved into the interior, opted to move on Charleston. He made it as far as the Charleston Neck but was disappointed in the turn out of the Provincials to the Crown's banner. On learning that the numerically superior American force was returning to Charleston and losing hope that the native tribes and hoped-for Provincials were coming, nor where any Regular reinforcements forthcoming, Prevost began to withdraw down the coast with an eye on Savannah. Slowly moving south, first to John's Island, Prevost decided to move his

army by sea, leaving a small command under Lieutenant Colonel John Maitland of the 71st Foot in command. Lincoln called for Brigadier General William Moultrie to sortie from Charlestown and move to attack the outpost on the Stono. Moultrie demurred. Lincoln made a night march from his position along the Ashley arriving close to sunrise.

Further Reading: The Southern Strategy by David K. Wilson. Read especially the Stono section in his "Author's Note and Histography" chapter.

093.Stono Ferry_CL – 25 Turns

Date: 20 June 1779 - Scale/Size: Company Level, Medium - Location: Stono River, Northwestern John's Island-Mainland Ferry Crossing, ~12 miles West of Charleston, South Carolina.

Scenario Briefing: Historical - Major General Benjamin Lincoln was expecting to face a 600-man strong detachment at the ferry crossing on the Stono, including Hessian Grenadiers, Provincial volunteers and the well regarded 71st Regiment of Foot. In fact, Lieutenant Colonel John Maitland had a bit more than 800 men to guard the crossing. Lincoln split his attack force into two columns, one of militia and the other of Continentals from South and North Carolina. He placed his Continentals on the left rather than the right so as to match them against the 71st. The Americans moved through the woods but struggled with a stream and the swamps. A determined resistance also was a factor in discouraging the Americans. When almost an hour into the fight, Crown reinforcements were seen approaching, Lincoln opted to conduct an orderly fighting withdrawal. The fighting petered out as both sides ran out of ready powder and ammunition.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 094: With the surrender of General John Burgoyne's army at Saratoga at the end of 1777, Lieutenant General Sir Henry Clinton pulled back and fortified his position in New York. While the Southern Strategy would play out in the Carolinas and eventually come crashing down in Virginia, in the north, the war was one of raids, expeditions and posts. In May of 1779, Clinton led a force of 8,000 British, German (and other German allies), and Loyalists up the North River to seize Stony Point and establish a proper fort on the outcropping. From Stony Point, the British were able to shell Fort Lafayette across the river at Verplanck s point, forcing its swift capitulation. This effectively closed the King s Ferry Crossing which ran between the two points. It also induced Washington to withdraw farther north to West Point.

With the loss General George Washington immediately began plans to retake the two posts. As part of that plan he authorized the creation of a Corps of Light Infantry, based on the successful British model, select men from across all regiments of the army were gathered together in four new Light Infantry regiments under Brigadier General Anthony Wayne, then commander of the Pennsylvania Line. The British would fortify and strengthen the position with ample artillery, a gunboat, and the HMS Vulture. The main garrison was the 17th Regiment of Foot, supplemented by two Grenadier companies of the 71st Regiment of Foot, as well as a detachment of the Loyal American Regiment.

Further Reading: The Enterprise in Contemplation. Half of this book consists of an annotated transcript of the Court-Martial of Lieutenant Colonel Henry Johnson. It is extremely detailed.

094.Stony Point_CL – 12 Turns

Date: 16 July 1779 - Scale/Size: Company Level, Medium - Location: Stony Point, New York, overlooking the Hudson/North River, 35 miles North of Manhattan.

Scenario Briefing: Historical - Brigadier General Anthony Wayne split his attack in three columns. A small diversionary force in center, North Carolinians under Major Hardy Murfree, with instructions to make as much noise as possible, would announce the attack, Colonel Richard Butler would lead the 2nd Light Infantry in the north, comprised of men from Pennsylvania and Maryland. The main effort was in the south. It had been observed that the two lines of abatis did not extend fully into the bay at low tide, and determined infantry would be able to get through. Colonels Putnam, Meigs, and Febiger would lead the three regiments of Connecticut, Massachusetts, Pennsylvania and Virginia men along the water's edge. The northern and southern columns were instructed to advance with muskets unloaded. No doubt Wayne was inspired by the tactics used against him at Paoli in September 1777.

Design Note: To simulate the command issued to the American forces to advance with guns unloaded, the lead elements are flagged NO AMMO, with the trailing units LOW AMMO. Ammo will be scarce, but this will be a melee fight. Most of the British guns were unmanned and with no powder at hand. Only a few actually fired during the engagement. In game, I have included Artillery Crews as unarmed skirmishers. They are large enough to recrew an artillery counter. Of course, the British player can Recrew using one of his other infantry pieces.

Recommended Rules: [Default] - Night Movement Fatigue (turn off)

Intended to be played as the American forces against the AI or Head-to-Head.

Background for Scenario 095: While Crown strategy in 1779 was primarily focused in the south, there was hope of establishing a base on the coast of Maine, to harass Rebel trade and maintain access to timber resources. They hoped to then create the colony of New Ireland, as a refuge for Loyalists from New England. While the progenitor of the New Ireland concept, loyalist John Nutting, was captured at sea, the British did send Brigadier General Francis McLean to re-establish control in the area and build a fort at Castine (Bagaduce). While McLean strengthened the British position, clearing trees and building redoubts, the Americans, driven by the Province of Massachusetts began planning an expedition, to remove the British threat.

The expedition would be led by Commodore Dudley Saltonsall of the Continental Navy, while the ground forces, Massachusetts men, supplemented by Continental Marines, were to be led by Brigadier General Simon Lovell of Massachusetts. It was not a fruitful command relationship, and the entire operation was marked by disagreement, ineptitude and failures, culminating in the utter destruction of the American fleet when a British relief fleet arrived on 13 August.

Further Reading: The Penobscot Expedition by George E. Buker.

095.Penobscot_CL – 48 Turns

Date: 28 July 1779 - Scale/Size: Company Level, Medium - Location: Bagaduce Peninsula on Penobscot Bay, Maine, ~180 miles Northeast of Boston, Mass.

Scenario Briefing: Historical - The American Penobscot Expedition had arrived in Penobscot Bay on 25 July. Initial attempts at landing on the peninsula were foiled by weather, poor leadership and minor British resistance. The Americans settled for taking footholds on some of the outlying islands (notably Nautilus Island taking the British battery there.)

On 28 July, they would try again to land on the peninsula. Token resistance stymied the advance of the militias, but some men, along with the Continental Marines were able to drag themselves up the slopes, push back the British pickets and advance as far as the fort. However, for want of light, they did not assault the fort but pulled back and began siege operations.

Intended to be played as the American forces against the AI or Head-to-Head.

Background for Scenario 096: Having missed out on General Anthony Wayne s attack on Stony Point in July, Major Harry Lee proposed a similar attack on the British position at Paulus Hook. Washington was eager to repeat the success and suggested that Lee be ferried across the Hackensack to attack more directly, rather than a long night march from north. There was some debate with the Virginia units as to who was command the expedition, but Lee prevailed. To avoid a British force led by Colonel Van Buskirk, Lee took to the woods around Hoboken. The ensuing delays meant that the rendezvous with boats at Douw s Ferry did not happen and the men were forced to march through the night. The plan, originally set for midnight was now delayed by several hours.

Further Reading: The Fate of the Day by Rick Atkinson.

096.Paulus Hook_CL – 10 Turns

Date: 19 August 1779 - Scale/Size: Company Level, Small - Location: Paulus Hook, New Jersey opposite New York City on the North (Hudson) River.

Scenario Briefing: Historical - Major Harry Lee and his force arrived at Prior’s Mill at 3 am in the early morning hours of the 19th after a long and frustrating march. 200 Virginians had "become separated" and so Lee was forced to revise his plans. The tide was rising in the tidal area separating the hook from the mainland, so Lee acted swiftly, crossing the canal by 0330 and sweeping into the British lines at 0400. The struggle through the salt flats had left the Americans with wet powder and so the attack was carried with bayonets. Note: The Americans have LOW AMMO status to reflect this.

The British for their part had heard the Americans on the approach but thought that it was Colonel Van Buskirk returning with his provincial troops from a raid on Englewood, NJ. The Americans took 158 prisoners, but with the sun coming up, did not spike the cannons or burn the fort.

Recommended Rules: [Default] - Night Movement Fatigue (turn off)

Intended to be played as the American forces against the AI or Head-to-Head.

Background for Scenarios 097 & 098: On December 6 1778 General Sir Henry Clinton, the Commander-in-Chief, North America, dispatched Lieutenant Colonel Archibald Campbell and a 3,100-strong force from New York City to capture Savannah, Georgia and begin the process of returning the colony to British control and provide a stepping stone to retaking Charleston, and with it, the rest of South Carolina. Brigadier-General Augustine Prévost was tasked with bringing a force from Saint Augustine, Florida to assist. Arriving at the mouth of Savannah River (at Tybee Island) on December 23, Campbell brushed aside the modest Continental and militia defenses, without waiting for Major General Augustine Prévost. Their moves to take Charleston and assert control of Georgia did not go so well, and Prevost was soon back in Savannah.

The Americans regrouped and, working with the French, set out to retake Savannah in a joint operation. Major General Benjamin Lincoln, set out from Charleston in mid-September, and Lieutenant-general Charles Henri Hector, Count d'Estaing sailed north from the Caribbean at the same time. Both forces arrived outside Savannah on September 16 and placed the city under siege.

Prévost had been busy fortifying the city, building ditches, redoubts (notably, Spring Hill, Carolina and Prévost) and filling open areas with abatis. When the French moved their squadron up the Savannah River, the British were able to scuttle several ships, effectively blocking the French from progressing closer to the city. Under d'Estaing, the French would bombard the city, rather than the fortifications, in hopes of forcing a British surrender. When that failed, he ordered a pre-dawn attack on October 9.

Further Reading: The Southern Strategy by David K. Wilson.

097.Savannah_BL – 16 Turns

Date: 09 October 1779 - Scale/Size: Battalion Level, Medium - Location: Savannah, Georgia, ~110 miles South of Charleston, South Carolina and ~180 miles North of St. Augustine, Florida.

Scenario Briefing: Historical - Fog and poor communications saw to it that the attack did not go off as planned. Rather than an 0400 start, it was much closer to daylight before all were underway. The main thrust was directed at the right, hoping to take the Spring Hill and/or Carolina Redoubts and by doing so unhinge the entire defense. Lieutenant-general Count d'Estaing was expecting only militia and provincials, but regulars, notably the 71st Highlanders were present to back the Carolina and Georgia defenders. American losses were high, d'Estaing was wounded twice and in a cavalry charge led by Casimir Pulaski saw the flamboyant leader mortally wounded. The assault carried the works, only to be thrown back by a determined counter attack. The Franco-American force would abandon the siege.

