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CHARGE! THE BRITISH 17TH LIGHT DRAGOONS SEEK OUT REBELS TO RIDE DOWN



"LIGHT HORSE HARRY" LEE WATCHES FOR THE BRITISH ADVANCE AT GUILFORD COURTHOUSE



REDCOATS ON THE MARCH TO SARATOGA

*Black Powder*TM Rebellion!

A wargames supplement for the *Black Powder* rules
detailing the American Revolutionary War, 1775-1783

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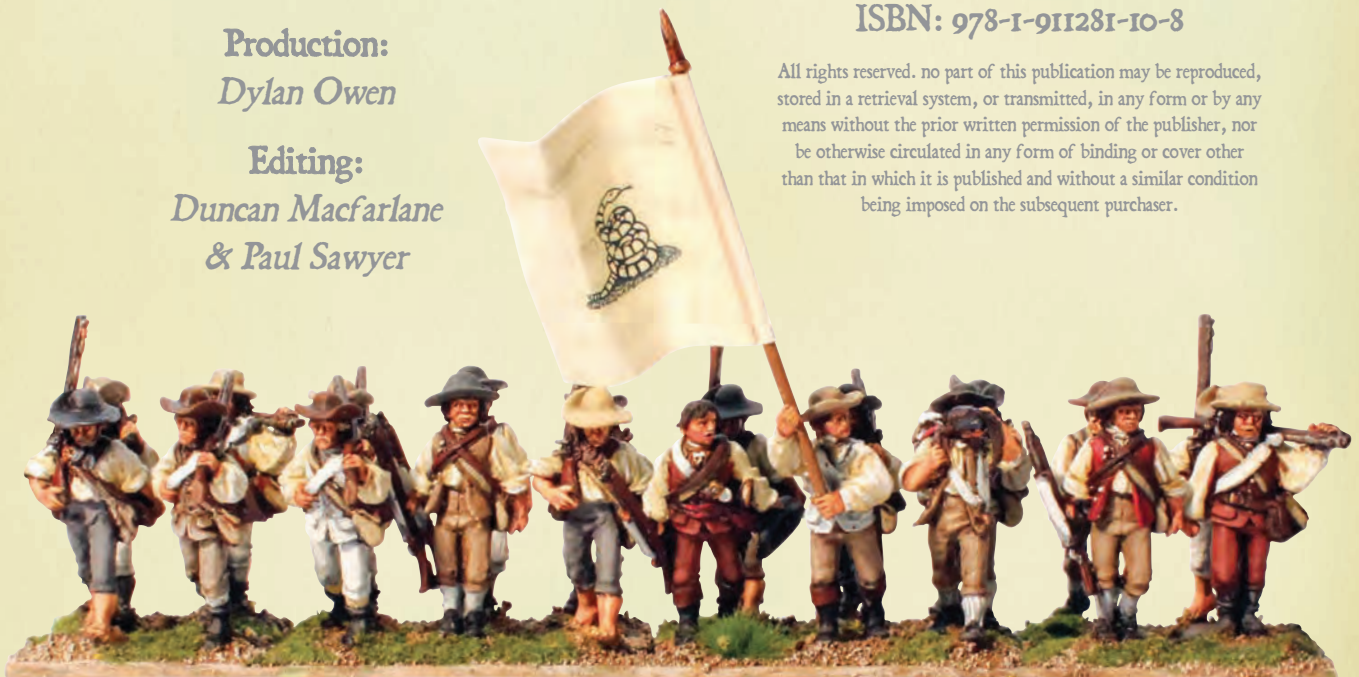
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*Black Powder rules by
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Introduction



I have been recreating the battles of the American Rebellion on the tabletop for longer than I have actually had a tabletop of my own and for almost as long as I have been wargaming. Whilst I am not one of those who can stick to a single wargames period year in and year out, it is always this particular conflict to which I return. It is difficult to give precise reasons for this continuing fascination but I have always felt that the rebellion encapsulates all of those things that make wargaming so attractive as a hobby in the first place.

For the those who enjoy the spectacle there are a multitude of different types of soldier to model, mostly in ragged “campaign” dress and including regular troops from Britain, France and even Spain; Continental troops providing America with its first regular army; Provincial regiments composed of colonists who remained loyal to the Crown and lastly the militia, the majority of whom fought for the rebellion in both uniform and civilian dress.

If your interest is the personalities who populate history then the rebellion can offer you feuding generals in both the British and Continental armies, heroic officers leading daring assaults, buffoons, gamblers and renegades, all of whom add character to our battles and campaigns. These individuals lived through and influenced a rich and absorbing series of events that could almost have been written purposely for the wargamer.

The tacticians in the hobby can find much to engage them in the innovative fighting methods developed during the rebellion. The difficulty of the terrain and the relative lack of cavalry compared with European warfare permitted infantry to operate in open formations of a sort that would take another century to become commonplace in the Old World. Battles therefore occurred on ground that would seldom have been deemed practical in European wars, adding a fresh challenge to our generalship.

These then are the features that I feel give the rebellion its unique character and make it such a fascinating background to a game. Within the pages of this book you will find a brief chronology of the rebellion, descriptions of the commanders and fighting men who participated in its battles and, most importantly, descriptions of a number of these battles with ideas on recreating them using the *Black Powder* rules. For those already beguiled by the period I hope that you find the book an interesting and useful addition to your libraries and to those who are approaching the rebellion for the first time, welcome aboard and I hope you enjoy the ride!

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LIGHT TROOPS OF THE 63RD FOOT PREPARE TO DEFEND A MILL FROM REBEL MILITIA IN THE SOUTHERN COLONIES

Historical Background



PESKY REBEL MINUTEMEN MAKE A NUISANCE OF THEMSELVES, MASSACHUSETTS 1775

While accounts of the battles of the rebellion make for absorbing reading on their own, I always feel that these are rather like jigsaw pieces and it is rewarding to understand how they fit together to show us the bigger picture.

Prior to the rebellion the part of the North American continent settled by Europeans was divided into a number of areas. Chief among these were the thirteen semi-independent colonies of the eastern seaboard. The fourteenth colony, Nova Scotia, took no active part in the events to come. To the north lay Canada and to the south were West and East Florida. The relationship between the thirteen colonies and Britain remained strong up to and through the Seven Years War of 1756-63. While the war raged through Europe, the British and French also fought for control of America in what became known as the “French and Indian War”. Britain emerged victorious on both sides of the Atlantic but was close to bankruptcy and so sought to recoup some of her costs. The colonies had benefited enormously from the removal of the French threat and the colonists paid substantially less tax than their cousins back home. Parliament in London levied a series of duties on colonial trade in the belief that this was a fair step to take. The view from the colonies was however somewhat different, and the following decade saw a progressive souring of the relationship with the mother country and the rise of radicals who sought to resist taxation by violent means if necessary.

The growing unrest in the colonies led to a strengthening of the army’s garrison, particularly in Boston, which was seen as the centre of resistance. By 1775 events such as the “Boston Tea Party” and the “Boston Massacre” had brought things to a crisis. The Massachusetts congress authorised the strengthening of the

militia – the part-time citizen soldiers of the colony – in order to resist the army’s attempts to seize ammunition and military supplies. The militia now included “minutemen”, who could be ready to fight at a minute’s notice. On the 19th of April a British column on its way to Concord found its path blocked by militia at the village of Lexington. It is not clear exactly what happened, but shots were fired and a number of the militia were killed and wounded. The shooting would not stop for another eight years and would result in the birth of a new nation.

1775

LEXINGTON AND CONCORD

We begin our journey through the American Rebellion in the spring of 1775. The imposition of unpopular taxes has brought the colonial population to the brink of revolt and nowhere is this situation more acute than in Boston, the principal port of Massachusetts. The Governor of Massachusetts is Lieutenant General Thomas Gage who is also Commander-in-Chief of the British Army in North America. Struggling to maintain the rule of law, Gage has steadily drawn in his forces to strengthen the Boston garrison, but this has proven insufficient and in February the colony was declared by Parliament to be in a state of open rebellion. Gage has been ordered to suppress the rebels and arrest the members of the illegal Massachusetts Provincial Congress.

Gage’s first action is to dispatch a column containing 700 of his finest infantry to seize military stores being held by rebels at Concord, some 20 miles inland of Boston. Hopes to keep this expedition secret are dashed when rebels, among them

Paul Revere, ride into the countryside to warn the locals. When the redcoats reach the town of Lexington a little after sunrise on April 19th it is to find their way blocked by Captain Parker's company of rebel militia formed upon the green. Parker's men are ordered to disperse and, numbering a mere 50 men they begin to break up, but the peace is shattered when shots are fired, prompting the British to pour a volley of musketry into their opponents. Eighteen rebels fall dead or wounded while the remained scatter into the hinterland, carrying news of the bloodshed and stirring up more militia companies in the area. Smith continues his march the further six miles to Concord where he commences his search of the town and surrounding area.

The militia meanwhile are gathering in their hundreds along a ridge to the north of town. Skirmishing occurs at the North Bridge, the militia calmly exchanging shots with the redcoated professionals and driving them back in panic towards Concord. Realising the growing threat of the militia, Smith leads his men out of town and back towards Boston. The march proves a nightmare as the British are assailed by constant musket and rifle fire. Passing again through Lexington the redcoats fall victim to an ambush by Captain Parker, during which Colonel Smith is wounded. The column is only saved by the belated arrival of a second force of British troops commanded by Lord Percy who calmly deploys his artillery and infantry to disperse the militia. The combined columns now slowly proceed on their way, still being shot at by rebels hidden in the woods that skirt the road. Unwilling to risk a march directly to Boston in the face of militia now numbering close to 6,000 the British instead take a longer route to reach the safety of Charlestown in the early hours of the 20th.

The events at Lexington and Concord will become known as "The Shot Heard Round the World". Chief of the many casualties this day is the loss of the aura of invincibility of the British Army, which now faces the prospect of fighting an enemy using unfamiliar tactics in terrain unfriendly to the European style of warfare.

BUNKER HILL

By June 1775 the situation in Boston is very different. The colonial militia have now besieged the town. The British still retain access to the sea, but are otherwise restricted to Boston and its peninsula. The garrison has been strengthened by the arrival of reinforcements from England, among them three further generals destined to play their part in the conflict: Howe, Clinton and Burgoyne. Keen to regain the initiative and the reputation of his army, Gage plans to occupy the previously abandoned Charlestown peninsula to prevent the key heights of Bunker Hill and Breed's Hill being used by the rebels as artillery positions from which they could bombard the port. Arrangements are made for an assault on the 17th, but British plans are thrown into confusion when they awake on the given morning to the ominous sight of freshly constructed rebel fortifications on the hills. After a hastily convened council-of-war the British resolve to continue with their attack and General Howe is ordered to land his troops on the Charlestown peninsula and

drive the rebels from their entrenchments. Howe's tactics are unexpectedly unsubtle given his experience in amphibious warfare and his later performance in the rebellion. A succession of frontal attacks are brutally repulsed by the rebels and it is only the intervention of General Clinton leading a third wave of reinforcements, combined with dwindling ammunition supplies among their opponents that finally permits the British to take the heights at bayonet point.

While the battle is a tactical victory for the British it is a truly Pyrrhic one. Of 2,500 redcoats who took part in the attack, over 1,000 are dead or wounded, among them many officers. Rebel confidence soars and the British realise that victory in the colonies will only be won at the cost of much blood and hard fighting.

CANADA

While events around Boston hold the world's attention, elsewhere in the colonies rebel plans are afoot. A second Continental Congress is held after Lexington and Concord, authorising the forming of a national army. The Virginian George Washington is named as its commander. Realising his need of artillery to pressurise the British at Boston plans are drawn up to capture the British outpost at Fort Ticonderoga with its numerous guns and large quantities of ammunition. Responsibility for the raid is awarded to Colonel Ethan Allen who, together with Captain Benedict Arnold of Connecticut, will march north with his regiment of Vermont militia, the "Green Mountain Boys".

Arriving at Ticonderoga, the men of Vermont are assisted by the carelessness of the defenders. An entrance is discovered unlocked and unguarded. The fort falls on May 10th with little resistance and a sizeable train of artillery is sent south to join Washington in his lengthy siege of Boston. Arnold continues to harry the British outposts, eventually securing all of Lake Champlain for the rebels and opening the route for an invasion of Canada.

Congress responds to events by forming a northern army under the command of General Richard Schuyler who divides his force in two. General Richard Montgomery will lead 2,000 men,



17TH LIGHT DRAGOONS IN CAMPAIGN DRESS

including Allen and his Green Mountain Boys, towards Quebec using the Lake Champlain route, while Benedict Arnold takes a smaller column through the mountainous backwoods of Maine to approach Quebec from the east. Montgomery's first objective is the British fort at St John's. This outpost has been reinforced by the British commander in Canada, General Sir Guy Carleton and the defenders now number some 800 men, including Canadian volunteers and Indians. The rebels launch their first attack in early September, but it takes until November for the fort to be captured. Having slowed the rebels, but failing to stop them, Carleton now abandons Montreal and concentrates his small army to defend Quebec, but not before a skirmish leads to the capture of Ethan Allen. Montgomery enters Montreal on 13th November without a shot being fired.

Arnold meanwhile reaches Quebec on 8th November having lost around a third of his men to sickness and desertion during the nightmarish journey through Maine. Montgomery leaves a garrison in Montreal and joins Arnold in early December, bringing their combined manpower to around 1,000 men. The delay in capturing St John's now means that the rebels are operating in the worst of the winter weather and they do not act until December 31st when, in a blinding snowstorm, they launch an assault on the city. The attack falters in the face of defenders forewarned by a rebel deserter. Montgomery is killed, prompting the retreat of his column, while Arnold is wounded and command of his column is assumed by Captain Daniel Morgan. Morgan bravely leads his men into the city, but after waiting in vain for Montgomery's men his force breaks up and he is forced to surrender. The wounded Arnold manages to escape and re-join the remaining rebels who proceed to dig entrenchments outside the city where they will spend a miserable winter.

THE SOUTH

The events around Boston embolden rebels throughout the thirteen colonies. In Virginia unpopular royal governor John Murray, Earl of Dunmore declares martial law but is forced to abandon his capital at Williamsburg and seeks the safety of the Royal Navy and the Loyalist port of Norfolk. After some desultory skirmishes he raises two regiments of Loyalist infantry, the Queen's Own Loyal Virginians and Lord Dunmore's Ethiopians, to augment the handful of regulars of the 14th Foot at his disposal. Fortifications are constructed, notably the ramshackle "Fort Murray" that guards the causeway across the Elizabeth River at Great Bridge, linking Norfolk to the mainland. It is only a short time before the rebels arrive, intent on dislodging Murray. Virginia has raised two regiments and these are joined by 150 North Carolina militia. The small rebel army begins to dig in and Murray feels compelled to drive them off before their artillery arrives. The assault he orders on the 9th of December becomes known as "The Bunker Hill of the South" such is the scale of the disaster for the British. Again the rebels are able to drive off British regulars and their morale soars. Dunmore is forced offshore to the fleet and Virginia is lost to the Crown.

Elsewhere in the southern colonies the absence of British troops leads Loyalists to look to their own defence. In the forested north-western corner of South Carolina, known as "Upcountry", Colonel Thomas Fletchall raises a Loyalist band which eventually numbers 2,000 men. In response the North Carolina militia also organise and their numbers swell to double those of the Loyalists. The two sides engage in a campaign of raid and counter raid around District Ninety-six that is brought to a temporary halt by the onset of winter, but which will continue as a bitter civil war throughout the years of the rebellion.

1776

BOSTON

The opening year of the rebellion has proven disastrous for the poorly prepared British and nowhere more so than in Massachusetts. The army finds itself besieged by an army of rebels who have now been joined by their Commander-in-Chief, George Washington. Gage has been succeeded as Commander-in-Chief by General Sir William Howe who now resolves to abandon Boston rather than destroying his army in desperate attempts to break the siege. Agreeing with Washington that the army can embark unmolested in return for not burning the town, the troops board ships in March and sail for Halifax, Nova Scotia. Boston will never again be under British rule.

HALIFAX

Howe is to spend his time in Nova Scotia most profitably. The army is joined by reinforcements from England and engages in a programme of retraining in light infantry tactics. Gradually confidence returns to the troops and plans are made for the conduct of the coming year. The British will conduct three offensive campaigns. From the north, Carleton will lead his men from Canada to attack New York, while Howe assaults the same objective in a massive amphibious operation. The third expedition will see General Clinton sail south to support Loyalists in the Carolinas. Clinton's is to be the first campaign.



SHERBURNE'S ADDITIONAL CONTINENTAL REGIMENT HOLD FAST...

THE SOUTH

General Sir Henry Clinton's command includes the 4th and 44th Regiments and some light infantry companies. They board a small armada of ships commanded by Commodore Sir Peter Parker and sail south towards Cape Fear on the North Carolina coast where they expect to be joined by a second flotilla sailing from Ireland carrying General Cornwallis and seven further regiments. The deposed royal governor of North Carolina has assured the British high command that the arrival of regular troops in the south will be met by a Loyalist uprising which will enable the southern rebels to be subdued. The plan begins to unravel almost immediately when Clinton and Cornwallis are each delayed by poor weather. The North Carolina Loyalists act prematurely, marching towards Cape Fear in February, and are destroyed by the rebel militia of Colonel Richard Caswell at Moore's Creek Bridge.

Clinton finally arrives at Cape Fear in mid-March and resolves to continue south once Cornwallis joins him in April. He hopes to seize Charleston, South Carolina and to this end he directs the fleet to sail to Sullivan's Island which guards the southern entrance to Charleston harbour. The plan is to establish a British post on the island to deny the rebels the use of Charleston as a port. A naval assault is attempted in mid-June, but it is poorly coordinated and a number of Admiral Parker's ships run aground and many are damaged by rebel artillery fire from the island. The attack is abandoned and Clinton,

realising how little he can achieve in the south, orders his expedition north to re-join Howe for the attack on New York.

While rebel troops are being drawn towards Charleston in case a major battle ensues, the British stir up an uprising of the Cherokee Indians which threatens settlers throughout the upland parts of the southern colonies. Militia are raised from Georgia, Virginia and the Carolinas, in some cases being joined by those with Loyalist sympathies but more immediate concerns. The Cherokee are not supported by the other tribes and are defeated. They will no longer play a significant role in the rebellion, further increasing the confidence of southern rebels.

CANADA

Having repelled the rebel attack of the previous year, the defenders of Quebec are heartened in May by the arrival of a relieving force. Benedict Arnold's rebels lift their siege and withdraw towards Montreal where they receive reinforcements. A failed attack on the British camp at Trois-Rivieres on 8th June prompts a further retreat and Arnold heads for Lake Champlain where his troops capture a number of British vessels. Carleton is forced to tackle Arnold's ragged fleet before advancing to New York and orders the construction of a flotilla of his own. The British are not ready to take the offensive until October. The naval action on the lake is a tactical victory for Carleton, but the delay means that he can no longer achieve his objective of reaching New York and he is forced to return to winter quarters in Canada.



...WHILE THE LOYALIST INFANTRY PREPARE TO ASSERT THE RIGHTS OF THE CROWN



A CLASH OF REGULARS! REDCOATS TACKLE THE CONTINENTAL LINE

NEW YORK

The major British effort of 1776 will be directed at New York, where General Washington has been preparing his defences since April. Fortifications have been constructed that will delay the inevitable British assault and two forts, Fort Lee and Fort Washington, have been constructed to control the Hudson River, north of New York City. The newly formed Continental Main Army is clearly far too weak to resist the British alone and Washington is compelled to call out regular battalions and militia from the surrounding colonies. The majority of the troops are deployed on Long Island under the command of Major General Israel Putnam.

Howe plans an attack with a precision hitherto unknown in British operations in North America. His reinvigorated army sets sail from Halifax, arriving at New York in late June and capturing Staten Island on 2nd July. These troops are bolstered in August, first by the return of Clinton's flotilla from Charleston and later by the arrival from England of a 150-ship fleet carrying reinforcements including the Foot Guards and numerous regiments raised from the German Principalities, who will become ever-known as "Hessians".

With an army now substantially outnumbering the defenders, Howe orders the first units to be landed on Long Island on 22nd August and within three days there are 20,000 British and allied troops on Long Island, divided into two wings. Half of the force will engage the rebels frontally with feint attacks, while the other half swings far around the rebel left flank. The fighting results in overwhelming defeat for the rebels, but Howe stops short of finishing off the defenders, believing them trapped. This is a fateful mistake. Under cover of fog Washington manages to evacuate the remaining defenders on the night of 29th August. British morale has soared in the wake of their victory, but hearts sink at the realisation that they must fight on.

Howe spends the next few weeks planning his next move and ordering reconnaissance of New York City. He eventually resolves to seize Manhattan Island, on whose southern tip the city stands. The army is carried across the East River by the

unchallenged Royal Navy, landing at Kip's Bay on the 15th of September where they soon overcome the panicked militia posted there. However, the British are slow to move inland and this allows the rebels to retreat from the city to fortified positions on the Harlem Heights at the northern end of Manhattan. Following some sharp skirmishing on the 16th both sides halt. Washington has prepared an impressive defence, perhaps too good. Howe is reluctant to assault the fortifications, no doubt fearing a repeat of Bunker Hill and instead prepares another meticulously planned manoeuvre. On the 16th of October the British again outflank their opponents, using the Royal Navy to land troops behind the rebels. Washington is compelled to retreat before his army is surrounded. Most of the rebels tumble north to White Plains where they again entrench. Washington chooses not to evacuate Fort Washington and this will be captured by Hessian troops in November.

The British make an initial attempt to overwhelm the White Plains position and succeed in capturing Chatterton's Hill on Washington's right flank. After exchanging artillery fire and musketry for a few days the rebels yet again retreat. Howe declines the opportunity to pursue and annihilate Washington, instead returning to Manhattan while his opponent slips westwards across the Hudson and into New Jersey.

TRENTON AND PRINCETON

Following the capture of Fort Washington, Howe divides his army. Clinton is sent with 7,000 men to capture Newport, Rhode Island, while Cornwallis is sent into New Jersey with 4,000 men. Howe joins Cornwallis in early December with reinforcements and together they pursue Washington until the increasingly bitter weather forces them to place their troops in winter quarters. Detachments of British and Hessian soldiers encamp across the colony, content that their year has been a successful one.

Across the Delaware River, George Washington is not quite finished with 1776. After being repeatedly outmanoeuvred and outfought in New York he is desperate for even a small victory to raise the morale of his tattered army. While the Hessian

defenders of Trenton tuck in to their Christmas dinner, Washington's army daringly crosses the Delaware and moves to surround the town. Soon after dawn on the 26th of December shots are exchanged between the rebels and the Hessian sentries. The battle is brief and by 9.30 the fighting is over. The garrison commander, Colonel Rall has been mortally wounded and the majority of his command have been captured, killed or wounded. General Cornwallis reacts to the news from Trenton with determination. He gathers his battalions and marches west, intent on locating Washington's army and having his revenge. The British brigade of Colonel Mawhood is left at Princeton to secure Cornwallis's line of communication while the remaining 5,500 press on to Trenton. Arriving at their objective on the 2nd of January, the rebels are discovered to be camped a few miles to the north. The British bed down for the night, anticipating the battle to follow.

Washington, aware that he is likely to be defeated if he engages Cornwallis in a pitched battle, decides to undertake another of his bold strategies. When the British awake on the 3rd, it is to the sight of the abandoned rebel position and to the sound of musketry from the east. Washington has succeeded in marching his army to Princeton where he has engaged the isolated brigade stationed there. Cornwallis hurriedly marches his men back towards Princeton, but arrives too late to prevent the destruction of Mawhood's command and is also unable to prevent Washington escaping back towards Trenton and recrossing the Delaware.

In a few days Washington's boldness has repaired much of the damage to rebel morale caused by the disaster of New York. In the coming years Washington will meet with good times and bad, but it is his winter miracle that keeps the flame of rebellion alight and is perhaps his finest hour.

1777

Aside from the shock events in New Jersey, the British army reflects on the rebellion's second year as being rather more successful for the Crown than the first. Seeking to capitalise on their progress, the British high command turns to plans for 1777. Another attempt will be made to strike at New England from Canada, while General Howe's army will decamp from New York and march on the rebel capital in Philadelphia, hoping to draw Washington into an open battle where he can be defeated.

PHILADELPHIA

General Howe's men emerge from winter quarters eager to repeat their successes in New York and avenge the memory of Trenton and Princeton. Howe embarks 18,000 troops in mid-August, who are conveyed to Chesapeake Bay and from there march overland towards Philadelphia. Washington is found to have placed his army in the way of the British advance, using the Brandywine River as a defence line. Howe rapidly devises an audacious plan and orders General Knyphausen to take half of the British and Hessian troops to pin Washington in place while Cornwallis marches the rest of the army 17 miles around the rebel right to fall upon their rear.

The battle is a catastrophe for the rebels. Caught in Howe's trap they suffer loss of men and artillery, but Washington again proves adept at extricating his army and retreats to a new position on the Schuylkill River. Howe once more divides his army in two and advances confidently, meeting with initial success before a sudden and fierce rainstorm puts an end to the fighting and causes the abandoned action to be known as the "Battle of the Clouds".

Howe is forced to pause by the now flooded Schuylkill, allowing Washington to escape again. Seeking to secure his flanks the British general dispatches a column to drive off a brigade of rebels encamped at Paoli. This attack is made at night with unloaded muskets, the redcoats relying on the bayonet in an action that will become controversially known as the "Paoli Massacre".

Advancing again, the British enter Philadelphia on the 26th of September to find that the rebel Congress has fled westwards to York. The army takes a brief rest, most being encamped at Germantown a little to the north. On the 3rd of October it is discovered that Washington and his army are advancing on Germantown. The rebels make their move on the 4th under cover of thick fog, but their assaults are poorly coordinated and although the British line wavers for a while, the arrival of General Cornwallis with reinforcements from Philadelphia proves decisive and the rebels are driven off.

Following Germantown the British tighten their grip on Philadelphia. Rebel forts on the Delaware River are captured, securing a safe line of supply before the onset of winter. After the armies engage in a fierce skirmish at Red Bank in early December, Washington abandons hope of recapturing Philadelphia and moves his army to Valley Forge for the winter.



HESSIAN JÄGERS. THE GREEN-COATED MERCENARIES SKIRMISH WITH REBEL MILITIA

SARATOGA

The Saratoga campaign will become one of the most significant events of the rebellion. In essence the plan is a simple one. An army will march from Canada using the well-known route along the Richelieu River and Lake Champlain to reach Albany, on the Hudson River, in the northern part of New York colony. Here they will rendezvous with troops moving up the Hudson from New York City. The combined operation will isolate New England from the rest of the colonies. Command of the expedition is awarded to General John Burgoyne, who hopes to avoid the delays that dogged General Carleton in 1776. Leadership of a secondary mission, to raid the Mohawk Valley and further isolate Albany, falls to Colonel Barry St Leger.

St Leger and his troops march out of Montreal on 23rd June and link-up with Sir John Johnson, Chief Joseph Brant and 1,000 Iroquois Indians. They march west, reaching Fort Stanwix in early August. The British and Indians are surprised to find the fort held by 500 men of the 3rd New York Regiment who have been busily rebuilding its defences. Unable to storm the fort, St Leger orders a siege and dispatches Johnson and Brant to intercept a column of rebel reinforcements. The Indians ambush Brigadier General Herkimer at Oriskany on the 6th of August. They inflict many casualties, but are unable to prevent Herkimer withdrawing to Fort Dayton with his survivors, who are soon joined by General Benedict Arnold and 950 Continental infantry. Arnold wastes little time in marching to relieve Fort Stanwix, arriving to find that St Leger has been forsaken by his Indian allies, has abandoned his siege and retreated. The Mohawk Valley remains safely in rebel hands.

Burgoyne meanwhile has advanced from St John's with 10,000 men and disembarked at Crown Point in late June. The first objective is to seize Fort Ticonderoga and Mount Independence which together control the southern exit from Lake Champlain. Rather than risk a direct assault Burgoyne orders artillery to be placed upon the nearby Mount Defiance

which dominates both positions. The rebels are commanded by General St Clair, who rapidly realises that this manoeuvre has made his position untenable and evacuates his garrisons on the 6th of July. Heading south to Castleton, St Clair's 2,500 men are actively pursued by Brigadier Simon Fraser's Advance Corps of light infantry. Fraser catches the rearguard near Hubbardton on the 7th but is halted by fierce resistance from rebel troops commanded by Colonel Seth Warner, allowing St Clair to retreat further. The British reform at Castleton before moving on to Skenesboro.

Burgoyne's next target is the dilapidated Fort Edward on the Hudson River, from where he hopes to move on Albany. There are two possible routes to reach the fort and Burgoyne splits his force, sending his artillery along Lake George and then a short distance overland, while the majority of the army march directly through the wilderness. This overland march soon turns into a waking nightmare. The rebels have felled trees, dammed streams, burned crops and seized cattle. Burgoyne is compelled to order his engineers to construct a road through the forest. Advancing at not more than a mile a day it takes until the end of July for the army to reach Fort George. By this time, Howe has communicated that he will not be dispatching troops up the Hudson. The news is disappointing for Burgoyne, but not unsurprising as Howe has never been clearly informed by London of his intended role in the plan and is fully committed to his advance on Philadelphia.

With his plan in tatters Burgoyne could now turn back for Canada or simply consolidate the gains made so far. John Burgoyne is a general and a famous playwright but he is, above all, a gambler. It is his nature when faced with adversity to raise the stakes and press on. Orders are given for a detachment to march east into the New Hampshire Grants to seek supplies for the army and horses for the Brunswick Dragoons who are currently forced to serve as infantry. The column, commanded by Lieutenant Colonel Baum (who speaks no English), progresses only slowly, reaching



HERE COME THE HESSIANS! GRENADIERS MARCH STEADILY TOWARDS THE ENEMY

Bennington on the 14th of August. Defending Bennington is General John Stark, one of the heroes of Bunker Hill, with 2,000 rebel militia. Stark retreats a short distance to join forces with Seth Warner and the Green Mountain Boys, before launching a bold attack on the 16th. The rebels surround Baum and capture most of his troops. British ill-fortune is compounded when a column of reinforcements becomes entangled in the battle and is also defeated. Burgoyne's army now numbers a little over half its starting strength.

During Burgoyne's advance, the rebels have not been idle. Philip Schuyler has been succeeded as commander of the Northern Department by General Horatio Gates. The army has been reinforced by Daniel Morgan with his riflemen and light infantry and Benedict Arnold returns from his successful campaign in the Mohawk Valley. Gates now commands 6,000 Continental infantry and an ever increasing number of militia. He orders his army to Bemis Heights on the west bank of the Hudson to await his opponent.

Burgoyne again has the opportunity to retreat and once more his gambler's instinct forces him on. The British form into three columns, engaging the rebels at Freeman's Farm. The fighting is intense. Gates is forced back to his defences at Bemis Heights, but the victory shatters the British who now begin to entrench. Burgoyne now feels unable to either retreat or advance from his predicament. His men sit in their defences until the 7th of October, their supplies dwindling and the rebel army growing. His hand forced, Burgoyne orders a reconnaissance in force around Gates's left flank. A rebel counter-attack not only repulses the British but advances far enough to capture part of their defensive works. Finally it is clear to Burgoyne that victory is far beyond him and it is too late to extricate what remains of his army. On the 17th of October 1777, General John Burgoyne surrenders his British Army to Gates and the rebels. Soon, the news reaches Europe and the French declare open support for the rebellion, transforming the conflict into a war for American independence.



THE SOUTH

Little of military significance happens in the south in 1777. With no major expeditions conducted by the British, there is no impetus for a Loyalist uprising. Activity is restricted to minor naval raids along the coast and the on-going frontier skirmishes with the Indians. There remain a small number of British and Loyalist troops in East Florida, maintaining Crown authority and providing a sanctuary for Loyalists fleeing from other colonies. The frontier between East Florida and Georgia sees a series of raids, but neither side is able to achieve anything of strategic value.

1778

MONMOUTH

As the rebellion creeps into its fourth year the British army encamped in Philadelphia emerges from a comfortable winter reflecting on the triumphs and tragedies of 1777. The French have now formally allied themselves with the rebels and this dictates a switch to a defensive strategy in the north. General Howe resigns his command of the army and is succeeded by General Sir Henry Clinton who receives orders to concentrate the army in New York and dispatch troops to reinforce the British garrisons in the Caribbean sugar islands. Needing to move the army from Philadelphia to New York, Clinton elects to march overland, lacking sufficient naval vessels to provide a seaborne option.

Washington has spent the winter less comfortably in Valley Forge. Many men have succumbed to the cold and illness, but the Continental Army has been reorganised and retrained to become a far more experienced and professional force.

The British army marches out of Philadelphia 10,000 strong, tramping slowly north across New Jersey in the summer heat. The long column is harassed by rebel skirmishers, causing Clinton to divert his march eastwards towards Sandy Hook from where the troops can be ferried by ship across New York Bay. This strategy restricts the march to a single road, along which the army extends for many miles. By the 26th of June the head of the column has reached Monmouth Courthouse and has halted to allow the rest of the army to catch-up. The following day passes without incident and on the 28th General Knyphausen marches on with half of the army. The remaining troops follow on with Clinton and Cornwallis, who leave a small rearguard at Monmouth. Shortly after Clinton's departure the rearguard is attacked by the rebel Division of General Charles Lee. This is the vanguard of Washington's rapidly approaching army.

Clinton reacts swiftly and decisively. Knyphausen is ordered to continue his march while Cornwallis is turned back to enter the fray. The initial British attack shatters Lee's command and vigorously pursues them as far as Washington's main line. Both armies now engage in a prolonged fight in the roasting summer heat. With only half of his army in action and the troops being fatigued by the heat, Clinton wisely decides to disengage to continue the march north. The exhausted rebels are unable to prevent the withdrawal or to pursue. The British recombine their two wings, reaching Sandy Hook on the 30th and completing their transfer to New York by the 5th of July.

