

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

SARATOGA--PHILADELPHIA 1777

Summary: This is Great Britain's second major effort to crush the rebellion which barely survived the defeats of '76. General William and Admiral Richard Howe are ensconced in New York City and subsidiary base Newport, within Lord George Germain's grand plan to firmly seize the Hudson-Champlain waterway and occupy New England from the west. The Canada-based forces have been reinforced and will be led by General John Burgoyne while Governor-General Carleton stays behind. From Lake Ontario, a supporting force led by St. Leger with Butler's Loyalists is ready. Burgoyne expects Howe and St. Leger to meet him at Albany but Howe debates between following the plan or capturing the new US capital at Philadelphia and dispersing Congress.

The American forces are a newly recruited Continental army, a mix of veterans and green men. Washington's main army breaks camp in Morristown (the New Brunswick hex) and watches for Howe to commit himself, possibly leaving New York City open. The Northern Department is now under General Gates who has proven leaders like Benedict Arnold and John Stark.

Board Play is limited to all hexes north of the North-South line with two exceptions:

1. Naval moves are permitted into and out of Delaware Bay and Chesapeake Bay to Philadelphia and Baltimore/Head of Elk respectively. (This allows the Howes' moves by sea that they made historically.)
2. The Dover hex is the only hex south of the North-South line in play, to allow a player to block the Delaware River. (This simulates the Delaware River Forts which guarded Philadelphia.) Chesapeake Bay cannot be blocked in this scenario since Yorktown is south of the dividing line, and there were no comparable forts. **Units** in play exclude those which served exclusively in the Southern Theater, including any West Indies units.

Duration is 4 Game Turns followed by a Winter Turn. This represents May-June through November-December 1777 in Game Turns, then January-February 1778 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 capture of Albany or Philadelphia would require a supply depot or opening of the Delaware to survive the Winter, and for the Americans, it was the Winter of Valley Forge that almost saw the army dissolve from supply failures.

British start with 10 on-board Supply points. Americans start with 20 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 15 Supply points and any 2 of the following 3 cities= New York City, Albany, Philadelphia.

Americans win if the British control less than 8 Supply points, and do not control any 2 of the 3 named cities.

Any other result is a Draw.

This makes the British take the initiative somewhere, either all in one direction like Germain expected, or attempting a split campaign like the Howes did. The Americans' main force starts between two victory cities while the Northern army faces converging enemies. The Newport hex could be a wild card for either side because of the threats it poses. The Draw is what happened historically, allowing Burgoyne to be defeated by concentrated American force (mostly NY and New England men) while Howe fought and maneuvered Washington out of Philadelphia.

This campaign is often mistakenly called, or limited to, the Saratoga Campaign, but events in New York state could not have happened without reference to the Pennsylvania operations. Washington sent some picked units north to Gates who held them just long enough to return too late for George's offensive gamble at Germantown where they might have made the difference. If Howe supported Burgoyne instead of moving in the opposite direction, the outcome might have been very different.

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

British= New York City: Howe, Grant, Grey, Cornwallis, Mathew, Knyphausen, Ferguson, Ewald.. Naval unit: Howe.

Newport: Phillips.

Oswego: Butler (representing himself and St. Leger).

Montreal: Carleton (representing Burgoyne), Riedesel, Fraser.

Quebec: Peters

Mohawk and Shawnee Indians at their towns.

In the Draw Pool are Heister, Simcoe, Rawdon, Tarleton (representing 16th and 17th Dragoons), and Naval Unit Hood..

American= New Brunswick (the Morristown camp): Washington, Greene, Dickinson.

Philadelphia: Wayne

West Point: Clinton.

Hartford: Putnam.

Springfield: Wooster.

Boston: Ward.

Ft. Ticonderoga: Stark (representing himself and St. Clair).

Ft. Stanwix: Arnold.

Albany: Gates, Morgan.

In the Draw Pool are Lafayette, and Lee (representing Light Dragoon brigade).

Rules: All basic game rules apply unless otherwise indicated.

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

Sources: Richard Ketchum's Saratoga; David Martin's The Philadelphia Campaign; Bruce Mowday's September 11, 1777; Thomas McGuire's The Battle of Paoli; and John Pancake's 1777: Year of the Hangman (an excellent study of the two intertwined operations in New York and Pennsylvania).