Design Note: The initial turns may be slow as not all columns will be released immediately. The Allied player can wait for all forces, (historic) or push on ahead piecemeal. The British are a reactionary force and have a lot to defend.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

098.Savannah_CL – 48 Turns

Date: 09 October 1779 - Scale/Size: Company Level, Medium - Location: Savannah, Georgia, ~110 miles South of Charleston, South Carolina and ~180 miles North of St. Augustine, Florida.

Scenario Briefing: Historical - Fog and poor communications saw to it that the attack did not go off as planned. Rather than an 0400 start, it was much closer to daylight before all were underway. The main thrust was directed at the right, hoping to take the Spring Hill and/or Carolina Redoubts and by doing so unhinge the entire defense. Lieutenant-general Count d'Estaing was expecting only militia and provincials, but regulars, notably the 71st Highlanders were present to back the Carolina and Georgia defenders. American losses were high, d'Estaing was wounded twice and in a cavalry charge led by Casimir Pulaski saw the flamboyant leader mortally wounded. The assault carried the works, only to be thrown back by a determined counterattack. The Franco-American force would abandon the siege.

Design Note: The initial turns may be slow as not all columns will be released immediately. The Allied player can wait for all forces, (historic) or push on ahead piecemeal. The British are a reactionary force and have a lot to defend.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 099: General Henry Clinton had begun his siege of Charlestown. However, the Americans were still able to get troops and supplies into the city from the north. The main line of communication passed through Monck s Corner and the Biggin Swamp. To protect those lines, General Isaac Huger was posted there with a force of dragoons as well as some militia and a few Continentals. General Clinton sent a strong force of British regulars (33rd, 64th Foot) and provincials under Lieutenant Colonel James Webster to chase the Americans off and close the door north. Lieutenant Colonel Banastre Tarleton led the British Legion and Major Patrick Ferguson led the American Volunteers. In what would become his favored tactic, Tarleton would act quickly and use a night march to surprise and punish his opponents while Webster and the regulars would follow in support.

Further Reading: Nothing but Blood and Slaughter, Volume Two by Patrick O Kelley.

099.Moncks Corner_CL – 18 Turns

Date: 14 April 1780 - Scale/Size: Company Level, Small - Location: Biggin's Bridge, Monck's Corner ~30 miles North of Charlestown, South Carolina.

Scenario Briefing: Historical - Acting on information contained in a letter intercepted on April 13 between General Isaac Huger and General Lincoln in Charlestown, Lieutenant Colonel Banastre Tarleton led his mostly Provincial force north to attack an American relief force in the area as they made their way south. Arriving around 03:00 on the 14th, Tarleton immediately went on the attack surprising the militia and Continentals in their camp.

Intended to be played as the Crown forces against the AI or Head-to-Head.

Background for Scenario 100: With the surrender of Charlestown on 11 May, British columns spread throughout the Carolina backcountry to subdue and mop up American resistance. Lieutenant Colonel Buford had been en route to Charleston when news of the surrender reached him. He was ordered back north to Camden by General Isaac Huger, who had taken command of the forces remaining in the Carolina interior.

Buford, and Brigadier General Richard Caswell (Moore's Creek Bridge victor) met at Camden. Caswell continued north via the Pee Dee River. All the while Tarleton was riding hard north. On the morning of May 28th, Tarleton entered Camden which Buford had abandoned the day before. Resting most of the day, Tarleton was again on the road at 2 am. At daybreak he arrived at Rugeley's Mill (13 miles north of Camden) and learned he was 20 miles behind Buford who was now hoping to be met by forces marching south from North Carolina. Tarleton sent Captain David Kinlock forward to demand Buford s surrender, which slowed Buford s march while Tarleton continued his torrid pace coming up on the Virginians at midday.

Further Reading: The Southern Strategy by David K. Wilson.

100.Waxhaws_CL – 12 Turns

Date: 29 May 1780 - Scale/Size: Company Level, Small - Location: Waxhaws, ~35 miles North of Camden, South Carolina.

Scenario Briefing: In response to Lieutenant Colonel Banastre Tarleton's demand for his surrender, Lieutenant Colonel Abraham Buford sent his baggage and cannons further down the road north to North Carolina and formed a line of battle in an open area with gently rising ground. Tarleton in turn deployed his exhausted troops in three columns and prepared to attack, Buford, for his part chose not to interfere. As soon as the deployment was complete, the Legion was sent forward, followed shortly by a charge of Legion cavalry and a troop of the 17th Light Dragoons, led personally by Tarleton. The raw Virginians broke immediately, but Tarleton was unhorsed. He lost control of the battle, and the troopers spared no rebel they could reach. The nature of battle and its outcome are still debated by historians.

Intended to be played as the Crown forces against the AI or Head-to-Head.

Background for Scenario 101: Through spies and informants, Lieutenant General Wilhelm von Knyphausen was under the impression that the American Forces under General George Washington had been weakened by sickness, mutinies and generally low morale. Washington's encampment at Morristown was protected by the Wachtung Mountains, accessible through the Hobart Gap. Knyphausen hoped to push through to Springfield on day one, and then from there make the eleven mile march to Morristown the following day.

Further Reading: The Forgotten Victory by Thomas Fleming.

101.Connecticut Farms_CL – 37 Turns

Date: 7 June 1780 - Scale/Size: Company Level, Medium - Location: West of Elizabethtown, New Jersey opposite Staten Island, New York.

Scenario Briefing: Historical - Lieutenant General Wilhelm von Knyphausen and his 6,000 man invasion force had landed in the early hours of 7 June with the intent of marching through the Hobart Gap to strike at General George Washington s depleted American Army. Standing in his way was Brigadier General William Maxwell and his New Jersey Brigade, supplemented with various New Jersey militias. Based in Springfield, detachments were spread all the way down to Elizabethtown.

The Crown forces were led by the 1st British Brigade paired with a Hessian Brigade. The 2nd Division followed behind (and do not feature in this scenario.) A stubborn defense by the forward New Jersey units slowed the march (and a lucky shot took British Brigadier General Sterling out of action). The British would only get as far as Connecticut Farms before their attack petered out.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 102: Following the successful amphibious operations against Savannah and Charleston, the British Southern Strategy turned to controlling the Carolina Backcountry through establishing a series of outposts. It was hoped that these outposts would encourage the loyal Tories to rally to the King s banner and suppress the efforts of the Whig rebels. In the absence of Continental troops in the south following the loss of Charleston (not to mention the complete rout and massacre at Waxhaws, the cause of the rebellion lay with the militias. Militia General Griffith Rutherford, operating near Charlotte, North Carolina, learned that Tories were gathering near Ramseur s Mill on the South Fork of the Catawba. In fact, Loyalist John Moore had returned home from the successful Crown operation to take Charlestown and was raising a Tory militia in the district.

Rutherford dispatched Colonel Francis Locke to observe and intercede if needed. Locke's force was outnumbered, but he decided to make a quick attack before the Tory troops could be reinforced. The action was emblematic of the fighting in the south with cousins fighting cousins. (One look at the roll call of companies shows a plethora of similar names on both sides of the line.) The participants wore no uniforms, and most had no proper muskets, let alone bayonets. The fighting was personal, and as one might expect, confused, and disorderly with untrained or poorly trained troops on both sides.

Naming note: The location name of this battle has been identified as: Ramsour's, Ramsaur's, Ramsay's, Ramseur's,etc. I myself have flipped flopped on the issue. I settled for Ramseur's, which I *believe* is the correct 18th Century spelling. (Ramsours, with and without apostrophe, seems to be a more modern spelling.)

Further Reading: Nothing But Blood and Slaughter, Volume Two by Patrick O'Kelley.

102.Ramseurs Mill_CL – 16 Turns

Date: 20 June 1780 - Scale/Size: Company Level, Small - Location: Ramseur's Mill South of Great Falls, 25 miles NW of Camden, South Carolina.

Scenario Briefing: Historical - On July 28, 1780, Colonel Charles Sumter broke camp and moved his corps, numbering about 600 men, down to Land's Ford, a major crossing point of the Catawba. There he met Major

William Davie, with his dragoons and additional smaller militia companies. They decided that Davie would lead a diversionary attack against Hanging Rock while Sumter would assault Rocky Mount, which was thinly held by New York Volunteers under Lieutenant Colonel George Turnbull. Loyalist militias were also in the area. Sumter would also benefit from loose aid from General New River and groups of New River Catawbas.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 103: Following the events of 7 June at Connecticut Farms, Lieutenant General Wilhelm von Knyphausen pulled the Crown forces back to Elizabethtown to regroup and consolidate his forces. With the American army encamped at Morristown, Major General Nathanael Greene was tasked with defending the approach through the Hobart Gap with a modest force of Continental troops, supplemented with New Jersey militias. General Sir Henry Clinton sent von Knyphausen again to attack the Hobart Gap. Keeping a reserve at Elizabethtown, Major General Alexander Leslie was sent north in hopes that American General George Washington might try and strike at Knyphausen's flank.

Further Reading: The Forgotten Victory by Thomas Fleming.

103.Springfield_CL – 42 Turns

Date: 23 June 1780 - Scale/Size: Company Level, Large - Location: West of Elizabethtown, New Jersey opposite Staten Island, New York.

Scenario Briefing: Historical – Lieutenant General Wilhelm von Knyphausen left the British camp at Elizabethtown early on 23 June, with the goal of striking back through Connecticut Farms and Springfield to reach the Hobart Gap. Rather than a straight repeat of his first attempt, he dispatched Major General Edward Mathew along the northern Vauxhall Road to hopefully get around the American defenders. Major Henry Lee and his Legion would oppose him. Along the main Galloping Hill Road, the New Jersey defenders, both Continental and local militias, would skirmish and slow the British advance.

The American's were limited on ammunition and wadding for their cannon, allegedly going so far as to use pages town from hymnals published by Isaac Watts. The British made reasonable progress, but growing numbers of militias gathering in the Short Hills between the Wachtung and Newark Mountains, convinced von Knyphausen to withdraw, giving the Americans their last victory in the north.

Intended to be played as the Crown forces against the AI or Head-to-Head.

Background for Scenario 104: Following the successful amphibious operations against Savannah and Charleston, the British Southern Strategy turned to controlling the Carolina Backcountry through establishing a series of outposts. It was hoped that these outposts would encourage the loyal Tories to rally to the King s banner and suppress the efforts of the Whig rebels. In the absence of Continental troops in the south following the loss of Charleston (not to mention the complete rout and massacre at Waxhaws, the cause of the rebellion lay with the militias. Leaders like Andrew Pickens, William Davie, and Thomas Sumter and others would rise to the top.

In June of 1780, Colonel Thomas Sumter started to amass recruits near Salisbury, South Carolina. He and theirs began to look for opportunities to attack. The Crown forces in the area were the British Legion, at the height of their powers, NY Volunteers, Loyal North Carolinians, The Prince of Wales Own, various militias and portions of the 71st Highland Regiment of Foot.

Further Reading: Backcountry War by Andrew Waters.