Monmouth is to be the last major battle in the north. Both sides have acquitted themselves with valour and professionalism. It is clear to the British that their opponents are no longer over-awed amateurs and from now on they will be held in higher esteem.



SOMEONE HAS BLUNDERED! THE 17TH LIGHT DRAGOONS PREPARE TO CHARGE A CONTINENTAL REGIMENT IN THE FLANK

NEWPORT

Having returned to New York, Clinton allows the army a period of consolidation and considers his strategy. The entry of the French into the war has emboldened the rebels and they have massed in preparation to assault the garrison of Newport, Rhode Island. Supporting this attack will be Admiral D'Estaing's French fleet. Concerned that General Pigot may be overwhelmed at Newport, Clinton dispatches a flotilla of warships and follows on with 5,000 troops. The weather intervenes to prevent a naval clash and both fleets are dispersed by gales, temporarily neutralising the French threat.

General Sullivan, commanding the rebel forces besieging Newport, has been expecting his offensive to be supported not only by D'Estaing's ships, but also by the French troops that are on board. The frustrating news of D'Estaing's fate prompts a collapse in rebel confidence and significant numbers of militia abandon the siege, closely followed by a general withdrawal to the north of the island by Sullivan. Realising the opportunity presented, Pigot orders the garrison to pursue the rebels. Sullivan is compelled to form a defensive line to repel the two columns of attacking Hessians and redcoats. Pigot's troops crash into their opponents and after some brisk fighting force Sullivan to abandon his position and flee under cover of night. On the day following Sullivan's flight, the garrison are greeted by the arrival of Clinton's reinforcements. Rebel hopes to seize Newport have been thoroughly dashed.

THE SOUTH

For much of the year, activity in the south remains limited to the same pattern of minor skirmishes as 1777. This changes as the year draws to a close. Under orders from London, Clinton releases 5,000 men in November to support the defence of the West Indies from the French. At the same time 3,000 further troops are dispatched to Georgia under the command of Lieutenant-Colonel Archibald Campbell.

Their mission is to capture the port of Savannah and this is achieved with relative ease on the 29th of December. Campbell consolidates this victory and moves inland. He will capture Augusta in January.

While 1778 has proven a relatively quiet year for the rebellion, outside the colonies the French and British engage each other in the West Indies and in India. For the remainder of the war the focus of British activity will be the southern colonies, although a bitter campaign of small skirmishes will continue between Loyalists, rebels and Indians in the North.

1779

The British face a number of challenges in developing a strategy for 1779. The French have entered the war on the side of the rebels and it has proven impossible to establish substantial Loyalist forces in the northern colonies. The French threat is not restricted to the colonies alone, but also to British territories worldwide, notably the West Indies and India. The menace will worsen in May when the Spanish also declare war on Britain. The need to defend British interests around the globe reduces the military resources available to quash the rebellion and from now on the offensive effort will be made chiefly in the southern colonies where the British believe the population to be more sympathetic to the Crown.

THE NORTH

The northern colonies will see no large-scale campaigns or major battles in this year, or indeed for the rest of the war. This does not mean that the north is without military incident however.

In June a British force arrives in Penobscot Bay, Massachusetts to establish a fortified post to support further operations by Loyalists, regular troops and the Royal Navy. Eager to drive off this threat to the security of New England a force of 1,000 Massachusetts rebels is dispatched with a naval flotilla to

Penobscot Bay in July. The British garrison is besieged, but the arrival of Royal Navy warships prompts the withdrawal of the rebel troops and the destruction of the Massachusetts navy. The Penobscot expedition is a calamity for the rebels who lose half of their troops and more than 40 ships. The value of the expedition to the rebels is its demonstration of the need for better planning of combined-arms operations, lessons that will be critical to eventual victory.

Washington meanwhile orders Major-General Sullivan to take troops deep into the New York hinterland to raid the Indian villages of New York and Pennsylvania. Sullivan engages in battle with Indians and the Loyalists of John Butler at Newtown on the 29th of August. The resulting rebel victory causes Butler and the Indians to retreat to Fort Niagara. This battle is followed by a series of punitive raids that see many Indian villages destroyed, and vicious frontier skirmishes will continue throughout the war.

Major General Clinton, the British Commander-in-Chief hopes to draw Washington and the Continental Main Army into open battle. To this end he advances from New York, up the Hudson River to establish defences at Stony Point. Washington declines battle, but in July he captures Stony Point in a surprise attack that sweeps away the British defenders at the point of the bayonet. Clinton is forced to abandon his raids along the Connecticut coast to secure Stony Point once again. Washington retreats, having achieved nothing of strategic consequence. Another surprise attack is made on a British outpost, this time Paulus Hook, in August. Again the rebels are successful but cannot hold on to their gains and fall back. The two armies engage only in minor skirmishes for the remainder of the year.

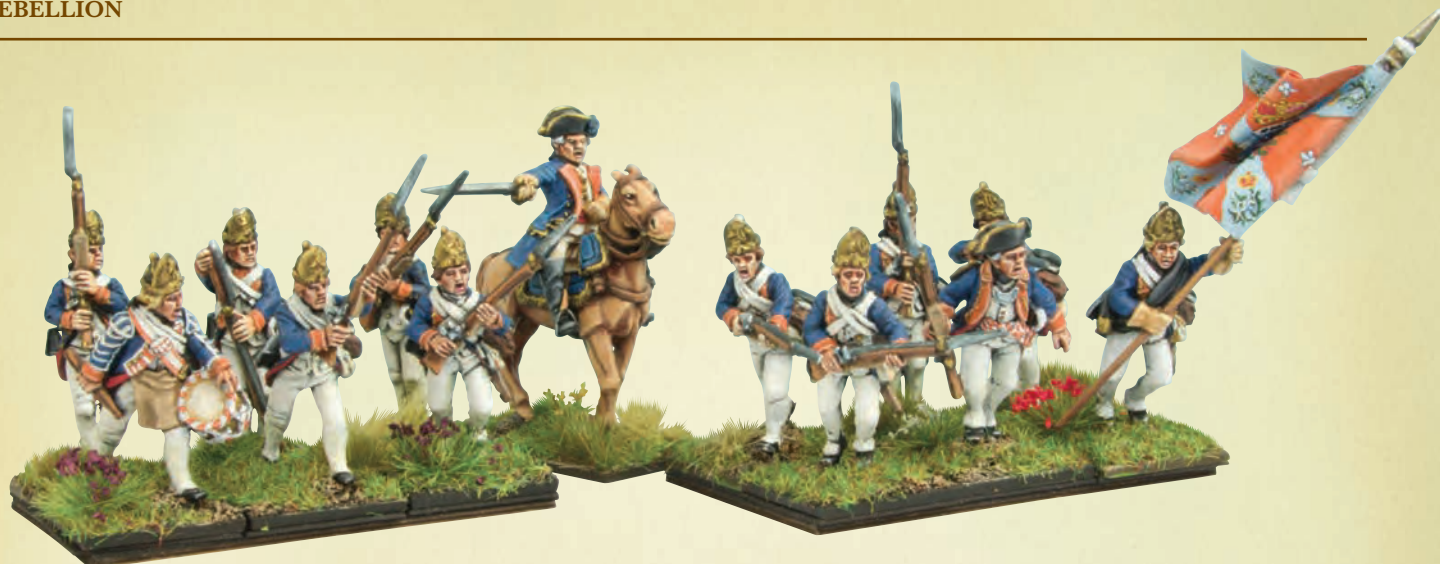
THE SOUTH

Having resolved to make the southern colonies the focus of future military effort the British order the Swiss-born General Augustine Prevost to take command of the British regiments currently in Georgia. The successful capture of Savannah and Augusta in 1778 has prompted a rising of Loyalists in the south and it is hoped that these volunteers can augment the regular army. These hopes receive a setback in February when a column of South Carolina militia commanded by Andrew Pickens surrounds and destroys a larger number of Loyalist troops at Kettle Creek. General Benjamin Lincoln, the new commander of the Southern Department, orders Brigadier-General John Ashe to consolidate this success by capturing Augusta, lying just a few miles beyond Kettle Creek. Lincoln himself will remain at Purysburg to cover Charleston. In the face of this advance, Prevost orders the garrison of Augusta to abandon the town. The two armies then attempt to outmanoeuvre each other in the swampy backwoods of Georgia. Prevost crushes Ashe at Briar Creek in early March and then marches into South Carolina, hoping to capture Charleston.

General Lincoln has received reinforcements and now reacts by ordering his rebel army towards Augusta, leaving General Moultrie with a detachment at Purysburg. Prevost attacks Moultrie, driving him back into Charleston. Lincoln turns back and compels the British to retreat. Prevost leaves a detachment under Colonel Maitland in a defensive position at Stono Ferry to keep watch on Charleston. After some weeks' prevarication Lincoln orders his troops to attack on the 20th of June. The rebel assault is decisively repulsed. Maitland, who had already resolved to withdraw, is able to retreat without further incident.



COME AND GET IT! THE ROYAL WELCH FUSILIERS STAND FAST



HESSIAN FUSILIERS, READY TO SCARE THE LOCALS

Lincoln is now joined by the French Admiral d'Estaing, previously involved in the abortive rebel attempt to seize Newport, Rhode Island. The admiral has enjoyed a successful summer in the West Indies, capturing the islands of St Vincent and Grenada. The French land 3,500 troops ashore to reinforce Lincoln and the combined force make plans to capture Savannah from the British. Unwilling to engage in a protracted siege with his fleet at risk during hurricane season, d'Estaing persuades Lincoln to order an assault on the 9th of October. This proves disastrous and the French withdraw their troops and fleet. Again the rebels feel d'Estaing has abandoned them. Lincoln abandons his siege on the 19th of October, returning to South Carolina.

Operations in Georgia and South Carolina have generally seen the British having the upper hand throughout the year. Loyalists again have begun to form into companies and regiments to support the regular troops. Furthermore, the success persuades Clinton to send further reinforcements from New York in preparation for the coming year. The British do however suffer reversals further south when the Spanish capture Baton Rouge and other forts on the lower Mississippi.

1780

With the dawning of 1780 the rebellion is entering its final act. The British are eager to conduct a decisive campaign in the southern colonies to bring them back under Crown control. Clinton maintains a strong garrison in New York, but operations in the north are of an extremely limited nature.

THE SOUTH

Clinton prepares for the upcoming campaign by sailing from New York at the head of a mighty force of 17,000 men. The British land at St John's Island, south of Charleston, in February and by mid-April the town is besieged. General Benjamin Lincoln, the rebel commander of the Southern Department is defending Charleston with less than 4,000 troops, half of which are militia. Despite the arrival of Virginia and North Carolina Continental reinforcements, Lincoln is unable to adequately oppose Clinton. The last route out of the city is closed on the 14th of April when Brigadier-General Hugar's rebel force is overrun at Monck's Corner by Lieutenant-Colonel Banastre Tarleton and his Loyalist British Legion. The rebels surrender Charleston on the 12th of May in their worst defeat of the entire rebellion.

Shortly after the fall of Charleston in May, Tarleton and his British Legion annihilate a force of Virginia Continental troops at Waxhaws, further establishing a reputation for brutality and ruthlessness.

Clinton returns to New York in June, placing General Cornwallis in command of the southern campaign. Despite the victory over Lincoln, rebel resistance in the south continues in the form of a determined partisan war. In early August the British outposts at Rocky Mount and Hanging Rock are attacked by Thomas Sumter's Carolina militia. This is the start of a bitter campaign that will continue until the rebellion ends and will see atrocities committed by Loyalist and rebel alike.

The surrender of General Lincoln has brought the Southern Department a new commander in the shape of Horatio Gates, the "Hero of Saratoga". Gates begins to rebuild the shattered army around the newly arrived Maryland and Delaware Continentals. Southern militia bands join Gates, further increasing his strength. Impatient for victory he orders an attack on Cornwallis's supply depot at Camden, South Carolina. The armies meet on the 16th of August. Gates now commands 4,000 men, but many are militia who perform poorly against veteran British troops. The Battle of Camden is a rebel debacle, with the majority of the militia being routed and leaving the Continental regiments to be surrounded and overpowered. What remains of Gates's army is collected at Hillsboro where it is joined by a corps of light troops under the leadership of Daniel Morgan.



Cornwallis now marches into North Carolina, pausing at Charlotte in September after brushing aside a number of small skirmishes. During the march into North Carolina a Loyalist column commanded by Colonel Patrick Ferguson protects Cornwallis's left flank. Ferguson however finds himself isolated when he advances into the North Carolina uplands to recruit Loyalists. His 800 men are surrounded and massacred at King's Mountain in early October. Shorn of Ferguson's support, at the end of an overextended supply line and with winter fast approaching, Cornwallis is compelled to return to Hillsboro, South Carolina. Here he is joined by Major General Leslie who has been raiding the Virginia coast. Leslie brings significant reinforcements, including the Brigade of Guards and the veteran Hessian von Bose Regiment. Both armies enter winter quarters to prepare for fresh hostilities.

1781

Over the winter the rebels have yet again reformed their Southern Army. Gates has been dismissed in disgrace in the wake of Camden and Washington has dispatched his most trusted subordinate, Nathanael Greene to assume command. Greene places Morgan at the head of a flying column of light troops with orders to move westwards and harass the British supply lines. Cornwallis responds by ordering Lieutenant-Colonel Tarleton to take the British Legion and a force of British and Loyalist infantry to hunt down and destroy Morgan. The two commanders meet on the 17th of January at Hannah's Cowpens. Morgan deploys his troops in successive lines, tempting the impetuous Tarleton to attack and defeating him utterly.

Cornwallis conducts an energetic pursuit of Morgan and Greene, knowing that only by defeating them decisively can he restore Crown authority to the south. To hasten progress he orders his army to burn their supplies and wagons; from now

on they will live off the land. Several times the British catch up with Morgan, but each time he eludes their grasp. Towards the end of January Cornwallis learns that Greene and Morgan have recombined and taken a position behind the Catawba River. The British march hard, but when they arrive at the Catawba it is to find only a rearguard of militia. The rebels are soon defeated, but Greene is able to withdraw the majority of his troops behind the Dan River and into Virginia. Cornwallis decamps back to Hillsboro to restore his supplies. His hopes of reviving Loyalist morale are dashed when Greene dispatches Pickens's militia and the Legion of Colonel Henry Lee into North Carolina. A Loyalist column mistakes Lee's troopers for Tarleton's Legion and, believing themselves safe, they are cut down where they stand.

Greene and his army return to North Carolina in late February. Again the rebel general sends a flying column, this time commanded by Colonel Otho Williams, to harry Cornwallis. Carelessness by Greene leaves Williams isolated and on the 6th of March he is pounced on by Cornwallis at Weitzel's Mill and put to flight.

The rebel army now receives militia reinforcements. After frustrating the British for many weeks, Greene decides the time is right to make a stand. He hopes to replicate Morgan's victory at Cowpens by enticing Cornwallis to attack successive lines of rebel troops. Greene draws up his men at Guilford Courthouse, North Carolina and awaits his opponent. Cornwallis is only too eager to attack, having sought battle throughout the campaign and he launches an assault on the 15th of March. Greene lacks the tactical subtlety of Morgan and flaws in his deployment permit the British to carry the day, but at a terrible cost. Cornwallis wins the Battle of Guilford Courthouse, but his army no longer has the strength to continue effective operations against Greene and is ordered to regroup at Wilmington.



START PRAYING! CONTINENTAL INFANTRY PREPARE TO CHALLENGE THE ADVANCING LOYALISTS

With Cornwallis neutralised the defence of British interests in South Carolina now falls to Lord Rawdon. Rawdon commands some 9,000 British and Loyalists, spread among the many garrisons that stretch from Charleston on the coast all the way to Fort Ninety-Six in the western hinterland. General Greene's Southern army remains an active threat to these isolated outposts and in April moves towards Camden. Greene reaches Hobkirk's Hill, a little north of Camden, on the 20th but is thrown back in disorder when Rawdon throws his small reserve of troops at the hill.

Greene rapidly re-thinks his strategy and turns west towards Fort Ninety-Six. Orders to the garrison commander, Colonel Cruger, to evacuate the fort are intercepted by the rebels and he finds himself besieged in late May. The rebels add to British woes by also besieging Augusta, which falls on the 5th of June. Rawdon instructs a relief column to rescue Cruger and Greene is forced to abandon his siege as they approach. Fort Ninety-Six is destroyed by the garrison before they and their rescuers march east as part of a general consolidation to better defend Charleston and Savannah. The majority of South Carolina is now abandoned to the rebels with predictable consequences for Loyalist morale and rebel confidence.

As British influence in the Carolinas collapses, Virginia becomes the new point of effort. Cornwallis has been reinforced by troops sent from New York and a twin-pronged assault is launched on the Virginia coast by General Philips and the turncoat Benedict Arnold. These columns drive hard through the plantations to reach Cornwallis in late May, bringing his strength to 7,000. The British now prepare to attack the rebel troops commanded by the Marquis de Lafayette who has been sent south by Washington with the express intention of defeating Benedict Arnold. Before Cornwallis can act Clinton requests the return of 3,000 troops to New York as he believes he is to be attacked by Washington who has recently been joined by a French expeditionary army under General Rochambeau. Cornwallis turns his army around and marches for Portsmouth from where he can embark Clinton's reinforcements.

This route takes the British perilously close to their opposition and on the 26th of June a Loyalist column is attacked by a mixed force of Continentals, militia and light cavalry at Spencer's Ordinary. The Loyalists succeed in driving back the rebels, but Cornwallis remains cautious. Concerned that he may be attacked as the army crosses the James River, Cornwallis prepares an ambush at Green Spring Farm. Lafayette stumbles into the prepared position, but escapes the trap thanks to the steadiness of the Pennsylvania Continentals of General Anthony Wayne who have recently been detached from Washington's Main Army.

The events at Green Spring give pause to the rebel advance, permitting Cornwallis to march his army to Yorktown on the southern bank of the York River, where he chooses to establish a defensible position.

While Cornwallis busies himself with the construction of his defences, the army in South Carolina continues to be troubled. Lord Rawdon has fallen ill and sails for England. General Greene attacks the 2,000 men of Lieutenant-Colonel Stewart at Eutaw Springs. The redcoats are driven off after some hard fighting, but the Southern Army becomes disordered when looting Stewart's camp and are themselves forced to flee by a British counter-attack. Greene disengages while Stewart is forced to retreat with his battered command to Charleston. This brings an end to effective British operations in the Carolinas.

By the time the news of Eutaw Springs reaches Cornwallis he is securely ensconced at Yorktown and has established Tarleton at an outpost on the opposite bank of the James river at Gloucester Point. Anticipating reinforcement or relief from Clinton he is to be disappointed by the news of a French victory over the Royal Navy in the Chesapeake which isolates him from New York. Cornwallis is further distressed to learn that Washington and his French allies are marching south. By late September he finds himself besieged. Washington and Rochambeau also send troops across the river to engage Tarleton who is forced to retreat into the defences of Gloucester Point after a skirmish on the 3rd of October.

Lacking the strength to man the full length of his defences, Cornwallis pulls his army back to a second line. Washington orders his army forward to tighten the ring around Yorktown and orders a night-time assault for the 14th of October which succeeds in capturing two British redoubts. After a failed counter-attack two days later, Cornwallis attempts to evacuate his army across the river to Gloucester. The plan is frustrated by poor weather and a lack of transport vessels. With reluctance Cornwallis surrenders his army on the 17th of October bringing meaningful military operations to an end.

Although the British army will remain in New York until November 1783 there will be no further significant military clashes and following Yorktown there begins a process of negotiating a peaceful settlement with the new American nation.



HIS MAJESTY'S FINEST. THE ROYAL WELCH FUSILIERS.



BATTLES OF THE REBELLION

FEATURED IN THIS BOOK

The Forces of the Crown

THE BRITISH ARMY

Throughout the rebellion the regular troops of the British army served with great courage, winning the majority of their battles. While the tactics used in and around Boston in 1775 proved woefully inadequate, the reforms instigated by General Howe prior to the assault on New York were to see the army evolve into an experienced and proficient military machine.

Organisation

In 1775 the British Army numbered less than 50,000 men, scattered around the globe to defend the growing empire. The army was divided into the Guards regiments of the King's Household and the more numerous regiments of the line. The line consisted of 70 regiments of infantry and 25 regiments of cavalry and dragoons. These were divided between the "English" and "Irish" establishments. The Guards added further cavalry and three regiments of infantry. The Guards infantry regiments each contained several battalions.

At the outbreak of the rebellion the British garrison in North America numbered a little over 8,000 men, divided between 18 infantry regiments. These were reinforced in mid-1775 by the arrival of the 17th Light Dragoons. After the evacuation of Boston in March 1776 it was evident that more infantry would be needed. In part this need would be met by the hiring of soldiers from the German states, "Hessians", but substantial numbers of redcoats also arrived in the colonies in time to join the assault on New York. Further reinforcements would be recruited and sent to North America following the disaster of Saratoga in 1777. Eventually the army would increase in size by 31 infantry and four light dragoon regiments, the number of British regulars in North America ultimately peaking at 56,000.

The Infantry

British infantry regiments of the line typically fielded just one battalion apiece, each being composed of ten companies in the field and a further two companies back in England to organise and train new recruits. Eight of the field companies were the "battalion companies" who formed the core of the unit. One company in each battalion was of grenadiers, who had previously been expected to fling heavy explosive grenades at the enemy. Grenades had long been abandoned, but the grenadier company still included the tallest and strongest men in the battalion. The final company in each battalion was the light infantry, who had been introduced following the experiences of the French and Indian War. The "light bobs" were the most agile men and the best shots in the battalion. The grenadiers and lights paraded on the right and left flanks of the battalion, and were hence called "flankers", but in battle were detached to serve in ad-hoc elite battalions. During the battles around Boston at the outset of the rebellion, the army was reinforced by two battalions of marines who were formed into battalions of the same organisation as the line infantry, including light and grenadier companies.

The theoretical strength of a fighting battalion, including the flank companies, was around 470 officers and men. This was seldom the reality; 200-300 was more usual, sometimes even fewer during a hard campaign.

The Cavalry

Only two regular cavalry regiments served in North America. The 17th Light Dragoons arrived in time to observe the debacle of Breed's Hill. They were followed in July 1776 by the 16th Light Dragoons. Light Dragoon Regiments normally contained six troops, each of around 40 horsemen. A dismounted element was added to the 16th for service in the colonies, in keeping with the fashion for "legions" of horse and foot. The 16th served until the end of the Monmouth campaign when the remaining men were transferred to the 17th and the officers returned to England. The 17th Light Dragoons served until the end of hostilities, detachments being present at Rhode Island and in the Southern campaign where a troop of the 17th was attached to Tarleton's Legion.

The Artillery

The Royal Artillery was a single regiment composed of four battalions, each of at least eight companies. Some men of the 1st and 3rd battalions served in America, but the majority of the artillerymen were drawn from the 4th. These men were not permanently assigned to a specific gun or type of gun, this was done at the start of a campaign and a single artilleryman or crew could have served a wide variety of guns through the course of the war.

The Guards

Separate from the regiments of the English and Irish Establishments were the troops of the King's Household. No particular guard regiment served in North America, but to raise the "Brigade of Guards" each company of the three regiments of Foot Guards provided a draft of 18 men; these were organised into two battalions. Each battalion initially contained four centre companies and one each of light infantry and grenadiers. This organisation was later revised, removing the light company from the 1st battalion and the grenadiers from the 2nd. When recreating these battalions in miniature it should be remembered that their companies were generally much stronger than their counterparts in the line battalions.

Uniforms

The Infantry

The uniforms of the British infantry regiments had been styled after those of the much admired Prussian army of the Seven Years' War. Specific instructions regarding uniforms were defined by a Royal Warrant of 1768.

The Warrant directed that soldiers wore a red coat with a collar, narrow lapels and small, round cuffs in a distinguishing "facing" colour to identify the regiment. The colour blue was reserved as the facing colour of regiments with royal titles and the regiments of the Guards. Button-holes were decorated with lace in a pattern distinctive for each regiment. The "tails" of the uniform coat were turned back to display the white lining. Waistcoats and breeches, "smallclothes", were usually white, but regiments with buff facings used the same shade for their smallclothes and coat lining. Black gaiters had largely replaced the white ones of earlier wars.

On their head the men wore black cocked hats, which were less clearly three-cornered than in earlier years and often close to



GRENADIERS LEAD THE WAY WITH HIGHLANDERS IN SUPPORT

being bicorne. Grenadiers were distinguished by their headgear of a tall bearskin hat, while their counterparts in the light infantry companies were provided with black leather caps, often with horsehair crests.

Musicians wore coats of “reversed colours”, meaning that the coat itself was in the facing colour of the regiment and had red collar, cuffs, lapels and turn-backs. The exception was in regiments with blue facings, whose musicians wore red, faced blue. Musicians wore bearskin headgear similar to that of the grenadiers.

Uniforms had been adapted for increased practicality during the French and Indian War so it is no surprise that even before the outbreak of hostilities the men were adapting their uniforms to make them more functional. This process continued throughout the war. Coats were often shortened or even replaced completely with red sleeved waistcoats known as “roundabouts”. Overalls were preferred to breeches and gaiters, although these were not always white, depending on the availability of suitable cloth. Hats were left un-cocked, giving them a round appearance with a wide brim that must have been very useful to shield the eyes in both hot and wet weather. These adaptations were also taken up by light companies, grenadiers and musicians.

The Saratoga campaign was perhaps the most extreme example of adapting uniforms. General Burgoyne ordered his entire army to dress in light infantry style with shortened coats, overalls or Indian-style leggings and hats re-shaped to resemble light infantry caps.

The growing dishevelment of the army was periodically offset by the occasional receipt of uniform supplies or the arrival of fresh battalions from England, but in general the army would have had a ragged appearance befitting its increasingly tough nature.

The Cavalry

Both regiments of light dragoons were dressed in red coats, the 16th having blue facings and the 17th white. The regiments had distinctive headgear. The helmets of the 16th were of the “Tarleton” type; a leather helmet adorned with a cloth turban wrapped around the lower half and a large bearskin crest running from front to back. The 17th wore helmets with a turban, horsehair crest and a vertical front plate bearing a skull and crossbones motif and the motto “Death or Glory”.

Breeches were white, although these are likely to have been replaced by overalls while on campaign. The detachment of the 17th serving alongside Tarleton’s British Legion in the south possibly retained their red coats, but many seem to have adopted smocks of unbleached linen.

The Artillery

The officers and men of the Royal Artillery wore uniforms similar in cut to those of the infantry, but fashioned from dark blue cloth with red collar, lapels and cuffs. The tails of the coat were turned back to reveal their white lining. Lace around the buttonholes was yellow, as was that on the black cocked hats. Breeches were officially white, typically worn with black half-gaiters.

Throughout the war the artillery adapted their uniforms in the same way as their colleagues in the infantry regiments; shortening coats or wearing sleeved waistcoats, wearing light infantry-style caps during the Saratoga campaigns and round hats in the south. Overalls would often have replaced the uniform breeches and were not necessarily white.

The Guards

The uniform of the Guards in North America followed the same principles as the other infantry, including the adoption of shortened coats, overalls and un-cocked hats. The Guards removed the lace from their uniforms upon arrival in the colonies.

List of British Army Regiments

The tables on these pages show the regiments of the British Army who served in North America and the campaigns in which each regiment was present in significant numbers. Some regiments served only in garrisons and did not actively participate in any of the major actions. The letter 'F' indicates that only a regiment's flank companies were present on campaign. 'D' indicates that a sizeable detachment was present, but not a whole battalion.

REGIMENT	FACING COLOUR	PERIOD OF SERVICE	Boston 1775	Canada 1775-1776	Charleston 1776	New York 1776	Philadelphia 1777	Saratoga 1777	Monmouth 1778	Rhode Island 1778	Carolinas 1780	Carolinas, Virginia & Yorktown 1781
Brigade of Guards	Blue	1776-1783				✓	✓		✓		✓	✓
3rd 'The Buffs'	Buff	1781-1782										✓
4th 'King's Own'	Blue	1775-1778	✓		✓	✓	✓		✓			
5th	Green	1774-1778	✓			✓	F		✓			
6th	Yellow	1776										
7th 'Royal Fusiliers'	Blue	1774-1783		✓		✓			✓		✓	✓
8th 'King's'	Blue	1768-1785		✓								
9th	Yellow	1777-1781		✓				✓				
10th	Yellow	1774-1778	✓			✓	✓		✓			
14th	Buff	1768-1777										
15th	Yellow	1776-1778			✓	✓	✓		✓			
16th	Yellow	1768-1782									D	D
17th	White	1775-1783				✓	✓		✓			✓
18th 'Royal Irish'	Blue	1768-1776	✓									
19th	Green	1781-1782										✓
20th	Yellow	1776-1781						✓				
21st 'Royal North British Fusiliers'	Blue	1776-1781						✓				
22nd	Buff	1775-1783	✓			✓				✓		
23rd 'Royal Welch Fusiliers'	Blue	1773-1783	✓			✓	✓		✓		✓	✓
24th	Green	1776-1781		✓				✓				
26th	Yellow	1767-1779		✓		✓			✓			
27th 'Enniskillens'	Buff	1776-1778				✓	✓		✓			
28th	Yellow	1776-1778		✓	✓	✓	F		✓			
29th	Yellow	1777-1781		✓				F				
30th	Yellow	1781-1783										✓
31st	Buff	1776-1781						F				



FORGET THE FANCY UNIFORMS – REDCOATS ON CAMPAIGN

REGIMENT	FACING COLOUR	PERIOD OF SERVICE	Boston 1775	Canada 1775-1776	Charleston 1776	New York 1776	Philadelphia 1777	Saratoga 1777	Monmouth 1778	Rhode Island 1778	Carolinas 1780	Carolinas, Virginia & Yorktown 1781
33rd.....	Red	1776-1782			✓	✓	✓		✓		✓	✓
34th.....	Yellow	1776-1781						F				
35th.....	Orange	1775-1778	✓			✓	F					
37th.....	Yellow	1776-1783			✓	✓	✓		✓			
38th.....	Yellow	1774-1783	✓			✓	✓			✓		
40th.....	Buff	1775-1778	✓			✓	✓		✓			
42nd 'Royal Highland'	Blue	1776-1783				✓	✓		✓			
43rd.....	White	1774-1783	✓			✓				✓		✓
44th.....	Yellow	1775-1780			✓	✓	✓		✓			
45th.....	Green	1775-1778	✓			✓	F					
46th.....	Yellow	1774-1778			✓	✓	✓		✓			
47th.....	White	1774-1781	✓	✓				✓				
49th.....	Green	1775-1778	✓			✓	✓		✓			
50th.....	Black*	1776										
52nd	Buff	1774-1778	✓			✓	✓					
53rd.....	Red	1776-1781						✓				
54th.....	Green	1776-1782			✓	✓				✓		
55th.....	Green	1775-1778				✓	✓		✓			
57th.....	Yellow	1776-1783			✓	✓	F					
59th.....	Red-Purple	1774-1775	✓									
60th 'Royal American'	Blue	1778-1783										
62nd	Buff	1776-1781		✓				✓				
63rd.....	Green	1775-1782	✓			✓	F		✓		✓	✓
64th.....	Black	1773-1782	✓			✓	✓		✓		✓	✓
65th.....	White	1774-1776	✓		✓							
69th.....	Green	1781										
70th.....	Black	1779-1782										
71st 'Fraser's Highlanders'	White	1776-1783				✓	✓				✓	✓
74th.....	Yellow	1779-1783										
76th 'MacDonald's Highlanders'	Green	1779-1783										✓
80th 'Royal Edinburgh Volunteers'	Yellow	1778-1783										✓
82nd	Black	1778-1783									✓	✓
84th.....	Blue	1779-1783									✓	✓
Marines	White	1774-1783	✓									
16th Light Dragoons	Blue	1776-1778				✓	✓		✓			
17th Light Dragoons	White	1775-1783	✓			✓	✓		✓		✓	✓
* The 50th Foot was stationed in New York in 1776 but saw no action before returning to Great Britain.												

THE LOYALISTS

While large numbers of colonists flocked to the causes of rebellion and independence, many remained loyal to the Crown. These Loyalists contributed numerous infantry and cavalry units, some of which proved very able. As with locally raised soldiers in the French and Indian War these regiments were commonly referred to as Provincials by their own side, while their opponents generally termed them “Tories”. Some of these troops rallied to the Crown out of a sense of allegiance, however many were previously neutral and found themselves driven towards the Loyalist ranks by the brutality of the rebels. The “civil war” aspect of the rebellion should not be underestimated and its consequence was that the majority of Loyalist troops were unable to return to their previous homes at the end of hostilities, many settling in Canada.

Initially the British high command was wary of using Loyalist troops to suppress the rebellion. It had taken considerable time to train the provincials who fought against the French and Indians, creating a perception that they could serve only as garrison troops. British policy evolved and a greater effort was made to recruit Loyalists from 1776 onwards, however the initial rejection made this a more challenging task than it would have otherwise been. The Loyalists recruited provided valuable service to the Crown and in a number of smaller battles they provided the greater part of the army. In many campaigns it was Loyalists who provided the majority of the cavalry and light infantry so necessary for scouting, reconnaissance and pursuit of defeated enemies.

Towards the end of hostilities some of the better-regarded Loyalist units were taken onto the strength of the regular army, not only adding prestige but also guaranteeing a pension for the officers.

Organisation

Loyalist regiments were raised within two commands. The American command encompassed the thirteen American colonies and the eastern Canadian seaboard, while the Canadian command included modern Quebec and Ontario. Additional commands existed for the West Indies and other British overseas territories. Each command had its own separate arrangements for equipping and supplying its troops, contributing to the diversity in Loyalist regiments which becomes apparent with even the briefest study.

There was no proscribed organisation for Loyalist units, although many were of battalion size and divided into infantry companies or cavalry troops. A small number of Loyalist infantry units included light infantry companies. With a few exceptions grenadier companies were seldom a part of Loyalist battalions.

Uniforms

There was no agreed or set uniform for Loyalists. Loyalists serving in temporary or recently raised units would have worn civilian dress.

