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

**THE CAROLINAS: 1780-1781**

**Summary:** England's "southern strategy" from late 1778 forward resulted from the entry of the French army and more importantly their navy into the North American theater following the alliance of 1778. The West Indies grew in importance, and a seaborne shift to the southern colonies would marginalize Washington's main army while raising an expected horde of Loyalists in the Carolinas and Georgia.

Savannah was taken first in December 1778 by Col. Archibald Campbell, then repelled a French-American counter-attack the following year. In 1780 British theater commander General Henry Clinton and Admiral Marriott Arbuthnot sailed from New York, encircled Charleston, then besieged it until American General Benjamin Lincoln surrendered the primary army of the southern theater. It was one of England's few decisive victories of the war. Clinton and Arbuthnot then returned to New York City, leaving Gen. Charles Cornwallis with orders to keep Charleston secured as a "primary object" but with discretion to act offensively to enlarge the controlled territory.

The Continental Congress appointed Gen. Horatio Gates commander of the southern theater despite Gen. Washington's concerns. In North Carolina Gates caught up with a small but hardened force of Continentals led by Johann"Baron" deKalb whose primary unit was the greatly reduced Maryland/Delaware division. After Gates' defeat and deKalb's death, Congress named Gen. Nathaniel Greene as theater commander with Washington's whole-hearted support. Greene procured mobile units such as Henry Lee's legion, and coaxed the "Old Waggoner" Daniel Morgan out of retirement long enough to win his greatest victory. .

*This is the point where the scenario begins. The British must decide how best to secure their base while expanding their authority across South and North Carolina.. The Americans must decide whether to use their militia to beat down the Loyalist units or combine with the distant Continentals for a decisive blow. Loyalists and Militia  outnumber the regulars on both sides featuring famed partisans like Patrick Ferguson and Francis "Swamp Fox" Marion. The skirmishes between former neighbors turned into a brutal civil war. Both sides sent elite units to the south including German jaegers, British Guards, and Tarleton's Loyalist Legion against Lee's Legion, the Maryland & Delaware Continentals, and Daniel Morgan.*
*There is a long stretch of coastline from Savannah to Norfolk but no heavy British naval presence. Due to the threat of French fleets, the primary British fleets were based in Newport and the West Indies.*

*The goal of each side is to subdue the opposing irregulars, control the supply sources, and carefully commit the stronger regulars for the crucial battles.*

**Board Play** is limited to all hexes south of, and including, the hexrow from Norfolk to Cumberland Gap. That hexrow is treated like the edge of the map. (The West Indies are not in play.)

There are 5 rivers within the scenario boundaries that allow movement of 2 hexes per block, negate forest or marsh hexsides, and increase the number of blocks that can cross such hexside per Rule 5.6. *Players should be aware of the benefits and risks of those rivers in the limited area in play.*

**Duration** is 6 Game Turns representing July 1780 to September 1781. Each Game Turn covers about two and a half months. There is NO Winter Attrition (Rule 11.4 not used). Both sides begin with 6 Action Cards because there are 6 Game Turns.
*The southern campaign winters were rainy and cold but nothing like the northern theater snow and ice. Major battles (i.e. Cowpens, Guilford C.H.) were fought in January and March respectively.*

**Victory Conditions:** Rule 11.1 is in effect in that Victory is determined after the end of the 6<sup>th</sup> Game Turn. But victory is determined by Supply Towns (not Supply Points) as well as casualties.

British win if the Americans are reduced to only 1 Supply town and/or are reduced to only 2 blocks in play at the end of Turn 6.
Americans win if the British are reduced to only 1 Supply town and/or are reduced to only 2 blocks (excluding Cherokee) at the end of Turn 6.
Any other result is a Draw.