104.Rocky Mount_CL – 36 Turns

Date: 30 July 1780 - Scale/Size: Company Level, Small - Location: Overlooking the Catawba River, South of Great Falls, 25 miles NW of Camden, South Carolina.

Scenario Briefing: Historical - On July 28, 1780, Colonel Charles Sumter broke camp and moved his corps, numbering about 600 men, down to Land's Ford, a major crossing point of the Catawba. There he met Major William Davie, with his dragoons and additional smaller militia companies. They decided that Davie would lead a diversionary attack against Hanging Rock while Sumter would assault Rocky Mount, which was thinly held by New York Volunteers under Lieutenant Colonel George Turnbull. Loyalist militias were also in the area. Sumter would also benefit from loose aid from General New River and groups of New River Catawbas.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 105: Following the successful amphibious operations against Savannah and Charleston, the British Southern Strategy turned to controlling the Carolina Backcountry through establishing a series of outposts. It was hoped that these outposts would encourage the loyal Tories to rally to the King's banner and suppress the efforts of the Whig rebels. In the absence of Continental troops in the south following the loss of Charleston (not to mention the complete rout and massacre at Waxhaws, the cause of the rebellion lay with the militias. Leaders like Andrew Pickens, William Davie, Thomas Sumter, and others would rise to the top.

In June of 1780, Colonel Thomas Sumter started to amass recruits near Salisbury, South Carolina. He and others began to look for opportunities to attack. The Crown forces in the area were the British Legion, at the height of their reputation, NY Volunteers, Loyal North Carolinians, The Prince of Wales, the 71st (Highland) Regiment of Foot and various militias.

Further Reading: Backcountry War by Andrew Waters.

105.Hanging Rock_CL – 24 Turns

Date: 06 August 1780 - Scale/Size: Company Level, Small - Location: South of Hanging Rock Creek, South Carolina. Astride the Charlotte-Camden Road, 45 miles S of Charlotte, 22 miles N of Camden.

Scenario Briefing: Historical - After the failed American attack on Rocky Mount, the crown moved troops there to reinforce the post. Sumter believed that the position at Hanging Rock to the east would be weakened and marched to attack there. Arriving in the evening of 05 August, it was observed that the position was indeed held thinly and

plans were set for an attack in the morning. However, overnight, Crown reinforcements in the form of American Legion infantry and the Prince of Wales regiment had arrived.

The Americans would attack in three columns. Accounts differ wildly on positioning, but the troops under Major William Richardson Davies and Colonel Richard Winn routed the Loyalist militias under Colonels Samuel Bryan and Henry Rugley.

Supply was an issue for the Americans, with many units being un-armed or low on ammunition and being told to scour the battlefield to arm themselves.

The Prince of Wales regiment did form square in an attempt to defend themselves, but all but nine were struck down.

Historical Notes: Carden broke under the strain of command and turned over command to a subordinate. There is a chance for his withdrawal. Likewise, the Tory militias, were a non-factor once they were scattered by the charge of the NC horse. They also have a *slight* chance for outright withdrawal. On the Whig side, once they got in among the supplies, they got into the rum (or whiskey?). There is a chance they may become FIXED to represent this.

Intended to be played as the American forces against the AI or Head-to-Head.

Background for Scenarios 106 - 109: Charleston had surrendered in mid-May and 5,500 American soldiers were captured. With Lieutenant Colonel Banastre Tarleton's victory at Waxhaws in May, Camden had been secured for the Crown. Augusta and Ninety Six were bloodlessly occupied shortly thereafter, the South Carolina and Georgia backcountry seemed subdued. General Clinton returned to New York, leaving the southern forces, numbering around 2,500 men, under the command of Lieutenant General Charles Cornwallis. General Horatio Gates, the Hero of Saratoga arrived to take command of what forces remained in the field (primarily militias) and reinforcements consisting of Maryland and Delaware Continentals. The post at Camden was commanded by Lord Rawdon and held by 1,000 troops (mostly Provincial).

Gates decided to move south. It is debated whether he intended to actually attack or merely move closer to tighten the noose around the British to choke them off in a repeat of his northern victory. However, Lord Cornwallis had been alerted to Gates movements and moved to reinforce Rawdon. The odds were no longer 3:1, but closer to 1:1. Ever the aggressor, Cornwallis chose to attack Gates, believing he was at Rugley's Mill several miles to the north of Camden, a relatively unsuitable defensive location. Both armies were on the march when they stumbled on each other in the night leading to a brief skirmish. Both sides withdrew and weighed options for the dawn.

Further Reading: All That Can Be Expected by Robert Orrison and Mark Wilcox.

106.Camden_BL_a – 16 Turns

Date: 16 August 1780 - Scale/Size: Battalion Level, Small - Location: 4 miles N of Camden, South Carolina.

Scenario Briefing: Historical - Having blundered into each other in the early morning hours, the armies lay on their arms and awaited the dawn. Horatio Gates army was too strung out - to turn back would invite disaster. The decision was made to stand and fight, trusting that American numbers would make up for the inexperienced troops. Cornwallis, on the other hand, with a creek at his back, was compelled to put his faith in his veteran troops. Both armies would deploy into battle lines in the predawn hours. The British maneuvered in column to approach, forming their battalions into line a few hundred yards from the Americans as they went on the attack.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

107.Camden_BL_b – 96 Turns

Date: 15-16 August 1780 - Scale/Size: Battalion Level, Medium - Location: North of Camden, South Carolina.

Scenario Briefing: Variant - This scenario allows players to explore options in the summer heat of the Carolina backcountry war. The Americans need to try and get behind the Crown's defenses to get at Camden. The Crown player needs to fix and destroy the American force.

Intended to be played Head-to-Head but can be played from either side against the AI.

108.Camden_CL_a – 48 Turns

Date: 16 August 1780 - Scale/Size: Company Level, Large - Location: 4 miles N of Camden, South Carolina.

Scenario Briefing: Historical - Having blundered into each other in the early morning hours, the armies lay on their arms and awaited the dawn. Horatio Gates' army was too strung out, and to turn back would invite disaster. The decision was made to stand and fight, trusting that American numbers would make up for the inexperienced troops. Cornwallis, on the other hand, with a creek at his back, was compelled to put his faith in his veteran troops. Both armies would deploy into battle lines in the predawn hours. The British maneuvered in column to approach, forming their battalions into line a few hundred yards from the Americans as they went on the attack.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

109.Camden_CL_b – 8 Turns

Date: 16 August 1780 - Scale/Size: Company Level, Small - Location: 4 miles N of Camden, South Carolina.

Scenario Briefing: What If - On the evening of 15 August, General Horatio Gates moved his army south to take up a position closer to Camden in order to keep the pressure on the British garrison there. The army marched with 60 dragoons from Armand's Legion under the command of the Chevalier de Fontevieux in the van, flanked by light infantry from Virginia and North Carolina. In Camden, General Charles Cornwallis was not one to remain inactive. Acting on intelligence that the Americans were on the move, he set the Crown forces in motion as well. Lieutenant Colonel Banastre Tarleton would command the British van. The British march became a bit disorganized crossing Saunders' Creek and paused to reorder themselves. They were moving again slightly after 0200 on the 16th.

The two armies stumbled across each other near Parker's Old Field. When the Legion troopers challenged the Americans, a shot rang out. A confused battle would ensue, with the Americans eventually falling back to take up a defensive position and resume hostilities in the daylight.

Design Note: Both sides have reinforcements coming up, with some variability. Exit hexes are a stretch but could be a factor.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 110 & 111: Charleston had fallen in spring of 1780, and the Continentals had been swept from South Carolina in short order (notably including Buford's Massacre at the Waxhaws). The British set on a strategy of fortified posts (Hang Rock, Rocky Mount, Ninety-Six, Camden and the like. The summer of 1780 saw the rise of "The Colonels" of the rebel militias to counter the growing British presence. Francis Marion, Andrew Pickens, and Thomas Sumter would all successfully lead militia groups against British outposts and Tory gatherings. Continentals under General Horatio Gates tried to establish an American presence in the South, only to be routed by Crown forces under British General Charles Cornwallis. With the British focused on Gates' army, Sumter continued to raid successfully. With Gates neutralized, Cornwallis decided to send Lieutenant Colonel Banastre Tarleton out to bring Sumter to heel and eliminate him as a threat. Tarleton marched with speed, but Sumter managed to stay ahead of him and keep the river between the two forces.

Further Reading: Backcountry War by Andrew Waters.

110.Fishing Creek_CL_a – 15 Turns

Date: 18 August 1780 - Scale/Size: Company Level, Small - Location: Near the junction of Fishing Creek and the Catawba River, South Carolina.

Scenario Briefing: Historical - British Lieutenant Colonel Banastre Tarleton hoped to catch up with the American Brigadier General Thomas Sumter at Rocky Mount, but Sumter had already crossed and was camped on the opposite side of the river. Tarleton crossed the next morning but found that Sumter had already moved north. Tarleton made the decision to split his force. Taking his Legion troopers and two infantry companies mounted for the task, Tarleton headed north at speed. With the Carolina summer heat sapping their strength, Sumter paused just north of Fishing Creek to rest and water his force. His troopers also found the rum stocks. Sumter's force was completely unprepared when Tarleton swept into the camp. Sumter himself was asleep, boots off, when the first shots were exchanged, again no quarter was given, and the Americans would struggle just to get away.

Design Note: Americans start LOW/NO Ammo, to represent their unprepared nature. They have exit hexes, but the primary concern for Crown forces is to cause casualties.

Intended to be played as the Crown forces against the AI or Head-to-Head.

111.Fishing Creek_CL_b – 20 Turns

Date: 18 August 1780 - Scale/Size: Company Level, Small - Location: Overlooking the Catawba River, South of Great Falls, 25 miles NW of Camden, South Carolina.

Scenario Briefing: Variant - Historically, American Brigadier General Thomas Sumter had slipped away in the early morning hours of 18 August, spurring the commander of the British Legion, Lieutenant Colonel Banastre Tarleton, to pursue with a few troops of cavalry and what infantry that could be mounted or ride second saddle, and eventually caught up with and surprised Sumter near Fishing Creek. This scenario supposes that Sumter got a later start, and Tarleton was able to attack the American forces in their camp.

Design Note: For this variant, the Legion has its full complement of units. The Americans are getting underway, but not as completely unprepared as at Fishing Creek. The Americans have options for Exit hexes and must weigh defending Rocky Mount itself to delay the Crown forces.

Intended to be played as the Crown forces against the AI or Head-to-Head.

Background for Scenarios 112 - 114: By 1780, the war in the Southern States had devolved into more of a civil war than a war for independence. Whig militia from three states planned an operation to strike a Tory outpost at Musgrove's Mill near a ford over the Enoree River. The three colonels believed that they would outnumber the Tory force, but the Tories had been reinforced with Provincial troops on their way to join Patrick Ferguson's force further north. While the Whig leaders debated their course of action, their force was discovered. Over-extended and outnumbered, it was decided that they had to stand and fight.