Early in the war the Canadian command provided a number of regiments with green coats, faced scarlet and lined white, along with buff waistcoats and breeches. The American command also provided green coats to its Loyalists from 1776 onwards, but these mainly had white facings, with waistcoats and breeches also being white. The latter command also issued thousands of round hats.

In 1777 the green coats of the American command began to be replaced by red, with a variety of facing colours being supplied. Turnbacks and lining would have remained white. This was possibly an attempt to better integrate the Loyalists into the army or possibly it was more straightforward to supply red material which could be used for both provincials and regulars. Some Loyalists chose to retain their green uniforms however, particularly those providing light infantry and cavalry. Unlike the regular units of the British army, when uniforms wore out they were not necessarily replaced by ones with the same facing colour and as a result some units may have worn a number of different uniforms throughout the course of the war or even at the same time. A similar situation arose in the Canadian command, who began to issue red coats faced green and white waistcoats and leggings from 1777 onwards. The Loyalist regiments who accompanied Burgoyne and St Leger during the Saratoga campaign probably followed the lead of the regulars and shortened their coats and converted their hats to light infantry-style caps. As with all things in the rebellion, there were exceptions however and a number of regiments found themselves in receipt of uniforms that did not follow the pattern discussed above.

Renowned Loyalist Units

Of the many Loyalist units there are a number that distinguished themselves during the rebellion. It is possible here only to give the briefest overview of some of these regiments.

The British Legion was a regiment composed of both mounted and dismounted soldiers. The regiment was raised in 1778 in New York by Sir Henry Clinton, but gained its reputation after transferring to the southern colonies under the command of Lieutenant-Colonel Banastre Tarleton, where it featured in many of the significant battles of Cornwallis’s campaigns in the Carolinas and Virginia. After contributing to the capture of Charleston the Legion was reinforced, bringing it to its peak strength of 250 mounted and 200 dismounted. The infantry of the Legion were annihilated at Cowpens in January 1781, but the cavalry fought on until the defeat at Yorktown. In March 1781 the Legion was admitted, as the 5th American Regiment, to the newly-formed American Establishment; thus becoming part of the British Army and no longer a provincial unit. After the war, the regiment was transferred to the English Establishment, but its strength was low and it was eventually disbanded in October 1783.



CORNWALLIS AND HIS STAFF CAREFULLY CONSIDER THEIR OPTIONS

The cavalry uniform is described as a short green jacket with black roll collar, white buckskin breeches with black riding boots. The headgear was a black leather helmet with a glazed leather peak and a bearskin crest running from front to back. This has become famous as the “Tarleton helmet”. During the Virginia campaign of 1781 the legion may have worn white, possibly hunting shirts or smocks of unbleached linen. Leather equipment was black. It is unclear what uniform was worn by the infantry of the Legion. From the limited contemporary sources a green light infantry coat and black facings seems likely and, like the cavalry, paler dress may have been adopted in the south.

The Queen’s Rangers were, like Tarleton’s men, a legion. Initially they were raised by Robert Rogers, in 1776 in New York. The unit suffered heavy losses when attacked at Mamaroneck, but later distinguished itself under Major James Wemyss at the Battle of Brandywine, after which Lieutenant-Colonel John Graves Simcoe was awarded command. The regiment continued to prove itself useful during the advance on Philadelphia and at Monmouth Courthouse. The Rangers contributed to the capture of Charleston in 1780 and the majority of the regiment returned to the south in the following year as part of Benedict Arnold’s raids into Virginia. The regiment joined Cornwallis’s army in time to be part of the surrender at Yorktown. From May 1779 the Rangers were absorbed into the British army as the 1st American Regiment of the American Establishment. As with the British Legion, this was followed by transfer to the English Establishment but eventual disbandment in 1783.

The composition of the regiment’s infantry was initially ten companies, including one of light infantry and one of grenadiers. A highland company was added in 1777, wearing highland dress and including a bagpiper among its ranks. In 1778 some of the grenadiers were re-armed with rifles and attached to the light company. The cavalry began as a small detachment of mounted rangers. These grew into a full troop of 30 hussars, possibly more. Light dragoon troops were eventually added while campaigning in the south. As well as infantry and cavalry, the regiment is also reported to have used a 3-pounder cannon and an amusette, a type of heavy musket firing a half-pound ball up to 2,000 yards.

All elements of the Queen’s Rangers wore a dark green uniform with green facings and waistcoats. Breeches were white. The majority of the infantry wore black cocked hats with white binding until 1780 when they were issued black leather caps. Grenadiers wore tall cloth caps. The hussars’ headgear was a black fur busby, while the light dragoons may have worn “Tarleton” helmets. Leather equipment was black for all, while knapsacks were of unbleached linen.

The Volunteers of Ireland were an infantry unit of ten companies raised in Philadelphia, by Lord Rawdon in 1777. The regiment was taken onto the American establishment in 1779 as the 2nd American Regiment and took part in the capture of Charleston in December of that year. The Volunteers of Ireland went on to fight in the Battles of Camden and Hobkirk’s Hill, remaining in South Carolina until Cornwallis surrendered at Yorktown. At this time they were evacuated to New York. The regiment was taken into the regular army as the 105th Regiment in December 1782. After peace was negotiated the rank and file were resettled in Canada and the regiment disbanded.

There is very little reliable information about the uniform of the Volunteers of Ireland. It is possible that the entire

regiment wore light infantry style caps and likely that their coats were red. An engraving of Lord Rawdon from 1803 shows a uniform distinguished by a lack of lapels and the inclusion of green “Brandenburg” tassels. The artist Don Troiani has produced an impression of the Volunteers based on this uniform.

Butler’s Rangers were raised in 1777, by John Butler from the Loyalist population of rural New York. The regiment consisted of ten companies of infantry and participated in much of the frontier campaigning in upper New York and westwards towards the Great Lakes. The Rangers often fought alongside Indian allies and notably contributed to St Leger’s expedition in 1777. By 1779 the Rangers had in their possession two 3-pounder guns which they presumably were able to deploy. At the end of hostilities, the majority of Butler’s Rangers settled in Canada.

There is argument about the uniform worn by Butler’s Rangers. Most probable is dark green waistcoats and coats with red facings, white turnbacks, buckskin breeches or Indian leggings. Headgear was a black leather cap and belts were buff leather. The exigencies of campaigning probably meant there was a degree of variation and adaptation of uniforms, becoming more unconventional over time.

The Prince of Wales’s American Regiment was an infantry corps raised chiefly from inhabitants of Connecticut in 1777 and commanded by Colonel Montfort Browne. They served at Rhode Island and in the southern campaign, most notably at Hanging Rock in 1780 where they were all but destroyed. Thereafter the regiment served in small detachments across the Carolinas.

The regiment is recorded as having both a light infantry and a grenadier company. Uniforms when first raised in New York were green coats with white facings, replaced in 1777 by red coats with blue facings, white smallclothes, breeches or overalls. Headgear would have been black cocked hats. It is not known if the flank companies wore distinctive headgear.

After the war, the men of the regiment were granted land along the St John River in Nova Scotia.

The King’s American Regiment was raised in 1776 in New York, by Colonel Edmund Fanning and its 500 men were organised into ten companies including grenadiers and light infantry. Recruits came from New York City, the Hudson Valley and Connecticut. The regiment saw action at New York, Rhode Island and in the Carolinas and Georgia. In 1781 the regiment was taken onto the American Establishment as the 4th American Regiment and later onto the English Establishment. It was disbanded in New Brunswick, Canada in 1783 and many of its men eventually settled there. Uniforms were typical of many Loyalist regiments; red coats faced olive green (faced blue later in the war), with white waistcoats and breeches.

The New York Volunteers were raised in 1776 in Halifax, Nova Scotia. Part of the regiment served in the attack on New York, where they are described as “almost naked”. Thereafter the regiment was sent south, serving in Florida, and at Savannah, Charleston, Camden and Hobkirk’s Hill. At the latter end of the war the regiment seems to have worn red coats with blue (and possibly buff) facings.

The regiment was placed on the American Establishment as the 3rd American Regiment and disbanded in Canada in 1783.

THE HESSIANS

The deficiencies of the British army had been laid bare at Boston and the government hastily attempted to dispatch additional regiments to the colonies for the purpose of bringing a swift end to the rebellion. The exercise of expanding the army to over 50,000 men was easy to achieve on paper, but recruiting was much harder in practice. To address this shortfall, negotiations were conducted with a number of the small German states to hire regiments of their armies for service in America. A total of 30,000 of these “mercenaries” would eventually cross the Atlantic. Although six different states provided regiments, the largest contingent was from Hesse-Cassel, leading to all of the German soldiers being referred to as “Hessians”.

Organisation

The Hessian regiments were mostly organised in the same way as the Prussian army which was seen as a model of military efficiency. A typical infantry regiment was composed of five companies of musketeers or fusiliers and one of grenadiers, the latter usually being detached and formed into battalions of grenadiers. The five companies of musketeers were administrative units and on the battlefield adopted the common European custom of being divided into four equally-sized “divisions”, each of four equally-sized “platoons”.

Perhaps the most useful of the Hessian forces were the companies of jägers. These were recruited from woodsmen and armed with rifled muskets, having a greater accuracy than the smoothbore muskets carried by other infantry. The jägers served as individual companies rather than entire regiments, some being mounted but always fighting on foot.

Only one Hessian cavalry unit served in America; the Prinz Ludwig Dragoons of the Brunswick contingent. These men arrived in Canada without horses and fought dismounted until their decimation at the Battle of Bennington in 1777.

Uniforms

The majority of the Hessian regiments wore uniforms based upon those of Prussia, as did most European armies of the age. Brief details are given below, but this can only be an introduction to such a complicated subject.



HESSIAN COMMANDERS, PROFESSIONALISM PERSONIFIED

Where described, uniforms are those of the average soldier; the appearance of officers may have differed, particularly in the greater use of gold or silver lace and different decorations on hats. In general officers would have worn cocked hats, including those in grenadier or fusilier units.

Hesse-Cassel

The Hesse-Cassel contingent arrived in America in 1776 and its troops contributed to every major campaign thereafter.

Five grenadier units were included. Rall's Regiment was unusual in being raised solely of grenadiers, rather than being a composite battalion composed of grenadier companies detached from other infantry regiments. The 1st Grenadier battalion was composed of the grenadier companies of the 2nd and 3rd Guard regiments, the Leib regiment and the von Mirbach regiment. The 2nd Grenadier battalion drew its companies from the von Donop, Prinz Karl, Trumbach and Wutginau regiments. The 3rd from Erbprinz, von Dittfurth, von Lossberg and von Knyphausen and the 4th from grenadier companies of the garrison regiments von Wissenbach, von Stein and von Bunau as well as the flank company of the Grenadier Regiment von Rall.

Musketeer and garrison regiments wore cocked hats while grenadiers and fusiliers wore metal caps, those of the grenadiers being taller than those of the fusiliers. Caps would have been fronted with white or yellow metal depending on the regiment's “metal colour”. Other than the green-clad jägers the infantry all wore dark blue coats with red linings. Cuffs, collar and lapels were in a colour specific to the regiment with the exception of garrison regiments, who wore no lapels. The majority of regiments wore white waistcoats, but those of von Knyphausen and Wutginau may have been buff and the Leib regiment yellow or straw-coloured. Breeches were white, but on campaign overalls of white, buff or blue may have been issued. The image of Hessians in blue or red striped overalls is probably a little over-imaginative as this would not have been normal practice.

The jägers wore dark green jackets and waistcoats with facings and linings in red. Breeches were buff or straw-coloured and likely to be replaced with trousers or overalls when on campaign.

Artillerists wore similar uniforms to the infantry, with red facings, buff waistcoats and white breeches. Hats were bound with white lace.

Brunswick

The Brunswick contingent arrived in Canada in 1777 and formed a significant element of Burgoyne's army that surrendered to General Gates at Saratoga.

The infantry regiments were dressed in the Prussian style with dark blue coats, lined red and having cuffs, collars and in some cases lapels, of the facing colour of the regiment. Waistcoats and breeches were white, although the latter were mainly replaced on campaign with overalls made from old tents. These would not have been made of the striped material so often seen in illustrations of Hessian infantry. Musicians wore yellow coats with red lining; facings would have been the same as the rest of the regiment, unless yellow in which case light blue facings were seen. Black cocked hats would have been worn by all but the grenadiers, these being laced in the “metal” colour of the regiment and bearing pom-poms of a distinctive colour.

Von Barner's Light Battalion was composed of four musket (or possibly carbine)-armed companies wearing dark blue coats with black facings and red lining. Black cocked hats were worn. Musicians wore yellow coats, lined red with no lapels and black collar and cuffs.

Breymann's Grenadier battalion was composed of the grenadier companies of the four Brunswick regiments present in America. Uniforms would have been the same as their parent regiments and their metal mitre caps would have been in the "metal" colour of their parent regiment, with back cloths of the regiment's facing colour with white piping (or red piping in the case of white facings). Mitre caps were topped with a tuft matching the pom-poms of the regimental musketeers.

Brunswick jägers would have looked very similar to those of the other German contingents. Dark green coats with facings of red, but distinctive green lining would have been worn with green waistcoats and straw-coloured breeches. Black cocked hats bound with black tape would have been the headgear, each having a green cockade and white pom-pom with yellow

centre. Musicians would have been dressed in the same manner, but with shoulder wings laced with silver. They used large horns as their instruments of choice.

The Dragoon Regiment was composed of six troops, totalling around 300 men. They wore medium-blue coats, faced and lined in yellow. Waistcoats were straw-coloured and legwear consisted of either straw-coloured breeches or overalls. The latter may have been made of blue-striped material, one of the few instances where the "striped-leg" Hessian may have been a reality. Black cocked hats were worn, bound with black and bearing a black cockade and a small white plume. Musicians wore coats of yellow with blue facings. As dragoons, armament would have been carbines and sabres, although the latter may not have been carried while dismounted.

HESSE-CASSEL REGIMENTS	FACING COLOUR	METAL COLOUR	POM-POMS/TUFTS
Musketeer Regiment von Donop	Buff	White	Yellow
Musketeer Regiment von Mirbach/Jung von Lossberg	Red	White	Dark Blue
Musketeer Regiment Prinz Karl.	Red	White	Dark Blue
Musketeer Regiment von Trumbach/von Bose	White	White	Red
Musketeer Regiment von Wutginau/Landgraf	Red, no lapels	Yellow	Yellow-over-White
Leib Musketeer Regiment.	Yellow	White	White-over-Yellow
Fusilier Regiment von Lossburg.	Scarlet	Yellow	Scarlet
Fusilier Regiment von Dittfurth	Yellow	White	Yellow
Fusilier Regiment von Knyphausen	Black	Yellow	White-over-Blue
Fusilier Regiment Erbprinz.	Pink	White	Red
Garrison Regiment von Buenau	Red, no lapels	White	Red
Garrison Regiment von Huyn	Yellow, no lapels	White	Yellow
Garrison Regiment von Stein	Scarlet, no lapels	White	Red
Garrison Regiment von Wissenbach	White, no lapels	White	Red
1st Grenadier Battalion von Linsing.	Guards had red facings, other companies as per parent regiments		
2nd Grenadier Battalion von Block/Lengerke			
3rd Grenadier Battalion von Minnigerode/von Loewenstein			
4th Grenadier Battalion von Koehler/Graf/Platte.			
Grenadier Regiment von Rall	Red cuffs, no lapels	Yellow	White
Jägers	Red	White	
Artillery	Red	Yellow	Blue-over-Red

BRUNSWICK REGIMENTS	FACING COLOUR	METAL COLOUR	POM-POMS/TUFTS
Infantry Regiment Prinz Friedrich.	Yellow, no lapels	White	Yellow with white centre
Infantry Regiment von Rhetz	White, no collars	Yellow	Red
Infantry Regiment von Riedesel	Yellow, no collars	White	Yellow with white centre
Infantry Regiment von Specht	Red	Yellow	White with red centre
Grenadier Battalion von Breymann	As per parent regiments for each company		
Light Infantry Battalion von Barner.	Black	Yellow	None
Dragoon Regiment Prinz Ludwig	Yellow	White	None
Jäger Company	Red	White	White with yellow centre

Hesse-Hanau

The Hesse-Hanau infantry regiment and a company of artillery arrived in Quebec in June 1776, fought as part of Burgoyne's army and surrendered at the end of the Saratoga campaign. They were followed in 1777 by four companies of jägers who also served in Canada. A Frei-Korps of one jäger and four light infantry companies was sent to New York in 1781, each company numbering as many as 160 officers and men.

The men of the single battalion of the infantry regiment Erbprinz wore dark blue coats in the Prussian style with red lapels, cuffs, collars and lining. Waistcoats and breeches were straw-coloured, although on campaign overalls made from old tents would have been worn. The regiment was composed along Prussian lines with five companies of musket-armed infantry and one of grenadiers, the latter possibly being detached to serve with the Brunswick grenadier companies during the Saratoga campaign. The musketeers wore cocked hats bound with white lace and with pom-poms of red with a yellow circle, while the grenadiers wore white metal mitre caps, the back cloth being yellow with white piping and a red tuft. Musicians probably wore the same dark blue coats as the rest of the infantry, in emulation of the Prussian army.

The jägers wore green coats with green linings. In winter they wore green waistcoats and leather breeches, the latter replaced on service with black, grey or brown cloth overalls. In the summer they were issued linen overalls and wore lighter waistcoats. Facings were likely to have been a red shade as carmine coloured cloth is reported as being received. Headgear would have been the ubiquitous cocked hat, although this may have been worn with the back and sides cocked up and the front brim cut off. The corps is also recorded as being issued with lynx-fur caps with a crown of green or red cloth and a white feather cockade on the left-hand side. Musicians seem to have made use of the tuba! The green cloth used in the uniforms is reported to have faded to a more brown colour over time.

The artillery dressed in dark blue coats with red facings and lining. Waistcoats and legwear were white. Cocked hats were worn with white lace binding, red pom-poms and a black cockade.

The Frei-Korps were issued uniforms of green coats, shirts and trousers when leaving Europe but the material was so poor that it was soon necessary to replace the trousers with grey cloth alternatives. White linen breeches were also acquired for summer wear. As with the jägers, green uniform cloth faded to brown over time. The jägers of the corps may have worn leather caps, while the other companies had cocked hats.



Ansbach-Bayreuth

The infantry regiments of the Ansbach-Bayreuth contingent each consisted of a single battalion of around 570 men, divided between one grenadier and four musketeer companies. They were initially accompanied by a single company of 100 jägers who were later reinforced by three further companies and eventually expanding to six companies by 1783. A small artillery company also travelled to America.

The infantry regiments and artillery dressed in dark blue coats lined red. Musicians were dressed in the same uniforms as the rest of their unit, save for the addition of laced "wings" on their shoulders. Musketeers wore black cocked hats bound with white and bearing a single pom-pom, while the cocked hats of the artillery were probably bound with yellow lace. Grenadiers are sometimes pictured with fur caps of a similar type to the British but may have worn metal mitre caps, the 1st regiment having red cloth backs piped white and the 2nd having white piped black, topped with tufts to match the musketeers' pom-poms.

The Jägers dressed in uniforms typical for this type of infantry. Dark green coats with red linings and facings were worn, along with dark green waistcoats and buff breeches. The black cocked hats were decorated with a green cockade.



HESSIAN JÄGERS



HESSIANS THREATEN A LINE OF NERVOUS CONTINENTAL INFANTRY

Anhalt-Zerbst

A regiment of two battalions was provided for service in America. The first battalion arrived in Quebec in May 1778, while the second was sent to New York in 1780.

The uniform of the 1st battalion was a white coat with red lining, cuffs and lapels. Waistcoats and trousers were white. Black cocked hats were worn with black binding and decorated with a plume of white over black and a pom-pom of yellow over red.

The 2nd battalion had an unusual uniform based on that of the Croatian “Pandours” of the Austrian army. A white coat with red lining, cuffs and lapels was worn with white breeches, tall boots and a red cloak. Headgear was a tall cylindrical hat of black felt, topped with a white plume

Waldeck

A single regiment of Waldeck infantry, the 3rd, served in America. The regiment was created specifically for overseas mercenary service partly by conscription and partly by the recall of mercenaries from Holland. The regiment numbered some 650 men divided into one grenadier and four musketeer companies. The regiment was accompanied by 14 artillerymen and two 3-pounder guns.

The infantry wore dark blue coats lined red with yellow cuffs and lapels. White waistcoats were worn with white breeches or locally-made overalls. Grenadiers wore bearskin caps in the style of the British and Dutch, with no metal front plate but having bags of yellow, trimmed white. Musketeers wore black cocked hats bound with yellow lace.

HESSE-HANAU REGIMENTS	FACING COLOUR	METAL COLOUR	POM-POMS/TUFTS
Hesse-Hanau Regiment Erbprinz.	Red	White	White with red circle
Hesse-Hanau Chasseurs (Jägers)	Red	White	—
Frei-Korps of Light Infantry	Red, no lapels	—	—

ANSBACH-BAYREUTH REGIMENTS	FACING COLOUR	METAL COLOUR	POM-POMS/TUFTS
1st Ansbach Infantry Regiment (von Eyb/von Voit)	Red	White	Red
2nd Bayreuth Infantry Regiment (von Voit/von Seybothen)	Black	White	White with red circle
Jägers	Red	Yellow	Green with a red circle
Artillery	Red	White	White

WALDECK REGIMENTS	FACING COLOUR	METAL COLOUR	POM-POMS/TUFTS
3rd Infantry Regiment	Yellow	Yellow	Probably not worn

The Forces of the Rebellion

When we consider the development of the Continental Army and other rebel military units during the war it is first important to bear in mind that we are discussing at least three distinct stages. The first concerns the “Separate Army” which invaded Canada and the “Army of Observation” formed from the various New England contingents besieging Boston in 1775. These can be collectively referred to as the “Eight Months Army” as the soldiers were largely enlisted to serve only until December of that year in the belief that hostilities would last no longer. The prolonging of the war into 1776 led to the second stage; the one year “Army of the United Colonies” when again, the majority of enlistments expired in December. It was not until 1777 that a more permanent Continental Army was formed, with men enlisted to serve for either three years or for the duration of the war. Alongside the Continental Army we must also consider the many militia and local “state” units who also served in the war.

During its existence the Continental Army was generally divided into three forces. A Main Army served with the Commander-in-Chief, General George Washington and provided the main opposition to the British in the central colonies. An army of the Northern Department was active in northern New York and Vermont; remaining a threat to British Canada. Lastly, an army of the Southern Department fought for rebel interests in the southern colonies of Virginia, the Carolinas and Georgia. The Continental Army as a whole was

often an impressive body on paper, but the realities of recruitment and campaigning meant that it was permanently under strength and often compelled to rely on local militia to bolster its numbers. Washington rarely had more than 17,000 men at his command and often less. This shortage was particularly acute in December 1775 and 1776 when the expiry of short-term enlistments came close to causing the complete collapse of the army. It is much to the credit of Washington and his subordinates that not only did they maintain an army in the field throughout the war, but that they ensured their troops continued to improve their proficiency on the battlefield until they achieved parity with the European regulars ranged against them.

The history of the Continental Army and associated forces is one of inconsistency and reorganisation. Its study is worthy of a life’s work and the summary presented here is a very brief introduction to a subject of tortuous complexity. For ease of presentation I have considered the contribution of the different colonies in the geographical groups that they would be eventually divided into in the latter days of the war. I have considered the artillery and mounted units separately at the end of the chapter to avoid introducing an additional level of confusion into discussion of each area.

Brief uniform information is provided within each section. This material is based on the extremely limited evidence available and is often founded upon reports of the



appearance of deserters. Where information is given for 1777-83 this is based on reports from some point in that period and may not reflect the continuous appearance of the unit. It is likely that there would have been considerable variation of appearance even within a regiment, whether Continental or "state". Militia were seldom issued uniforms apart perhaps for officers. Hunting shirts are likely to have been worn by many soldiers, particularly in 1776, and elements of civilian dress may have been seen as uniforms wore out. Regiments are often described as having extremely bedraggled appearance due to the shortage of uniforms or such clothing wearing out. At Valley Forge in the winter of 1777-78 the men resorted to making clothing from blankets and officers are reported to have sat down to meals in dressing-gowns. For those units campaigning in the summer heat of the southern colonies, coats may have been discarded in favour of "shirtsleeve order", and winter dress would naturally have been seen when the snows fell, particularly in the northern colonies and Canada.

Throughout the war, use was made of captured British uniforms, although this could lead to regiments being mistaken for the enemy on the battlefield and the red uniforms could be either converted into waistcoats or dyed. One account tells of British red coats with yellow facings and white lining being dyed with indigo. The resulting uniforms consisted of a purple coat with green facings and pale blue

lining! Waistcoats, sometimes called "jackets", either sleeved or sleeveless, could be in a number of colours, but blue, white, buff or un-dyed all seem common and reports also include green, black and red. Breeches or overalls seem to have been present in similar shades.

Headgear was as varied as the rest of the soldiers' appearance, although a round hat seems common, occasionally cocked on one side or more fully cocked in the style of the French and British. A number of regiments are also reported to have worn light infantry-style caps. The light dragoons were equipped with a number of different styles of helmet in either leather or brass, with crests of horsehair or bearskin.

In 1779-80 it was the hope of Congress and Washington that more standardisation could be brought to the appearance of the Continental Army. The infantry were to wear a dark blue uniform coat with facing colours dependent on the colony: white for New England; buff for New York and New Jersey; red or scarlet for the middle colonies, including Virginia; blue in the Carolinas and Georgia. The artillery were to be clothed in dark blue coats, faced and lined in scarlet with yellow lace button holes and hat binding. The Light Dragoons were also to be dressed in dark blue coats, but theirs were to be faced and lined in white. It is doubtful that this order was implemented fully by the time of the war's end in 1783. The army and colonies continued to import brown, green, drab, black and light blue coats as well as the specified dark blue.



CONTINENTAL INFANTRY STAND FIRM WHILE THE LIGHT DRAGOONS GALLOP BY

NEW ENGLAND

Organisation

New England included the colonies of New Hampshire, Massachusetts, Connecticut and Rhode Island. At the outset of hostilities they each had in place a militia system for their own individual defence; each community within the colony being responsible for raising a company of men. The most developed of these was Massachusetts which, alongside its militia companies, also organised companies of better trained and equipped “minutemen”, expected to turn out at a minute’s notice and “alarm companies” of those too old, young or infirm to serve in the main body of the militia. It was the militia of New England – and Massachusetts in particular – which provided the initial resistance to the British at Lexington and Concord. In April 1775 the Massachusetts Provincial Congress voted to raise an army and encouraged the neighbouring colonies of New England to join them in this enterprise. In June, this assembly of regiments was adopted by the Continental Congress as the first “American Continental Army”. George Washington of Virginia was appointed as Commander-in-Chief, a position he would hold throughout the war.

Massachusetts formed 26 infantry regiments for the “Army of Observation”, each of ten companies, as well as an artillery regiment. Rhode Island provided three regiments to support operations around Boston, with the 1st and 2nd Rhode Island Regiments being of eight infantry companies, while the 3rd had seven infantry and one artillery company. Each of the three regiments later had two additional infantry companies added. Connecticut raised eight infantry regiments, each of 10 companies. The 1st, 4th and 5th Connecticut contributed to the Siege of St John’s in the north, while the 2nd, 3rd, 6th, 7th and 8th joined Washington’s Main Army. The fourth colony, New Hampshire provided three regiments of infantry, two of which saw action at Breed’s Hill. Many of these regiments were raised with initial musters of many hundreds of men, but the boredom of besieging Boston eroded unit strength and the expiry of enlistments meant that by the end of December the army had reached a sorry state of affairs.

When it became clear that the war would stretch into a second year, Congress authorised the raising of new regiments to replace those of 1775. Only a minority of the earlier army re-enlisted and the regiments formed were very much new organisations rather than a continuation of what had gone before. In an attempt to increase the unity of the army it was also decided to number the regiments rather than name them for their colony of origin. Congress specified that all regiments were to be of eight companies. New Hampshire again provided three regiments; the 2nd, 5th and 8th Continental Regiments and Rhode Island now only put two into the field; the 9th and 11th Continental. Connecticut also had its commitment cut by one regiment and provided the 10th, 17th, 19th, 20th and 22nd Continental Regiments. Massachusetts continued to provide the majority of Washington’s Main Army and contributed the 3rd, 4th, 6th, 12th, 13th, 14th, 15th, 16th, 18th, 21st, 23rd, 24th, 25th, 26th and 27th Continental Regiments. Alongside these formations the colonies, now calling themselves “States”, raised additional units of their own and we find Rhode Island and Connecticut raising two and six State regiments in 1776. The Continental units gathered outside Boston, but soon found themselves marching to New York where they spent the major part of the year, serving alongside New England and New York militia as well as Continental regiments from other colonies. The disastrous events of the year saw the army all but destroyed. Average



regimental strength at the outset of campaigning in New York was around 300 men. This had fallen to the region of 150 men by the time of Washington’s surprise victory at Trenton in December and the expiry of enlistments meant that only 1500 or so New England infantry contributed to the success at Princeton in January.

During the winter and spring of 1777 yet another Continental Army was assembled. Each colony was allocated a fresh quota of regiments to be raised, each again consisting of eight companies. New Hampshire was to raise three regiments of infantry, Rhode Island two, Connecticut eight and Massachusetts an impressive fifteen. As well as these contributions “Additional” regiments were to be raised for the army, known by the name of their commanding officer. Henley’s, Jackson’s and Lee’s Regiments were raised in Massachusetts; Webb’s originated in Connecticut; this colony also sharing with Maryland the raising of Sherburne’s Regiment.

The new 1st, 2nd and 3rd New Hampshire Regiments joined the Northern Department to oppose Burgoyne’s advance on Saratoga. The 2nd Regiment found itself embroiled with the British advance guard at Hubbardton and all three regiments took part at Bemis Heights, where the fate of Burgoyne and his army was sealed. The 1st and 2nd Rhode Island Regiments were posted to the Hudson Highlands in upper New York where they saw action against the Hessian Grenadier Brigade at Fort Mercer. Connecticut’s regiments were divided; the 3rd and 6th Connecticut fighting alongside Webb’s and Sherburne’s Additional regiments at Forts Montgomery and Clinton on the Hudson River; the 1st, 2nd, 5th and 7th joining Washington’s offensive at Germantown before retiring to the Hudson Highlands, where they joined the 4th and 8th



CONTINENTAL REGULARS ON THE MARCH

Regiments. The Massachusetts Continental line served alongside the men of New Hampshire in General Gates's northern army, along with a multitude of militia drawn from all across New England and New York.

The introduction of longer enlistments meant that the Continental Army did not dissolve at the end of the year. The winter of 1777 was bitter and cruel, but at Valley Forge, Washington and his drillmaster von Steuben began to forge a more professional army than those which had gone before. This included the depleted New England regiments, the majority of whom re-joined Washington for the winter. The continuity of service also brought the opportunity to reorganise without having to start completely afresh. Infantry regiments were each to add a light infantry company to their existing strength, although these companies would usually be detached to form a separate "Corps of Light Infantry" much as was the case in the British Army. The "Additional" regiments were absorbed into the overall quotas for each colony. Most of the changes did not occur immediately and in many cases not until the following year. The great test of the Continental Army's new found proficiency came at the Battle of Monmouth Court House in June, where the New England regiments stood alongside their countrymen and found themselves the equal of the British regulars. Following the British withdrawal to New York, Washington dispatched a force to Newport, this included the 1st and 2nd Rhode Island Regiments, Sherburne's Regiment, Webb's Regiment and the 1st, 4th, 13th and 15th Massachusetts. They were joined by two Rhode Island state regiments and a host of Massachusetts and Rhode Island militia. While the attack on Newport was aborted when the French abruptly withdrew, the performance of the Continental regiments during the retreat was often admirable.

Regimental strength continued to be an issue throughout 1778, most New England regiments not numbering above 200 men and often substantially less. This had worsened by the spring of 1779 and any extra recruitment was often offset by the need to detach and maintain the strength of light infantry companies. By October 1780 it became necessary to reduce the complement of regiments to which the army aspired and to allow amalgamation of existing units. New Hampshire's commitment was reduced to two regiments, Rhode Island to just one, Connecticut to five and Massachusetts to ten. The excess regiments were disbanded, their rank and file being used to strengthen the remaining units. Regiments continued to be composed of eight line and one light company each. These changes took time to organise and it is not until 1781 that we see them fully enacted. Average regimental strength during the campaigning season remained in the order of 200 men. In August of that year, Washington took the bold step of marching half of the Main Army to Yorktown in Virginia. Only the single Rhode Island Regiment followed Washington, the remainder of the New England Line were ordered to remain watching the British in New York.

Following the British surrender at Yorktown and the winding-down of hostilities the Continental Army was slowly disbanded, including the New England regiments. By June 1783 all that remained were four of the Massachusetts regiments, one from Connecticut, two companies of Rhode Islanders and five companies from New Hampshire. These only survived until October, the majority being discharged and a few being incorporated into Henry Jackson's Continental Regiment. In June 1784 this too was disbanded and the Continental Army ceased to exist save for small garrisons at West Point and Fort Pitt; a total of just 80 men.