*British start with 2 Supply Towns: Charleston and Savannah.*
*Americans start with 4 Supply Towns: Norfolk, Wilmington, Hillsboro, and Ninety-Six.*

**Set-Up:**  All units are at full strength unless otherwise indicated.

British:
Cherokee in their home town
Charleston: Cornwallis, Rawdon, Tarleton
Savannah: Peters (representing Lt.Col. Archibald Campbell)
Augusta: Cunningham
Camden: Ferguson
Replacement Pool: Ewald, Mathew

American:
Norfolk: Putnam (3 cv) representing Edward Stevens' Virginia militia
Wilmington: Ward (3 cv) representing Richard Caswell's North Carolina militia
Hillsboro: Gates (representing himself and later Greene as theater commander)
and Greene (representing Gen.deKalb with Maryland and Delaware Continentals)
Georgetown: Marion
Ninety-Six: Pickens
Saluda and Broad Rivers hex: Sumter

Replacement Pool: Lee, Morgan *(see following Rules section for additional block)*

*Blocks on the board or in the Draw Pool are mostly those which entered or could have entered the campaign.*

**Rules:  All basic game rules apply unless otherwise indicated.**

Rule 6.0 Replacements is amended as follows:
British/German regular (not Loyalist) blocks in the Replacement Pool are placed face down in the Atlantic Box. When the British player selects a block from the Pool by using an Action per Rule 3.1, that block can be deployed to a port within scenario boundaries and rules.
*In this 6-turn mini-game, it would be too restrictive for the standard game rule of deployment into the Atlantic box first, then using a later Action to land in a port.*

American Continental blocks in the Replacement Pool are deployed at either Norfolk, Hillsborough, or the hex with name of Roanoke River.
*Virginia was the supply source and conduit of men to the Carolinas. One reason Cornwallis historically left the Carolinas was to raid the wealthier Virginia and join forces already arrived there by sea.*

American militia blocks deploy as per basic rule 6.2.
The block for "Swamp Fox" Marion has the extra ability to deploy in any coastal hex free of enemy blocks, within scenario boundaries.
*Francis Marion became legendary for appearing and disappearing before enemy forces could trap him.*

Rules 8.4, 8.5, and 8.6 are not in play. Since there are no British fleet blocks in play, there cannot be Sea Attacks, Sea Retreats, or Warship Control. The British can only take control of an enemy port town by land attack.
*This campaign was primarily land based as a result of the French alliance and navy. Only occasional supply landings were made via occupied ports, such as the British retreat to Wilmington after the fight at Guilford Court House. Most of the major action was one side chasing and trying to pin down the other for a decisive battle.*

Rule 11 Winter is not in play since there is no Winter Turn in this 6-turn scenario.
*The effect of southern winters was mainly to churn up the bad roads and make rivers more difficult to ford. That effect is beyond the scope of a short scenario.*

Rule (New): "Over-Mountain Men". Add the Stark block at 2 c.v. to the American Replacement Pool but place the block off the west edge of the map. It represents the Tennessee settlers from beyond the Cumberland Mountains under Isaac Shelby and John Sevier who joined the rebel forces for the battle of King's Mountain, S.C.
The American player can choose to activate this block from the Replacement Pool using one Action instead of drawing one of the face-down blocks in the Pool. It must deploy only in either of the half-hexes named Cumberland Gap or Fort

Loudon. (Half-hexes are playable under Rule 1.1) Elimination of this block in combat is permanent without rebuild.
*Although actual numbers were small, these men became part of the lore of the southern war.*

Optional Rules (Page 5 of Rules) for American Militia "honorable shot" and for British/Hessian bayonet charge are *recommended* in this scenario. The American militia tactic known as the "honorable shot" was perfected at Cowpens and used at Guilford C.H. as well. The British used bayonets as a terror weapon at Camden and Waxhaws, resulting in nicknames like "Bloody Tarleton".

**Sources:** Mark Boatner III, Encyclopedia of the American Revolution; Lawrence Babits, A Devil of a Whipping: The Battle of Cowpens; Lawrence Babits and Joshua Howard, Long, Bloody, and Obstinate: The Battle of Guilford Court House; Bruce Lancaster, narrative for American Heritage History of the American Revolution; Henry Johnston, The Yorktown Campaign (chapter two).