Further Reading: The Battle of Musgrove's Mill. 1780 by John Buchanan.

112.Musgroves Mill_CL_a – 24 Turns

Date: 19 August 1780 - Scale/Size: Company Level, Small - Location: Along the Enoree River, ~75 miles WNW of Camden, South Carolina.

Scenario Briefing: Historical - Learning that the Tory post at Musgrove's Mill had been reinforced with a group of Provincial troops and their own position compromised, the three colonels, Isaac Shelby, James Williams, and Elijah Clarke opted to make a stand on a ridge on the north side of the Enoree River. The troops deployed in a semi-circle and set to making breastworks and planned a trap. Two small, mounted troops were hidden on the flanks and a group of 20 men under the command of Captain Shadrich Inman crossed the Enoree to engage the Tory force. The plan was to fall back and draw the Tories into the trap. When the Tories saw the line they opened fire and advanced with bayonets to clear the Rebels. Despite a point-blank volley, the bayonet charge nearly routed the Patriots, but a charge by Col. Shelby's Overmountain Men threw the Tory ranks into disarray after several of their officers fell. The Patriots pursued the broken Tories back over the Enoree for a historic Patriot victory.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

113.Musgroves Mill_CL_b – 20 Turns

Date: 19 August 1780 - Scale/Size: Company Level, Small - Location: Along the Enoree River, ~75 miles WNW of Camden, South Carolina.

Scenario Briefing: This variant is based on the original Whig plan to strike the Tory outpost in the early morning hours. The Whigs have a slight edge in numbers but must cross the Enoree and move through difficult terrain to make good on their plans.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

114.Musgroves Mill_CL_c – 20 Turns

Date: 19 August 1780 - Scale/Size: Company Level, Small - Location: Along the Enoree River, ~75 miles WNW of Camden, South Carolina.

Scenario Briefing: This variant is based on the original Whig plan to strike the Tory outpost in the early morning hours. The Whigs have a slight edge in numbers but must cross the Enoree and move through difficult terrain to make good on their plans. As a further variant, the Whigs will be coming along a different axis of attack, only trying to feint along the Enoree.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 115: With the American defeat at Camden, South Carolina in August of 1780, the American survivors and General Horatio Gates, the Hero of Saratoga, streamed northwards to rally at Charlotte, North Carolina. South Carolina forces under Colonel Charles Sumter harassed Crown outposts in an effort to distract the forces under General Lord Charles Cornwallis. Meanwhile, a North Carolina force under Colonel William Richard Davies, shadowed the Crown troops as they made their way north. Following a brief engagement at Wahab's Plantation in North Carolina, Colonel Davies fell back on Charlotte, the county seat of Mecklenburg county, to set an ambush for the British forces. The bulk of Americans continued their retreat north to their depot at Salisbury, North Carolina.

Further Reading: Nothing But Blood and Slaughter, Volume Two by Patrick O' Kelley.

115.Charlotte_CL – 22 Turns

Date: 26 September 1780 - Scale/Size: Company Level, Small - Location: Charlotte, North Carolina.

Scenario Briefing: Historical - Colonel William Richard Davies deployed his militia carefully throughout the small county seat of Charlotte, North Carolina, guarding the approached as best he could. The British vanguard was composed of the ever-present British Legion. However, their now infamous leader, Colonel Banastre Tarleton was fighting an illness and passed command to the less formidable commander, Major George Hanger. The Legion cavalry was first on the scene and pressed forward their attack. Hanger was wounded in the ensuing fight. The Americans led a spirited defense but withdrew upon the arrival of the main British force.

This scenario covers the early action between the British Legion (supplemented by a light company from the Volunteers of Ireland) and Davies' North Carolina militia and the fight for the Courthouse. Victory hinges on the capture of the main intersection near the Courthouse.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 116 - 120: While Cornwallis was confident of subjugating North Carolina as quickly as he had South Carolina, the rebellion in the backcountry was still active. After their victory at Musgrove's Mill, the Patriots had dispersed to continue mischief elsewhere. Lord Cornwallis sent Major Patrick Ferguson, who had been protecting the British Left Flank, to pursue and punish the rebel militias. Cornwallis meanwhile would head to occupy Charlotte, North Carolina. In mid-September, Ferguson clashed with Patriots at Crane Creek. Realizing he was over extended, he withdrew to Gilbert Town, North Carolina to rally more Tory militias to the Crown.

Meanwhile, with General Horatio Gates holed up in Hillsborough, North Carolina, trying to rebuild his shattered Continental Army, the North Carolina leadership had been active, calling for reinforcements from as far away as Virginia and Georgia. In late September, the militias reached out to General Gates asking for a Continental officer to lead them, but with their numbers strong they began to spread out in search of Ferguson s corps. On October 6th, the militias convened again, this time at The Cowpens in South Carolina. Intelligence there pointed to the fact that Ferguson was camped on top of Kings Mountain, 25 miles away. It was decided that those without horses would be left behind and they would ride all night to attack the Tory force.

Further Reading: Kings Mountain by J. David Dameron.

116.Kings Mountain_CL_a – 18 Turns

Date: 7 October 1780 - Scale/Size: Company Level, Medium - Location: King's Mountain South Carolina, ~40 miles WSW of Charlotte, North Carolina.

Scenario Briefing: Historical - Major Patrick Ferguson felt confident that the mostly barren Kings Mountain would be a safe defensive position for modest force. Subsequently, he did not order his force to prepare any defensive works and security was lax. The Patriot militias had ridden all night and then leaving their horses behind, moved in four columns to surround and overwhelm the Tories. The initial assaults were repulsed, but the fighting soon became personal and close with cousins and brothers on opposite sides. Major Ferguson was felled preparing a counter attack and the defense quickly melted and an overwhelming Patriot victory was the result. Cornwallis lost the force protecting his left flank, prompting him to leave Charlotte to head back to the relatively more subdued South Carolina.

Design Note: This is a challenging OOB as the average company was 5 men. In game, I have consolidated units at both the company and regimental level. Another side effect was the fact that the portion of officers was extremely high on the patriot side, offsetting the ad hoc nature of the force.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

117.Kings Mountain_CL_b – 30 Turns

Date: 7 October 1780 - Scale/Size: Company Level, Medium - Location: King's Mountain South Carolina, ~40 miles WSW of Charlotte, North Carolina.

Scenario Briefing: Variant - Major Patrick Ferguson felt confident that the mostly barren Kings Mountain would be a safe defensive position for modest force. Subsequently, he did not order his force to prepare any defensive works and security was lax. The Patriot militias had ridden all night and then leaving their horses behind, moved in four columns to surround and overwhelm the Tories. The initial assaults were repulsed, but the fighting soon became personal and close with cousins and brothers on opposite sides. Major Ferguson was felled preparing a counterattack and the defense quickly melted and an overwhelming Patriot victory was the result. Cornwallis lost the force protecting his left flank, prompting him to leave Charlotte to head back to the relatively more subdued South Carolina.

Design Note: This is a challenging OOB as the average company was 5 men. In game, I have consolidated units at both the company and regimental level. Another side effect was the fact that the portion of officers was extremely high on the patriot side, offsetting the ad hoc nature of the force.

This is an unscripted Early Start for players who want to maneuver to attack. Ferguson is fixed, but there is a chance they will release.

Intended to be played Head-to-Head only.

118.Kings Mountain_CL_c – 18 Turns

Date: 7 October 1780 - Scale/Size: Company Level, Medium - Location: King's Mountain South Carolina, ~40 miles WSW of Charlotte, North Carolina.

Scenario Briefing: Variant - Major Patrick Ferguson felt confident that the mostly barren Kings Mountain would be a safe defensive position for his modest force. However, in this scenario, the Tories have prepared breastworks. The Patriot militias had ridden all night and then leaving their horses behind, moved in four columns to surround and overwhelm the Tories. The initial assaults were repulsed, but the fighting soon became personal and close with cousins and brothers on opposite sides. Major Ferguson was felled preparing a counterattack and the defense quickly melted and an overwhelming Patriot victory was the result. Cornwallis lost the force protecting his left flank, prompting him to leave Charlotte to head back to the relatively more subdued South Carolina.

Design Note: This is a challenging OOB as the average company was 5 men. In game, I have consolidated units at both the company and regimental level. Another side effect was the fact that the portion of officers was extremely high on the patriot side, offsetting the ad hoc nature of the force.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

119.Kings Mountain_CL_d – 30 Turns

Date: 7 October 1780 - Scale/Size: Company Level, Medium - Location: King's Mountain South Carolina, ~40 miles WSW of Charlotte, North Carolina.

Scenario Briefing: Variant - Major Patrick Ferguson felt confident that the mostly barren Kings Mountain would be a safe defensive position for modest force. Subsequently, he did not order his force to prepare any defensive works and security was lax. The Patriot militias had ridden all night and then leaving their horses behind, moved in four columns to surround and overwhelm the Tories. The initial assaults were repulsed, but the fighting soon became personal and close with cousins and brothers on opposite sides. Major Ferguson was felled preparing a counterattack and the defense quickly melted and an overwhelming Patriot victory was the result. Cornwallis lost the force protecting his left flank, prompting him to leave Charlotte to head back to the relatively more subdued South Carolina.

Design Note: This is a challenging OOB as the average company was 5 men. In game, I have consolidated units at both the company and regimental level. Another side effect was the fact that the portion of officers was extremely high on the patriot side, offsetting the ad hoc nature of the force.

This is an unscripted Early Start for players who want to maneuver to attack. Ferguson is fixed, but there is a chance they will release.

Intended to be played Head-to-Head only.

120.Kings Mountain_CL_e – 24 Turns

Date: 6 October 1780 - Scale/Size: Company Level, Medium - Location: The Cowpens, South Carolina, ~25 miles WSW of King’s Mountain, South Carolina.

Scenario Briefing: What If - Instead of holing up on King’s Mountain, in this hypothetical variant, Major Patrick Ferguson is aggressive and able to steal a march on the Militia Colonels while assembled at The Cowpens to debate how to best attack the King’s troops at King’s Mountain. There is a high amount of variability in reinforcements and releases in this scenario and should offer high replay value.

Design Note: This is a challenging OOB as the average company was 5 men. In game, I have consolidated units at both the company and regimental level. Another side effect was the fact that the portion of officers was extremely high on the patriot side, offsetting the ad hoc nature of the force.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 121: Following the defeat of Major Patrick Ferguson at King's Mountain, Lieutenant General Lord Cornwallis had employed Tarleton's American Legion to pursue, harass and hopefully bring the partisan leader, General Francis Marion to bear. In addition to the Legion, Cornwallis gave Tarleton a battalion of the 71st Regiment (Fraser's Highlanders) and the under-strength 63rd (West Suffolk) Foot, some of which he could provide horses for. With Marion on the run, and the British distracted, the rebels again gathered strength, and

many rallied to the banner of Brigadier General Thomas Sumter. Cornwallis recalled Tarleton and sent him to hunt down Sumter.