UNIFORMS	1775-76	1777-83
Connecticut	<p>1776</p> <p>17th Continental Black lapels.</p> <p>22nd Continental Scarlet coats with buff facings.</p> <p>State Infantry Council of Safety for Connecticut provided material for coats in brown or cloth colour.</p>	<p>1st Connecticut Red coats with white facings and lining, white waistcoats and breeches. Musicians in grey-brown coats faced light brown.</p> <p>2nd Connecticut Brown coats faced white, with brown waistcoats and breeches. Round hats cocked up on one side. Musicians in green coats faced brown.</p> <p>3rd Connecticut Light brown coats faced red, with red or green lining, green waistcoats and breeches.</p> <p>4th Connecticut Brown coats faced red, with light brown waistcoats and breeches. Cocked hats with yellow binding.</p> <p>5th Connecticut Blue coats with red facings and lining. Green waistcoats and breeches. Musicians in yellow coats faced brown.</p> <p>6th Connecticut Blue coats faced white, with white waistcoats and breeches. Leather caps.</p> <p>7th Connecticut Scarlet coats faced white, with white waistcoats. Sailors' jackets reported in 1779.</p> <p>8th Connecticut Blue coats faced scarlet and later faced white. Brown waistcoats.</p>
Massachusetts	<p>Sargent's Green coat, black facings.</p> <p>Patterson's Blue coat, buff facings.</p> <p>Glover's (Marbleheaders) Sailors' clothes.</p> <p>6th Continental Brown coats faced in red or white. Sailors' clothing reported.</p> <p>12th Continental Brown coats with red facings and lining.</p> <p>14th Continental Sailors' dress or drab/light brown coats with red facings.</p> <p>15th Continental Blue coats with white facings and linings.</p> <p>16th Continental Green uniforms.</p> <p>18th Continental Coats of undyed cloth with buff facings. Narrow brimmed round hats with white binding.</p>	<p>3rd Massachusetts Blue coats with blue facings, lined with red.</p> <p>4th Massachusetts Blue coats with white facings, breeches and overalls of white, brown or green.</p> <p>8th Massachusetts Pale blue coat faced red.</p> <p>14th Massachusetts Dark brown coats faced with light blue, or blue coats faced white. <i>Massachusetts was awarded imported brown coats in the lottery of 1778.</i></p>
New Hampshire	<p>2nd Continental Blue coats with black facings.</p> <p>8th Continental Officer reported in blue coat, faced red with white lining.</p>	<p>2nd New Hampshire Light blue coats with red facings and white lining. Later reported as brown coats faced white. Musicians in white coats faced blue. <i>New Hampshire was awarded brown coats in the lottery of 1778.</i></p>
Rhode Island	<p><i>The three Rhode Island regiments of 1775 were self-clothed.</i></p> <p><i>General Assembly unable to provide uniforms for Rhode Island Continental troops in 1776.</i></p>	<p>1st Rhode Island Red coats faced white.</p> <p>2nd Rhode Island Brown coats faced red, with black waistcoats and brown breeches. Later blue coats faced with red or white.</p> <p>1st Rhode Island State Regiment Blue coats faced yellow.</p> <p>2nd Rhode Island State Regiment Officers in blue coats faced white. Men in blue sailor-style coats.</p>

2ND NEW HAMPSHIRE REGIMENT AND
THE VALIANT DELAWARE REGIMENT



UNIFORMS OF THE ‘ADDITIONAL’ CONTINENTAL REGIMENTS – 1777-79 (WHERE KNOWN)

Forman’s	Red coats faced buff, lined white. White waistcoats and buff breeches.
Gist’s	Brown coats turned up green.
Grayson’s	Blue coats faced red.
Hartley’s	Blue coats faced and lined white. Caps with white turbans. In 1778/9 wore blue coats faced yellow, with caps.
Henley’s	Red coats faced light blue. Light infantry caps. In 1778/9 wore blue coats faced buff.
Jackson’s	Blue coats faced buff and lined white. White waistcoat and breeches, or blue overalls. Large hats with white binding.
Lee’s	Brown faced red, with white lining, or coats faced white. In 1778 changed to blue coats faced buff.
Rawling’s	Brown coats, brown waistcoats.
Sherburne’s	Brown coats faced yellow, possibly with green waistcoats and breeches.
Spencer’s	Blue coats faced red.
Warner’s	Brown coats.
Webb’s	Red coats with yellow facings, lined white (captured British coats).



SHERBURNE’S REGIMENT DO NOT FLINCH FROM THE ADVANCING HIGHLANDERS

NEW YORK, NEW JERSEY AND CANADA

Organisation

In May 1775 rebel volunteers commanded by Ethan Allen and Benedict Arnold overwhelmed the British garrison at Fort Ticonderoga, expanding the war beyond the confines of Boston. The colony of New York reacted to the widening of the conflict by creating four regiments of infantry, each of ten companies. The Continental Congress also authorised New York to raise a seven-company regiment of “Green Mountain Boys” composed of men from modern-day Vermont. These troops, alongside men from New England, provided the manpower for the invasion of Canada, capturing St John’s and Montreal but falling short of seizing Quebec as the army melted away as enlistments expired. New Jersey had raised a number of infantry companies as part of two regiments, who garrisoned the upper Hudson and New York City.

New York raised four new regiments of infantry to serve through 1776. A fifth regiment of New York Continentals was later raised on similar lines to the others, but enlisted to serve for three years rather than just one. The Green Mountain Boys were reduced to six companies, but in June expanded to a full ten-company regiment. New Jersey now formed three regiments, following the more usual eight-company structure. Unlike the New England regiments of 1776, the New Yorkers and New Jersey units were known by their colony of origin rather than being just numbered. Also created in 1776 were two Continental “Canadian” regiments in the hope that these would attract French Canadians and disaffected colonists from the north. The 1st Canadian was organised as an eight-company regiment, but the 2nd Canadian adopted a similar structure to the French army, being divided into four battalions, each of five companies, one of which may have been light infantry. While intended to number 1,000 men, the 2nd Canadian never seems to have numbered above 500, but it retained its unique structure throughout the war.

The 1st, 2nd and 3rd New York Regiments fought with Washington at New York, along with substantial numbers of New York and New Jersey militia. The 4th New York was to

cover Skenesborough, the 5th garrisoned Fort George and the New Jersey Line formed part of General Gates’s army in the north. The Canadian regiments and Green Mountain Boys began the year besieging Quebec and later retreated into upper New York.

The dissolution of much of the Continental Army in December 1776 led to the creation of new regiments enlisted for longer periods of service. Congress required New York and New Jersey to each form four infantry regiments of eight companies. The Green Mountain boys, now “Warner’s Additional Regiment”, remained unassigned to any specific colony. Of the other “Additional” Continental regiments, New Jersey joined with Maryland to form Forman’s Regiment, while Malcolm’s Regiment was raised from New Yorkers. The 1st and 2nd Canadian Regiments continued as before, raising recruits wherever they could. The 1st and 3rd New Jersey Continentals, several thousand New Jersey militiamen and the 2nd Canadian Regiment joined Washington for his failed defence of Philadelphia in 1777. The 2nd and 4th New York along with the Green Mountain Boys and 2,000 New York militia formed part of the northern army that defeated Burgoyne’s Saratoga campaign while the 3rd New York found itself in the Mohawk Valley where it was critical in denying St Leger in his attempt to capture Fort Stanwix. The remaining regiments served in vital, if less exciting, garrison roles.

The following year, 1778, found the 2nd Canadian; 1st, 2nd, 4th and 5th New York, Malcolm’s Additional, Forman’s Additional and all four New Jersey regiments serving in Washington’s Main Army and the majority of these found themselves part of the moral victory at Monmouth Court House. The 1st Canadian participated in the action at Newport, Rhode Island. Reorganisation of the army saw all but the 2nd Canadian recruiting light infantry companies, although the process would take until 1779 to complete. Lack of numbers compelled Forman’s men to be consolidated into Spencer’s Additional Regiment in 1779, and later the additional regiments began to be broken up and their men drafted into the Continental units of each colony.

As the war in the north became rather moribund with a switch of British attention towards the south, the New York regiments and Warner’s command found themselves spread across the frontier defences, while the New Jersey line remained with Washington’s Main Army in the vicinity of New York

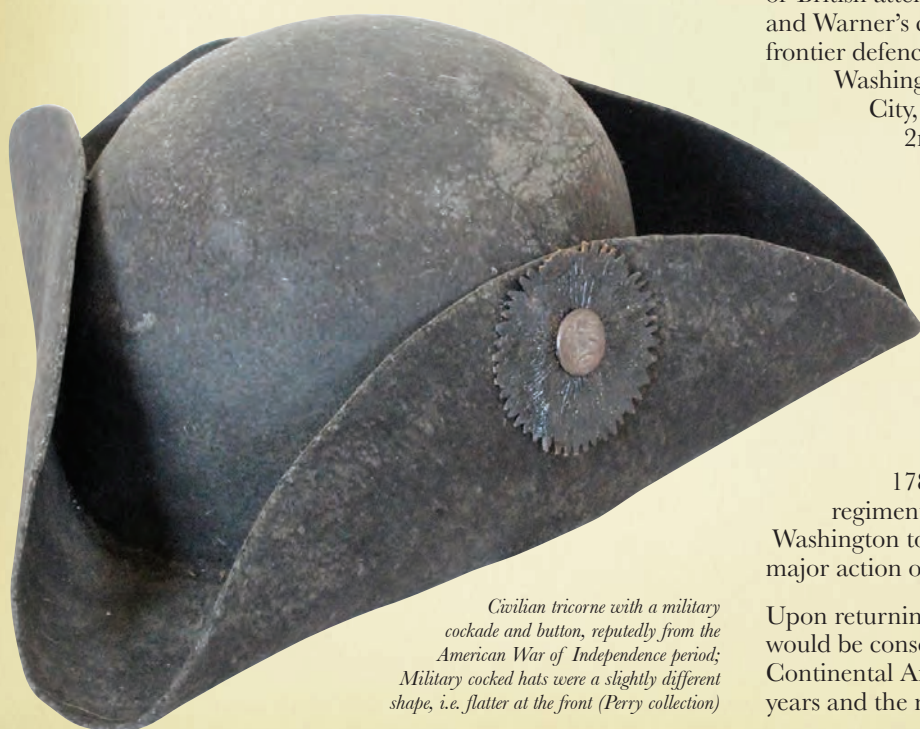
City, where they kept Clinton’s army bottled-up. The

2nd Canadian was briefly transferred to the Northern Department in 1779, but later returned to join the 1st Canadian in garrison duty around New York. Washington’s reorganisation of October 1780 would also see the commitments of New York and New Jersey reduced to just two regiments each, this being achieved by amalgamation of the existing units.

Regiments continued to consist of eight line and one light company. Despite a mutiny of the New Jersey line in January

1781, all four of the New York and New Jersey regiments, as well as the 2nd Canadian accompanied Washington to Yorktown in August to take part in the last major action of the war.

Upon returning from Virginia, the two Canadian regiments would be consolidated into a single unit. The regiments of the Continental Army were slowly disbanded over the next two years and the men allowed to return to their homes.



Civilian tricorn with a military cockade and button, reputedly from the American War of Independence period; Military cocked hats were a slightly different shape, i.e. flatter at the front (Perry collection)

UNIFORMS	1775-76	1777-83
New York	<p>1st New York 1775: Blue faced scarlet.</p> <p>2nd New York 1775: Light brown coats faced blue or blue coats faced crimson. 1776: Blue coats faced red.</p> <p>3rd New York 1775: Grey coats (possibly other colours) faced green. 1776: Blue or brown coats faced and lined in green.</p> <p>4th New York 1775: Brown coats faced scarlet or grey coats faced blue. Possibly other colour coats faced blue.</p> <p>Green Mountain Boys Green coat, green lapels and lining with red cuffs and collars.</p>	<p>1st New York Drab coats, officers in blue coat with red lining.</p> <p>2nd New York Scarlet coats faced white, brown jackets and black breeches.</p> <p>3rd New York Blue coats lined white and faced red.</p> <p>4th New York White coats with red facings and lining.</p> <p>5th New York Brown coats faced blue, or blue coats with blue facings and white button holes.</p> <p><i>In the lottery for imported uniforms in 1778, New York was awarded supplies of blue coats.</i></p>
New Jersey	<p>Militia Minutemen Companies Hunting shirts.</p> <p>1st New Jersey Hunting shirts.</p> <p>2nd New Jersey Hunting shirts.</p> <p>3rd New Jersey (1776) Grey coats faced blue and lined white. Hats bound white.</p>	<p>New Jersey Regiments Blue coats lined and faced in red, possibly with red waistcoats. Hats bound with white or yellow lace. Blue breeches reported for 2nd Regiment.</p> <p><i>In the lottery for imported uniforms in 1778, New Jersey was awarded supplies of blue coats.</i></p>
Canada	<p>2nd Canadian Brown coats faced white. Possibly issued caps for light infantry companies.</p>	<p>1st Canadian At least some issued with caps.</p> <p>2nd Canadian Brown faced white, possibly blue faced red in 1780.</p>



CONTINENTAL INFANTRY AND RIFLE-ARMED MILITIA WORKING TOGETHER

THE MIDDLE COLONIES

Organisation

These colonies have the distinction of providing the Continental Army's first soldiers. In 1775 Congress instructed Virginia, Pennsylvania and Maryland to each raise two companies of riflemen and dispatch them to Boston. Pennsylvania actually raised eight companies, who were banded together to form the Pennsylvania Rifle Regiment, while the other four companies became the Virginia & Maryland Rifle Regiment. Both units served with Washington at the siege of Boston.

The Virginia Convention further ordered the formation of two "state" regiments in 1775. The first regiment was composed of six musket-armed and two rifle-armed companies, while the second had one musket company fewer. The 2nd Virginia Regiment engaged the British forces at Great Bridge. Five independent companies were also raised for the purpose of defending the colonial frontier and the coast. The militia was also reformed in Virginia, the sixteen military districts each contributing a ten-company militia battalion and a militia cavalry troop. As militia these were not permanent units, but part-time soldiers called upon when necessary to defend the colony.

The formation of a Continental Army for 1776 resulted in Congress requesting regiments from the colonies. An eight company regiment was provided by Delaware which was joined by Smallwood's Marylanders, also an eight-company formation. The Pennsylvania Rifle Regiment continued as the 1st Continental Regiment, while Pennsylvania raised six further regiments, each of eight musket-armed companies. A "German Battalion" was also raised in the colony, comprising German-speaking colonists. Virginia was asked by Congress to raise six infantry regiments, but actually raised nine! These deviated from the usual eight-company organisation established for the Continental Army. The first seven regiments

contained seven musket-armed and three rifle companies, the 8th Virginia also had ten companies but all were musket-armed and the 9th Virginia, intended to defend the coast, began life with seven musket companies to which three similar companies were later added. The Virginians were unusual in being raised for three years' service rather than just one.

Washington's defence of New York in 1776 required the presence of the majority of the regiments raised by the middle colonies as well as the contribution of great numbers of militia. Delaware provided around 400 militiamen, Maryland 2,000 and Pennsylvania some 1,600. The majority of militia were only raised for service until November 1776 and departed the army before Washington's resurgence at Trenton and Princeton. The year had taken a dreadful toll on the strength of the army. Average regimental strength fell from 400 to less than half of this during the calamitous New York campaign. Amid the chaos, the Continental regulars of Delaware and Maryland emerged with distinction and were to remain an elite part of the army until the end of hostilities.

The expiration of enlistments at the end of December 1776 led to the formation of fresh units, this time recruited to serve for three years or the duration of the war. Fresh quotas were allocated to the colonies. Delaware was required to send a single regiment of infantry, Maryland six, Pennsylvania twelve and Virginia fifteen. The German Battalion from Pennsylvania was maintained and the middle colonies also contributed manpower for the "Additional" regiments of Forman, Sherburne, Hartley, Patton, Rawlings, Thurston and Grayson, as well as Gist's four company corps of "rangers". Virginia also raised three new regiments of state infantry, but these were later consolidated into two and sent north to join the Main Army with Washington.

The majority of these troops were with Washington during the Philadelphia campaign; being present at the battles of Brandywine and Germantown. The same regiments shared the seminal experience of Valley Forge and emerged in 1778



HARTLEY'S ADDITIONAL REGIMENT

to fight the British to a standstill at Monmouth. Throughout these years average regimental strength remained at around 200 men, prompting a consolidation of units. Virginia's fifteen regiments were reduced to eleven and then nine in 1779, including the two state regiments serving with Washington. A more widespread reorganisation of the army was intended to reduce quotas further and Pennsylvania had its regiments consolidated into just six in 1780. By this time, however, the Virginia Continentals had already been sent to reinforce the southern army in South Carolina. Before marching, the regiments were consolidated into just three, but sickness and expiration of enlistments resulted in these units dissolving shortly after arriving in Charleston and the remainder were captured when the British captured Charleston in May 1780.

To form the core of a new southern army Washington sent his best troops, the Maryland and Delaware Continental regiments to join General Gates. These troops were poorly handled by Gates however and were decimated at the Battle of Camden in August. The survivors of the two brigades were reorganised into the 1st and 2nd Maryland Battalions and a battalion of light infantry. The men of Delaware formed two companies, one serving in the 2nd Maryland Battalion and the other, under Captain Kirkwood, being one of the light companies. Despite their small numbers these men continued to be reliable troops and remained with the southern army and its new commander, General Nathanael Greene. Maryland formed a new "regiment extraordinary" whose recruits were sent south in time to join Greene for the battle of Guilford Courthouse in March. Upon their arrival it appears that the two battalions of veterans were consolidated into a new 1st Maryland Regiment and the new men became the 2nd Maryland Regiment. As before, one company of Delaware troops remained with their Maryland compatriots, while Kirkwood's company provided vital light infantry support to Colonel William Washington's Dragoons.

Efforts had been made in Virginia to raise fresh troops for the Continental cause. The 4th Virginia was formed from new recruits, survivors of the Virginia line and the remnants of Virginia state infantry who had fought at Camden under Lieutenant-Colonel Porterfield. The 5th Virginia Regiment was raised entirely of fresh recruits. Both units were sent south where they may have been re-designated as "new" 1st and 2nd Regiments and stood alongside the men of Maryland and Delaware in Greene's third line at Guilford Courthouse, part of the more experienced 4th (or new 1st) Regiment forming a light company that assisted Kirkwood's Delawares. Virginia formed its remaining state troops into a legion of infantry, cavalry and artillery commanded by Colonel Dabney and also provided some 3,000 militia to reinforce Washington and his French allies at Yorktown.

The valour of the troops sent south was in contrast to the experience of the Pennsylvania Line. Before their consolidation could be completed, the troops mutinied. They had signed on for three years or the duration of the war. The men felt this meant whichever was the shorter, but Congress saw it differently. In the end 1300 men were discharged and the remaining 1200 were reorganised into three new battalions. Because these battalions were commanded by colonels assigned to command three of the six regiments, they are sometimes known by the original regimental distinctions instead; the 1st Pennsylvania Battalion being confused with the 2nd Regiment, the 2nd Battalion with the 5th Regiment and the 3rd Battalion with the 3rd Regiment. These three units also found themselves sent to the southern theatre in May 1781 as a brigade commanded by General Anthony Wayne, where they reinforced the light infantry under Lafayette. They fought bravely under Wayne, redeeming their reputation.

The end of major hostilities that followed the British surrender at Yorktown resulted in a gradual contraction of the Continental Army. Regiments were progressively consolidated and disbanded during 1782 and 1783 until the Continental Army was no more.



UNIFORMS	1775-76	1777-83
Pennsylvania	<p>1st Continental Regiment (Riflemen) Hunting shirts, in 1776 these are reported to have been dyed green.</p> <p>Pennsylvania Rifle Regiment Blue coats faced white, white waistcoats edged red, lead-coloured hunting shirts.</p> <p>Pennsylvania Musketry Battalion Blue coats faced red, white waistcoats, buckskin breeches, hats bound yellow.</p> <p>Pennsylvania State Regiment Blue coats faced red, white waistcoats and breeches.</p> <p><i>State Infantry</i></p> <p>1st Regiment: Brown coats faced buff.</p> <p>2nd Regiment: Brown coats faced red, reversed for musicians.</p> <p>3rd Regiment: Brown coats faced red, assuming drummers wore reversed colours.</p> <p>4th Regiment: Brown coats faced yellow.</p> <p>5th Regiment: Brown coats faced red or yellow hunting shirts.</p> <p>Rangers: Brown hunting shirts.</p> <p><i>Battalions in Continental Service</i></p> <p>1st: Brown coats faced green with grey waistcoats and buckskin breeches.</p> <p>2nd: Blue coats faced red, red waistcoats, leather breeches.</p> <p>3rd: Brown coats faced white.</p> <p>4th: Blue coats faced white, white waistcoats and breeches, hats bound yellow.</p> <p>5th: Brown coats faced red, red jackets/waistcoats, buckskin breeches.</p> <p>6th: Blue coats with red facings and linings, small round hats.</p>	<p>Continental Rifle Company 1779: Black coats faced and lined red with red breeches.</p> <p>1st Pennsylvania Brown coats faced green with green linings.</p> <p>4th Pennsylvania Brown coats faced white.</p> <p>5th Pennsylvania Blue coats faced white, later faced red. Some or all men issued with caps.</p> <p>7th Pennsylvania Blue coats faced red. Also reported to wear white hunting shirts.</p> <p>9th Pennsylvania Brown coats, faced and lined red. Possible use of light infantry caps.</p> <p>10th Pennsylvania Blue coats faced red.</p> <p>11th Pennsylvania Blue coats faced scarlet.</p> <p>The 5th, 8th and 10th Pennsylvania were issued batches of: Brown coats faced white. Blue coats faced white. Blue coats faced red. Brown coats faced green.</p> <p>German Battalion</p> <p>1777: Blue coats turned up red with buff waistcoats and breeches and blue stockings.</p> <p>1780: Brown coats, green waistcoats and breeches.</p>
	<p>1775</p> <p>State Independent Infantry Companies Hunting shirts in colours other than blue.</p> <p>Maryland Battalion Hunting shirts and overalls. Officers in scarlet coats faced buff.</p> <p>1776</p> <p>Smallwood's Hunting shirts dyed tan, buff overalls. Officers in red coats faced buff.</p>	<p>1st Maryland Blue coats faced red with white lining.</p> <p>2nd Maryland Blue coats faced red with white lining.</p> <p>4th Maryland Brown coats. Musicians in blue coats faced red.</p> <p>6th Maryland Brown or grey coats faced and lined in green.</p> <p>By 1779 all Maryland regiments may have dressed in blue coats faced with red acquired from the lottery of imported uniforms; wearing red waistcoats made from captured British uniforms and white breeches.</p> <p>After Camden in August 1780 the surviving Maryland line was amalgamated into the 1st and 2nd Maryland Battalions. The Maryland line was again reformed in March 1781 just prior to the battle of Guilford Courthouse:</p> <p>1st Maryland Regiment (1781) <i>Formerly the 1st and 2nd Maryland Battalions</i> Blue coats faced red, hunting shirts also a possibility.</p> <p>2nd Maryland Regiment (1781) <i>Formerly the Maryland Regiment Extraordinary</i> Brown coats faced red.</p>
Delaware	<p>Haslett's Regiment Blue coats faced and lined in red.</p> <p><i>Militia and State Units</i></p> <p>Kent County Battalion Brown coats faced white.</p> <p>Dover Light Infantry Green coats faced red.</p> <p>Light Infantry Blue coats faced white.</p> <p>New Castle County Militia Pale blue coats, lined white and white waistcoats and breeches. Upper regiment wore white cuffs and collar, middle wore buff and lower wore green.</p>	<p>Delaware Regiment (formerly Haslett's) Blue coats faced red (also allocated brown coats from 1778 lottery of imported uniforms), hats bound yellow.</p> <p>A number of authors describe the troops of Delaware being issued hunting shirts and striped overalls in 1781, but the evidence for this has not been substantiated</p>

UNIFORMS	1775-76	1777-83
Virginia	<p>1775</p> <p>1st and 2nd Virginia Regiments Hunting shirts and leggings.</p> <p>1776</p> <p>1st Virginia Hunting shirts faced scarlet, blue overalls, round hats.</p> <p>2nd Virginia Purple hunting shirts.</p> <p>3rd Virginia Hunting shirts and blue leggings.</p> <p>4th Virginia Red coats faced green.</p> <p>5th Virginia Hunting shirts.</p> <p>6th Virginia Short hunting shirts with red cuffs and collar. Musicians in white hunting shirts with brown cuffs and collar.</p> <p>7th Virginia Black hunting shirts, blue waistcoats, leather breeches.</p> <p>8th Virginia Brown hunting shirts, brown overalls or buckskin breeches.</p>	<p>1st Virginia Blue coats faced scarlet.</p> <p>2nd Virginia Blue coats with blue lapels and white button holes. In 1779 reported as blue coats faced red with red waistcoats.</p> <p>3rd Virginia Pale blue coats with blue facings.</p> <p>4th Virginia Blue coats with white waistcoats and breeches.</p> <p>5th Virginia Officer reported in blue coat with red facings, later reports of purple linen coats.</p> <p>6th Virginia Light grey coats faced green, grey waistcoat and overalls. Round hats with tuft of bearskin. Later reports of blue coats with brown waistcoats and overalls.</p> <p>7th Virginia Brown coats faced scarlet.</p> <p>8th Virginia Blue coats with buff waistcoats and breeches.</p> <p>12th Virginia Blue coats with white lining.</p> <p>13th Virginia Blue coat with collar and cuffs of yellow. Blue breeches.</p> <p>14th Virginia White hunting shirts.</p> <p>15th Virginia Brown coats faced buff.</p> <p>Virginia State Infantry Blue coats faced red, with red waistcoats and breeches of blue, red or green. 2nd regiment also reported with brown coats faced red.</p> <p>State Garrison Regiment Blue coat with red facings and lining. Red waistcoats and breeches.</p> <p>Clark's Illinois Regiment <i>State regiment for frontier defence</i> Blue coats faced white, possibly with blue lapels.</p> <p>Posey's Virginia Continental Detachment 1782: Blue coat and lapels. Red collar and cuffs. White waistcoat and breeches. Felt hats cocked and bound with white.</p> <p><i>In the lottery for imported uniforms in 1778, Virginia was awarded supplies of brown coats.</i></p> <p><i>The two infantry regiments of Virginia Continentals at Guilford Courthouse in March 1781 are described as having a ragged appearance.</i></p>



HEAVY TRANSPORT, BRINGING MUCH-NEEDED SUPPLIES TO THE TROOPS

THE SOUTHERN COLONIES

Organisation

The events in Boston were not ignored by the southern colonies in 1775. Georgia did not undertake active recruitment, but North Carolina sent militia to assist the Virginians at Great Bridge and South Carolina formed three regiments in the summer. Two of these regiments were 500-man infantry units formed to mimic the British with one light, one grenadier and eight centre companies. The 3rd South Carolina was a ranger regiment of nine companies of mounted infantry.

In 1776 the Continental Congress called for the formation of regiments to serve in the Continental Army for one year. Georgia raised one infantry regiment, following the eight company Continental system (but equipping one company of each regiment with rifles) and one mounted ranger regiment of ten companies, similar to that of South Carolina. Three further Georgia infantry regiments were raised for coastal defence, but recruited from other colonies; the 2nd Georgia was raised in Virginia, the 3rd in North Carolina and the 4th in Pennsylvania. North Carolina contributed a further six regiments, again each having eight companies. South Carolina kept her existing three regiments, adding a tenth ranger company to the 3rd regiment, but also raised an artillery regiment (the 4th South Carolina), the 5th South Carolina as a seven company rifle regiment, and the 6th South Carolina as a five company rifle regiment; the rifle companies each containing around 100 men.

In 1777 the need to recruit a new Continental army for longer-term service led to the colonies being allocated fresh quotas by Congress. Georgia now contributed all four of her infantry regiments to Continental service, adding grenadier and light infantry companies to each with the intention of detaching these in battle in imitation of British practice. North Carolina was asked to raise six regiments of infantry and aimed to form ten, but fell short and eventually was only able to form three, each of eight companies; the 1st, 2nd and 3rd North Carolina Regiments. South Carolina continued to field the same units as

before, the exception being the addition of a sixth company to the riflemen of the 6th Regiment.

After the disasters of Briar Creek and Savannah in 1779, Georgia was unable to furnish further regiments for Continental service, despite some formations continuing to exist on paper. North Carolina had her quota cut from ten to six regiments in 1779 but was still unable to fulfil this. Consolidation of her regiments meant that only two were available to Washington. After much effort a further two regiments were raised, the 4th and 5th, but only for nine-months service. Detachments of these regiments, numbering 200 men, were sent south under Lieutenant Colonel Lytle, being present at Briar Creek and thereafter serving as protection for artillerymen at southern battles including Camden and Guilford Courthouse. South Carolina reorganised her forces, the old 1st, 2nd, 3rd, 5th and 6th Regiments becoming three new small units each of eight line companies and one light company. A regiment of South Carolina State Light Dragoons was formed, consisting of six troops.

In 1780 Washington returned the two North Carolina Continental regiments to Charleston. Here they were joined by the newly-formed 3rd Regiment. Unfortunately all were captured in May when the British captured the city and the army surrendered. The same fate befell the South Carolina regiments and for the remainder of the war the major military contribution of the south was the bands of partisan militia raised by Elijah Clarke, Thomas Sumter, Francis Marion and Andrew Pickens. So successful were these leaders at rewarding their followers with captured slaves and plunder that it proved impossible to recruit new Continental regiments in South Carolina and Georgia. North Carolina was unable to reform its Continental line until the second half of 1781 when it eventually managed to form three regiments, largely by drafting militiamen into regular service. The regiments reached Greene in time to feature at Eutaw Springs and a detachment under Major Eaton served alongside Henry Lee's Legion. The North Carolina line was reduced to two regiments (and later just one), in 1782 before being disbanded.



CONTINENTAL INFANTRY DEFEND A FARM

UNIFORMS	1775-76	1777-83
North Carolina	Militia Minutemen Hunting shirts. Shipment of uniforms ordered in 1776: Coats of mixed colours, faced red. Drab coats faced blue and drummers' coats in blue faced drab. Brown coats faced white and drummers' coats in white faced brown. Drab coats faced red.	3rd North Carolina Hunting shirts. 10th North Carolina Blue coats faced and lined with green. North Carolina Line 1779 Brown coats faced red, with officers in blue coats faced red. <i>North Carolina was allocated a number of brown uniform coats in the lottery of 1778.</i> <i>The short-term regiments raised to serve for nine months are reported to have been issued with hunting shirts.</i>
	South Carolina 1st South Carolina Blue coats faced buff initially, but faced red from 1776. 2nd South Carolina Officers in blue faced scarlet. 3rd South Carolina Blue coats faced white. Caps with motto "Liberty or Death" on front plate.	1st South Carolina Blue coats faced and lined in red. Headwear is reported to have been caps. 2nd South Carolina Same as the 1st Regiment. 3rd South Carolina (Rangers) Blue coats faced scarlet, with white waistcoats and breeches. <i>From 1779 South Carolina's armed forces were predominantly 'state' and militia units, many of which were mounted. Militia light horse seem to have been issued with light blue coats with a variety of facings, while the North Carolina light dragoon units had dark blue or brown coats faced with red or white.</i>
Georgia		1st Georgia Officer in blue faced yellow with a yellow waistcoat. Others in blue sleeved jackets, red waistcoats and grey kilts worn over overalls. Headgear reported as Kilmarnock caps. 4th Georgia Blue coats edged white.



THE EMPIRE STRIKES BACK. HIGHLANDERS AND HESSIANS WITH A GUARDS BATTALION IN SUPPORT



REBEL LIGHT INFANTRY DEFEND A RIDGE FROM A LOYALIST ASSAULT

LIGHT INFANTRY

Organisation

Although a number of infantry regiments provided a skirmishing and light infantry capability to the Continental Army in its first few years, they were far removed from the elite function of the British light infantry. It was not until 1777 that the rebels first formed dedicated forces of light infantry to support the army.

The first such formation is best known as “Morgan’s Riflemen”, a unit comprising over 500 experienced, rifle-armed infantry drawn from the veterans of the Maryland, Virginia and Pennsylvania Continental regiments and commanded by Colonel Daniel Morgan of the 11th Virginia Regiment. Although intended to support the Main Army, Washington sent Morgan north to join General Gates in opposing Burgoyne’s advance towards Saratoga. Gates had meanwhile formed his own light infantry corps by taking veterans from each of the five brigades of the northern army and placing the resulting 250 men under the leadership of Henry Dearborn. Unlike Morgan’s men, Dearborn’s were musket armed and the two units served together with the riflemen providing long-range accuracy while able to rely on the higher rate of fire and the bayonets of Dearborn’s battalion.

To replace Morgan, Washington formed a third force of light infantry to serve with the Main Army in New Jersey. The Divisions commanded by Stephen, Greene and Lincoln were each to form a four-company battalion by drafting veterans from

their regiments. These were grouped together under Brigadier-General William Maxwell and gave distinguished service at Cooch’s Bridge and Brandywine. They were disbanded once Morgan returned from his northern adventures.

For the campaign of 1778 Morgan again commanded a corps of light infantry. The North Carolina brigade provided two companies while the remaining regiments of the army each contributed a detachment of 25 men. This resulted in Morgan having 250 riflemen and 450 “marksmen” at Monmouth Court House. The corps was disbanded at the end of 1778.

A fresh corps of light infantry was created in 1779, this time under the command of General Anthony Wayne. Detachments were requested from the regiments of Pennsylvania, Virginia, Maryland, Delaware, Connecticut, Massachusetts and North Carolina. Despite the addition of light infantry companies to each regiment, these detachments were not necessarily those specific companies. The light infantry corps was constituted as four regiments each of two battalions, with a battalion containing four companies. Regimental strength was set at 340 men. There were no major battles in the north during 1779, but the corps distinguished itself in July by storming the British outpost at Stony Point. At the end of the year, Wayne’s command was broken up and the men returned to their regiments.

The light infantry of 1780 were first formed under St Clair, but command was transferred to Lafayette in August. All regiments of the army provided a detachment of at least 25 men and these were formed into two brigades. Each brigade

consisted of three battalions of eight companies. All were musket-armed, but the corps was supported by two companies of Pennsylvania riflemen. In 1781 Lafayette's command was reorganised into just three battalions of eight companies each, but company strength increased from 32 men to 50. This probably signifies the use of regimental light companies to form the corps of light infantry. The corps was sent to the Virginia coast in early 1781 to oppose British incursions. Two further light infantry units were also formed by Washington in 1781 and sent to join Lafayette. The first was an eight company regiment of New England Continentals while the second was a six company battalion of men from New York and Connecticut. Lafayette's augmented command was present at Yorktown where they stormed one of the British redoubts.

