

COLUMBIA GAMES' LIBERTY: THE AMERICAN REVOLUTION

Scenario by Alan Marian

BACKCOUNTRY FLAMES: 1779

Summary: The frontier along the Appalachians and Great Lakes saw relentless brutal local warfare before, during, and after the Revolution. Most conflict was a bitter civil war between Loyalists and Rebel militia. Native American tribes fought to protect their lands and generally supported the British along the lakes who had replaced their former French suppliers. It was a theater and nature of war very different from the organized armies' set-piece battles along the seaboard, and not as well known. After several deadly enemy raids and massacres, notably in Pennsylvania's Wyoming Valley, General Washington detached units from the main army to punish the Indians in Pennsylvania and New York.

American commanders are James Clinton at Canajoharie (the Albany hex); John Sullivan at Easton (the New Brunswick hex); and Daniel Brodhead at Ft. Pitt. Their orders are to break up the Iroquois Six Nations tribes and destroy their towns and crops. Capture of Ft. Niagara was a more distant possibility. British regulars are small in number, defending bases at Niagara and Oswego. The Butler Loyalists and their Indian allies must either organize a defense, or strike counter-blows against or around the Americans.

Board Play is limited to hexes north of and including the row which contains Ft. Henry, Ft. Cumberland, and Alexandria, but only as far as the water hex between Alexandria and Dover. From there, it includes the row north through Philadelphia to and including Albany, then northwest from Albany through the "Adirondacks" hex to the half-hex where the Ottawa River goes off-board. These hex rows are treated as the edge of the map.

For this scenario only, Ft. Niagara is a **2**-point British Supply town, and Erie is an **orange** Indian town for the Cherokee block even though it does not start play there. (The Cherokee block represents other Six Nations tribes.)

Duration is 4 Game Turns representing May-June, July-August, September-October, and November-December 1779, followed by a Winter Turn representing January-February 1780. (I assume two months for each Game Turn in the basic game covering March to December, with Winter being January-February). Both sides begin with 4 Action cards because there are 4 turns.

Victory Conditions: Rule 11.1 is changed in that Victory is determined at the **end** of the Winter Turn, not the beginning. The purpose of this campaign was to cripple the Indian tribes by destroying their crops and making them less likely to survive the winter. British start with 3 on-board Supply points (counting Ft. Niagara as 2). Americans start with 12 on-board Supply points.

Americans win if the British control 2 or less Supply Points **and** all Indian blocks are eliminated by combat or by occupation of their towns (Rule 10.0).

British win if they control 3 or more Supply Points and occupy any 3 of the following 5 towns: Ft. Stanwix, Albany, Wilkes Barre, Ft. Pitt, or Ft. Henry.
Any other result is a Draw.

This mini-game allows either side to make offensive moves but limited by the action points and short duration. Board play between the Great Lakes and the eastern edge of the wilderness hexes will be different from the coastal plains and rivers. The American player must go after the Indian tribes and towns, and at least one enemy Supply town in order to Win. The British player has the safe choice of fighting defensively for a Draw, or the more daring attempt to Win by raiding the wilderness towns and forts.

The Historical result was an American victory, for even though the Six Nations Indians were not annihilated, their towns and crops were burned, driving them to the British forts as dependents to barely survive Winter. Their trust in the Crown was badly shaken.

Setup: All units are at full strength unless otherwise indicated.

British= Shawnee town: Shawnee Indian

Mohawk town: Mohawk Indian; Butler

Wilderness hex between Erie and Mohawk town: Cherokee Indian (representing other Six Nations Tribes)

Ft. Oswego: Grant (2 cv)

Ft. Niagara: Carleton (2 cv) (representing Lt.Col. Bolton)

In the Replacement Pool are Peters (2 cv); Cunningham (2 cv)

American= Albany: Clinton (3 cv)

New Brunswick: Gates (3 cv) (representing Sullivan); Morgan (2 cv) (representing Hand)

Ft. Pitt: Wooster (representing Brodhead)

Philadelphia: Arnold (2 cv)

West Point: Dickinson (2 cv)

In the Replacement Pool are Putnam (2 cv); Wayne (2 cv)

Rules: All basic game rules apply unless otherwise indicated.

Optional Rule for Militia/Loyalist firepower is required. (page 5 sidebar of Rules).

Rule 11.4 is changed to permit 2 non-Indian blocks on each side to survive Winter Attrition in unnumbered towns, 1 block to 1 town. These blocks must be only Loyalist or Militia of 1 or 2 cv. This is because several unnumbered towns are victory hexes and victory is determined after Winter, per Victory Conditions above.

As with any scenario, feel free to experiment, tinker, and have fun!

Sources: Bruce Lancaster The American Revolution; Glenn Williams Year of the Hangman; George Washington's Campaign against the Iroquois