Sumter's force, although militias of varying qualities, outnumbered Tarleton and Sumter was happy to engage Tarleton in hit-and-run tactics, using the swamps and rivers of the backcountry to his advantage. Tarleton remained confident in his own and his troops abilities, and learning that Sumter was close at hand, pushed to bring his quarry to bay and continue his string of victories against the Americans. Instead, he would be handed his first proper defeat.

Further Reading: Nothing but Blood and Slaughter, Volume Two by Patrick O'Kelley.

121.Blackstock_CL – 24 Turns

Date: 20 November 1780 - Scale/Size: Company Level, Small - Location: Blackstock's Farm along the Tyger River, South Carolina ~70 miles SW of Charlotte.

Scenario Briefing: Historical - Brigadier General Thomas Sumter arrived at Blackstock's Farm and took the opportunity to rest and refit. Seeing that the farm provided a good defensive position, the Americans took this ground under firm determination to defend it & not retreat further. Riflemen were placed along wooden fences, outbuildings and tree lines.

As was his wont, Lieutenant Colonel Tarleton was driving his forces relentlessly in pursuit of his quarry and his mounted troops (including British regular infantry equipped with horses) left the infantry, artillery, and baggage behind. He was alerted to Sumter's presence when he came upon a few scattered parties (including Tory prisoners who were ridden down mistakenly) and prepared to attack the rebel position. Sumter, seeing that Tarleton had divided his forces hoped to goad the British into attacking so as to defeat the British in detail. Tarleton would oblige when the Georgia rifles began to exchange fire and he attacked a numerically superior force in a strong position.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 122: West Florida and the Gulf Coast had been a seat of war since Spain had declared war on Britain. Bernardo de G'lvez had taken several positions and his opposite number, General John Campbell wanted to strike back, starting with Mobile. Several half-hearted attempts had been made, but this time a joint naval and ground expedition was planned. The ground forces set off on January 3, 1781, and the naval component one day later.

Further Reading: The Battle at The Village by Anthony Roney II. Available online here:
https://allthingsliberty.com/2024/05/the-battle-at-the-village-alabamas-miniature-bunker-hill/

122.The Village_CL – 36 Turns

Date: 07 January 1781 - Scale/Size: Company Level, Medium - Location: The Village, West Florida (modern Alabama) on Mobile Bay, ~8 miles southeast of Mobile, ~45 miles WNW of Pensacola, Florida.

Scenario Briefing: Historical - The Crown expedition against the Spanish post at The Village was led by Waldecker Colonel Johann Ludwig Wilhelm von Hanxleden. It was a mixed force of Waldeckers, British regulars, Maryland & Pennsylvania loyalists, and West Florida Royal Foresters, backed by a significant number Native American allies, (primarily Choctaw and Creek nation) who found themselves preparing to assault a small fort after a 4-day trek through rough, swampy territory. The outpost was held by the locally recruited New Orleans Colored Militia and Spanish troopers pulled from a host of regiments. Hanxleden opted to assault the fort directly and split his force into three columns. Taking advantage of a thick fog in the early morning light, the Crown troopers made good initial progress. On the verge of taking the fort, Hanxleden was felled by a musket ball to the head, and the impetus of the attack was lost.

Design Note: While the Spanish were Allied to the American cause, their inclusion was beyond the scope of this initial release. However, I was intrigued by reading the linked articles and researching further, including sorting out where the "Fort" actually was (not at modern day Spanish Fort (home of ACW fortifications), and so wanted to include this action as a teaser. I had to shoehorn them in using the French flag and counter colors. (We did secure one Spanish image from Don Trioni though!) Apologies to any hispan filos out there.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 123: When American General Nathanael Greene arrived in North Carolina (following the American defeat at Camden), he opted to split his forces to better harass British Lieutenant General Lord Charles Cornwallis. He was rewarded by the American victory at Cowpens in mid-January. However, what if British General Charles Cornwallis, an aggressive commander, had decided to move against the Americans and preempted Greene's move against him.

Further Reading: The Road to Guilford Courthouse by John Buchanan.

123.Charlotte_CL – 24 Turns

Date: 16 January 1781 - Scale/Size: Company Level, Large - Location: Along the North Carolina-South Carolina border, ~10 miles south of Charlotte, North Carolina.

Scenario Briefing: What If - Lieutenant General Charles Cornwallis led his entire 2,800 man corps north to attack the American General Nathanael Greene's 1,800 man force in their winter camp. Greene has picked ground of his choosing to meet the attack, making the most of the rugged Carolina terrain. His Continentals are supplemented by Virginia militias.

Design Note: This scenario takes its inspiration from the original Campaign 1776 Scenario by John Tiller.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 124: Commander of the Southern Department, Major General Nathaniel Greene, had his winter encampment near Charlotte North Carolina. Feeling that his Army was not up to a stand-up fight with the British Army under Cornwallis (Lincoln at Charleston and Gates at Camden had given evidence), he felt the need to split his Army and put a mobile force in the field. He assigned one of the heroes of Saratoga, the newly

assigned Brigadier General Daniel Morgan to take command and move his wing west of the Catawba River. There Morgan was to link up with the militia General Andrew Pickens and any other militias that might come in. Morgan was to forage, defend local civilians, and generally raise the morale of the patriot forces.

Operating between the Pacolet and Broad Rivers, Cornwallis believed that Morgan was a threat to the outpost at Ninety-Six. Tarleton was sent to relieve the fort. Not wanting to be caught between Cornwallis and Tarleton, Morgan had pulled back. At Ninety-Six, Tarleton requested reinforcements in order to drive Morgan back across the Broad. Armed with good intelligence and backed by two regiments of regulars, Tarleton set off in fast pursuit to hunt down the Americans.

Further Reading: A Devil of a Whipping: The Battle of Cowpens by Lawrence E. Babits.

124.Cowpens_CL – 30 Turns

Date: 17 January 1781 - Scale/Size: Company Level, Medium - Location: The Cowpens, ~55 miles W of Charlotte, North Carolina.

Scenario Briefing: Historical - Brigadier General Daniel Morgan pursued by the fast-moving, reinforced British Legion under Lt. Colonel Banastre Tarleton, rather than attempt to cross the swollen Broad River decided to make a stand at a large grazing area known as "Hannah's Cowpens". Looking to make the best use of his unsteady militia forces, he deployed in three lines. The first two were composed of militia, while the third was his veteran Continental troops under Lt. Col. J.E. Howard of Maryland, supplemented with more militia. The forward militias were tasked with delivering a volley or two before falling back behind the rear line to reform and reload. It was expected that the ever-aggressive Tarleton would push down the road in pursuit, allowing the Americans to envelop the British forces and then leverage the weight of their forces to achieve victory. Tarleton would oblige.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 125: What-If. When American General Greene split his force after arriving at Charlotte, he believed that his main position at Cheraw Hills was a strong one and that British General Cornwallis would not dare to attack him there. But what if Cornwallis, after sending Tarleton to deal with Morgan, had decided to attack the small American force at Cheraw Hills. Could Greene withstand an attack by the British army?

Further Reading: While I am not sure of John Tiller's original inspiration, you could do worse than to spend time with The Road to Guilford Courthouse by John Buchanan, which amply covers this period in the Southern Campaign.

125.Cheraw_CL – 28 Turns

Date: 18 January 1781 - Scale/Size: Company Level, Medium - Location: outside Cheraw, South Carolina, 60 miles SE of Charlotte North Carolina.

Scenario Briefing: What If - A depleted American force led by General Nathaniel Greene is posted to slow or stop a strong thrust by General Charles Cornwallis, who is aiming to strike the Americans in their winter quarters. With

General Daniel Morgan off in the backcountry harrying the successful forces led by Lieutenant Banastre Tarleton (and near simultaneously maneuvering in the vicinity of the Cowpens, the American Army is shorthanded and, while the position is good, most certainly shorthanded.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 126: When American general Nathanael Greene arrived in North Carolina (following the American defeat at Camden), he opted to split his forces to better harass British Lieutenant General Lord Charles Cornwallis. He was rewarded by the American victory at Cowpens in mid-January. Cornwallis felt his best chance to defeat the Americans was to strip his army of non-essentials and give chase before Greene was reunited with Morgan and his force. He was unsuccessful and Greene and Morgan continued north in what became known as the "Race for the Dan" with the Americans trying to keep flooded rivers between themselves and the British. After re-supply and reinforcement, Greene crossed south of the Dan with an eye to engaging Cornwallis in battle. Colonel Otho Williams was in command of the American light forces tasked with observing and harassing the British forces. Cornwallis used Lieutenant Colonel Banastre Tarleton to counter Williams.

Further Reading: Prelude to Guilford Courthouse: Weitzel s Mill by Bert Dunkerly available here:
https://emergingrevolutionarywar.org/2022/03/02/prelude-to-guilford-courthouse-clapps-mill/

126.Clapps Mill_CL – 22 Turns

Date: 02 March 1781 - Scale/Size: Company Level, Small - Location: Near modern-day Greensboro, North Carolina, ~20 miles east of Guilford County Courthouse.

Scenario Briefing: Historical - The American forces under Colonel Otho Williams had been skirmishing with troops under Lieutenant Colonel Banastre Tarleton ever since American General Nathanael Greene had crossed back south of the Dan River. On March 2, 1781, British foragers had spotted American militia at Clapp's Mill. On learning this report Lieutenant Colonel Banastre Tarleton opted for a reconnaissance in force. The Americans were hoping for a repeat of Cowpens and had deployed militia and dragoons forward, hoping to draw Tarleton into a trap. Tarleton in this case "acted with great prudence and desisted from the pursuit."

Intended to be played Head-to-Head but can also be played from either side against the AI.

Background for Scenario 127: When American general Nathanael Greene arrived in North Carolina (following the American defeat at Camden), he opted to split his forces to better harass British Lieutenant General Lord Charles Cornwallis. He was rewarded by the American victory at Cowpens in mid-January. Cornwallis felt his best chance to defeat the Americans was to strip his army of non-essentials and give chase before Greene was reunited with Morgan and his force. He was unsuccessful and Greene and Morgan continued north in what became known as the "Race for the Dan" with the Americans trying to keep flooded rivers between themselves and the British.

After re-supply and reinforcement, Greene crossed south of the Dan with an eye to engaging Cornwallis in battle. Colonel Otho Williams was in command of the American light forces tasked with observing and harassing the British forces. Cornwallis used Lieutenant Colonel Banastre Tarleton to counter Williams.

Further Reading: Prelude to Guilford Courthouse: Weitzel's Mill by Bert Dunkerly available here: https://emergingrevolutionarywar.org/2022/03/06/prelude-to-guilford-courthouse-weitzels-mill/

127.Wetzells Mill_CL – 31 Turns

Date: 06 March 1781 - Scale/Size: Company Level, Medium - Location: Near modern-day Greensboro, North Carolina, ~10 miles east of Guilford County Courthouse.