Greene meanwhile had also created a specialist light infantry force as part of the southern army. Following Camden a battalion of light infantry was created consisting of three 90-man companies, one each from Maryland, Delaware and Virginia. These often fought alongside the Light Dragoons of Colonel William Washington as a "legion" of light troops. In 1781 the battalion was strengthened by the addition of two companies of Maryland Continentals and was instrumental in the defeat of Banastre Tarleton at Cowpens. The battalion remained a temporary organisation however, and at Guilford Courthouse it seems that only Kirkwood's Delaware company and a company of Virginians remained alongside Washington's dragoons; presumably the Marylanders had returned to their parent units.

Both Greene's and Lafayette's light infantry were broken up after the events at Yorktown, in the gradual winding down of the Continental Army.

Uniforms

The light infantry detachments would generally have worn the uniforms of their parent regiments. Morgan's rifle corps may have been issued with hunting shirts, but are unlikely to have been dressed entirely in these. Lafayette paid personally to improve the appearance of the light infantry under his command and this may have included light infantry caps.

CAVALRY AND LEGIONS

Organisation

As the leaders of the rebellion assembled their first armies, mounted units did not feature heavily in their plans. The terrain of Canada and the thirteen colonies was thought to be impractical for cavalry and none had been used during the French and Indian Wars. Congress initially believed cavalry an expensive extravagance and it was left to the colonies to raise their own militia or "state" cavalry units if they so wished.

South Carolina raised its 3rd Regiment as rangers and Georgia later did likewise, but these were mounted infantry. In Philadelphia a troop of Light Horse, numbering some 30 gentlemen, clothed and equipped at their own expense, was formed. The Philadelphia Light Horse served throughout the war, mainly as an escort for George Washington. Connecticut established three regiments of light horse, but Washington declined their service when they arrived at his headquarters without adequate equipment and proved unwilling to serve dismounted while in New York. After the debacle of the New York campaign Connecticut again provided Washington with cavalry, this time in the shape of Major Elisha Sheldon's 125 troopers of the 5th Regiment of Connecticut Light Horse who were more gratefully received. Virginia first raised militia cavalry troops which do not seem to have featured in the early skirmishes of the war. Virginia subsequently created six troops of state cavalry in 1776 and three of these were dispatched under the command of Major Theodoric Bland to join Washington.

The reorganisation of the Continental Army in 1777 presented Washington and Congress with the opportunity to review and reverse their previous policy regarding cavalry. Four regiments of Continental Light Dragoons were authorised and recruitment quotas imposed on specific colonies. Virginia was to raise two regiments; Bland's troops being the nucleus for the 1st Light Dragoons and command of the newly-raised 3rd Light Dragoons being awarded to George Baylor. Connecticut was to form the 2nd Light Dragoons, led by Elisha Sheldon, and lastly the 4th Light Dragoons were to be commanded by Stephen Moylan and recruited in Pennsylvania. All four

CAVALRY UNIFORMS	1775-83
Virginia Light Horse	Blue coats with red cape and cuffs.
1st Continental Light Dragoons	Order placed for green coats faced white, but seem to have adopted brown coats faced and lined with green. Musicians in green coats faced brown. Black jockey caps worn with green turbans and horsehair crest.
2nd Continental Light Dragoons	Blue coats faced and lined in white. Musicians initially dressed the same, but later in white coats faced and lined in blue.
3rd Continental Light Dragoons	White coats faced and lined in medium blue.
4th Continental Light Dragoons	Originally clothed in captured British coats of red faced blue, but covered with hunting shirts to avoid confusion with the enemy. From 1780 dressed in green coats faced and lined in red.
Armand's Legion	Blue jackets faced with buff. Blue waistcoats, edged buff. Buff overalls. Brass helmets with crest running fore to aft. Brown turban.
Pulaski's Legion	Infantry: Blue coats faced red. Cavalry: Blue coats, lined white with silver-frogged buttonholes. Musicians in red coats.
Lee's Legion	Issued buff and green cloth. Lee is pictured in 1782 in a buff uniform with green facings. Unit was confused with Tarleton's Loyalists while in south so may have worn green, or both units may have adopted smocks or hunting shirts.
Dabney's Virginia State Legion	Infantry: Blue coats faced red, with blue overalls. Cavalry: Green jackets worn without lapels. White waistcoats and blue overalls. Black leather helmets with bearskin crest running fore to aft and white feather decoration.



LIGHT DRAGOONS OF LEE'S LEGION, SUPPORTED BY MOUNTED MILITIA

regiments were to comprise six troops. In 1777 the strength of a troop was set at around 44 officers and men, but this was increased to over 60 in the following year. Actual strength of the regiments was often very different to that intended. During the Philadelphia campaign of 1777, Moylan was able to field around 180 men in his 4th Regiment, but Sheldon's 2nd could only contribute a single troop of perhaps 30 and the total cavalry force barely exceeded 250. Colonel Baylor was captured in a British ambush at Tappan, New York in 1778 and command of the 3rd Light Dragoons was awarded to William Washington, formerly of the 4th Regiment and third cousin of the Commander-in-Chief.

The success of the light dragoon regiments and the increasing need for light troops to support the army led to the formation of three regular "legions" in 1778. A legion was a combined force of horsemen and infantry intended to be mutually supporting on the battlefield, particularly in the skirmishes, raids and small battles that were typical of the war. Armand's Legion of "Free and Independent Chasseurs" was recruited from German-Americans and deserters from the Hessian regiments. Its paper strength was three mounted companies each of around 140. Casimir Pulaski's Legion consisted of one troop of lancers, two of light dragoons, one company of riflemen and two companies of light infantry. Troop strength was approximately 30 and company strength 60. A company of grenadiers was possibly added at a later date. Armand's and Pulaski's Legions were sent to the southern army and the latter was virtually wiped out, and Pulaski himself killed, during the attack on Savannah in 1779. The mounted survivors were eventually absorbed into Armand's outfit. The combined total at Camden in August 1780 was a mere 60 horsemen and 60 light infantry.

The final legion was that of Henry "Light Horse Harry" Lee, formerly commander of the 5th troop, 1st Continental Light Dragoons, and before that an officer in Bland's Virginia cavalry. Lee's Legion was initially a 5th Light Dragoon

Regiment of two (later three) troops of light dragoons, each of around 44 officers and men.

The revitalisation of the southern army under Nathanael Greene in late 1780 was assisted by the arrival of Lee's Legion. The legion had been expanded by adding three dismounted troops to the three mounted ones, bringing its total strength up to 250 men. In theory a similar establishment was now set for Armand's Legion too, but although the unit remained in action in the south it remained a small unit. The Continental Light Dragoons were also reorganised into legionary corps, now containing four mounted and two dismounted troops. The 1st and 3rd Regiments had been in the south since 1779 and had suffered heavily, leading them to be combined into a single unit under the command of William Washington. They too were to be a critical part of Greene's southern army in 1780-81. Sheldon's 2nd Regiment remained in the vicinity of New York, where it engaged in frequent skirmishes with British and Loyalist cavalry until the end of the war.

As well as the regular regiments of light dragoons and the legions, cavalry support remained available throughout the war in the dubious form of mounted militia units. William Davie of North Carolina formed one such company of militia cavalry which played a significant role at Hanging Rock and Charlotte. Light horsemen from Virginia, North Carolina, South Carolina and Georgia are recorded in the accounts of a number of southern battles, although seldom amounting to more than two troops in total and usually brigaded with a regular unit such as Washington's or Lee's. Towards the end of the war Virginia raised a state legion which contributed over 200 men to Washington's army at Yorktown. Also present at Yorktown were the 60 men of the 4th Light Dragoons who had come south with Washington and 40 survivors of Armand's Legion. In 1782 the 1st, 3rd and 4th Regiments were brigaded together as the mounted arm of a southern corps of light troops and remained with Greene until the Continental Army, including its four units of cavalry, was disbanded in 1783.

ARTILLERY

Organisation

The story of the rebel artillery shares much in common with that of the infantry. The first artillery companies were formed by the individual colonies. Massachusetts took the lead and raised an artillery regiment of ten companies, three of which were present at Breed's Hill. The Army of Observation around Boston was further supported by a company of Rhode Island artillery. Lamb's New York artillery company was also formed in 1775 and was part of the Separate Army in its march on Canada. A second New York company was formed the following year. An artillery company was more or less equivalent in manpower to one of infantry and could be expected to serve six or so guns.

The establishment of the Army of the United Colonies in 1776 was accompanied by the establishment of a twelve-company regiment of Continental artillery. Nearly 60 of the artillery pieces fielded by the regiment were those captured from the British at Fort Ticonderoga and brought by Henry Knox 300 miles overland to Boston, enabling Washington to strengthen his siege. Once the British evacuated Boston, the bulk of the Continental artillery was moved to New York and much of its equipment was subsequently captured during Washington's disastrous defence. As well as the Continental artillery, colonies continued to maintain their own state companies; at Princeton, Washington was accompanied by Pennsylvania and New Jersey artillery. In the south, meanwhile, North Carolina established an artillery company of its own, and Virginia two more. In South Carolina, the 4th Regiment of the colony's forces was composed of three artillery companies and even Georgia formed two batteries for coastal defence.

The break-up of the short-term army of 1776 brought a more permanent Continental Army into the field. The artillery was

now organised into four regiments, each intended to contain ten companies. Recruitment of the 1st Regiment of Continental Artillery was allocated to Virginia, the 2nd was shared between Connecticut and New York, while Massachusetts raised the 3rd and Pennsylvania the 4th. The new regimental strengths were largely achieved by absorbing those companies previously under the control of the colonies. It was probably not until 1779 that the Continental designations of these units were adopted and prior to this they were known by the names of their colonels; these being Harrison, Lamb, Crane and Proctor respectively.

As with European armies we find that a company could be allocated to a variety of gun types throughout the war and be dispatched to any part of the colonies. Many men of the 1st Regiment were sent south and manned their guns at such battles as Camden, Guilford Courthouse and Hobkirk's Hill. The 4th Regiment was later sent, at least in part, to join the 1st and when Washington marched to Yorktown in 1781 he also brought the 2nd Regiment. It is possible that one gun crew of the 4th Regiment accompanied Lee's Legion on its campaigning in 1781. South Carolina continued to maintain its own 4th Regiment, increasing its strength to six companies, but the unit was captured when the British took Charleston in 1780.

As with the rest of the army, the Continental artillery was disbanded at the end of the war.

Uniforms

The following table shows the limited information available about the uniforms worn by rebel artillery during the conflict. As with the infantry there was wide variation, with later attempts at standardisation being frustrated by lack of sufficient cloth of the same colours.

ARTILLERY UNIFORMS 1775-76	
Lamb's New York Company	Blue coats faced and lined in buff, with buff waistcoats and breeches.
Crane's Rhode Island Company	Brown coats with red facings and lining. Caps worn.
Maryland Artillery Company	Blue coats faced white.
Knox's Continental Artillery	1776: Blue coats faced red, with white lining. White waistcoats. Buff breeches.
Maryland State Artillery Independent Companies	Hunting shirts.
2nd Maryland Artillery Company	Blue coats faced red, and a light jacket/waistcoat.
Artillery Company of Charleston	Blue coat, faced crimson. Blue waistcoat and breeches.
Virginia Artillery	Blue coats faced white.
1779-83	
1st Continental	Blue coats faced red.
2nd Continental	Black coats faced red. Later blue coats faced red.
3rd Continental	Black coats faced red. Later blue coats faced red.
4th Continental	Musicians supplied with red coats in 1779, so I assume regiment had red facings.
Georgia Artillery	Black coats faced red.
Virginia Artillery	Blue coats with red lapels, cuffs, lining, waistcoats and breeches.
4th South Carolina	Blue coats faced and lined red.



The French Army

France declared war shortly after the British defeat at Saratoga. Their entry transformed the American conflict into a global war threatening many British colonies around the world. The next few years would see the nations clash in India, the Caribbean and America. French troops came close to engaging the British at Newport in 1779, and later in the year they were active participants in the failed assault on Savannah. It would not be until 1781 that the French army would return to the field, but their intervention, along with the actions of their Navy, was decisive in compelling Cornwallis to surrender at Yorktown and ending British hopes of retaining the colonies.

Organisation

The French experience of the Seven Years' War was troubled, prompting numerous reforms in the army. The organisation, training and uniforms of the regiments were continuously developed; so that the French armies the British encountered in America were better organised, equipped and led than previously.

The Infantry

In 1776 all infantry regiments of the line were reorganised into two battalions, each of four companies of fusiliers, one of grenadiers and one of chasseurs (light infantry). Grenadier companies numbered 108 officers and men, while the other companies each contained 171, bringing battalion strength to nearly 1,000 on paper, but this was seldom seen in reality, where battalions average half of this.

As well as the line, or "metropolitan", regiments France fielded many colonial regiments. These were not formally reorganised before the American rebellion, although the regiments in the West Indies and the Isle-de-France Regiment contained standardised battalions of eight fusilier companies, one grenadier company and one chasseur company, totalling a little over 750 officers and men. During the war a number of additional colonial volunteer regiments were raised.

A small body of marine infantry was raised to serve on board the ships of the navy. One hundred companies were created each numbering around 120. A shortage of marine infantry resulted in many detachments from the regiments of the army also serving in this role.

The French troops who accompanied d'Estaing and were present at Rhode Island and Savannah in 1779 were detachments from the many units serving in the Caribbean, including metropolitan, colonial regular, colonial volunteer and marine companies, as well as sailors to man the siege artillery. No regiment was present in its entirety. Understandably this was a very difficult corps to command effectively.

Rochambeau's French Expeditionary Corps in 1780-81 was better organised and at its core were four French regiments, each including the expected eight companies of fusiliers but only one company each of grenadiers and chasseurs. Upon arrival at Yorktown in 1781, Rochambeau was joined by a brigade of infantry commanded by Saint-Simon which had been transported from the West Indies by Admiral de Grasse. The fleet also carried detachments from a number of additional regiments, serving as marine infantry. A number of these detachments were sent ashore to reinforce Lauzun at Gloucester Point.

The Legions

No French cavalry regiments served in America, but a number of legions were created as part of the colonial army. Officially titled the *Volontaires Etrangers de la Marine* (Foreign Volunteers of the Navy), three of the eight planned legions were eventually recruited. Each legion was composed of eight companies; two each of fusiliers and hussars and one each of grenadiers, chasseurs, artillery and artificers.

Part of the first legion possibly served with d'Estaing and fought at Savannah in 1779 and some of its hussars accompanied Saint-Simon to Yorktown, but the best known of the legionary corps is that of the Duc de Lauzun. This formation was the result of amalgamating the 2nd Legion with new recruits and the *Volontaires Etrangers de Nassau*. Lauzun's Legion formed part of the expeditionary force commanded by the Comte de Rochambeau and its organisation was expanded to include two companies of hussars, one armed with lances. Due to a shortage of transports the legion was compelled to leave its fusilier companies and all of its horses in France. The horses were replaced upon arrival at Newport, Rhode Island in July 1780, but the legion fought on without its fusiliers. The hussars of the 1st Legion that arrived with Saint-Simon at Yorktown were absorbed into Lauzun's command at Gloucester Point.



AGAINST THE COMMON FOE. FRENCH AND AMERICAN FORCES COMBINE

Lauzun's infantry were disbanded after the war, but the hussars would have a long and illustrious career. In 1791 they were designated the 6th Hussars, later the 5th Hussars, and would serve both Napoleon I and Napoleon III.

The Artillery

Seven regiments formed the Royal Artillerie, each of two battalions of ten companies. The marine forces added three companies to this strength.

Uniforms

The Infantry

Two styles of uniform were worn by French metropolitan regiments during the war. From 1776 a closed coat with short tails was worn. The white coat had lapels, cuffs and turnbacks in the distinctive "facing" colour of the regiment and this colour was also used for the piping around the shoulder straps and pockets. The collar was often in a different colour to the facings. Waistcoats and breeches were white. White gaiters were worn in summer, black in winter. Headgear was a newly-introduced and much derided, four-cornered hat of black felt, laced black and having a small plume. This hat had the appearance of a traditional tricorne, but with an additional "point" at the rear. Fusiliers had a white plume, grenadiers red-and-white and chasseurs green-and-white.

In 1779 a replacement uniform was authorised. The white coat was now more generously cut, with longer tails and white turnbacks. The facing colour could be found on the lapels or cuffs or both, with cuffs and lapels not in the facing colour being piped in the colour instead. Collars were white and probably piped in the facing colour of the regiment. The shoulder straps of the fusilier companies were white, piped in the facing colour; for grenadiers they were red, piped white; and chasseurs green, piped white. Headgear was the cocked hat of black felt, laced black, with a white cockade. Being cocked in the French style these hats had the general appearance of a bicorne with a smaller third point at the front. Grenadiers wore a red tuft in their hats and some also retained red epaulettes. Waistcoats and breeches were white. Waistcoats now had sleeves, cuffs and collars and there was a system of applying facing colours similar to that applied to the uniform coat.

The majority of metropolitan regiments were French in origin and wore the aforementioned white coat; the army also contained regiments historically recruited from foreigners willing to serve the French King. Irish and Swiss regiments wore red coats, while German, Italian and Corsican regiments wore sky blue.

Although neither the 1776 or 1779 reforms permitted the wearing of bearskins by grenadiers it seems that some regiments retained this headgear for their grenadier companies. French bearskins were similar in appearance to those of the British.

The colonial regiments were not affected by either reform. The regiments raised in the West Indies wore blue coats with white turnbacks, no lapels and with collar, cuffs and shoulder straps of the facing colour. Grenadiers wore red epaulettes and chasseurs white. Waistcoats and breeches were white, hats were black, laced black.

The companies of marine infantry wore blue coats with blue turnbacks. Collar, lapels and cuffs were red. Waistcoats and breeches were blue. Hats were black, laced yellow.



THE OLD ENEMY. FRENCH OFFICERS DISCUSS WEIGHTY MATTERS

French drummers wore coats of a livery colour, with facings to match the rest of their regiment. For most regiments the livery colour was the King's blue; however there were exceptions. Dillon's Irish Regiment, part of which served with d'Estaing, had drummers in red coats with white lace, whereas another "foreign" regiment, Royal Deuxponts, had drummers in the King's blue by virtue of its royal status. Drums were brass with hoops to match the drummer's coat colour.

The Legions

The infantry of the three newly raised legions wore sky-blue coats with grey turnbacks. Cuffs and lapels were "citron" (lemon yellow). The collar and epaulette colour was distinctive to each legion: 1st yellow, 2nd white, 3rd red. Waistcoats and breeches were white. Headgear was black, laced white, cocked hats for fusiliers and chasseurs, grenadiers wearing a bearskin cap without a metal front plate. Crossbelts were whitened. The legion artillery uniform is not clear, but may have been the standard dark blue as worn by the artillerists of the army, but with yellow facings in place of the usual red.

The hussars of the legions wore dolman jackets of the same sky-blue as the infantry with white braid and lemon yellow edging. Breeches were lemon yellow. The pelisse, if worn, was sky blue with lemon yellow cuffs and a lemon yellow cloth border rather than the usual fur for such a garment. Sashes were yellow with scarlet knots and headgear was a tall black mirliton cap with yellow braid trimming.

When the 2nd Legion became Lauzun's Legion in 1780, the hussars all adopted the dress of the Compagnie generale, with yellow braid trimming, red breeches and red braid on the mirliton. Belts were of red leather and sashes were scarlet with yellow knots. In the heat of the Southern campaigns, the pelisse seems to have been discarded. The saddle cloths of Lauzun's Legion were sky blue, edged in yellow.

The Artillery

Uniforms for the artillery in 1776 included a blue coat with collar and lapels in blue with red piping. Cuffs and turnbacks were red. Waistcoats were white, breeches blue. Hats were black, laced black with a white plume. The 1779 reforms introduced a blue waistcoat and removed the plume. An alternative headgear was the pokalem, a type of forage cap. This was of the same blue as the uniform, piped in red.

The artillery of the marines wore blue coats with red collar, cuffs, lapels, waistcoats and breeches. Headgear was a black bearskin, similar to grenadiers.

The tables overleaf are a very brief guide to the uniforms of the French units present in North America.

METROPOLITAN REGIMENTS	1776			1779 (PRESENT AS DETACHMENTS)
	COAT	FACINGS	COLLAR	COAT, LAPELS, CUFFS & COLLAR
Agenois.....	White	Pink	Green	Grenadiers only
Armagnac	White	Sky-blue	Aurore	Grenadiers, Chasseurs and Fusiliers
Auxerrois.....	White	Black	Crimson	Grenadiers and Fusiliers only
Cambresis	White	Violet	Pink	Grenadiers and Fusiliers only
Champagne.....	White	Silver-grey	Silver-grey	Chasseurs only
Dillon (Irish).....	Red	Yellow	White	Grenadiers and Fusiliers only
Foix.....	White	Dark green	Yellow	Grenadiers and Fusiliers only
Gatinois	White	Violet	Yellow	Chasseurs only
Hainault.....	White	Crimson	Yellow	Grenadiers and Fusiliers only
Walsh (Irish).....	Red	Blue	Yellow	Only 27 men, company not specified

REGIMENTS OF ROCHAMBEAU’S EXPEDITIONARY FORCE 1780-81				COAT	LAPELS	CUFFS	COLLAR
Bourbonnais	White	Crimson	Crimson	White	Black piping	Black	White
Royal Deuxponts (German)	Sky-blue	Crimson	Crimson	Sky-blue	Yellow	Yellow	White
Saintonge.....	White	Aurore	Sky-blue	White	Green piping	Green	White
Soissonois	White	Red	Sky-blue	White	Crimson	Crimson	White

REGIMENTS OF SAINT-SIMON’S BRIGADE AT YORKTOWN 1781							
Agenois.....	White	Pink	Green	White	Violet piping	Violet	White
Gatenois.....	White	Violet	Yellow	White	Violet	Violet piping	White
Touraine.....	White	Steel-grey	Yellow	White	Pink piping	Pink	White

PRESENT AS MARINE DETACHMENTS AT YORKTOWN IN 1781							
Angoumois.....	White	Burgundy	Sky-blue	White	Green	Green piping	White
Beaujolais	White	Yellow	Blue	White	Yellow piping	Yellow	White
Bourbon.....	White	Scarlet	Black	White	White	White	White
Bresse.....	White	Sky-blue	Pink	White	Steel-grey piping	Steel-grey	White
Brie.....	White	Steel-grey	Steel-grey	White	Steel-grey	Steel-grey	White
Colonel-General	—	—	—	White	Scarlet	Scarlet	White
Foix.....	White	Dark green	Yellow	White	Green	Green	White
La Sarre	White	Yellow	Red	White	Silver-grey	Silver-grey	White
Maine.....	White	Pink	Blue	White	Pink	White	White
Monsieur.....	White	Scarlet	Scarlet	White	Scarlet	Scarlet	White
Picardie	White	White	White	White	Blue	Blue	White
Rohan de Soubise.....	White	Violet	Red	White	Green	Green piping	White



FRENCH ARTILLERISTS PREPARE “LES BIG GUNS”

COLONIAL REGIMENTS	COAT	LAPELS	CUFFS	COLLAR	NOTES
Le Cap	Blue	—	Green	Green	Chasseurs and Fusiliers engaged at Savannah
Guadeloupe	Blue	—	Crimson	Crimson	Grenadiers, Chasseurs and Fusiliers engaged at Savannah
Martinique.....	Blue	—	Buff	Buff	Chasseurs and Fusiliers engaged at Savannah
Port au Prince	Blue	—	Red	Red	Chasseurs and Fusiliers engaged at Savannah
COLONIAL VOLUNTEERS					
Chasseurs-volontaires de Saint Domingue	Blue	Blue, piped yellow	Green	Yellow	Green epaulettes. Hat laced black with a white & yellow plume. Composed of free blacks and mulattos with white officers
Grenadiers-volontaires de Saint Domingue	Blue	Blue	Red	Red	Red epaulettes. Hat laced black with a white plume
Corps des Travailleurs de la Guadeloupe.....	Blue	Black	Black	Black	Composed of black slaves with free blacks and mulattos as NCOs

Notes

During 1779 and the operations around Yorktown in 1781 the navy provided infantry support in the form of detachments of metropolitan regiments who were supplementing the meagre marine infantry companies. The colonial regiments listed also contributed to d’Estaing’s force in 1779.

It is assumed that the French metropolitan troops at Savannah in 1779 would not have received the most up-to-date uniforms in time for the battle and would all be in their 1776 dress. While the regiments of Bourbonnais, Royal Deuxponts, Saintonge and Soissonois, which formed the core of Rochambeau’s expeditionary force in 1780–81, were not present at the battles of 1776 it is possible that some of them were still wearing their 1776 uniforms during the later campaigns, so both options are included. Similar details are also provided for the regiments of Saint-Simon’s Brigade, which was present at Yorktown.

Accounts of the identities of the regiments contributing naval detachments at Yorktown vary depending on the source consulted. The information below identifies those most likely to have been present. While some authors mention the presence of a detachment of Dillon’s Irish regiment with Lauzun’s Legion, I think this is a confusion caused by the presence in the Legion of two officers named Dillon.



“HOW DO YOU STOP THEM?” REBEL INFANTRY PREPARE TO FACE THE ONCOMING BRITISH

The Indians

"We desire you will hear and receive what we have now told you, and that you will open a good ear and listen to what we are now going to say. This is a family quarrel between us and Old England. You Indians are not concerned in it. We don't wish you to take up the hatchet against the King's troops. We desire you to remain at home, and not join either side, but keep the hatchet buried deep."

*The Second Continental Congress,
Speech to the Six Nations, 13th July 1775*

It is perhaps the greatest contradiction of the rebellion that as the colonists sought to throw off the perceived tyranny of British rule and determine their own future they pursued their own domination of the Indian tribes. We should not, however, be too partisan in our criticism, remembering that although the British had acted to preserve Indian territory

this had little to do with altruism and much to do with thwarting the expansionist aims of the French and the colonists. It is not possible within the scope of this book to describe the many tribes and nations of the Indians, or to discuss the variation in appearance; instead I have restricted myself to a very brief overview.

HISTORY

Because the British were usually the lesser of two evils, the Indians most often allied themselves with the redcoats during the wars of the Eighteenth Century. Allied tribes were coordinated on behalf of the Commander-in-Chief of British forces in North America by two Superintendents of Indian Affairs, one in the north and the other in the south. At the outbreak of the rebellion, neither side actively sought to recruit Indians to their cause in great numbers, although small numbers may have found their way into militia units. The most powerful grouping of Indian tribes in the north was the Iroquois "Six Nations" of the Mohawk, Seneca, Oneida, Onondaga, Cayuga and Tuscarora. By 1776 the British were exciting the Iroquois to support their efforts, while the rebels



INDIANS PREPARE TO OVERRUN REBEL RIFLEMEN



INDIAN WARRIORS

sought to persuade them to stay neutral. The Mohawk chief, Joseph Brant, believing that the Indians had no future under independent American rule was eventually instrumental in bringing the majority of the Iroquois onto the side of the British in 1777, supporting Burgoyne's Saratoga campaign, while the Oneida and Tuscarora broke away to fight for the rebels. Following Burgoyne's defeat the British-allied Iroquois limited themselves to raiding colonial settlements in upper New York. This prompted a large counter-offensive in 1780, commanded by General John Sullivan, which destroyed many Indian villages.

The southern Indians of the Cherokee, Choctaw, Creek, Catawba and Chickasaw nations numbered even more warriors than the Iroquois. The Cherokees soon took up arms against the rebels in a frontier war that prompted its own vicious backlash and the destruction of their settlements. The Creeks allied themselves with the British following the capture of Savannah, but were unable to provide meaningful military assistance. The Creeks and Choctaws were involved in the failed defence of Pensacola and fought with distinction against Galvez's Spanish army.

At the end of war many Indians found their lands seized by American speculators, regardless of their allegiance during the rebellion. The British chose to overlook their erstwhile allies during peace negotiations, resulting in the Indians losing the most from British defeat.

ORGANISATION AND TACTICS

The Indians were tribal warriors, accustomed to the small-scale warfare of raiding, skirmishing and ambush. Where these skills could be employed they proved to be valuable allies, and they were excellent scouts, but they were of no help in more organised battles, despite their unquestioned personal bravery.

The Indians had no formal fighting organisation. War bands of varying sizes would be formed of volunteers for a specific purpose. When the war band marched it might be led by a pipe-bearer with another warrior beating a drum and an eagle feather banner may have been carried on occasions. During the battles of the rebellion the Indians seldom fielded more than a few hundred warriors at any one time.

The influence of European powers saw the use of flintlock muskets grow among Indian tribes, but the warriors also maintained their use of more traditional weapons; the bow, tomahawk and war-club.

Using Indians

Within the scope of the average *Black Powder* game set in the American Rebellion, the involvement of Indians is limited to campaigns where they were actively recruited because of the local terrain, such as at Saratoga, or where the fighting actually took place on Indian territory such as Sullivan's campaign and some of the fighting in the Southern colonies. The latter fighting was often savage, but the brutality came from both sides and there is no justification for treating the Indians as being particularly different from their opponents.

The role of the Indians fighting as part of another army will be as auxiliaries, primarily recruited as scouts rather than warriors. In such cases they should be fielded as small or tiny units of skirmishers armed with bows and/or smoothbore muskets. They should perhaps be penalised if fighting in the open and I suggest giving them a morale of 6, but doubling their morale bonus for being in woods or similar cover.

When Indians fight on their own ground then this should occur in terrain with a high proportion of forest or dense woodland. Indians would be unlikely to fight in the open. In such terrain all combatants will probably be in skirmish formation or march columns, so it is unlikely that alterations will need to be made to the standard game rules. The bloodthirsty nature of these battles is undoubted and I suggest using higher Hand-to-hand values than normal or utilising additional rules, perhaps "Bloodthirsty" for the Indians and "Tough fighters" for their colonial opposition.

I generally assign the "Wavering" rule to Indian units to reflect their unpredictable nature and if acting as auxiliaries then "Marauders" is an appropriate addition to their abilities.



Weapons and Tactics

INFANTRY

When infantry met infantry on the battlefields of Eighteenth and Nineteenth Century Europe the dominant tactic was for opposing battalions to form lines facing each other and fire their muskets at close range until one side could take no more and ran away or surrendered. Bayonet charges and hand-to-hand combat were considered rare.

At the outset of the rebellion, the British battalions in America retained the close order line as their preferred battlefield formation. The companies of a battalion were drawn up in three ranks, with each file separated by just six inches. It was in close order that the redcoats fought the militia in the debacle of Concord and despite dropping to two ranks it was in close order that they made their costly attacks on Breed's and Bunker Hills.

Within the British drill manual were three further arrangements. "Order" placed the files 18 inches apart, "open order" increased separation to 36 inches and "extended order" to as much as ten feet between men in the same rank. Each of these also progressively increased the gap between ranks and collectively they are sometimes referred to as "loose order". There was no specific skirmish formation, but in battle the command "to tree" would direct the men to disperse in woodland to take advantage of cover. The latter instruction could be given to any infantry and was most definitely not reserved only for designated "light infantry" or "skirmishers", although some units were naturally better suited, equipped or trained for this kind of bush-fighting.

Upon assuming command of the army, General Howe re-trained his battalions to adopt "order" in two ranks as their default battlefield formation and with some exceptions this remained the case for British and Loyalist infantry for the majority of the conflict. The change in preferred formation reflects a number of the reasons why the rebellion is unique among Eighteenth Century wars. Firstly, the relative lack of effective cavalry meant that infantry were seldom compelled to adopt dense formations to repel charging horsemen. Secondly the terrain of North America made manoeuvre in close order a slow and cumbersome process; by adopting a looser formation the British were able to move faster than rebel battalions, who lacked the proficiency to do this, allowing them to gain the tactical initiative. Thirdly the two sides were fairly closely matched when it came to exchanging small-arms fire, but the rebels would seldom stand to face a charge, prompting the British to adopt shock tactics which required the ability to manoeuvre at speed, only closing files at the point of contact. It is important to remember that the tactical flexibility of being able to open and close files rapidly as the situation demanded, required infantry who were drilled to a high standard and also sufficiently battle-hardened to not panic when changing formation in the face of the enemy.

It took the Continental army the majority of the conflict for their own drill to reach a level sufficient for them to match their British opponents. For the first few years each unit, enlisted for only a short period, would be trained as thought fit by its commanding officer. A range of European drill manuals were used, and the army lacked a standard approach. This chaotic situation was worsened when enlistments expired and new battalions formed; requiring the process of drill and training to start all over again. Baron von Steuben introduced a standard, simplified, drill manual to the Continental Army in 1777-78, which, along with longer-term enlistment, saw the army develop a more professional culture. In view of the nature of the citizen-soldiers of the Continental Army, von Steuben's drill concentrated upon the use of close-order in battle, seeing this as a foundation to which the use of loose order could later be added when a battalion had gained suitable proficiency and experience. In the latter years of the rebellion the Continental regulars' ability to face the British in open field battles resulted in the redcoats beginning to revert back towards tighter formations.

Militia units seldom remained in the field for long enough to receive meaningful training in any form of drill. Consequently they would form on the battlefield in either ragged formations approximating a line, or be dispersed within woodland or other defensible terrain to skirmish with the advancing enemy. In a defensive battle the militia could therefore be of some use, but they seldom made a useful contribution if a general wished to attack. The exception to this was when militia bands were used to harass or ambush enemy detachments in the *petit guerre* (small war) that characterised much of the fighting in the far north and in the southern colonies. In these skirmishes the militia faced an enemy who was either seriously outnumbered or similarly inexperienced to themselves and the results were often more bloody than conventional battles.

Hessian troops arriving from Europe seem to have soon adopted two-rank formations, but despite training with loose formations they generally fought in close order, causing them to move more slowly than their allies. This speed differential was further increased as the Hessians did not follow the redcoat practices of divesting themselves of backpacks and other impediments before advancing and of carrying their muskets low in their right hands "at the trail" rather than over their left shoulder in the parade-ground manner.

