

COLUMBIA GAMES' LIBERTY:THE AMERICAN REVOLUTION
Scenario by Alan Marian

TARGET: NEW YORK CITY 1776

Summary: This is Great Britain's supreme effort to crush the rebellion, using massive force sealifted from England, Scotland, and Germany. They join the land and sea forces from Halifax, Nova Scotia, which evacuated Boston in March. Land and naval forces have also returned from an unsuccessful attack on Charleston, SC in June.

The American forces are the new Continental Army, mostly inexperienced and filled out with untested militia. There is no great secret on either side that New York City is the target, as the best harbor on the coast and the key to the Hudson-Champlain waterway. But the Americans must guard much of their coast anyway to contest too many unopposed landings. British forces have reinforced Canada too and brushed away the last American invaders from last autumn. Governor-General Carleton plans to advance toward New York from the north.

Board Play is limited to all hexes north of the North-South line. **Units** in play exclude those which served exclusively in the Southern Theater, including any West Indies units.

Duration is 3 Game Turns followed by a Winter Turn. This represents July-August through November-December 1776 in Game Turns, then January-February 1777 for Winter. (I assume two months for each Game Turn in the basic game covering March-December, with Winter being January-February).

Victory Conditions: Rule 11.1 is changed in that Victory is determined after, not before, Winter Attrition (Rule 11.4). British **must** control New York City at the end of (Rule 5.3) the Winter turn, to qualify for victory. That city was the goal of General William and brother Admiral Richard Howe and failure to meet that goal prevents British victory, no matter what else occurs. They also need enough housing, anchorage, and supplies to survive the Winter even if they control the city.

British start with 5 on-board Supply points. Americans start with 25 on-board Supply points. For this scenario only, Ft. Pitt has 0 Supply points since it is too easy for the Shawnee to walk into it. In all other respects, Ft. Pitt functions as per basic rules.

British win if they control 12 or more Supply points, which must include New York City. Americans win if the British control 8 or less Supply points and do not control New York City.

Any other result is a Draw.

This makes the British strive for New York City but also enough outlying provinces to secure the city or demoralize the rebels. They cannot just take the New York hex and do nothing else since that would total only 9 Supply points, assuming they don't lose any. The Americans must either defend New York to the death, or seek better odds against

enemy units at other towns. The Draw is essentially what happened historically, and the rebellion continued into the next year.

Set-Up: All units are full strength unless otherwise designated.

British= Atlantic Box: Howe, Heister, Grant, Cornwallis, Mathew, Knyphausen, Simcoe, and Ewald.

Naval units Howe, and Rodney (representing Adm. Parker).

Montreal: Carleton, Peters.

Ft. Oswego: Butler (1 cv).

In the Draw Pool are Grey, Rawdon, Phillips, Tarleton.

American= New York City: Washington, Greene, Stark.

New Brunswick: Dickinson

Hartford: Putnam

Newport: Wooster (2 cv)

Boston: Ward

Albany: Gates (2 cv) (representing Gen. Schuyler, Northern Department commander).

Ft. Ticonderoga: Arnold (2 cv), Wayne (2 cv).

Philadelphia: Clinton (3 cv)

Draw Pool is empty at beginning.

Rules: All basic game rules apply unless otherwise indicated.

Optional Rule (Page 5 of Rules) for American Militia "honorable shot" is **not** available.

That tactic was devised only after the results of this year's combat which saw militia flee in droves from German and English bayonets. It is not available for Loyalists either since they were enthusiastic but unskilled at this time too.

Optional Rule (Page 5 of Rules) for British and Hessian "bayonet charge" **must** be used to simulate the terror and shock effect of that weapon in this campaign.

No "prisoner exchanges" (Rule 11.5) are permitted. British and Germans killed many Americans after surrender on Long Island and at Fort Washington, and chained the rest in prison hulks in New York Harbor.

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

Sources: David Fischer's Washington's Crossing, Richard Ketchum's Winter Soldiers, David McCullough's 1776, and Thomas Fleming's 1776: The Year of Illusions.