Scenario Briefing: Historical - The American forces under Colonel Otho Williams had been skirmishing with troops under Lieutenant Colonel Banastre Tarleton ever since American General Nathanael Greene had crossed back south of the Dan River.

On March 3, 1781 Americans had raided the British camp, taking prisoners before returning to their own south of Wetzell's Mill on the banks of the Reedy Ford Creek. Lieutenant General Lord Charles Cornwallis sent Tarleton and Lieutenant Colonel James Webster's Brigade out in pursuit. On the foggy morning of March 6, contact was made. Skirmishing and a running battle ensued, with the Americans falling back and crossing the creek before making a stand.

Design Note: The location name for this battle has been incorrectly identified as Whitsell's Mill, Weitzall's Mill, Weitzell's Mill, Wetzall's Mill, and Wetzell's Mill, but the correct name is Whitesell's Mill - owned by Capt. Henry Whitesell of the Guilford County Regiment of Militia and was fought in what was then and is present-day Guilford County, North Carolina. Capt. Whitesell was of German descent, therefore the corruption of the spelling of his name." - carolana.com. I have opted here for the modern common name for this engagement.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 128: Lieutenant General Charles Cornwallis had lost heavily at the disaster at Cowpens. He was still determined to pursue American major General Nathaniel Greene and bring about a decisive battle to end the war in the south. To move swiftly, he burned his baggage at Ramseur's Mill and headed north. Greene was not unaware and began to consolidate his forces, Daniel Morgan linked up in early February and Harry Lee met up shortly thereafter. What ensured is referred to as The Race to the Dan as the Americans tried to cross into the safety of Virginia across the Dan River.

Two week's later they arrived at the Dan on 13 February and began crossing. The British arrived at 0800 two days later. The American's had done it. Even Lieutenant Colonel Banastre Tarleton begrudgingly admitted the retreat had been "judiciously designed and vigorously executed." The armies sat encamped across the river from each other. The British suffered and were weakened by the need to forage, whereas the Americans were able to call more militias to the banner. Cornwallis's numbers had dwindled to 2,000, while Greene's had grown to 4,400 (1,800 Continentals). Greene was ready and on March 12 moved the army to Guilford Courthouse (a spot he was familiar with from the retreat). Cornwallis was happy to oblige and marched out to meet him in the early morning hours of March 15th.

Further Reading: Long, Obstinate, and Bloody: The Battle of Guilford Courthouse by Lawrence Babits and Joshua Howard.

128.Guilford Courthouse_CL – 42 Turns

Date: 15 March 1781 - Scale/Size: Company Level, Large - Location: Guilford County Courthouse, North Carolina.

Scenario Briefing: Historical - Major General Greene knew the Lieutenant General Charles Cornwallis and his army were coming and deployed in a manner which had proven successful for the Americans: Three lines - two of militia backstopped by his Continentals.

After some early morning skirmishing along the New Garden Road, Cornwallis found the Americans and deployed for battle as best he could in the wooded terrain. Webster s Brigade on the left and Leslie's mixed Hessian/British Brigade on the right. The Brigade of Guards and much diminished British Legion would form the reserve.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 129: With the arrival of American general Nathanael Greene in North Carolina (following the American defeat at Camden), British Lieutenant General Lord Charles Cornwallis was looking for a diversion. The turncoat Brigadier General Benedict Arnold was sent south to raid American depots in Virginia. Following various naval actions off the coast, Arnold was joined by General William Phillips. Phillips assumed command of the British forces in Virginia. Opposing the British force, Baron von Steuben had various weak militias including some under the command of Brigadier General Peter Muhlenberg. American forces under both Brigadier General Anthony Wayne and General Marquis de Lafayette were marching in support but were still weeks away. Phillips made the American depot at Petersburg his objective and set out. The Americans moved to block the British advance and remove the stores from Petersburg.

Further Reading: Queen s American Rangers by Donald J. Gara.

129.Blandford_CL – 40 Turns

Date: 25 April 1781 - Scale/Size: Company Level, Medium - Location: Near Petersburg, Virginia on the Appomattox River, ~35 miles west of Williamsburg, Virginia.

Scenario Briefing: Historical - On the evening of April 24, 1781, British General William Phillips landed his 2,500 man force 12 miles east of Petersburg at City Point and began his march, accompanied by a small flotilla of gunboats. General Baron von Steuben sent Virginia Brigadier General Peter Muhlenberg south of the Appomattox River and took up positions in the area of Blandford. Using creeks to his front, Muhlenberg deployed in 2 lines with a small reserve in Petersburg. At 1400 on the 25th, Phillips pulled up about a mile short and arranged his forces for battle. (He had originally planned a more circuitous route to raid other stores, but the Americans had preempted that.) Light Infantry would form the main column of attack, with a small brigade size flanking force maneuvering to strike the American right. Benedict Arnold would command the reserve, consisting of his American Legion, the Queen's Rangers and another battalion of British Light Infantry.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 130 - 133: Following the Battle of Guilford Courthouse, General Cornwallis had withdrawn towards his base at Wilmington, North Carolina. General Nathaniel Greene initially pursued before opting to move against the various garrisons spread out in the South Carolina back country. His hope was that Cornwallis would come back out, and he could lure him to attack the Americans on ground of their choosing. Arriving on 20 April 1781, Greene found Camden well defended with 400 troops led by Lieutenant

Colonel John Watson. The Swamp Fox, Francis Marion, was engaged in trying to delay these troops. Greene opted to make camp on an easily defended hill. Under the impression that Watson was approaching, he sent his artillery to help cover the road to Charleston. Then, on the 24th, he recalled them. Lord Rawdon, for his part, feared the link-up of Marion and Lee with Greene and opted to attack Greene while the numbers would not be so heavily against him.

Further Reading: Nothing But Blood and Slaughter, Vol. 3 by Patrick O'Kelley.

130.Hobkirks Hill_BL_a – 16 Turns

Date: 25 April 1781 - Scale/Size: Battalion Level, Small - Location: ~1 mile N of Camden, South Carolina.

Scenario Briefing: Historical - Believing that Greene was without artillery, Lord Rawdon moved out of his position defending Camden in order to attack the American camp on Hobkirk Hill. He maneuvered to flank the American left, but his movement was detected by American pickets. Captain Robert Kirkwood and his Delaware troops were able to delay the British forces long enough for the Americans to properly deploy along the ridge.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

131.Hobkirks Hill_BL_b – 28 Turns

Date: 25 April 1781 - Scale/Size: Battalion Level, Small - Location: ~1 mile N of Camden, South Carolina.

Scenario Briefing: Variant - Believing that Greene was without artillery, Lord Rawdon moved out of his position defending Camden in order to attack the American camp on Hobkirk Hill. He maneuvered to flank the American left, but his movement was detected by American pickets. Captain Robert Kirkwood and his Delaware troops were able to delay the British forces long enough for the Americans to properly deploy along the ridge.

Design Note: This scenario starts earlier than the base scenario. There is a bit of randomness in the initial turns to enhance replay value.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

132.Hobkirks Hill_BL_c – 32 Turns

Date: 25 April 1781 - Scale/Size: Battalion Level, Small - Location: ~1 mile N of Camden, South Carolina.

Scenario Briefing: Variant - Believing that Greene was without artillery, Lord Rawdon moved out of his position defending Camden in order to attack the American camp on Hobkirk Hill. He maneuvered to flank the American

left, but his movement was detected by American pickets. Captain Robert Kirkwood and his Delaware troops were able to delay the British forces long enough for the Americans to properly deploy along the ridge.

Design Note: There is a high amount of variability. Lord Rawdon is fixed and should take several turns to release. He may become temporarily fixed again as well. Both sides have reinforcements that may or may not appear, with variability as to which entry hex. For the Americans, both Marion's Partisans and Lee's Legion had been pursuing Lieutenant Colonel JW Watson who had been trying to reinforce Camden.

Intended to be played Head-to-Head only.

133.Hobkirks Hill_CL – 42 Turns

Date: 25 April 1781 - Scale/Size: Company Level, Medium - Location: ~1 mile N of Camden, South Carolina.

Scenario Briefing: Historical - Believing that Greene was without artillery, Lord Rawdon moved out of his position defending Camden in order to attack the American camp on Hobkirk's Hill. He maneuvered to flank the American left, but his movement was detected by American pickets. Captain Robert Kirkwood and his Delaware troops were able to delay the British forces long enough for the Americans to properly deploy along the ridge.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 134 - 136: Following the American defeat at the hand of General Lord Charles Cornwallis at Guilford Courthouse, both sides repositioned themselves. Cornwallis to Wilmington, North Carolina, while Major General Nathaniel Greene moved into South Carolina. In the absence of a strong Crown presence in the state, Greene hoped to subdue and remove the many fortified Crown posts throughout the state. He hoped to get aid and cooperation from the various Militias operating in the area. Thomas Sumter, Francis Marion and Andrew Pickens had all gathered strong forces under separate banners. Working with them proved to be a difficult task. Not only were the militias fickle in their enlistments, but the colonels all had strong opinions and goals of their own. With these tensions as a backdrop, Greene marched to the outpost at Ninety-Six with his Continentals and asked for militias to move in support. The Provincial troops that had occupied the town since 1775 had made major improvements to the fortifications, strengthening walls, digging trenches and placing abatis.

Greene arrived on May 22 and immediately set about laying a formal siege. The siege works were directed by Colonel Thaddeus Kosciuszko of Poland. While the siege progressed, Greene continued to request militias come to his aid. He was only joined by a corps of troops under Andrew Pickens.

On hearing word of the siege, the commander of the garrison at Camden, Colonel Francis Rawdon, set out with a strong relief force of Regulars, Hessians, and Provincial troops.

Further Reading: The Road to Charleston by John Buchanan.

134.Ninety Six_CL_a – 30 Turns

Date: 18 June 1781 - Scale/Size: Company Level, Medium - Location: Ninety-Six, South Carolina ~175 miles NW of Charleston, South Carolina.

Scenario Briefing: Historical - Learning of the approach of the relief force, Major General Nathaniel Greene opted to push forward the assault to make an attempt to carry the position before it was too late. Sappers had advanced the American trenches to within 30 yards of the Star Fort. The Americans had built a tower for riflemen to snipe at the defenders. Troops from Virginia and North Carolina would cut off and storm the Star Fort, before turning on the main outpost. Meanwhile in the south, Lieutenant Colonel Henry Lee would lead the assault against the Stockade Fort.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

135.Ninety Six_CL_b – 30 Turns

Date: 20 June 1781 - Scale/Size: Company Level, Medium - Location: Ninety-Six, South Carolina ~175 miles NW of Charleston, South Carolina.

Scenario Briefing: Variant - Learning of the approach of the relief force, Major General Nathaniel Greene opted to push forward the assault to make an attempt to carry the position before it was too late. Sappers had advanced the American trenches to within 30 yards of the Star Fort. The Americans had built a tower for riflemen to snipe at the defenders. Troops from Virginia and North Carolina would cut off and storm the Star Fort, before turning on the main outpost. Meanwhile in the south, Lieutenant Colonel Henry Lee would lead the assault against the Stockade Fort.