The French fought few battles in North America and lacked the time to adapt to the local circumstances. As such they appear to have deployed their infantry in conventional three-deep close order formations. If taking the option of creating hypothetical scenarios involving greater French involvement then it would perhaps be reasonable to assume adoption of looser formations.

Despite the line of infantry being the most common infantry formation, on occasion other arrangements of the men could be used. All experienced infantry, including Continental battalions, were capable of forming deeper, close order "columns" when required to storm defensive positions such as fortifications or river crossings. There are also isolated accounts of company-sized units forming square formations to repel cavalry. It is important not to make assumptions about the formations and tactics used by either side in the rebellion and not to assume that what we know of either the Seven Years' War or the Napoleonic era can simply be extrapolated to this unique conflict.



By far the majority of infantry fighting on each side in the rebellion carried smoothbore muskets, capable of projecting a small lead ball several hundred yards, but being most effective at ranges of less than one hundred. The iconic infantry weapon of the conflict however, is the rifle. Rifles were a form of musket in which the inside of the barrel had a number of grooves in a spiral pattern to impart a spin to the musket ball. This significantly increased the range and accuracy of the weapon, but required that the ammunition fitted the barrel very snugly and made rifles slower to reload than the more common “smoothbore” muskets. To further increase the vulnerability of riflemen to counter-attack, their weapons could not be fitted with a bayonet. Riflemen were found on both sides of the rebellion. The Hessians had their jägers and the British also made use of some Loyalist units armed with rifles, briefly including one small unit equipped with a breech-loading rifle invented by Captain Ferguson of the 71st Foot. It was the rebels however who made the greatest use of rifles. The Continental Army included regiments in which one or more companies carried rifles and companies of tough frontiersmen were recruited into the militia to provide rifle-armed light infantry. As well as these dedicated rifle companies, many militia units included significant numbers of men armed with rifles standing alongside those with smoothbores and this permitted rebel militia to shoot with good effect even from relatively long range for as long as their poor drill and discipline kept them in the field.

CAVALRY

There were two predominant types of horsemen in the rebellion. Light Dragoons were fielded by the British, Loyalists, French, Continentals and by some of the “state” forces. These units fought as mounted cavalry, delivering sabre-wielding charges and seldom relying on carbine or pistol fire either dismounted or from the saddle. Indeed many rebel dragoons often lacked firearms.

Mounted infantry were the second type of horsemen. They used horses to transport them rapidly to a battlefield, but then fought on foot. Most commonly these were rebel militia units armed with either musket or rifle, but the British in the south mounted some of their regular infantry and used them alongside Loyalist cavalry to harass the rebels.

Cavalry were seldom able to be such a dominant battlefield force as they were in Europe. For the most part they appeared on the battlefield in numbers too small to either deliver a significant charge or to be risked by an army commander lest he leave himself without horsemen to act as his “eyes and ears” on campaign. In battle, cavalry were at their most effective when able to pounce upon infantry already disordered and confused, terrain permitting. In this role they could not turn defeat into victory, but they could increase the size of a victory already won.

The most significant cavalry actions of the rebellion were those in the southern campaigns of 1780-81 and these chiefly feature rebel and Loyalist legions – units containing light dragoons and light infantry operating together – fighting either each other or overwhelming unprepared or poorly commanded infantry. Despite the reputations of “Bloody Ban” Tarleton and “Light Horse Harry” Lee, their legions made colourful but limited contributions to the larger battles.



ARTILLERY

Artillery had three principal roles on the battlefield. These were to destroy fortifications, discomfort enemy troops at long range and to support its own infantry with devastating canister fire should the enemy come too close. The most common types of artillery to feature in the battles of the rebellion were light guns which fired shot of 3- or 4-pounds in weight and medium guns firing 6-pound shot. Heavier guns such as 12-, 18- or even 24-pounders were mainly a feature of sieges, as were howitzers, a type of gun that fired an explosive shell high up into the air from where it could fall upon troops sheltering behind intervening terrain.

In practice, artillery played a limited role in the battles of the rebellion. The terrain of North America and the poor quality of the roads made transport of guns and their ammunition rather difficult, and the ever-present woodland severely restricted fields of fire. British artillery in particular also found it difficult to keep up with the rapidly moving infantry that it was supposed to be supporting! On the battlefield, artillery proved of most value when used as close support to augment the musketry of infantry battalions. In most cases guns were fielded in pairs to fulfil this close support role, but Burgoyne used guns in more concentrated batteries during the Saratoga campaign and Cornwallis massed his artillery at Monmouth Court House.

FIGHTING THE BATTLE

Putting all we know about the armies of the rebellion together we can see how battlefield tactics were defined by terrain and the training, experience and weapons of the men involved. When deploying for battle and issuing orders the commander of a Crown force would generally seek to make the best use of the superior speed of manoeuvre and hand-to-hand ability of his infantry either to outflank his opponent or deliver a rapid frontal attack. On the other side of the field a rebel commander would often assume a defensive role, lacking troops able to manoeuvre with confidence under fire. Perhaps the greatest challenge for the rebels was identifying a battlefield role for the militia who contributed much of the strength of many armies. With their ability to shoot reasonably well but their unwillingness to stand they increasingly found themselves used as a front-line to disorder and delay the opposition before dispersing to allow the battle to be continued by a fresh force of Continental troops.

British & Hessian Commanders of Note

Lieutenant-General Thomas Gage (1719-87)

Thomas Gage entered military service as a teenager and served during the War of the Austrian Succession and the Second Jacobite Uprising. He then campaigned in the Low Countries before serving in Ireland and achieving the rank of Lieutenant-Colonel. He was ordered to North America at the outbreak of the French and Indian War in 1755 where he served without notable distinction, even being accused of poor performance during the disastrous Battle of the Monongahela. Despite this he was later promoted to Brigadier-General and eventually became governor of Montreal for three years, in which post he proved an able, if unenthusiastic, administrator. When the British Commander-in-Chief in North America, General Amherst, returned to England in 1763 it was Gage who succeeded him, later adding the governorship of Massachusetts to his duties. Ordered to implement the various Acts of Parliament, which so inflamed the colonists, Gage found civil unrest spinning out of his control. Following the disastrous events of Lexington and Concord and the Pyrrhic victory at Breed's and Bunker Hills he was relieved of command and replaced by William Howe in October 1775.

Nothing about Gage's military career inspires confidence in his battlefield abilities and under his command the army lost much of the flexibility it had developed during the French and Indian War.

Special Rules

British forces commanded by Gage gain the "Reliable" rule, but must struggle along with a staff rating of just 6.

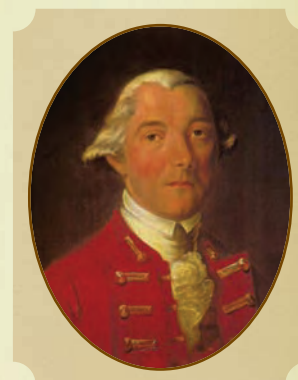


Lieutenant-General Sir Guy Carleton (1724-1808)

In 1758, Carleton was appointed as Lieutenant-Colonel of the 72nd Regiment, having earlier served as an officer in the Foot Guards. He saw action in Canada as a staff officer with General Amherst and General Wolfe, being present at the siege and capture of Quebec. He subsequently served in Europe and the Caribbean, twice being wounded in action, before being appointed Governor of Canada in 1766. His governorship largely secured the loyalty of Canadians, but the appeasement of the French Catholic settlers did little to ease minds in the thirteen colonies. When the rebels invaded Canada in 1775 Montreal fell, but Carleton was able to organise a defence of Quebec, saving Canada and earning a knighthood despite criticism that he did not pursue his beaten enemy with sufficient vigour. Carleton continued to serve as Governor of Canada, organising the formation of numerous Loyalist regiments, until 1778 when he was recalled to England. He returned to North America in 1782 as Commander-in-Chief in New York to organise the evacuation of British troops to England and Loyalists to Canada and the West Indies before again returning home in 1783. He served a further period as Governor of Canada from 1786 until 1796 before finally retiring.

Special Rules

Carleton was a competent if unimaginative commander, so likely to be awarded a staff rating of 8. His pursuit of the rebels in 1776 lacked vigour and players may wish to regard him as Timid (Low Aggression).



Lieutenant-General Sir William Howe (1729-1814)

William Howe was the youngest of three brothers, all of whom achieved military distinction. William joined the army aged 17 and saw service in the War of the Austrian Succession and the French and Indian War, commanding the light infantry of General Wolfe's army during the capture of Quebec. He was again ordered to America when rebellion broke out, arriving in May 1775 and commanding the British attack on Breed's and Bunker Hills before assuming command of the army after the recall of General Gage. He led successful campaigns to capture New York in 1776 and Philadelphia in 1777, but in both cases he failed to crush the Continental Army despite having opportunities to do so. Lest we judge him too harshly it must be considered that he was also charged as a "peace commissioner", responsible for ensuring



A BRITISH COMMANDER MAKES HIS POINT

that the defeated rebels were reconciled with England, and he may have sought to avoid a total humiliation of the rebels on the battlefield. Howe, however, was also responsible for the wider British strategy and therefore for the lack of coordination that contributed to the failure of Burgoyne's Saratoga campaign; something that cannot be attributed to a desire to spare his opponents' blushes. Disillusioned with the war, he resigned his post in 1778 and returned to England.

Special Rules

William Howe was an exceptional battlefield commander and a staff rating of 9 does not seem inappropriate. He failed however to fully exploit his victories, so if applying personal characteristics the Timid (Low Aggression) rule may be applied.

Lieutenant-General Sir Henry Clinton (1730s – 1795)

Henry Clinton's year of birth is unclear, but we know that in 1751 he was appointed as a captain in the Guards and he served as an aide-de-camp to the Duke of Brunswick during the Seven Years' War. In 1772 he was promoted to Major-General, also becoming Member of Parliament for Boroughbridge and later for Newark-on-Trent. At the outbreak of rebellion Clinton found himself dispatched to America, sharing his voyage with Generals Howe and Burgoyne. His intervention at Breed's Hill possibly saved the army from a humiliating defeat and in September 1775 he was rewarded with the temporary rank of Lieutenant-General. Having not served in the French and Indian War he was often contemptuous of those who had and his abrasive personality often soured his relationship with other officers. In 1777 he returned briefly to England because of strains between himself and General Howe and when he succeeded the latter as Commander-in-Chief in North America his relationship with his second-in-command, Cornwallis, soon began to deteriorate and continued to worsen until the end of the war. As a field commander, Clinton continued to display skill, but as a strategist he found his plans frustrated by an already weakened position, events beyond his control and his inability to form a productive, trusting rapport with subordinates. Following Cornwallis's surrender at Yorktown, Clinton was replaced as Commander-in-Chief by Sir Guy Carleton and returned to England.

Special Rules

Henry Clinton was a professional and competent battlefield commander. However, his relationships with other officers were often strained. If acting as a subordinate officer he might be awarded a staff rating of 8 with the Headstrong characteristic. If he is the Commander-in-Chief then his command style may be best represented by not including him in the battle at all and assuming that his subordinates will act independently.

Lieutenant-General Charles, Earl Cornwallis (1738-1805)

Charles was the eldest son of the 1st Earl Cornwallis, his mother being the niece of Sir Robert Walpole and many other family members being well connected in the upper echelons of English society. After his education at Eton, Charles was commissioned as an ensign in the 1st Foot Guards in 1757, studied at the military academy in Turin and later became Member of Parliament for Eye. Upon his father's death in 1762 he was elevated to the House of Lords as the 2nd Earl Cornwallis and continued his military career, leading troops in a number of battles of the Seven Years' War. Cornwallis became Colonel of the 33rd Foot in 1766 and both sailed for North America in 1776 to joining the abortive attack on Charleston. After the failure of this campaign Cornwallis served as General Howe's second-in-command during the capture of New York and through the remainder of 1776 and 1777. He proved himself to be an exceptionally able and dynamic field commander and was promoted to Lieutenant-General in 1778, but his happiness was short-lived as his beloved wife perished the following year. Returning to America Cornwallis was compelled to manage both his grief and his deteriorating relationship with General Clinton, who had succeeded Howe. After the capture of Charleston in 1779, Clinton left Cornwallis in relatively independent command of the campaign in the southern colonies. He again proved to be one of the best tacticians of the war, but a less able strategist. Over the following two years his army won a number of battles, but was unable to replace men lost in battle or those who fell due to sickness. Eventually Cornwallis was besieged at Yorktown and forced to surrender in a defeat that effectively ended British hopes of retaining the colonies.

Special Rules

Cornwallis was probably the most tactically able British army commander of the rebellion and merits a staff rating of 9 in most situations. However it should be remembered that he was never placed in independent command of a large army. If using rules for personal qualities then he should perhaps be regarded as Aggressive (High Aggression).



"The die is now cast; the colonies must either submit or triumph... we must not retreat."

King George III, in a letter to Lord North, 1774

Major-General Sir John Burgoyne (1722-1792)

“Gentleman Johnny” Burgoyne began his military career in the cavalry, promoting the development of light dragoon regiments and gaining distinction in Portugal while commanding the 16th Light Dragoons. Along with a number of contemporaries, Burgoyne combined military duties with membership of Parliament, sitting first for Midhurst and later Preston, where he gained a reputation for outspokenness. Burgoyne also found time to write a successful play. In response to the rebellion Burgoyne, now a Major-General, was dispatched to America with Howe and Clinton. Assigned no field command during the assault on Bunker Hill, the frustrated Burgoyne returned to England where he was appointed to command a force of reinforcements bound for Quebec. Arriving in Canada in 1776 and again finding little to occupy him, he set about devising a strategy to divide and conquer the rebellious colonies, cultivating political contacts in London in order to secure command of the resulting operation. Burgoyne’s efforts were to bear fruit and in 1777 he marched south at the head of an army bound for Saratoga. The campaign was poorly coordinated and proved a disaster and this was compounded by Burgoyne’s own recklessness and unwillingness to abandon his advance even when it was apparent that no victory was possible. Eventually he was compelled to surrender his surviving troops to General Gates’s army of rebel regulars and militia. Burgoyne returned to England in disgrace. His military career was effectively over and he returned to his endeavours as a playwright, with notable success.

Special Rules

Burgoyne was not lacking in bravery and audacity, but was too much the gambler and unwilling to listen to the advice of wiser heads. There are a number of ways to represent this in our games. One idea is to assign a staff rating of 7, but add the rules for Aggressive and Decisive commanders.

Colonel Banastre Tarleton (1754-1833)

Banastre Tarleton was the son of a wealthy Liverpool family who contrived to spend much of his inheritance on women and gambling; the remainder no doubt being squandered. He joined the cavalry aged 21 and volunteered for service in North America, sailing with the reinforcements commanded by General Cornwallis. After contributing to the capture of rebel general Charles Lee, Tarleton was promoted to the rank of captain and spent 1777 and 1778 commanding infantry rearguard detachments for General Clinton. When the army sailed south to capture Charleston in 1779, Tarleton’s brave service was rewarded with command of the Loyalist British Legion and the local rank of Lieutenant-Colonel. Tarleton proved to be one of the most skilled light cavalry commanders of the war, gaining (perhaps unfairly) a reputation for ruthlessness for which he is now something of an icon. At Cowpens in 1781 Tarleton’s overconfidence and impetuosity led him to defeat at the hands of Daniel Morgan, but thereafter he continued to be the eyes and ears of Cornwallis’s army right up until the defeat at Yorktown. After the war he was elected a Member of Parliament and also continued a sporadic military career, eventually rising to the rank of Major-General and seeing active service in Portugal in 1798.

Special Rules

Tarleton was a brave and inspirational commander, but prone to be impetuous. His skill may be represented with a staff rating of 8 or even 9, but he should be given the personal quality of being Aggressive (High Aggression). If commanding an army then adding the Headstrong (High Independence) characteristic may best represent his hot-headed nature.



A HARD-FIGHTING HESSIAN BATTALION ADVANCES WITH INTENT



BURGOYNE'S REGULARS CLING ON AT SARATOGA

Colonel James Webster (1740-1781)

The son of an Edinburgh clergyman, James Webster was commissioned as a lieutenant in the 33rd Foot in 1760 and by the time of the rebellion he had risen to the rank of Lieutenant-Colonel. He served with great distinction in North America, earning praise from General Clinton and commanding a brigade under Cornwallis at Camden and throughout the southern battles of 1780 and 1781. At Weitzel's Mill he was at the head of a column of redcoats that stormed a well-defended ford and, despite being shot at by 30 riflemen of Lee's Legion, he emerged unscathed. He was not to be so lucky at Guildford Courthouse however, where he fell at the head of his brigade and died of his wounds two weeks later.

Special Rules

Webster was a fine example of a British brigade commander and his death was a great loss to the army. He should be given a staff rating of 9 in most cases. If he accompanies a unit that becomes disordered due to shooting, roll one die. On a roll of 1-3 the unit may ignore the disorder and carry on as normal, but if the roll is a 6 not only is the unit disordered but also Webster is killed in action.



Friedrich, Baron von Riedesel (1738-1800)

Riedesel was a native of Hesse in modern Germany who was tempted away from his legal studies to pursue a career in the army. He fought in the Seven Years' War, serving as a staff officer to the Duke of Brunswick and later commanding a pair of Brunswick regiments. In 1776, a number of German states agreed to provide regiments to support the British cause. Riedesel was

promoted to Major-General and awarded command of the Brunswick contingent. Arriving in Canada in June, Riedesel's men assisted in the pursuit of the rebels retreating from their failed assault on Quebec. In 1777 Riedesel accompanied General Burgoyne on his march to Saratoga, commanding all Hessian and Indian forces in Burgoyne's army and promoting the use of light infantry tactics by his regulars. The ever-professional Riedesel often disagreed with the decisions of his British commander, but his good sense was not heeded and he was unable to prevent the disastrous outcome of the campaign. He remained a prisoner of war for over a year, until being exchanged for the captured rebel General Benjamin Lincoln. Thereafter he commanded garrison troops before leaving America in 1783.



Special Rules

Riedesel was a professional officer who led his men with great skill and bravery. A staff rating of 8 seems an appropriate reflection of his proficiency, perhaps higher depending on the scenario.

Rebel Commanders of Note

General George Washington (1732-1799)

George Washington was born and raised in Virginia, the second son of a wealthy and well-connected family, but inheriting the family estate, Mount Vernon, upon the death of his brother in 1752. George had little formal education, but was an able mathematician. When only a teenager he had been employed to survey the western wilderness of his home colony. During the French and Indian War he served in the Virginia militia, being present with General Braddock's British force at the Battle of the Monongahela where he displayed great courage amidst the defeat. He was later awarded command of the Virginia Regiment, which he led with great success until the end of the war. Thereafter he returned to civilian life and sat in Virginia's colonial assembly, where he gained a reputation for quiet wisdom while growing ever more uneasy of the control Britain maintained over the colonies. When unrest erupted into open rebellion Washington's military and political reputation ensured he was appointed Commander-in-Chief of the newly-formed Continental Army.

Throughout the conflict Washington actually lost most of his battles, but his unexpected double-victory of Trenton and Princeton proved that he was not without skill and audacity. The greatest skill that Washington brought to the rebellion was not to do with tactics or strategy however, but as a gifted and inspirational leader who was able to achieve the near-impossible task of maintaining an army of any sort in the field throughout the long years of conflict. By never giving in or being forced to surrender, he demonstrated to the British that ultimately the colonies could not be held by force.

The final victory, Yorktown, epitomises Washington's leadership. A small but constant trickle of Continental troops was sent south by Washington during 1780 and 1781 to maintain pressure on the British. When the time came for the coup de grace, the audacious general left the barest of covering forces watching the main British army in New York and



THE COMMANDER-IN-CHIEF, GEORGE WASHINGTON

slipped into Virginia at the head of a combined army of Continentals and French allies to force Cornwallis's surrender and the effective end of the war.

Washington left the army in 1783 to return to Mount Vernon, but his standing was such that when the newly constituted republic of the United States required a man to lead it, there was only one man to which it could turn.

Special Rules

Washington was an audacious strategist and an inspirational commander of smaller forces, but found it difficult to coordinate larger armies in battle. His plans were sometimes too complex for his inexperienced forces to execute. The following suggestions are offered as a way to represent this fascinating general.

At the beginning of any battle in which Washington is the commanding general, roll three dice and total the scores. If the result is equal to or greater than the number of units in the army then he has a staff rating of 9, but if the total is less than the number of units then his staff rating is reduced to 7. Furthermore, if Washington is in command at a battle, all rebel commanders will blunder on rolls of 11 or 12. Washington is an inspirational leader and any unit he accompanies that fails a break test may re-roll the result. Washington may not act as a subordinate to another general. Ever.

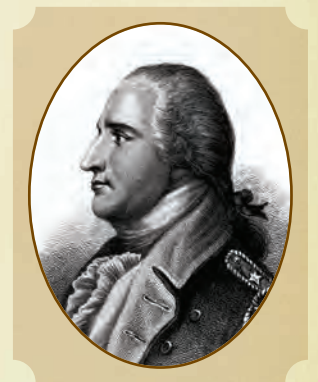
"The harder the conflict, the greater the triumph."

George Washington

Major-General Benedict Arnold (1741-1801)

Benedict Arnold, a merchant and alleged smuggler, entered the rebellion as an officer of Connecticut militia. At the outbreak of hostilities he marched his men to Boston to assist the siege. Finding no glory he embroiled himself in Ethan Allen's capture of Fort Ticonderoga, despite resenting his subordinate role. Promoted to Colonel he then commanded a column in support of General Montgomery's invasion of Canada and assumed command of the small army following Montgomery's death at Quebec.

During the retreat from Canada in 1776, Arnold gained respect for his defeat of the pursuing British at the Battle of Valcour Island. In the following year he was involved in repelling British raids on Connecticut before commanding troops within General Gates's northern army at Saratoga. Here, Arnold's tactical flair and inspirational leadership were instrumental in forcing the surrender of General Burgoyne.



Having been injured several times during his service and seeing less capable officers promoted before him and taking credit for victories that he had done much to win, Arnold became increasingly bitter. In 1778 he defected to the British, becoming a Brigadier-General as well as one of the most despised men in the colonies. He commanded British troops during the fighting in Virginia and after the war he retired first to Canada and later to London, his name becoming ever more a byword for treachery.

Special Rules

Arnold was a brave and inspiring leader on the battlefield, but independently-minded and unhappy when subordinated to other officers. One way to represent this is with a staff rating of 8, combined with the Aggressive (High Aggression) and Headstrong (High Independence) characteristics. After switching sides, Arnold lost some of his battlefield ardour and should perhaps simply be awarded a staff rating of 8.

Major-General Horatio Gates (1728-1806)

Horatio Gates served in the British Army during the Seven Years' War, seeing action in Germany and America, where he was injured at the Battle of the Monongahela. He retired to settle in America and with the passing of years grew increasingly sympathetic to the cause of colonial freedom. When rebellion broke out he accepted the rank of Brigadier-General in the Continental Army and was later promoted to Major-General. In 1777 he succeeded Phillip Schuyler as commander of the Northern Department and marshalled his small force of Continental infantry and New England militia to defeat the British at Saratoga.

Gates's reputation as the "hero of Saratoga" was ill-founded as he had actually been tactically cautious and reliant on the audacity of his subordinates, including Benedict Arnold with whom he had clashed several times. This weakness was exposed in 1780 when he was sent south to replace Benjamin Lincoln as commander of the Southern Department following that officer's surrender of Charleston. Unwilling to listen to others' advice his campaign was brief and ended with the debacle at Camden and he was disgraced by fleeing from the battlefield. He was relieved of his command and never again served in the field.

Special Rules

Despite the plaudits won at Saratoga, history shows Gates to be something of a buffoon. I suggest representing this with a low staff rating, perhaps 7, and applying the Timid (Low Aggression) and Hesitant (Low Decisiveness) personal characteristics. His command style is also likely to stymie the efforts of his subordinates and players may want to try reducing their staff ratings to represent this.

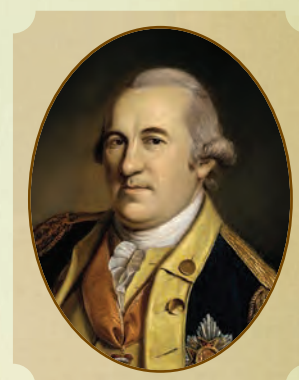


Major-General Friedrich, Baron von Steuben (1730-1794)

Von Steuben joined the Prussian army at the age of 16 and served as a staff officer during the Seven Years' War. He found himself unemployed following the peacetime disbandment of much of the army and thereafter sought employment in a number of European armies, passing himself off as a baron. He arrived in America in 1777, in possession of a letter of introduction from Benjamin Franklin, the rebels' ambassador to Paris. Presenting himself to Washington with his somewhat over inflated credentials he served as drillmaster to the Continental Army during its travails at Valley Forge and it is to his credit that the army which emerged in the Spring was far improved from that which had gone before. Von Steuben continued to organise and train the army and became Inspector General as well as serving in the field during the latter years of the conflict.

Special Rules

Von Steuben's effect on the Continental Army is best represented by improving the fighting ability of the infantry from 1778 onwards. As a commander he seems to have been professional and competent, so deserves a staff rating of 8.



Major-General Gilbert du Mottier, Marquis de Lafayette (1757-1834)

Born into a rich and powerful family of the French aristocracy the young Lafayette saw in the rebellion a cause to which he could devote himself. After some negotiation and delays he was appointed a Major-General and served first as an aide-de-camp to George Washington at the Battle of the Brandywine and later as commander of a division of the Main Army. He returned to France in 1779 and he successfully lobbied for military assistance for the rebels. After his return to America he was given command of troops in Virginia and was instrumental in trapping Cornwallis at Yorktown.

Special Rules

Lafayette was an aggressive (but not reckless) commander. He has a staff rating of 8. At Green Springs in 1781 he spotted a trap into which General Wayne was about to march his brigade. Lafayette's foresight could be represented by allowing him or any commander acting as his subordinate to roll two dice when determining the effects of a blunder and choose which result they wish to use.





THE VALIANT MARYLAND LINE HOLD THEIR NERVE

Major-General Nathanael Greene (1742-86)

A native of Rhode Island, Nathanael Greene rejected his pacifist, Quaker upbringing and joined the militia as a private in 1774. On the outbreak of rebellion he became Brigadier-General of the Rhode Island Army of Observation and became a trusted subordinate to Washington during the siege of Boston. During the New York campaign he was promoted to Major General and retained Washington's confidence despite a barely-competent defence of Long Island. He continued to command troops of the Main Army as well as fulfilling the role of Quartermaster-General from 1778 until 1780. After the humiliation of General Gates at Camden, Greene was appointed the commander of the Southern Department. He arrived in December 1780 and embarked on a campaign to frustrate and exhaust the British army under Cornwallis. Despite failing to win any battles himself, Greene was ably assisted by a number of talented rebel officers as well as proving skilled in persuading the local militia to support his small army. He gradually achieved his strategic aim, eventually besieging Cornwallis at Yorktown and allowing Washington to force an independence-winning surrender.

Special Rules

Greene proved an able strategist in the south, but was less impressive as a tactician, failing to win any battles, even when the odds may have been in his favour. His staff rating should be no more than 8 and players may feel 7 to be more appropriate. Greene's strategy in the south made him reluctant to risk his regular troops and when issuing orders to Continental infantry players could apply the Timid (Low Aggression) characteristic.



Colonel Daniel Morgan (1736-1802)

Morgan was the son of Welsh immigrants to America. He left home aged 16, eventually settling in Virginia. During the French and Indian War he acted as a civilian teamster, acquiring a hatred of the British when he was put to the lash as punishment for an indiscretion. He became a rifleman in the provincial militia forces, seeing action in the latter part of the war and then in fighting the Indians during Lord Dunmore's War of 1774. When the colonies rebelled, Morgan was awarded command of a company of Virginia riflemen which fought at Boston and during Montgomery's invasion of Canada. During the failed assault on Quebec, Morgan was captured and remained a prisoner until he was exchanged for a British officer in January 1777. Returning to the army he found he had been promoted to Colonel and was to command Continental riflemen, first in Pennsylvania and then, more famously, during the Saratoga campaign. In 1780 his skill was belatedly rewarded by promotion to Brigadier-General and command of light infantry as part of General Greene's army in the southern colonies. Morgan's most famous victory came in January 1781 when he commanded a detachment of the southern army that routed a British and Loyalist force commanded by Banastre Tarleton at Hannah's Cowpens. In February he took leave from the army, claiming ill health and only briefly returned to the fighting in July as part of Lafayette's pursuit of the British in Virginia.



Special Rules

Morgan was a tough fighter and one of the few rebel commanders to effectively combine militia and regulars within an army. His staff rating should be at least an 8 and in some circumstances a value of 9 may be appropriate. Morgan was able to get the best out of the militia at Cowpens, but this is perhaps better reflected by the troop ratings rather than any specific command rules.

French Commanders of Note

Lieutenant-General Jean-Baptiste Donatien de Vimeur, Comte de Rochambeau (1725-1807)

Rochambeau only joined the French army when his elder brother died, having previously been destined for the clergy. He saw action in the War of the Austrian Succession and the Seven Years' War, rising to the rank of Major-General. He was an important figure in the reform of the French army that followed the war, and advocated the professional education and training of officers. Rochambeau's calm and diplomatic manner, coupled with his wide experience of warfare, made him the ideal person to lead the French expeditionary force dispatched to support Washington's Army. Arriving at Newport, Rhode Island in July 1780, Rochambeau tactfully placed himself under Washington's command, and the two soon developed a mutually respectful rapport. Yorktown was the only significant action that Rochambeau was to experience in America. The success of the rebel siege was largely thanks to the French general's expertise and proved to be a war winning victory that broke the British will to continue the fight. Rochambeau returned to France in 1782 and was later promoted to the rank of Marshal. He retired shortly afterwards to avoid becoming entangled in the French Revolution.

Special Rules

Rochambeau was a thoroughly competent and professional soldier, able to cooperate productively with Washington. He may act as a subordinate to Washington, but may only



command French troops himself and may not act as a Commander-in-Chief to any rebel leaders or units. His staff rating should be at least 8, perhaps with the ability to re-roll a failed command roll once in each battle.

Colonel Armand- Louis, Duc de Lauzun (1747-1793)

Lauzun was a colourful, handsome and popular figure and by the age of 20 was already a Colonel in the French army, fighting in Corsica. In 1778 he was awarded command of the Volontaires Etrangers de la Marine and after raising three of the intended eight legions of the corps was permitted field command of the 2nd which was retitled "Lauzun's Legion" and embarked for America with Rochambeau's expeditionary force. Lauzun and his legion saw action during the siege of Yorktown, most notably skirmishing with Tarleton's British Legion at Gloucester Point. After the war Lauzun returned to France and, joining the revolutionaries, rose to command the Army of the Rhine. His aristocratic roots however were to be his undoing and in 1793 he was arrested and guillotined.



Special Rules

Lauzun's flamboyance should not be mistaken for impetuosity. He proved to be a responsible and skilled officer. There seems no reason to burden him with an excess of characteristics, but a staff rating of a solid 8 seems an adequate reflection of his military proficiency.



THE ROAD TO YORKTOWN, ROYAL WELCH FUSILIERS ATTEMPT TO FIND A WAY THROUGH

Scenarios

When I first started planning the writing of this book, a couple of things seemed essential. The first was fidelity to the original *Black Powder* rules. I did not want to fill the pages of this book with extra rules, but rather to make the very best use of the existing ones. The second essential was to include as many scenarios as possible and to use these to show the variation and development of the armies as well as the flexibility of the rules. What I did not want to produce was a set of fixed “army lists” as I believe these would be wholly inappropriate.

This is not to say that my approach isn’t somewhat different to that of the original game developers. I seldom have access to a massive table and my collection of figures is somewhat more modest. The majority of the scenarios in this book have been created and tested on tables of no more than 8 feet by 6 feet, often smaller and my standard-sized infantry unit is generally of 18 figures with a frontage of 6 to 7 inches. Some of the scenarios concern battles that are not much more than large skirmishes; in these I actually use standard-sized units of just six figures. The strength of *Black Powder* is that it can cope with all of this variety and still give a great game with historically plausible results. If I may, I will permit myself two rules-tinkering indulgences. Firstly, because of the small size of the battles of the rebellion, I usually amend the broken brigade rule to require more than half of the brigade’s units to be destroyed or shaken for the brigade to be broken. Secondly, to prevent high-quality troops from becoming supermen and to allow terrain to become something of a leveller, I often limit the effect of morale bonuses such that rolls of 1 or 2 will always fail.

The rating of historical units when writing scenarios is a somewhat subjective matter and no offence to any such unit is intended by any of the values assigned in the following scenarios. The majority of these are influenced by my own understanding of how the war was fought, which should be clear from a perusal of the earlier chapters. Readers with different opinions will, I am sure, amend the scenarios to better suit their own views and I hope they enjoy their games as much as I enjoy mine.

USING *BLACK POWDER* TO RECREATE THE REBELLION

Within the *Black Powder* rules we have what is perhaps best described as a “tool box” allowing us to tailor our armies and battles to reflect our understanding of historical events. The basic abilities of units in the game are the starting point, and a reading of the Weapons and Tactics chapter of this book should explain why I often increase the hand-to-hand value of British infantry units while reducing that of their rebel opponents, particularly the militia. Shooting values are usually what one would expect for a given size of unit, but occasionally reduced to reflect situations of poor supply. Different types of artillery are differentiated by their maximum range in the standard game rules, and I have found that this is sufficient, although sometimes I reduce the shooting values when representing a small number of guns. The morale and stamina values are extremely useful when we want to demonstrate the extremes of motivation and proficiency that the rebellion offers us. My favoured method of representing different unit “qualities” is to modify the morale save. I also find this easier to remember during the hurly burly of a game than variable stamina levels. I do however adjust stamina from time to time if I want units to have particularly good or bad “staying power”. Essentially I tend to think of morale saves as characterising the proficiency of the unit in combat, while stamina is more representative of a unit’s motivation to stay in the fight when things go wrong.

