

## COLUMBIA GAMES' LIBERTY: THE AMERICAN REVOLUTION

Scenario by Alan Marian

### **VORTEX: VIRGINIA 1781**

**SUMMARY:** Choose any term you like such as vortex, magnet, or whirlpool. The year 1781 found one force after another being pulled from North or South into Virginia as though the 7-year-old rebellion had to end right in the center of the 13 colonies. There were tiny militia forces forming or training when British commander in chief Clinton in New York sent newly redcoated Benedict Arnold to Portsmouth for raiding and supply gathering. He was soon joined by veteran William Phillips who died shortly afterward. American commander in chief Washington detached his young favorite the Marquis de Lafayette to annoy the raiders. The southern British army under Charles Cornwallis was poised to enter the state after an indecisive stay in the Carolinas. Anthony Wayne's Pennsylvania Line regulars were poised to reinforce Lafayette as the stakes grew. Off-board as possible additions to the action are the primary American and French armies from the North, French fleets from Newport and the West Indies, and the primary British army and navy from New York.

*This fluid situation can remain only regional skirmishes or develop into the full-stakes final confrontation. American units can maintain their wide but weak chain or seek to assemble a winning strike force before the season runs out. British forces are concentrated and have a seaport but must decide at the outset whether to spread out and raid victory towns or seek a decisive battle. Neither side knows when or if main armies and navies might appear. Neither side has unlimited time or resources.*

**BOARD PLAY** is limited to hexrows south of the North-South demarcation line, to and including the hexrow from Norfolk to Cumberland Gap. Those boundary hexrows are treated like the edge of the map. **Units** on board or in the Draw Pool are only those which did or could have entered the campaign.

**DURATION** for this scenario only is **6** (not 5) Game Turns representing January-February, March-April, May-June, July-August, September-October, and November-December. There is NO Winter Attrition (Rule 11.4 not used). (I assume two months for each Game Turn in the basic game covering March-December.) Both sides begin with **6** Action Cards because there are 6 Game Turns.

**VICTORY CONDITIONS:** Rule 11.1 is in effect in that Victory is determined after the 6th (not 5th) Game Turn. This Scenario should be played like the high stakes gamble it was, without planning for a Winter layover which could not have supported major concentrations away from distant primary bases.

British start with 2 on-board Supply Points for occupied Norfolk (Portsmouth). Americans start with 2 on-board Supply Points for Alexandria and Richmond/Williamsburg.

British win if they control 4 or more Supply Points and occupy 3 of the following 7 towns: Norfolk, Richmond, Alexandria, Charlottesville, Yorktown, Fredericksburg, Bedford.

Americans win if the British control 2 or less Supply Points and do not control any 3 of the named towns.

Any other result is a Draw.

**SETUP:** All units are at full strength unless otherwise indicated.

Note: The Arnold block will need to be created with a spare red block. It is Loyalist foot with maximum strength of 2 cv, move 1, fire C1. It can never be rebuilt above 2 cv because recruiting was disappointing. If captured, it is never exchanged because Washington wanted him in custody.

British= Norfolk (for Portsmouth): Arnold (2 cv). Simcoe (2 cv)

The 2 Roanoke River hexes adjacent to Hillsborough: Cornwallis, Tarleton, Ewald (1 cv).

These blocks can begin together in 1 of those hexes or divided between the 2 hexes.

American= Richmond: Clinton (2 cv) (representing Stevens & Muhlenberg)

Alexandria: Wooster (1 cv) (representing Weedon)

Charlottesville: Stark (1 cv) (representing von Steuben)

Fredericksburg: Lafayette (2 cv)

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

Rule 6.0 is altered in that both sides begin the scenario with their Replacement Pools limited on turn 1 as set forth below. At the beginning of subsequent Game Turns, before the Card Phase, both sides add to their face-down Pools according to the following schedule of availability.

Turn 1=British: Phillips (2 cv)

American: Wayne

Turn 2=British: none

American: Morgan (1 cv) (representing Campbell's mountain riflemen)

French: deGrasse naval, St. Simon

Turn 3=British: Howe-naval (representing Graves)

American/French: none

Turn 4=British: none

American: Washington.

French: Rochambeau, Lauzan, Viomehl (2 cv), deBarras naval

Turn 5=British: Howe-army (representing H. Clinton), Mathew, Fraser (representing new commander of Lt.Inf); Hood naval

Turn 6=None

*The American/French allies have more blocks in the Pool sooner, but also need to spend Actions to parry British raids or consolidate units.*

Rule 6.1 for British deployment is changed. Phillips, Howe-army (representing H. Clinton), Fraser, and Mathew can be placed at any port in play. If enemy occupied, it can be attacked. Howe-naval (representing Graves), and Hood naval enter at any sea hex including ports within the scenario boundaries. If that sea hex is occupied by enemy naval or army units, it can be attacked by Sea Attack, Shore Bombardment, or naval combat. *(The primary army and navy sailed from New York to relieve or rescue Cornwallis. Historically they were too late.)*

Rule 6.2 for American and French deployment is changed. American units other than Morgan, and French land units other than St. Simon can be placed in any hex from Dover through Ft. Cumberland, inclusive. Enemy units in the hex can be attacked. *(These units marched historically through Philadelphia and Baltimore from New York.)* The Morgan unit (representing Campbell's mountain riflemen) must be placed at either Ft. Cumberland, Ft. Henry, or the Kanawha River hex.

French naval units deGrasse and deBarras enter at any sea hex including ports within the scenario boundaries. If that sea hex is occupied by enemy naval or army units, it can be attacked by Sea Attack, Shore Bombardment, or naval combat. The French St. Simon unit can be placed at any port in play. If enemy occupied, it can be attacked. *(These soldiers were at sea with de Grasse, with their arrival time and place dependent on weather and circumstances.)*

Land or sea units selected from the Replacement pool which are required to arrive in a sea hex (see above) can be deployed into the Atlantic box to await a more favorable opportunity in a later turn. Such later deployment requires one Action.

Rule 5.7 for the Atlantic Box is still used to allow unit transfers between ports, although the short duration may limit this usage.

*Players must be aware of the risks and benefits of the ports of Alexandria, Dover, Yorktown, and Norfolk both for friendly replacement blocks and for enemy landings or shore bombardment.*

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

**SOURCES:** Henry P. Johnston The Yorktown Campaign and Surrender of Cornwallis;  
Richard Ketchum Victory At Yorktown