In this Variant, Greene has delayed his assault to allow militias to join in the attack. However, this will likely allow some or all of Rawdon's Relief Force to arrive on the scene.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

136.Ninety Six_CL_c – 40 Turns

Date: 22 June 1781 - Scale/Size: Company Level, Large - Location: Ninety-Six, South Carolina ~175 miles NW of Charleston, South Carolina.

Scenario Briefing: Variant - Learning of the approach of the relief force, Major General Nathaniel Greene opted to push forward the assault to make an attempt to carry the position before it was too late. Sappers had advanced the American trenches to within 30 yards of the Star Fort. The Americans had built a tower for riflemen to snipe at the defenders. Troops from Virginia and North Carolina would cut off and storm the Star Fort, before turning on the main outpost. Meanwhile in the south, Lieutenant Colonel Henry Lee would lead the assault against the Stockade Fort.

In this variant, Greene opts to continue the siege as more militia hasten into his camp. On June 21, the lead elements of Lord Francis Rawdon arrived to bolster the defenses. Rather than, withdraw, Greene has decided to risk an all out assault despite the presence of British Regulars and more Provincial troops.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 137: In May of 1781, following his campaign in North and South Carolina (Charlotte, the Race to the Dan, Guilford Courthouse), Lieutenant General Lord Charles Cornwallis arrived in Virginia with the aim of depleting the colony's ability to support the Continental Army in the field. To counter this, he was opposed by a small force under the command of Major General Marie-Joseph Paul Yves Roch Gilbert du Motier de La Fayette. Lafayette (as the Americans stylized him) shadowed and harassed the forces under Cornwallis but managed to not get engaged in a general action. Lafayette relied heavily on militia units, but in early June, Continental troops from Pennsylvania under Major General Anthony Wayne arrived and Lafayette was able to take a more aggressive stance.

While Cornwallis would continue to raid the countryside, Lafayette was able to send out troops to confront the raiders. The action at Spencer's Ordinary has several first-hand accounts, most notably by the overall commander of the Crown Forces, Lieutenant Colonel John Graves Simcoe, as well as one of the leaders of the Hessian Jaeger contingent, Johann Ewald.

Further Reading: The Battles of Spencer's Ordinary and Green Spring, 1781 by John R. Maass.

137.Spencers Ordinary_CL – 25 Turns

Date: 26 June 1781 - Scale/Size: Company Level, Small - Location: Spencer's Ordinary, Virginia ~6 miles northwest of Yorktown, just outside Williamsburg.

Scenario Briefing: Historical - A foraging party composed of the Queen's Rangers, supplemented by some Hessian Jaeger, were returning to the main Crown camp at Williamsburg. The infantry stopped to rest at the tavern Spencer's Ordinary and regroup while the cavalry came up from behind with the cattle and other forage. Major General Anthony Wayne sent an advanced Guard under Colonel Richard Butler to catch up with the Ranger force. A small contingent of American dragoons and riflemen caught up with Lieutenant Colonel John Graves Simcoe's force at Spencer's. The Continentals were still a bit behind. The Ranger cavalry moved to engage their mounted counterparts. Both commanders would move up their infantry to support the cavalry fight. Both sides would maneuver, but in the end were unable to get a decisive advantage. The commanders believed that they were operating in close proximity to the opposing main force, so in the end they both withdrew.

Design Note: Objectives in this scenario are not as important as other scenarios. This scenario is decided on casualties. (But you should always watch your rear.)

Intended to be played as the Crown forces against the AI or Head-to-Head.

Background for Scenarios 138 & 139: At the end of April 1781, following the battle of Guilford Courthouse, Lieutenant General Sir Charles Cornwallis led a 1,435 man strong out of Wilmington, headed for Virginia. In the

north, General Sir Henry Clinton was concerned about an attack on New York City and would not release more troops to the aggressive Cornwallis and in fact asked Cornwallis to prepare to send troops north. Cornwallis went to Virginia without Clinton s consent. There were 5,500 Crown troops operating in the Chesapeake area, and Cornwallis folded them all, including 2,000 under American turncoat, Brigadier General Benedict Arnold's command.

Cornwallis spent time spreading out, harassing rebels and raiding stores, with the ultimate goal of establishing a naval base, likely at Portsmouth. On June 1, he established a base of operations at Hanover Junction. The only opposition that General George Washington could afford to muster was the Light Division (1,200) under Major General Gilbert du Motier, Marquis de Lafayette and attached units of the Virginia Militia (2,000 as well as Pulaski s Legion (a few 100). Lafayette was expecting reinforcements under Brigadier General Anthony Wayne, including 500 Continentals finishing up their training under General Friedrich Wilhelm von Steuben. Lafayette played cat and mouse with Cornwallis for several weeks. Clinton instructed Cornwallis to send 3,000 of his troops north to defend New York City and sent Cornwallis to set up a defensive position at either Williamsburg or Yorktown. In order to send the requested troops north Cornwallis marched to Jamestown Ford along the James River south of Williamsburg. He could then meet naval transport, ferry his remaining troops across the James and on to Portsmouth. Cornwallis saw an opportunity to lure Lafayette into attacking him. Lafayette, emboldened by Wayne and his reinforcements, saw an opportunity to attack Cornwallis with Crown forces split and backs against the river. Wayne would lead the attack while Lafayette would remain in reserve.

Further Reading: For the strategic view: Washington & Cornwallis by Benton Rain Patterson.

For the tactical story, Yorktown 1781 by Brendan Morrissey.

138.Green Spring_CL_a – 66 Turns

Date: 06 July 1781 - Scale/Size: Company Level, Large - Location: Green Spring Plantation on the James River, ~15 miles W of Yorktown Virginia.

Scenario Briefing: Historical - Beginning in the morning of 6 July, The Pennsylvania Line and Light Infantry led by Brigadier General Anthony Wayne would skirmish with Crown forces headed up by Lieutenant Colonel Banastre Tarleton making their way slowly to the British Camp south of the Green Spring Plantation. The Marquis de Lafayette, in overall command, moved along the river to reconnoiter. In the late AM, having pushed back the Provincial screening force, Wayne formed his troops up to attack what he felt was a weaker British force. Lieutenant General Sir Charles Cornwallis planned to draw the Americans in before striking, even going so far as to leave an abandoned cannon where the Americans would emerge. However, from Lafayette's vantage point, he saw that it was indeed a much larger, well positioned British force and Wayne was walking into a trap. Unable to stop him, Lafayette sent forward the reserve to extract Wayne and avert a disaster.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

139.Green Spring_CL_b – 42 Turns

Date: 06 July 1781 - Scale/Size: Company Level, Large - Location: Green Spring Plantation on the James River, ~15 miles W of Yorktown Virginia.

Scenario Briefing: Variant - Beginning in the morning of 6 July, The Pennsylvania Line and Light Infantry led by Brigadier General Anthony Wayne would skirmish with Crown forces headed up by Lieutenant Colonel Banastre Tarleton making their way slowly to the British Camp south of the Green Spring Plantation. The Marquis de Lafayette, in overall command, moved along the river to reconnoiter. In the late AM, having pushed back the Provincial screening force, Wayne formed his troops up to attack what he felt was a weaker British force. Lieutenant General Sir Charles Cornwallis planned to draw the Americans in before striking, even going so far as to leave an abandoned cannon where the Americans would emerge. However, from Lafayette's vantage point, he saw that it was indeed a much larger, well positioned British force and Wayne was walking into a trap. Unable to stop him, Lafayette sent forward the reserve to extract Wayne and avert a disaster.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenarios 140 - 144: By late 1780, the focus of the war had shifted to the Southern

Colonies, however, the Crown still maintained control of New York City and were concerned about a joint Franco-American force attacking the city, General Clinton advocated an attack on the French forces at Newport, Rhode Island but Vice-Admiral Arbuthnot did not support that point of view. When Lt. General Rochambeau's forces slipped out in mid-June and rendezvoused with General Washington in the Hudson Highlands, the British felt an attack on NYC was imminent. Brigadier General Benedict Arnold, a native of Connecticut, asked for 5,000 men to attack the combined force there. Instead, he was sent south to Virginia to relieve pressure on Major General Charles Cornwallis, where he operated with great success before being recalled in June of 1781.

The ambitious Arnold, through his political game-playing had fallen out of favor and he was once again denied his wish to attack the forces in the Highlands. Clinton remained worried about an attack and remained on the defensive. When Arbuthnot was temporarily replaced by Rear Admiral Thomas Graves, Clinton saw the opportunity to attack Newport once again. However, he was foiled by weather, politics and logistics and the French slipped out on the eve of the attack. The French departure left all of the Long Island Sound wide open to the British. Clinton need only to find a suitable place to attack.

New London was an excellent deep-water harbor, a base of operations for numerous successful American Privateers, a military supply depot, a hot bed of Patriot activity, and the surrounding area was full of bountiful farms. An attack there would cause immediate panic, diverting Connecticut troops from joining Washington and possibly forcing Washington to send troops to help defend the Connecticut coast. The aggressive Arnold was the perfect choice for the assignment. In addition to his tactical skills, raised in New London he was familiar with the area, and the propaganda value of the turncoat Arnold leading the attack would amplify the value of the raid. Arnold was given 1500 men for his assault on New London "to endeavor to bring off or destroy the prize vessels, traders, or privateers, together with naval and other stores, said to be collected... to a very large amount.' Arnold

planned to clear the outer forts of Fort Folly and Fort Trumbull on the western shore of the Thames and then Fort Griswold on the Eastern shore, before clearing New London and its smaller sister town Groton.

Further Reading: The Traitor s Homecoming by Matthew Reardon.

140.Groton_CL_a – 48 Turns

Date: 6 September 1781 - Scale/Size: Company Level, Medium - Location: Groton, Connecticut, opposite New London, at the mouth of the Thames River ~120 miles ENE of New York City.

Scenario Briefing: Historical - This scenario starts at 1000 following the landing of the British 1st Division at the southern end of the Groton Peninsula. The 2nd division had to wait for boats while the 1st Division landed and began moving toward New London itself. The 2nd Division would spend the morning working its way north through rough terrain, brushing back various small parties sent out to delay them. Regrouping on the farmer Avery's Knoll, Lieutenant Colonel Edmund Eyre sent the 40th Regiment and half of the 54th Regiment of foot sweeping right to assault Fort Griswold led by the Grenadiers and Light Infantry of the 40th before himself leading a flanking move with the remaining half of the 54th up a farmer's lane to hit the fort directly from the south.

During the ensuing assault several British officers fell, including Eyre and the British lost control of the fight. At one point, the American flag fell, leading the British to believe that the fort had surrendered and caused outrage when the Americans kept up their fire. When the commander of the fort, Colonel Ledyard actually did attempt surrender, the British controversially did not accept it, striking down Ledyard and then turned on the rest of the Garrison.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

141.Groton_CL_b – 24 Turns

Date: 6 September 1781 - Scale/Size: Company Level, Medium - Location: Groton, Connecticut, opposite New London, at the mouth of the Thames River ~120 miles ENE of New York City.