Beyond the straightforward numbers we assign to a unit, there are also those wonderful “added extras” we can use to fine-tune our army. The small-scale of many battles of the rebellion does tend to result in very short games if we simply use the unit abilities straight from the rulebook. I often find that games are more satisfying if some of the useful rules are added to give units a little more variation and staying power and to prevent the roll of the dice taking over too much. I thought it would be worthwhile to run through each of these and how I think they can be applied to the American Rebellion:



Bloodthirsty

This seems best suited to those units able to fight particularly well, both when charging and when receiving a charge. This could potentially be used for British regulars, but I feel these troops need to be encouraged to charge, so tend to use other rules instead. Bloodthirsty might be applied to the most experienced infantry units of the war, such as the 23rd and 33rd Regiments of Foot and the 1st Maryland Regiment in 1781. It may also be used for Indians fighting in large numbers in woods.

Brave

I usually resist using Brave as the units it might apply to already often have enhanced morale saves and/or stamina. Adding Brave would risk creating almost indestructible units, but it might be an alternative way of representing otherwise unremarkable units famed for very stout defences such as Herkimer's Regiment at Oriskany.

Crack

Crack is an ability that is lost once a unit suffers casualties. I find it helpful to represent troops who are of a slightly better quality than normal, but just brittle enough to not warrant improved morale or stamina. For me this includes experienced British units worn down by a long and arduous campaign, such as those at Saratoga or Yorktown.

Determined Charge

The rebellion is not marked by impetuous troops and I don't find that this particular rule has much to offer. Never say never though, as it may be useful in scenarios set in some of the bloody fighting between Loyalist and rebel militias in the southern colonies.

Elite

This is perhaps one of the most useful rules to add. In many battles the British infantry were able to maintain their advance despite the best efforts of their opponents. The ability to remove disorder is a great way of reflecting this in a straightforward way. Usually I stick to the 4+ die roll requirement, but occasionally I will allow the required roll to be the same as the unit's morale save. The same rule can also be applied to experienced Continental infantry, particularly in scenarios where they are on the attack.

Fanatics

See Ferocious Charge and Terrifying Charge.

Ferocious Charge

British tactics often emphasised the use of the bayonet to intimidate and drive off the rebels. Ferocious charge is a good way of rewarding British commanders who adhere to this approach, without making their troops too powerful; charges still have to be timed carefully. The rule represents not only greater British proficiency in this type of fighting, but also the rebels' lack of willingness to stand in the face of a charge.

First Fire

First Fire is often thought of as ubiquitous for trained infantry of the *Black Powder* period. In the battles of the rebellion, musketry was seldom decisive and First Fire seems an unrealistic rule to apply in many cases. I do tend to wheel it out when the terrain is open and infantry may have used tighter formations. It is also a useful way of representing units who went into battle with little ammunition as it allows them one "good" volley before being forced to shoot more sparingly.



CONTINENTALS STAND TOE-TO-TOE WITH THE REDCOATS AT MONMOUTH



CAMP LIFE

Form Square

The use by infantry of square formations to repel cavalry was not entirely unknown in the rebellion, but it was extremely rare and unlike the use of squares in the Napoleonic wars. As a consequence I do not use this rule myself and don't feel it is really suitable for our particular war.

Freshly Raised

This is not a rule I have often used, but it could be used for regular units who have recently added large numbers of new recruits to the ranks, such as the 7th Foot at Cowpens.

Heavy Cavalry

In America? Are you kidding me?

Lancers

Although some of Lauzun's hussars were armed with spears I am not aware of any lancers fighting in the rebellion. Give this rule a miss.

Marauders

This is a very useful rule for those units of light infantry and cavalry operating on the flanks of an army. I also often apply it to artillery to allow them to be moved even when the main battle line has left them behind.

Reliable

Good commanders tended to command well. It is seldom necessary to represent a specific unit or brigade being more responsive to orders than its compatriots. My preference is to adjust the relevant commander's basic staff rating.

Sharpshooters

This rule has an obvious application to rifle-armed units, but can also be a useful way of showing any unit with a slightly above average shooting ability, such as those defending fortifications; in which case it would only be applied while actually in the fortification!

Steady

Another way of representing units with greater staying power. Just beware of combining this with improved morale or stamina as you might accidentally produce a unit of superheroes. Use it when higher stamina seems too much of an advantage.

Stubborn

Use this one very carefully as units can become bulletproof, especially in woods or other cover. Restrict Stubborn only to units that were really, really, really tough!

Superbly Drilled

As with Reliable I generally prefer to simply give the commander a higher staff rating. This rule is particularly useful however, in combination with low staff ratings, for representing armies that would grind forward slowly but show little initiative. An obvious example would be the British at Bunker Hill, but the same approach could perhaps be taken with the French at Savannah or in the Caribbean.

Terrifying Charge

No-one in the war terrified everybody else, so this rule is not one to use as it is written. It could perhaps be adapted so that poor quality militia view all charges against them as terrifying, but I usually find other ways to hobble my militia.

Tough Fighters

This could be used as a different way to represent the superior hand-to-hand ability of British regulars, but I think these are usually better served by the Ferocious Charge rule. This is perhaps more applicable to scenarios covering smaller battles, one example could be the attack by the rebel light infantry corps at Stony Point.

Unreliable

Unreliable is a good way of rendering militia suitably difficult to manoeuvre, even by fairly competent commanders.

Untested

There are few examples from the rebellion of troops being so unpredictable that they would need to use this rule. The opening skirmishes of the New York campaign might be one application, but beware of giving the rebel commander too much to keep track of!

Valiant

This rule is for units that showed one shining moment of glory and so might be most useful for those Continental Army units with a reputation for bravery, but not warranting a more permanent increase in their abilities, such as the Delaware Regiment at Brooklyn.

Wavering

I find this rule extremely useful when representing troops known to lack reliability in combat. The obvious example is southern rebel militia, who ran away in a number of battles. Do be aware however that while this may be appropriate for militia facing British regulars, they may be far less skittish when ambushing a less proficient enemy.

IN SUMMARY

There is no “one size fits all” approach to recreating the regiments of the rebellion and each campaign and battle should be assessed on its own merits before assigning our miniature troops their respective abilities.

Terrain, in particular woods, needs to be considered carefully if we are to achieve the appropriate effect; particularly as the British became so adept at using loose order to cope with broken and wooded battlefields. As far as possible I use the terrain rules outlined in the *Black Powder* rulebook, but allow skirmish infantry to move through woods at full speed and infantry in line to do so at half-speed. I also restrict maximum line-of-sight in woods, but this is on a battle-by-battle basis as the effect of woods could be very different depending on exactly how dense they were.

The last thing to consider is whether all of the *Black Powder* rules should be applied to the battles of the rebellion. In particular I feel that the Attack Column formation for infantry should only be used if specified within a scenario as such dense formations were only used at this time for storming fortifications or similarly imposing defensive positions. I see little use for square formation, however there are isolated examples of squares being used, so some players may wish to retain this option. Mixed Formation in my opinion has no place in recreating the tactics of the American Revolution as skirmishing troops operated independently of the main battleline.

So, now read on! You will find a series of scenarios addressing battles of all sizes and demonstrating a range of methods for dealing with the unique nature of this fascinating conflict using the rich toolbox of the *Black Powder* rules. In each scenario I have already made any necessary adjustments for tiny, small and large units, so there is no need to adjust these further.



Bunker Hill

The rebel army surrounding Boston pre-empted General Gage's plan to seize the Charlestown peninsula. Waking on the 16th of June to the ominous sight of fortifications being constructed atop Breed's and Bunker Hills Gage was left with no option but to drive off the impertinent militia. An amphibious operation was planned and commanded by the newly arrived Major-General William Howe, battalion after battalion of the Boston garrison being ferried across the river to form up in front of the hills.

The British hoped to achieve a rapid victory in an early version of "Shock and Awe", however they were to be sorely tested by a tenacious defence that ripped the attacking battalions apart. Eventually the rebels, running short of ammunition, withdrew from the Charlestown peninsula, but the myth of British invulnerability, dented at Concord, had now been destroyed.

OVERVIEW

This scenario concerns a frontal attack against a fortified defensive position. There is a limited potential for manoeuvre, so it might be best to play this twice, swapping sides between the two games.

The British here use rigid formations, appropriate to a European battlefield but horribly constricting and inflexible. They would soon learn to use much looser and more flexible tactics, so this is one of the few chances to really field a stereotypical force of redcoats!

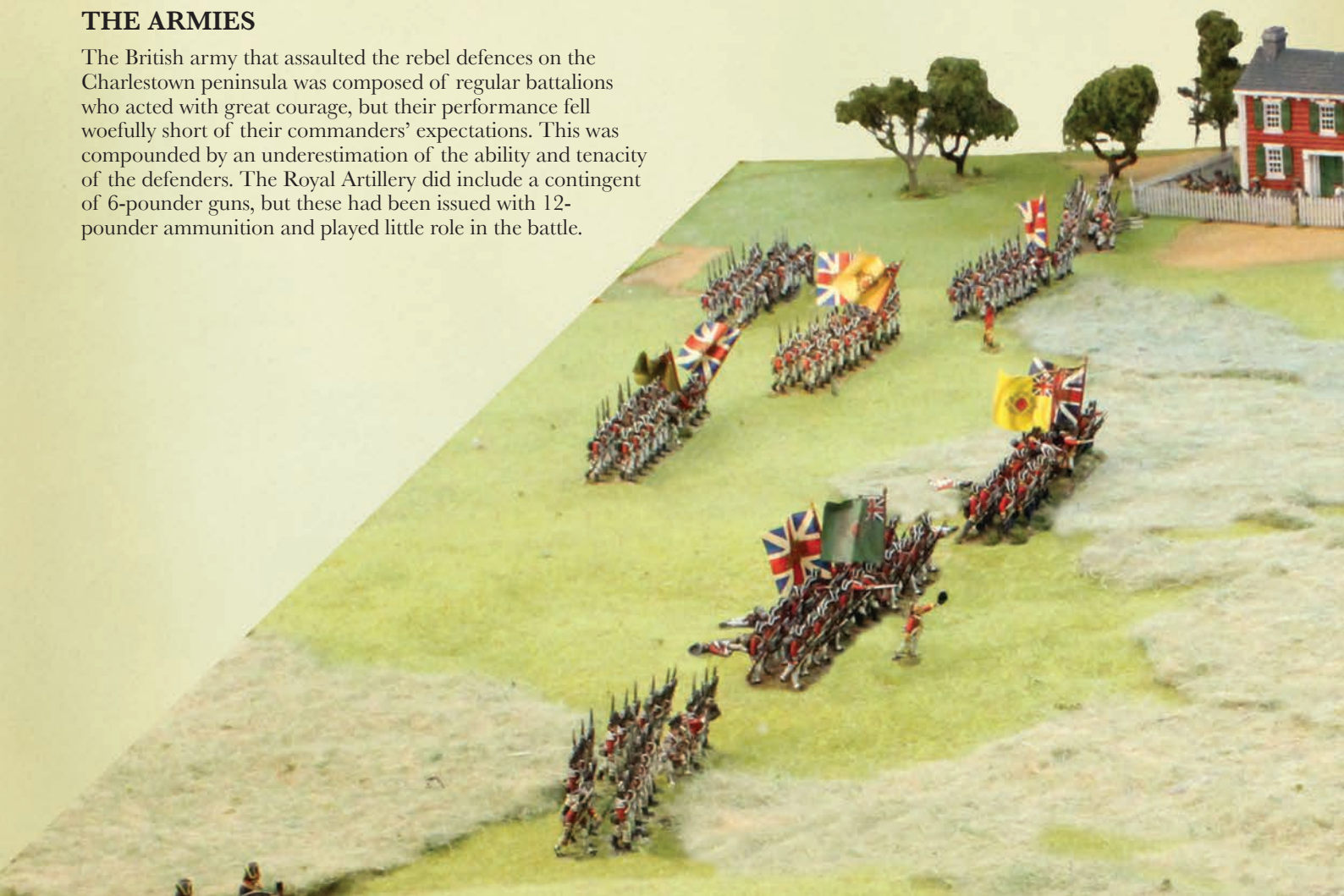
THE ARMIES

The British army that assaulted the rebel defences on the Charlestown peninsula was composed of regular battalions who acted with great courage, but their performance fell woefully short of their commanders' expectations. This was compounded by an underestimation of the ability and tenacity of the defenders. The Royal Artillery did include a contingent of 6-pounder guns, but these had been issued with 12-pounder ammunition and played little role in the battle.

The British battalions have all been represented by standard sized units, although on the day there was some variation in size. In particular, Clinton's reinforcing battalions could easily be fielded as large units by making appropriate adjustments. Players might want to try this as a variation. There are three elite battalions – Howe having one each of light infantry and grenadiers, while Pigot has a mixed battalion of both. All were used as shock troops on the 17th June, although their performance doesn't seem to have been hugely better than the rest of the army and in fact the light infantry battalion was somewhat skittish at the start of the battle, as the light troops had been at Concord, and the grenadiers began their attack without waiting for orders. All of the infantry showed an ability to return to the attack despite dreadful losses and they have been given an enhanced stamina to reflect this.

The British generals competently carried out a totally disastrous plan. They are given a staff rating of only 7 however. Combining this low staff rating with the Superbly Drilled rule for the infantry results in forces that grind forward slowly and limits the options open to the commanders.

Details of the rebel army defending the Charlestown peninsula are sparse and the order of battle given below is highly simplified. The majority of the troops were members of the Massachusetts militia, however in many cases these were multiple small detachments rather than entire regiments. In support of the Massachusetts men were militia regiments from Connecticut and New Hampshire.



Massachusetts, 17th June 1775

ORDERS OF BATTLE

CROWN FORCES

Major-General William Howe (C-in-C)

- | | |
|-------------------------------|--------------------|
| • Light Infantry Battalion | 1 Elite Infantry |
| • Grenadier Battalion | 1 Elite Infantry |
| • 5th Foot | 1 Regular Infantry |
| • 52nd Foot | 1 Regular Infantry |
| • Royal Artillery 12-pounders | 1 Medium Artillery |
| • Royal Artillery howitzers | 1 Howitzers |

Brigadier-General Robert Pigot

- | | |
|------------------------|--------------------|
| • 38th Foot | 1 Regular Infantry |
| • 43rd Foot | 1 Regular Infantry |
| • 47th Foot | 1 Regular Infantry |
| • 1st Marine Battalion | 1 Regular Infantry |
| • Flank Battalion | 1 Elite Infantry |

Reinforcements

Major-General Henry Clinton

- | | |
|------------------------|--------------------|
| • 2nd Marine Battalion | 1 Regular Infantry |
| • 63rd Foot | 1 Regular Infantry |

REBEL FORCES

Colonel William Prescott (C-in-C)

Breed's Hill

- | | |
|--------------------------------------|---------------------|
| • Connecticut Militia | 1 Militia Regiment |
| • Massachusetts Militia | 2 Militia Regiments |
| • New Hampshire Militia | 1 Militia Regiment |
| • Massachusetts Artillery 4-pounders | 1 Light Artillery |

Charlestown

- | | |
|-------------------------|-----------------------|
| • Massachusetts Militia | 3 Militia Detachments |
|-------------------------|-----------------------|

Reinforcements

- | | |
|-------------------------|---------------------|
| • Massachusetts Militia | 5 Militia Companies |
|-------------------------|---------------------|

"What! 10,000 peasants keep 5,000 king's troops shut up? Well, let us get in, and we'll soon find elbow room!"

General John Burgoyne at the siege of Boston



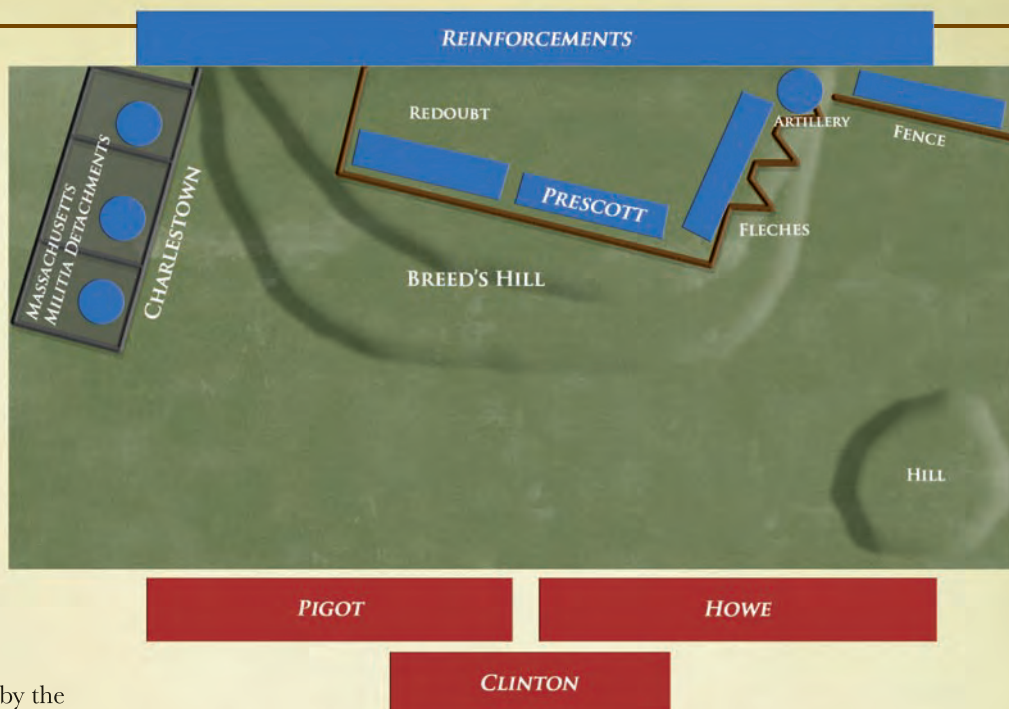
The motivation of the militia was variable, but by the time of the British attack, the less reliable men had already run away; what remained was a core of highly capable soldiers, including many veterans of the French and Indian War. These troops were able to stand firm and deliver devastating musket and rifle fire, particularly when protected by the defences they had constructed.

The weakness of the militia was its lack of bayonets and ultimately they could not hold up in hand-to-hand combat. The reduced morale levels assigned to the militia reflect their level of ability if fighting in the open. Players will find this offset by the advantage offered by the redoubt and fence. There was no particular overall commander for the rebel forces, but I have afforded Prescott this privilege, along with a staff rating of 8.

THE TABLE

The scenario is designed to fit on an 8 foot x 4 foot table using a standard unit frontage of 6 or 7 inches.

The fortifications consist of a redoubt on Breed's Hill, the fleches on the side of the hill and the fence, which runs from the hill across to the beach. The redoubt gives +2 to morale saves for any unit defending it and shot at or engaged in hand-to-hand combat across the redoubt walls. The fleches and fence are similar but only give +1 to morale. All units defending the redoubt, fleches or fence may ignore "retire" results when taking break tests.



The terrain of the Charlestown peninsula proved more difficult to traverse than expected, so reduce all movement by one-third, i.e. infantry move 8 inches, whether or not they are moving uphill.

Infantry units shooting downhill (from the redoubts or the fleches) benefit from the "Sharpshooters" rule in the *Black Powder* rulebook.

Charlestown itself consists of three building bases as described in the rules for buildings in the *Black Powder* rulebook.

I have found that it is not necessary to actually represent Breed's Hill on the table as movement is restricted anyway and it is clear where the units who can shoot downhill are.



BRAVE REBELS REPEL BRITISH GRENADIERS AT BREED'S HILL

DISPOSITIONS

The rebels deploy their militia detachments in Charlestown and the remainder of their starting forces in the defences constructed on top of and alongside Breed's Hill.

The artillery should be placed at the junction of the fleches and the fence.

Rebel reinforcements enter from the northern table edge.

The British enter from the southern edge. Howe and Pigot may attempt to enter from the beginning of the first turn. Once two British battalions have been destroyed, Clinton may try to enter from the next British turn onwards.

The Massachusetts militia reinforcements enter as follows:

Roll two dice at the start of each rebel turn. On a roll of 10 or more, one reinforcement unit arrives and should be placed on the rebel table edge. Once all five units have entered the table do not roll for further reinforcements. Each time a reinforcement

unit arrives it may affect whether Prescott's Brigade is broken or not. At the start of any American turn, after rolling for reinforcements, the brigade will be broken if more than half of the units that started on the table PLUS any reinforcements that have arrived are either shaken or have been broken.

The militia detachments providing the garrison of Charlestown are placed in each of the building bases at the start of the game. They may not receive orders during the game and may only act on initiative.

The British act first each turn.

OBJECTIVES

Each side is attempting to break its opponent. The British will break if both Howe's and Pigot's Brigades are broken. The rebels will break if Prescott's Brigade is broken. Brigades break if they start any of their game turns with more than half their units shaken or destroyed.

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Elite Infantry	Infantry	Smoothbore Muskets	6	3	4+	4	Elite 4+ Superbly Drilled
Regular Infantry	Infantry	Smoothbore Muskets	6	3	4+	4	Superbly Drilled
Medium Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"
Howitzers	Artillery	Smoothbore Howitzer	1	2-2-2	4+	2	Range: 36"

Special Rules

Elite 4+: The grenadiers at Breed's Hill displayed impetuosity, beginning their attack before receiving orders. The light infantry became skittish under fire and the attack of both units broke down when they stopped to fire, despite being ordered to press home to hand-to-hand combat. These troops have been given the same basic abilities as the other regular troops, but may roll a die at the start of any British turn that they begin disordered to see if they can recover their composure.

Superbly Drilled: The British troops did not display particularly high levels of discipline, however they are allowed to perform one action if an order roll is failed. This is partly to offset the low staff ratings that I have deliberately set for the battle. This combination means that the British commanders must cope with a lack of fine tactical control over their troops.

The artillery ranges have been reduced from those in the *Black Powder* rulebook to reflect the fact that the map used for this scenario places them closer to the rebel defences than they were in reality. Players with access to a deeper table may place the artillery and their hill further from the rebels and use longer artillery ranges.

Rebel Forces: Stats

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Militia Regiment	Infantry	Smoothbore Muskets	4	4	5+	4	Large Unit
Militia Company	Infantry	Smoothbore Muskets	2	2	5+	2	Small Unit
Militia Detachment	Infantry	Smoothbore Muskets	1	1	5+	1	Tiny Unit
Light Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"

Chatterton's Hill

The British campaign against New York began with the overwhelming victory on Long Island in August. Hesitancy on the part of General Howe however permitted the rebels to evacuate their survivors. George Washington was thus able to maintain a viable army in the field, but lacked sufficient numbers to defend New York itself. A series of amphibious landings by the British turned the flank of one rebel position after another and by late October the army had established a fresh defence at White Plains at the northern end of Manhattan. Hoping that the British would sacrifice their army in a second Bunker Hill, Washington ordered the construction of substantial fortifications, but neglected to defend Chatterton's Hill which lay on the right of his position. If the British could position artillery on the hill, they could render the rebel defences useless. Spotting Howe's troops moving to his right on the 28th October, Washington realised his error and ordered part of his army to take and hold the hill.

OVERVIEW

This scenario is a classic attack/defence situation with the Crown forces having many advantages, but needing to beat the clock as well as the defenders. As with most battles of the war, the rebels will need to rely on their shooting while the Crown forces would be well advised to seek out opportunities for hand-to-hand combat.

THE ARMIES

As Chatterton's Hill formed part of a larger action it is not easy to be sure exactly which units were involved on the day so, as is often the case, a degree of educated guesswork is needed to create a plausible order of battle. As the regulars on each side were probably quite evenly matched I have used few special rules for this scenario.

On the Crown side things aren't too bad. The regulars of Rall's and Leslie's Brigades were clearly tasked with the assault on the hill and von Heister had a small force of elite light troops at his

disposal. The involvement of von Donop is less certain, but I have assumed that this brigade would have acted as a reserve for the main assault. The Crown forces have been allowed a fairly normal range of abilities, but with some differences between British and Hessian troops as the latter had only recently arrived in the colonies and seem to have been deployed in denser formations than their red-coated allies.

The rebel force is somewhat more of a knot to unpick. Initial responsibility to seize and hold the hill was given to McDougall and his brigade of Continental infantry. As Alexander Hamilton's pair of artillery pieces was also present on the hill I have assumed that these were dispatched along with McDougall to bolster his ability to defend the hill. Contemporary accounts of the battle mention that the jägers were opposed by riflemen and I have strengthened the brigade with the addition of a detachment of Continental riflemen, assuming that this unit would have been linking the two parts of the rebel army. As the threat to Chatterton's Hill became more apparent, reinforcements were sent under the command of Colonel Douglas. This was an ad-hoc brigade including Haslett's Delaware Regiment. I have fleshed out the remainder of Douglas's command with other units who seem to have fought in the action, even if they may not have been quite so neatly organised.

The rebels are a very mixed force, including some of the very best Continental infantry from Maryland and Delaware as well as some distinctly shaky militia. The Continentals have been treated as being pretty ordinary troops under the *Black Powder* rules, with additional bonuses for the better units mentioned above. The militia are rated fairly poorly with the Connecticut levies being somewhere in-between.

Neither army was notably well or badly led at the battle, so I suggest using a staff rating of 8 across the board, but limiting the Hessians to a maximum of two actions per turn to represent their less flexible tactics and use of close order.



REDCOATS ADVANCE TO ENTER THE FRAY



WASHINGTON'S ARMY TACKLE THE ONCOMING BRITISH

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-General von Heister (C-in-C)

Major Maitland

- | | |
|--------------------------------|-------------------|
| • 6-pounder Artillery | 3 6-pounder guns |
| • 12-pounder Artillery | 3 12-pounder guns |
| • 17th Light Dragoons | 1 British Cavalry |
| • 3rd Light Infantry Battalion | 1 British Elites |
| • Hesse-Cassel Jägers | 2 Jägers |

Brigadier-General Leslie

- | | |
|-------------|--------------------|
| • 5th Foot | 1 British Regulars |
| • 28th Foot | 1 British Regulars |
| • 35th Foot | 1 British Regulars |
| • 49th Foot | 1 British Regulars |

Colonel Rall

- | | |
|--------------------------------|------------|
| • Leib Regiment | 1 Hessians |
| • Grenadier Regiment Rall | 1 Hessians |
| • Fusilier Regiment Knyphausen | 1 Hessians |

Colonel von Donop

- | | |
|---------------------------------------|------------|
| • Grenadier Battalion von Block | 1 Hessians |
| • Grenadier Battalion von Minnigerode | 1 Hessians |
| • Grenadier Battalion von Linsingen | 1 Hessians |

REBEL FORCES

Major-General Joseph Spencer

Brigadier-General McDougall

- | | |
|----------------------------------|---------------------|
| • Smallwood's Maryland Regiment | 1 Maryland Regiment |
| • 1st New York Continentals | 1 Continentals |
| • 3rd New York Continentals | 1 Continentals |
| • 19th Continentals | 1 Continentals |
| • Continental Artillery | 1 6-pounder Gun |
| • 1st Continental Rifle Regiment | 1 Rifles |

Colonel Douglas

- | | |
|----------------------------------|---------------------|
| • Haslett's Delaware Regiment | 1 Delaware Regiment |
| • 1st Connecticut State Levies | 1 Levies |
| • 5th Connecticut State Levies | 1 Levies |
| • Brook's Massachusetts Militia | 1 Militia |
| • Mosley's Massachusetts Militia | 1 Militia |
| • Graham's New York Militia | 1 NY Militia |

"Colonel Smallwood... was ordered to march down the hill and attack the enemy... and a smart contest ensued, in which the enemy gave way."

Maryland officer

THE TABLE

The battle can be fought on a 4 foot x 6 foot table using units with a standard frontage of around six inches and the movement distances and ranges from the *Black Powder* rulebook. Chatterton's Hill is the dominant feature but has little effect other than blocking line of sight. The Bronx River is a substantial, but not impassable, obstacle. It may be crossed at the ford or bridge at a cost of one-half move, elsewhere it will cost one whole turn for a unit to cross from one side to the other.

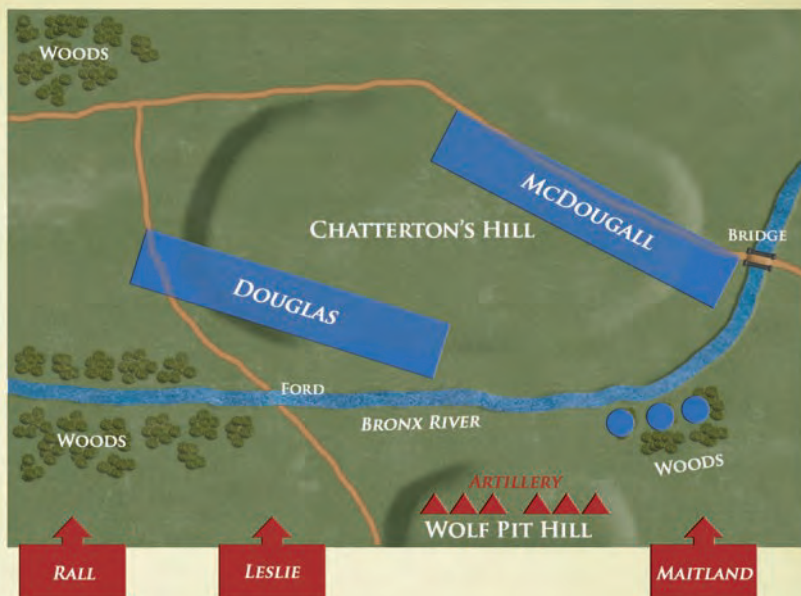
As the terrain has been slightly compressed in order to fit into a reasonable space, artillery shooting that crosses the Bronx river counts as long range and canister may only be used in closing fire.

The woods shown on the map are not dense. They block line of sight and the maximum visibility into or within the woods is six inches. Units in woods may benefit from a +1 modifier to their morale die rolls and count as "not clear" targets.

Not shown on the map are the numerous stone walls that were present at the time of the battle. When setting up the scenario the battlefield should be divided into walled fields and enclosures. Walls are treated in the manner described in the *Black Powder* rulebook.

DISPOSITIONS

The rebels should deploy first. The two rebel brigades are placed as shown on the map. The rifle detachment of McDougall's command may be placed in the woods to oppose Maitland or can be retained with the main body of the brigade as the rebel player wishes. Maitland and the artillery are then deployed, at least 12 inches away from any rebel units.



The Crown forces act first in each turn. Rall's and Leslie's Brigades each enter upon their commander issuing a successful command to do so. Lieutenant-General von Heister initially accompanies Leslie. The Hessian grenadiers of von Donop enter after 8 turns have been completed, to the right of Wolf Pit Hill, again requiring a successful order to be issued.

OBJECTIVES

Each army is attempting to defeat the other and so establish control of the high ground. The winner will be the first to break the opposing army. Rules for breaking brigades and armies can be found in the *Black Powder* rulebook. If neither army is broken at the conclusion of turn 12 then the rebels can claim a moral victory.



BRITISH REDCOATS DRIVE ONWARDS

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British Elites	Infantry	Smoothbore Muskets	6	3	3+	3	Marauders
British Regulars	Infantry	Smoothbore Muskets	6	3	4+	3	-
Hessians	Infantry	Smoothbore Muskets	8	4	4+	4	Large Unit
Jägers	Infantry	Rifled Muskets	3	2	3+	2	Marauders, Small Unit, Sharpshooters
British Cavalry	Cavalry	Sabres	6	-	3+	3	Marauders
6-pounder Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"
12-pounder Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"

Special Rules

Marauders: The light infantry and jägers were trained to skirmish, although the former were also pretty handy shock troops too. Jägers must use skirmish formation and the British elites may choose to use formation if they wish.

Sharpshooters: The jägers are armed with rifles, giving them a greater accuracy when shooting. They may re-roll one miss each time they shoot in the battle.

"It was a gallant sight to see them, steadily, without a falter, march up a very steep hill, exposed to a constant fire of cannon and musketry, until they attained the summit."

American officer writing of Leslie's advance

Rebel Forces: Stats

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Maryland Regiment	Infantry	Smoothbore Muskets	8	4	3+	4	Large Unit
Delaware Regiment	Infantry	Smoothbore Muskets	6	3	3+	3	-
Continentals	Infantry	Smoothbore Muskets	6	3	4+	3	-
Levies	Infantry	Smoothbore Muskets	4	3	4+	3	-
Militia	Infantry	Smoothbore Muskets	6	4	5+	4	Large Unit Wavering
NY Militia	Infantry	Smoothbore Muskets	2	2	5+	2	Small Unit Wavering
Rifles	Infantry	Rifled Musket	3	2	4+	2	Marauders Sharpshooters
6-pounder Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"

Special Rules

Marauders: The riflemen operated semi-independently and do not suffer distance penalties when receiving orders.

Sharpshooters: The superior accuracy of the riflemen allows them to re-roll one miss each time they shoot. The stragglers are further limited by a movement rate of just six inches, although this is not further reduced by woods.

Wavering: The militia were of uncertain quality and must take a break test every time they suffer one or more unsaved hits.

Princeton

The attempt to defend New York had been a disaster for Washington and his rebel forces. Losses in battle were compounded by the expiry of the enlistments of the majority of volunteers and there was a very real risk that the Continental Army would cease to exist. Just as the flame of rebellion seemed to be extinguished, it flickered into life when Washington led his ragged troops in a daring Christmas attack on a Hessian outpost at Trenton, overwhelming the ill-prepared defenders. Capitalising on the raised rebel morale, Washington offered a bounty to any man willing to enlist for a further six weeks and scraped together the semblance of an army with which to continue his campaign.

The humiliated Crown forces rapidly shook themselves out of winter quarters and General Cornwallis was soon at the head of a large column of troops, heading for Trenton to seek revenge. Warned of their approach, Washington side-stepped to the south and then marched his men hard towards Princeton, passing by the left flank of the unsuspecting Cornwallis and descending upon the brigade of Lieutenant-Colonel Mawhood who had been left in reserve with three battalions of British regulars.