Scenario Briefing: Variant - This scenario starts at 1300. The British have taken Avery's Hill and are ready to begin their assault. Jaegers have been sent north to delay any militias arriving from neighboring towns. Lieutenant Colonel Edmund Eyre sent the 40th Regiment and half of the 54th Regiment of foot sweeping right to assault Fort Griswold led by the Grenadiers and Light Infantry of the 40th before himself leading a flanking move with the remaining half of the 54th up a farmer's lane to hit the fort directly from the south. The New Jersey Provincials had struggled in the woods and marshes of the peninsula and did not arrive in time to actively participate in the assault.

During the actual attack on Fort Griswold, several British officers fell, including Eyre and the British lost control of the fight. At one point, the American flag fell, leading the British to believe that the fort had surrendered and caused outrage when the Americans kept up their fire. When the commander of the fort, Colonel Ledyard, actually did attempt surrender, the British controversially did not accept it, striking down Ledyard, and then turned on the rest of the Garrison.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

142.New London_CL_a – 30 Turns

Date: 6 September 1781 - Scale/Size: Company Level, Small - Location: South of New London, Connecticut ~120 miles ENE of New York City.

Scenario Briefing: Historical - The scenario starts at 0900 with the initial landing of the British 1st Division south of New London. Arnold's own American Legion, a company of Jaegers, and a force of provincial militia would cover the following waves before securing the Quagonapoxet Highway to open the way to assault Forts Folly (Nonsense) and Trumbull. The Connecticut militia response was slow and disjointed. Initially, only an ad hoc company under the veteran Captain Richard Deshon and the company manning Fort Folly under Captain Richard Avery were available to meet the threat. Using all available cover, they would fall back up the peninsula, trying to buy time for the militia to assemble, or as one participant recalled: "Exchange Shot every opportunity".

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

143.New London_CL_b – 30 Turns

Date: 6 September 1781 - Size: Company Level, Small - Location: New London ~120 miles ENE of New York City.

Scenario Briefing: Historical - This is a rare example of 18th century urban combat. Ad hoc militia units and sailors from patriot ships would attempt to slow the recently raised American Legion, backed by the 38th Foot and a detachment of jaeger. The confused action saw the town set on fire and sacked before Brigadier General Benedict Arnold would withdraw his forces. Militia units would straggle in all afternoon, but the defense was never well organized.

Intended to be played as the Crown forces against the AI but can be played from either side or Head-to-Head.

144.New London_CL_c – 96 Turns

Date: 6 September 1781 - Scale/Size: Company Level, Large - Location: New London ~120 miles ENE of New York City.

Scenario Briefing: Historical - This scenario combines the attacks on Fort Griswold and New London into one long scenario. It covers the two divisions of Brigadier General Benedict Arnold's British invasion force and the Connecticut militia response.

This is a rare example of 18th century urban combat. Ad hoc militia units and sailors from patriot ships would attempt to slow the recently raised American Legion, backed by the 38th Foot and a detachment of jaegers under the Direct command of Arnold. The confused action would see the town set on fire, and the town sacked before Arnold would withdraw his forces. Militia units would straggle in all afternoon, but the defense was never well organized, let alone effective.

On the eastern side of the river, the 2nd British Division was let by Lieutenant Colonel Edmund Eyre, who would proceed north before making an assault on Fort Griswold. The Connecticut Militia would put up a spirited fight, but the surrender was confused, leading to unnecessary casualties, and characterized as a massacre.

Intended to be played Head-to-Head but can be played from either side against the AI. (This features a large map, with many strategic and tactical options. AI has orders for both sides.)

Background for Scenario 145: In the spring of 1781, with Cornwallis' attention focused on destroying Patriot supply centers in Virginia, Patriot General Nathaniel Greene launched a campaign to free the South Carolina backcountry from British control. Despite setbacks to Greene, the British, under Lord Rawdon, withdrew to Charleston. In August, Lord Rawdon sailed for England leaving Colonel Alexander Stewart in command.

Stewart led a force of 2,000 men out of Charleston for operations south of the Congaree where Greene had been operating. On August 27, he had encamped at Eutaw Springs. As part of the daily routine, unarmed foraging parties were sent out to gather sweet potatoes from the local plantations. At 0400 with Lee's Legion in the van, Greene moved east from Burdell's Plantation with the intent of engaging Stewart's force. A loyalist force under Major John Coffin engaged the Americans, before falling back to alert Stewart's main force. The Americans took several prisoners, including many of the foraging parties, before continuing their advance.

Further Reading: Eutaw Springs by Robert Dunkerly and Irene Boland.

145.Eutaw Springs_CL – 36 Turns

Date: 8 September 1781 - Scale/Size: Company Level, Medium - Location: Charleston District (now Orangeburg County) ~45 miles NW of Charleston.

Scenario Briefing: Historical - The scenario starts at 0900 with Coffin's force returned and both sides deployed in line of battle. Alerted, Stewart deployed his force forward in the woods, anchoring his defense on Eutaw Creek. Greene had arrived and deployed in three lines. As was his practice, the Militia were in front, followed by his Continental troops, and finally a small reserve in the rear.

Historically, the Americans were able to push back the British initially, before a counterattack by the Flank Companies led by Major John Marjoribanks threw the Americans into disarray. Strong resistance in the plantation's brick house coupled with the temptations of looting the British camp also contributed to the Americans giving way. With the cavalry covering the orderly withdrawal, Greene withdrew back to his starting position at Burdell's. Casualties on both sides were heavy and rain prevented the continuation of battle the next day. Eventually, Stewart fell back towards Charleston, where he was met by reinforcements near Monck's Corner.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.

Background for Scenario 146: The Largest Cavalry Engagement of the American Revolution is still pretty small by European standards. A joint Franco-American force would square off against a Provincial force supplemented by British regulars and (un-mounted) Hessian Jaeger, all led by the ever present Lieutenant Colonel Banastre

Tarleton. While the cavalry action is fun and a bit dramatic, I found the small unit tactics employed by the British Legion and Jaeger to be particularly interesting.

When the British moved to Yorktown to establish a base and await the arrival of their fleet, they also crossed the York river to Gloucester point an fortify it to protect the anchorage. This allowed them to control the northern shore of the river. To check their foraging, General George Weedon was sent to take command of the militia in the area but seemed reluctant to engage the British. Colonel JF Mercer was tasked with creating a handpicked Grenadier Corps" to act as light infantry and engage the enemy more closely." Furthermore, General George Washington would dispatch the Legion of the Duke de Lauzun to assist with mobile operations.

The month of September passed, with Weedon only cautiously engaging the British and the Duc pushing for more opportunity for glory. With the arrival of the French fleet, on September 30, Admiral M. de Grasse disembarked 800 men from the garrison regiments aboard the ships and placed them under the command of the Marquis de Choisy. The British enjoyed interior lines and were able to move forces back and forth across the river. Seeing little use for cavalry on the Yorktown side of the river, Lord Cornwallis sent the British Legion over to Gloucester Point, also on September 30, setting the stage for the battle. Gloucester would remain in British hands throughout the siege and would only surrender after the fall of Yorktown itself.

Further Reading: No Regular Corps Could have Have Maintained Its Ground More Firmly by Catts, Selig, Burruss, & Bradley (pdf available online) is a very detailed study on the battle prepared as part of a grant application to preserve the battlefield. Otherwise, the Osprey title: Yorktown 1781 by Brendan Morrissey provides a good overview.

146.Gloucester_CL – 40 Turns

Date: 3 October 1781 - Scale/Size: Company Level, Small - Location: Near Seawell's Ordinary, on Gloucester Point, ~5 miles north of Yorktown, on the opposite side of the York River, Virginia.

Scenario Briefing: Historical - As they marched past Abingdon Church approaching Seawell's Ordinary, Brigadier General George Weedon, Marquis de Choisy and the duc de Lauzun were aware that they might encounter British forces at any moment. When Virginia militia cavalry scouts reported that a British foraging party was active in the area. de Lauzun and the French cavalry were sent forward while the infantry hurried along behind. Lieutenant Colonel Banastre Tarleton had led a mixed force out from the British lines at Gloucester to forage and was loaded up to return. Lieutenant Colonel JG Simcoe had remained behind, ill in camp. After an exchange of gunfire between Lieutenant Colonel J. Webb's mounted infantry and the foragers, the militia fell back and the Hussars under the command of the de Lauzun appeared on the field south of Seawell's Ordinary.

Tarleton hearing the approach of the cavalry and observing the dust kicked up, sent his infantry off in ambuscade and formed a line with his cavalry, While personally leading a troop to reconnoiter (aka skirmish with) the enemy. Tarleton and de Lauzun faced off in an open field. If Tarleton’s goal was to taunt and goad de Lauzun into attacking, he succeeded. De Lauzun charged. Tarleton and de Lauzun briefly met face to face, but Tarleton was unhorsed in the confused melee. The Franco-American force would advance throughout the day, but the British covering force

and their forage would make it back to the safety of their lines. It would however be the last time that they would venture out, marking the beginning of the end for the British outpost on Gloucester Point.

Intended to be played Head-to-Head but can be played from either side against the AI as well.

Background for Scenario 147: Until October 14, most of the fighting at Yorktown had been conducted by artillery. The Americans had expended 700 rounds on October 13-14 alone. On the afternoon of October 14, the engineers felt the British defenses had been weakened enough for an assault. Washington and his officers spent the afternoon coming up with a plan. There was significant disagreement between the French and the Americans. The French wanted to lead the attack on both Redoubt 9 and 10. The Americans (with Lafayette taking the lead in the discussions) wanted to play a significant part. In the end, the French would lead the assault on the more challenging Redoubt 9. Count Guillaume de Deux-Ponts would lead the chasseurs and grenadiers of the Regiments Gatenois and Deux-Ponts. The Americans assembled three battalions of light troops drawn from Connecticut, Massachusetts, Rhode Island, New Hampshire, and New York. They would be led by Lieutenant Colonels de Gimat, Laurens and Hamilton. Both columns were backed by reserves in case of failure or a British counterattack.

Further Reading: The Guns of Independence: The Siege of Yorktown, 1781 by Jerome Greene.

147.Yorktown_CL – 6 Turns

Date: 14 October 1781 - Scale/Size: Company Level, Small - Location: Redoubts 9 & 10 ~450 yards SE of the main Crown fortifications at Yorktown, Virginia.

Scenario Briefing: Historical - The two assault columns moved out in the growing darkness with fog rising from the river. The French on the left in a direct assault against Redoubt 9. The Americans would send Lieutenant Colonel John Laurens of South Carolina on a flanking move to secure the rad or Redoubt 10 while the main column would move along the cliff to the assault.

Intended to be played as the American forces against the AI but can be played from either side or Head-to-Head.