OVERVIEW

This scenario begins with Mawhood's Brigade taking up position to defend itself against the approaching rebels. In essence this is a classic attack/defence situation, spiced up by the unpredictable nature of the rebels and the need for them to achieve their objectives before Cornwallis returns from Trenton with reinforcements. The historical battle consisted largely of a heroic rearguard action by the 17th Foot, but this scenario expands the action into a slightly larger battle.

THE ARMIES

The identities of the majority of forces engaged at Princeton are documented, but the strength of these units is often less clear. I have taken a relaxed approach to composing my orders of battle, in the interests of producing an interesting scenario. Players who feel they have access to more detailed information can, of course, amend the forces as they see fit.

Mawhood's Brigade consists of three battalions of British regular infantry who had fought in the preceding campaign in New York and who appear to have fought bravely at Princeton. Each battalion has been divided into four sub-units, each equivalent to a two-company "division", meaning that the entire brigade is now our "army" and each battalion gives us a game "brigade". On paper, Mawhood also benefitted from the presence of part of the 17th Light Dragoons and in the interest of variety I have included these in the scenario. The battle was fought over a large area and the movement of the redcoat battalions does not seem to have been well coordinated, although Mawhood handled the 17th with aplomb. For this reason I have given Mawhood a staff rating of 9, but his subordinates just 6. Should Mawhood give orders to units other than those of his immediate command then his staff rating will also fall to 6.

On the rebel side of the fence we have a rag-tag army of regulars and militia. Given the strained nature of the campaign I have assumed that this army would contain the most committed rebels; any shirkers would have taken the opportunity to leave at the end of December. The militia will still suffer from a lack of training, but I think it unfair to otherwise penalise their bravery and individual skill, their stamina value reflects their lack of cohesion and the "unreliable" rule the difficulty in commanding them.



THE REDCOATS PREPARE TO DEFEND THEMSELVES

New Jersey, 3rd January 1777



“FOOT DRAGOONS” FORM A SKIRMISH LINE TO FACE THE REBEL ARMY

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-General Charles Mawhood (C-in-C)

- 17th Foot 4 Regulars
- Royal Artillery 6-pounders 1 Artillery

Captain Luke

- 55th Foot 4 Regulars

Lieutenant-Colonel Musgrave

- 40th Foot 4 Regulars
- 16th Light Dragoons dismounted 1 Foot Dragoons
- 16th Light Dragoons mounted 1 Dragoons

REBEL FORCES

General George Washington (C-in-C)

Brigadier-General Mercer

- 1st Virginia Regiment 1 Regulars
- Smallwood's Maryland Regiment 1 Regulars
- Maryland & Virginia Rifle Regiment 1 Rifles
- Miles's Pennsylvania Rifle Regiment 2 Rifles
- New Jersey State Artillery 1 Artillery

Brigadier-General Cadwallader

- Pennsylvania Militia 6 Militia
- Marine detachment 1 Regulars
- Henry's Battalion 2 Regulars
- Philadelphia Rifle Battalion 1 Rifles
- Pennsylvania Artillery 2 Artillery

REBEL FORCES

Reinforcements

Brigadier-General St Clair

- New Hampshire Continentals 3 Regulars
- Massachusetts Continentals 7 Regulars
- Connecticut Continentals 2 Regulars
- Connecticut State Levies 1 Regulars
- NY Artillery Company 1 Artillery

Brigadier-General De Fermoy

- 1st Continental 3 Rifles
- German Battalion 3 Regulars

Major Angell

- Massachusetts Continentals 1 Regulars
- Rhode Island Continentals 2 Regulars
- 2nd Rhode Island State Regiment 1 Regulars
- Massachusetts Artillery 1 Artillery



The rebel generals at Princeton performed well, but understandably their control of the army would have been affected by the somewhat desperate nature of the army itself. Washington has a staff rating of 9 and his subordinates 7. In the actual battle St Clair, Fermoy and Angell were under the command of General Sullivan, who may be represented by a second C-in-C, with a staff rating of 8, who may only issue orders to units of these three brigades.

THE TABLE

This scenario fits quite nicely onto my own 8 foot x 4 foot table using movement and distances as given in the *Black Powder* rulebook.

The majority of the battlefield is rolling farmland, but is generally flat with the exception of Mercer's Heights. The heights block line-of-sight and troops charging up them will not gain the +1 die roll modifier normally allowed to chargers.

Stony Brook and the stream at Frog Hollow may be crossed without penalty at the bridges, but otherwise act as obstacles as described in the *Black Powder* rulebook.

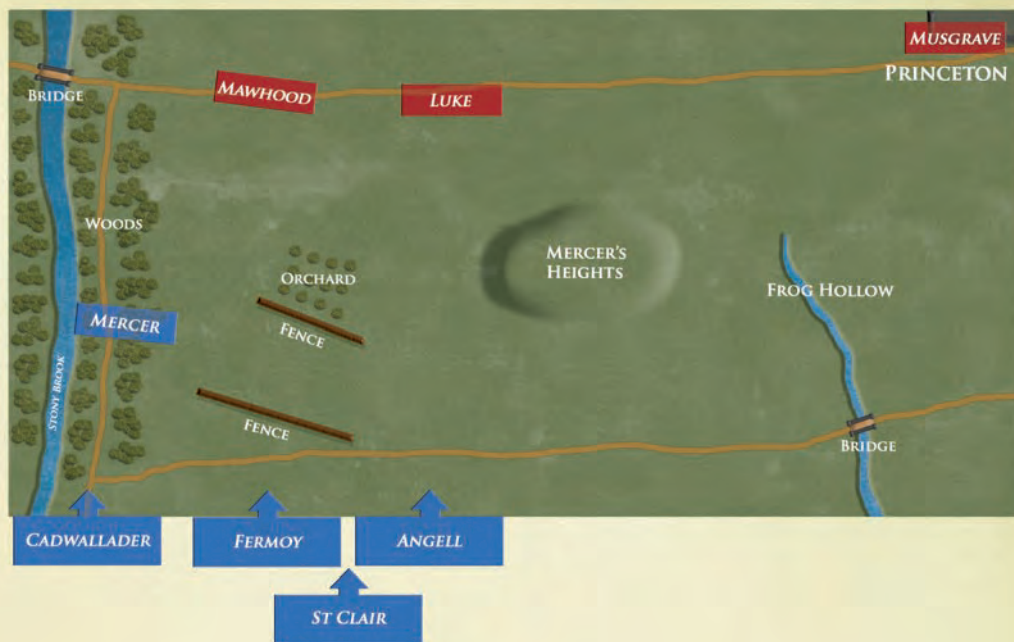
The fences in this scenario permit any infantry or artillery unit lining them to re-roll one failed morale die each time it is required to check morale. This may be combined with other special rules provided no single die is re-rolled more than once.

The woods and orchard block line of sight. Troops in these terrain features are "not clear" targets when shooting and may add +1 to any morale dice they roll. British regulars are not slowed when moving through the orchard, but other than this all movement is affected as described in the rules for woods given in the *Black Powder* rulebook.

Princeton, or the edge of it at least, is represented by a single area of buildings, rules for which can be found in the *Black Powder* rulebook.

DISPOSITIONS

The battle opens with the British in the positions shown on the map above. The artillery accompany Mawhood and the 17th Foot, while the dragoons are under the command of



Musgrave who should place his units in Princeton or within 12 inches of the town. Mercer's Brigade also begins the battle already deployed. The rebel player should place these troops after the British have deployed. They must begin in the woods and may not be placed within 24 inches of the British.

Cadwallader may attempt to enter the battlefield from the beginning of the rebel second turn. Once he has entered then Fermoy may enter from the beginning of the next rebel turn and once he has been successful then Angell may try to bring his troops into the fray. St Clair cannot enter before turn 6.

The British act first each turn.

OBJECTIVES

The rebel objective is to break the British forces. This will be achieved if two or more of the British commands are broken. A command is broken if it begins a turn with more than half of its units routed or shaken.

The British objective is to survive until they are reinforced. If the army has not broken by the end of turn 12 then the approach of Cornwallis will force Washington to withdraw and the redcoats can celebrate a hard-won victory. There is also the unlikely possibility of breaking the rebel army, in which case the British should celebrate wildly as the war may be over!



Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Regulars	Infantry	Smoothbore Muskets	6	3	4+	3	Crack
Foot Dragoons	Infantry	Smoothbore Carbines	4	2	4+	2	Small Unit Skirmishers
Dragoons	Cavalry	Sabres	4	-	3+	2	Small Unit
Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"

Special Rules

Crack: The British regulars are well-trained and experienced. They may re-roll one failed morale die each time they make a morale check, provided they have not taken any hits so far in the battle.

Skirmishers: The foot dragoons are dismounted cavalymen armed with carbines and trained to skirmish rather than fight as formed infantry. They must use skirmish formation.

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Regulars	Infantry	Smoothbore Muskets	6	3	4+	3	
Militia	Infantry	Smoothbore Muskets	6	4	4+	2	Large Unit Unreliable
Rifles	Infantry	Rifled Muskets	2	2	4+	2	Small Unit Skirmishers
Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"

Special Rules

Skirmishers: The rifle-armed troops are at their best when dispersed; lacking bayonets they are ill-suited to hand-to-hand fighting with formed troops. They may use skirmish formation if they wish.

Unreliable: The militia are brave, but lack training and cohesion. They will not move when ordered if their command dice roll is equal to the relevant staff rating.



'US' stamped Charleville musket. Thousands of Charlevilles were imported into America from France during the second half of the war. (Perry collection)

Hubbardton



The initial stages of General John Burgoyne's invasion of the northern colonies went well. Marching from Quebec in the spring of 1777 the army soon captured the strategically vital forts guarding Lake Champlain and the supply route running north into Canada. The rebel army that had been guarding the forts was ordered to retreat by General St Clair and he was compelled to post a rearguard to delay Burgoyne's energetic pursuit.

Rearguard duty was assigned to Colonel Ebenezer Francis who was soon joined by the regiments of Colonels Seth Warner and Nathan Hale. The rearguard began to collect in the straggling troops who had become detached from the main army, eventually bringing their strength to over 1,000 men. The British advance guard under Brigadier General Simon Fraser caught up with Francis close to Hubbardton. Although outnumbered and having outdistanced his own artillery, Fraser threw his men into the poorly prepared rebels.

The battle raged on through several hours of the warm summer morning, the rebels anchoring their line on the steep and wooded Zion Hill to the left and thick woods to the right. The battle turned with the arrival of reinforcements for Fraser. A column of Hessian infantry, commanded by Major-General Friedrich von Riedesel pressed hard on the rebel right flank with the men singing lustily and their band playing. Warner ordered his force to scatter and run, reforming at Manchester and then continuing to Bennington. The British had gained

the field, but Warner had bought enough time for St Clair's army, including its heavy artillery, to escape.

OVERVIEW

Bennington was a small battle, barely more than a large skirmish. Most games of *Black Powder* use the infantry battalion as the standard unit, but in the case of Bennington we would only have a few units in each army! I recommend treating each battalion or similarly sized command as a game "brigade" and use table top units representing one or two companies. I achieve this simply by taking my normal infantry units of 18 or 24 figures and fielding them as three or four units of six figures each. With such small units it can be difficult to represent different formations, but in this case we really only need to show a loose-order line of two ranks or a line of skirmishers in one rank.

THE ARMIES

Accounts of the rebel army at Hubbardton are confusing as many detachments seem to have been present. The order of battle used in the scenario reflects one interpretation of the available evidence. The majority of the army is composed of Continental troops with a leavening of militia. The initial rearguard seems to have been Francis's 11th Massachusetts, reinforced by detachments from Warner's and Hale's Regiments, the total numbering some 450 men. Warner and Hale later

Northern Colonies, 7th July 1777



ORDERS OF BATTLE

CROWN FORCES

Brigadier-General Simon Fraser (C-in-C)

Lieutenant-Colonel John Peters

- | | |
|---------------------------------|--------------------|
| • Marksmen | 1 Marksmen |
| • Indians | 1 Indians |
| • Jessup's Loyalists | 1 Loyalists |
| • Grant's detachment, 24th Foot | 2 British Infantry |

Major John Acland

- | | |
|--------------------------------|----------------------|
| • Grenadier Company, 9th Foot | 1 British Grenadiers |
| • Grenadier Company, 20th Foot | 1 British Grenadiers |
| • Grenadier Company, 29th Foot | 1 British Grenadiers |
| • Grenadier Company, 34th Foot | 1 British Grenadiers |
| • Grenadier Company, 62nd Foot | 1 British Grenadiers |

Major the Earl of Balcarres

- | | |
|----------------------------|--------------------------|
| • Light Company, 24th Foot | 1 British Light Infantry |
| • Light Company, 29th Foot | 1 British Light Infantry |
| • Light Company, 34th Foot | 1 British Light Infantry |
| • Light Company, 53rd Foot | 1 British Light Infantry |
| • Light Company, 62nd Foot | 1 British Light Infantry |

REBEL FORCES

Colonel Seth Warner (C-in-C)

- | | |
|--------------------------------|----------------|
| • Warner's Green Mountain Boys | 2 Continentals |
| • Carr's 3rd Company, 2nd NH | 1 Continentals |
| • Militia | 1 Militia |

Colonel Ebenezer Francis

- | | |
|---------------------------------|----------------|
| • 11th Massachusetts Regiment | 5 Continentals |
| • Detachment, 2nd NH | 1 Continentals |
| • Detachment, Warner's Regiment | 1 Continentals |

Colonel Nathan Hale

- | | |
|------------------------------|----------------|
| • 2nd New Hampshire Regiment | 3 Continentals |
| • Stragglers | 3 Stragglers |

"The American land forces were eagerly pursued by Brigadier General Frazer, at the head of his brigade... they were soon overtaken and made a brave defence."

Sergeant Roger Lamb

arrived with the remainder of their troops. Warner assumed overall command while Colonel Hale was responsible for organising various bands of stragglers from the main army. Based on later performance in the Saratoga campaign the regular units can be regarded as fairly reasonable in quality. The militia and stragglers have been rated slightly lower than the Continentals, but are not likely to collapse in quite the spectacular manner often seen with militia in the southern colonies. The militia are allowed first fire, but this is offset by their lower than normal shooting value and they also have a lowered hand-to-hand value to represent their lack of bayonets. The stragglers suffer from a lack of cohesion and unit integrity, making them unreliable and lacking their usual stamina. They can be represented by physically large units on the battlefield (I use 10 or 12 figures), despite having abilities more often seen with smaller units.

The British forces are a little better documented. Burgoyne had detached half of his grenadiers and light infantry to take part in Fraser's pursuit and these are fielded as individual companies. Major Grant commanded two battalion companies of the 24th Foot and for simplicity his detachment has been added to Peters' Indians and Loyalists. The Indians are recorded as scouting out the rebel position, but do not appear to have taken part in the fighting. I have included them in the scenario for a little colour, but don't expect them to be battle winners and feel free to leave them out if you wish. If used, the Indians must be in skirmish formation at all times.

Late in the actual battle, Fraser received Hessian reinforcements. These are not included in the scenario as their arrival should signal the end of the battle.

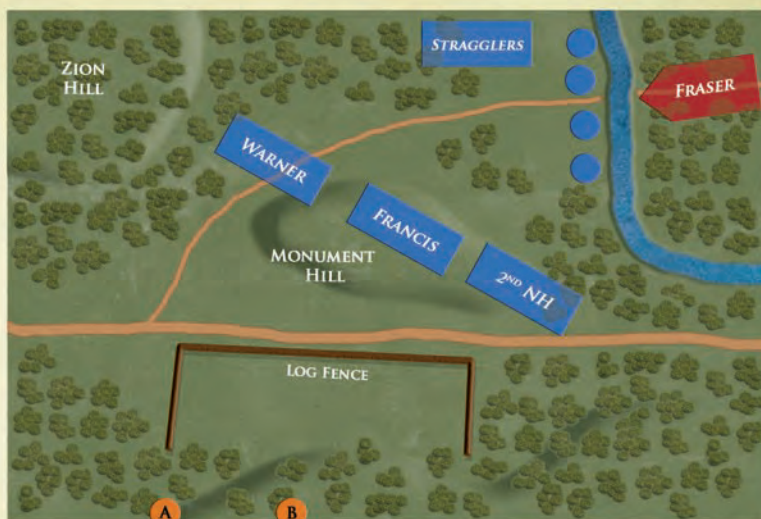
Neither force has any artillery units. Fraser's infantry had left theirs far behind in their eager pursuit. The rebel artillery train was escaping in the direction of Skenesboro, under the command of Colonel Pierce Long.

Commanders on both sides performed well at Hubbardton, but the British probably had the edge. The staff rating for each side is 8, but Fraser and Balcarres have a rating of 9.

THE TABLE

The scenario was played on a 6 foot x 4 foot table as shown in the map, using a standard unit frontage of around 2½ inches. Naturally, those with access to larger tables can use larger units!

The majority of the terrain is covered in woodland. The scenario map shows where the woodland is at its most dense and tactically significant. Woods in this scenario reduce visibility to just six inches and give +1 to morale rolls. Woods also reduce movement to half-speed for units not in skirmish formation. Units in woods are 'not clear targets' if shot at.



There are a number of significant hills on the battlefield. These block line of sight. Units charging up Zion Hill lose their normal charging bonus in hand-to-hand combat.

Of the many streams in the region, only the tactically important Sucker Brook has been represented in the scenario. The brook may be crossed at the cost of six inches of movement. The stream makes no difference to hand-to-hand combat.

To the rear of the rebel position is a substantial log fence which they may use to aid their defence. Units defending the fence when shot at or engaged in hand-to-hand combat get +1 to their morale saves. It costs six inches of movement to cross the fence.

DISPOSITIONS

The rebel army deploys as indicated on the map. Hale's command is divided between the stragglers camped close to the stream and the 2nd New Hampshire on the right flank of the main line. The stream is defended by Carr's company from Warner's command and any three companies from Francis's command.

The Crown forces enter from the direction indicated. Peters' units must enter first, then the light companies may attempt to enter. Once they are on the battlefield it is the turn of the grenadiers.

The Crown forces act first each turn.

OBJECTIVES

The objective for the rebel army is to exit at least two of their straggler units from the battlefield and then the rest of their army. To count as escaping units must leave between points A and B as marked on the map, representing the route to safety. Any Continental or militia unit that leaves the battlefield while stragglers remain will be regarded as routed and destroyed.

The British win a minor victory by either destroying two or more stragglers or by breaking the rebel army. If they manage both, then their victory is a mighty one.

Each command in the orders of battle is treated as a brigade under the *Black Powder* rules. A brigade breaks once more than half of its units begin a turn destroyed or shaken. An army breaks once half or more of its brigades are broken.

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Marksmen	Infantry	Smoothbore Muskets	6	3	3+	3	Sharpshooters
Indians	Infantry	Smoothbore Muskets	6	1	5+	3	Unreliable Wavering
Loyalists	Infantry	Smoothbore Muskets	5	3	5+	3	Unreliable
British Regulars	Infantry	Smoothbore Muskets	6	3	4+	3	Ferocious Charge
British Grenadiers	Infantry	Smoothbore Muskets	7	3	3+	3	Ferocious Charge Elite 3+
British Light Infantry	Infantry	Smoothbore Muskets	6	3	3+	3	Ferocious Charge Elite 3+

Special Rules

Elite 3+: The British grenadiers and light infantry continued their advance in the face of withering rebel shooting. They may attempt to recover from disorder at the start of any British turn by rolling 3 or more on a single die.

Ferocious Charge: The redcoats were trained to close with the bayonet, a tactic that served them well against opponents poorly equipped or prepared for hand-to-hand fighting. They may reroll any dice that miss when they charge into hand-to-hand combat.

Sharpshooters: The marksmen are picked for their ability to shoot accurately. They may reroll one miss each time they shoot in the battle.

Unreliable: The Loyalists and Indians are less used to receiving orders than regular troops. These units may not move if their command dice roll is equal to the required staff rating.

Wavering: The confidence and motivation of the Indians is unclear. They must take a break test any time they suffer casualties in the battle.

Marksmen and Indians must use skirmish formation throughout the battle. Other units may choose to use skirmish formation in woods, if they wish.

“The drains added to common accidents and losses of service, will necessarily render me very inferior in point of numbers to the enemy.”

General Burgoyne

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Continental	Infantry	Smoothbore Muskets	6	3	4+	3	
Militia	Infantry	Smoothbore Muskets	5	3	4+	4	First Fire Large Unit
Stragglers	Infantry	Smoothbore Muskets	6	1	5+	2	Unreliable

Special Rules

First Fire: The militia units may roll an extra dice the first time they shoot in the battle. This is partly offset by having lower hand-to-hand and shooting values than is normal for a large unit.

Unreliable: The stragglers have lost unit cohesion, confidence and weapons. They will not move when ordered if their command dice roll is equal to the relevant staff rating.

Continental and Militia units may use skirmish formation in woods.

The stragglers are further limited by a movement rate of just six inches, although this is not further reduced by woods.

Bennington

By the beginning of August, John Burgoyne's army had advanced far south from Canada. The early successes of the campaign were an increasingly distant memory, as the army's lack of supplies became a more acute problem. Colonel Friedrich Baum of the Brunswick Dragoons was dispatched with a sizeable force to forage for food as well as horses on which to mount his cavalymen, who had been fighting on foot since their arrival in Canada. Burgoyne gave orders for the column to march east into the rich farmland of the New Hampshire Grants (modern day Vermont).

Camping at Cambridge, Baum learned of a cache of supplies being guarded by a small force of militia at Sancoick Mill. Moving out on the 14th Baum's men soon engaged in a fierce skirmish with the rebel forces commanded by General John Stark. The supplies were captured and Stark fell back in the direction of Bennington, some eight miles to the east. Baum pursued, stopping at a ford over the Walloomscoick River and fortifying both sides. A message was sent to Burgoyne requesting reinforcements.

The militia grew in numbers and were further reinforced by the arrival of Colonel Seth Warner's regulars. Stark resolved to attack Baum's position and courageously divided his force into three columns, which would attack from different directions. The columns completed their marches without incident and a surprisingly coordinated surprise attack was launched against the defending Brunswick and Loyalist troops. The fighting was fierce, but eventually Baum's force was surrounded and many were captured.

Into this defeat now stumbled the reinforcements summoned by Baum. The two battalions of Brunswick infantry under Colonel Breymann found themselves hotly engaged by Stark and Warner. Another intense firefight ensued and Breymann ordered a withdrawal, which - despite dissolving into a rout - permitted the majority of his troops to escape capture. Both Baum and Breymann were mortally wounded during the battle.

Bennington proved a considerable victory for the rebels, particularly as the militia had played the major part. Foreshadowing the later course of the campaign, Loyalists and Indians began to abandon the regular forces of the Crown. Burgoyne had failed to obtain desperately needed supplies, while the rebels now benefitted from the firearms and cannon they had captured from Baum's defeated troops.

OVERVIEW

Bennington was a small battle and to recreate it using the *Black Powder* rules I have opted to divide battalions into a number of smaller units, which we will call "companies" for convenience. The company will then become our standard unit in the game and brigades will actually represent battalion-sized formations. This approach gives us a reasonable number of units and brigades for a meaningful game.

With such small units it is not possible to easily represent all formations. I simply assume that infantry in two ranks are in an open order line and if in one rank they are skirmishing.

THE ARMIES

The armies at Bennington are an interesting and varied bunch. The majority of rebel units are militia and are most likely to have worn civilian clothing. The way in which Stark divided his force is fairly clear and has been reproduced in the order of battle for the scenario. It is not certain where Colonel Simonds' Massachusetts militia fought, so I have taken the liberty of using them as the reinforcements sent to support Nichol's attack on the Dragoons' redoubt. Warner commands his own regiment of Continental troops. These are probably not the "Green Mountain Boys" of earlier campaigns, but a newly raised regiment. The Vermont Rangers are regular "state" troops raised by the colony and I field these as a type of uniformed militia.

The performance of the northern militia at Bennington and throughout the Saratoga campaign marks them out as being considerably more proficient and reliable than the militia in the southern colonies and this has been accounted for in their abilities within the scenario. Many units have been downgraded for hand-to-hand combat because there was a general lack of bayonets and even soldiers with them probably had not been well trained in their use. To partly offset this disadvantage, the surprise element of the rebel assault is represented by awarding the militia the ferocious charge ability.

The Crown forces are chiefly Brunswick units and Loyalists. The only British units likely to have been involved are a company of picked marksmen. The Indians provide a splash of additional colour. The Brunswick units have been treated as distinctly average, and the Loyalists have been given similar statistics. It is likely that Jessup's men were a little better than Pfister's, but I have averaged them for simplicity in the scenario. Loyalists may have been dressed in red or green uniforms - or possibly grey. However, Pfister's had recently been raised and may have still been in civilian clothes.

The rebel commanders seem to have excelled on the day, however this probably owed something to luck as their plan was rather ambitious. I allow them a staff rating of 8, but players who are of a mind may agree to a rating of 9. Little can be done to avoid or excuse Baum's abysmal performance and the Crown forces are permitted a staff rating of just 7.



Northern Colonies, 16th August 1777



BAUM'S FORCES DEFEND THE REDOUBT

ORDERS OF BATTLE

CROWN FORCES

Lieutenant Colonel Friedrich Baum (C-in-C)

- Prinz Ludwig Dragoons 3 Infantry
- Brunswick Light Infantry 1 Infantry
- Brunswick Line & Grenadiers 1 Infantry
- Hesse-Hanau 3-pounders 1 Light Artillery

Lieutenant-Colonel John Peters

- Jessup's Loyalists 3 Loyalists
- Pfister's Loyalists 3 Loyalists
- British Marksmen 1 Marksmen
- Canadians 1 Loyalists
- Indians 2 Indians

Reinforcements

Lieutenant-Colonel Breymann

- Grenadier Battalion 4 Infantry
- Light Battalion 3 Infantry
- Hesse-Hanau 6-pounders 1 Medium Artillery

REBEL FORCES

Brigadier-General John Stark (C-in-C)

- New Hampshire Militia 2 Militia
- New Hampshire Militia 2 Militia

Colonel Moses Nichol

- New Hampshire Militia 3 Militia

Reinforcements

- Massachusetts Militia 3 Militia
(Benjamin Simonds)

Colonel Samuel Herrick

- Vermont Militia 4 Militia

Colonel Seth Warner

- Warner's Additional Continental Regiment 2 Continentals
- Vermont Rangers 3 State Infantry

THE TABLE

The scenario is designed to fit on a 6 foot x 4 foot table using a standard unit frontage of 2½ inches. If you have a larger table then feel free to use larger units too!

There is only one significant hill on the battlefield. Units charging uphill into hand-to-hand combat do not gain the usual +1 die roll modifier for charging.

Atop the hill is a redoubt constructed by the Brunswickers. The Loyalists have built a second redoubt close to the ford. The redoubts each give defenders +1 to morale saves if shot at or engaged in hand-to-hand combat across the redoubt walls.

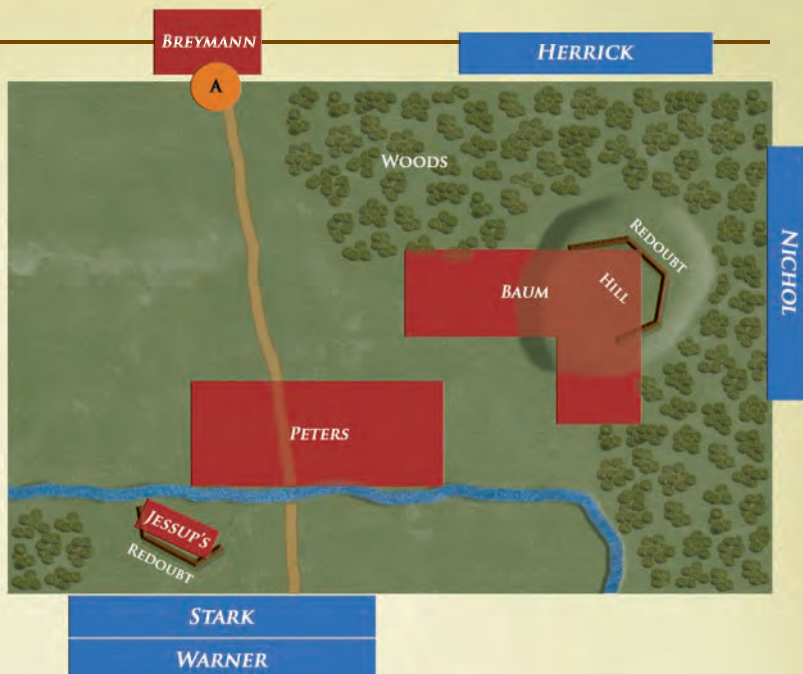
The woods slow movement to half-speed for all infantry and are impassable to artillery. They give units +1 to their morale saves and units in woods count as “not clear” targets as described in the *Black Powder* rulebook.

The river may be crossed at the ford without penalty, elsewhere it will take half a move for infantry to cross. Artillery can only cross at the ford.

DISPOSITIONS

The Crown forces deploy as indicated on the map. Peters should deploy Jessup’s Loyalists in the redoubt adjacent to the ford and the rest of his command on the opposite side of the river. If deploying historically, Baum should place his dragoons in the redoubt on the hill. The Indians may be placed anywhere in Peters’ or Baum’s deployment areas. Breymann can attempt to enter from turn 7.

Stark, Herrick and Nichol may attempt to enter from the start of the first turn. Nichol’s reinforcements may attempt to enter from turn 3 and Warner from turn 4.



The rebels act first each turn.

OBJECTIVES

The objective for each side is to destroy the opposing army before its own is broken.

Brigades break once half or more of their units start one of their turns either destroyed or shaken. An army is broken once more than half of its brigades are broken.



STARK’S REBELS SURPRISE THE BRUNSWICKERS

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry	Infantry	Smoothbore Musket	6	3	4+	3	-
Loyalists	Infantry	Smoothbore Musket	5	3	4+	3	-
Marksmen	Infantry	Smoothbore Musket	6	3	4+	3	Sharpshooter
Indians	Infantry	Smoothbore Musket	6	2	5+	3	Wavering
Light Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"
Medium Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"

Special Rules

Sharpshooter: The marksmen are picked for their ability to shoot accurately. They may re-roll one miss each time they shoot in the battle. Some of the marksmen may have carried rifles, but the majority were armed with muskets.

Wavering: The Indians were used to skirmishing in woods and ambushing their enemies. Fighting in a desperate battle was not their style and they must take a break test any time in the battle when they take a hit.

For the first two turns of the battle, Crown units may not charge, move, shoot or perform closing fire unless that unit has been shot at or attacked in hand-to-hand combat.

Marksmen and Indians must use skirmish formation throughout the battle. Other infantry units may choose to adopt skirmish formation in woods, if they wish.

“So close and destructive, indeed, was our first volley that the assailants recoiled before it, and would have retreated, in all probability, within the woods; but ere we could take advantage of the confusion produced fresh attacks.”

Hessian officer

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Continentals	Infantry	Smoothbore Musket	6	3	4+	3	First Fire
State Infantry	Infantry	Smoothbore Musket	5	3	4+	3	-
Militia	Infantry	Smoothbore Musket	4	3	4+	3	Ferocious Charge

Special Rules

Ferocious Charge: The militia are capable of sweeping away their opposition, but will rapidly lose their impetus. They may re-roll any dice that miss in the first round of any hand-to-hand combat into which they charged.

First Fire: The Continentals have been trained to fire in volleys and may roll an extra dice the first time they shoot in the battle.

All units have the option of using skirmish formation in woods.

Brandywine

General Howe's strategy for 1777 involved marching a large British and Hessian army across Pennsylvania to threaten the rebel capital at Philadelphia. He hoped this would force Washington to face him in a battle where the rebels could be decisively beaten. Initial progress was largely unimpeded, but as Howe approached the Brandywine Creek he discovered his opponent occupying a defensive posture behind the watercourse.

Howe devised an elegant but ambitious plan. He divided his army, tasking General Knyphausen to take half of the troops directly towards Washington to occupy his attention while Cornwallis and Howe marched the rest of the army far around the rebel right flank to descend on their rear. Washington was totally wrong-footed and found himself engaged in a fierce fight for the survival of his army. As at New York however, he was able to extricate his men before the British were able to surround them and lived to fight another day.

OVERVIEW

Brandywine was one of the largest battles of the rebellion and is presented in the "grand manner" with most units representing full brigades of around 1,000 men rather than the battalions of 300 more often used in *Black Powder*. As a result,

all measurements used in the game are half the values normally found in the *Black Powder* rulebook to reflect the epic nature of this battle.

This scenario concentrates on the main site of action in the battle without representing the detail of the British flanking manoeuvre, assuming this happens off-table.

THE ARMIES

The British and Hessian army engaged at Brandywine was a rapidly improving force that had already proven itself in the New York campaign the previous year. The redcoats had regained the confidence and professionalism so obviously lacking in their performance at Boston at the outbreak of the rebellion. The Hessians had joined their allies in 1776, their experience and proficiency on the battlefield making them extremely valuable to the British cause. Both are rated in the scenario as being decent-quality line infantry. The British formed semi-permanent battalions of the best men from their infantry regiments; the grenadiers and light infantry. These were fielded alongside the Brigade of Guards to form an elite striking force. The Guards, grenadiers and light infantry are therefore awarded slightly better fighting values than the other units of the army.

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-General Sir William Howe (C-in-C)

Lieutenant-General the Earl Cornwallis

- | | |
|---------------------------------|--------------------------|
| • 16th Light Dragoon detachment | 1 British cavalry |
| • Hessian Jägers | 1 Jägers |
| • Guards Brigade | 1 British Elite Infantry |
| • British Grenadiers | 1 British Elite Infantry |
| • British Light Infantry | 1 British Elite Infantry |
| • Grey's Brigade | 1 British Infantry |
| • Agnew's Brigade | 1 British Infantry |
| • Hessian Grenadiers | 1 Hessian Elite Infantry |

Lieutenant-General Knyphausen

- | | |
|---------------------------------|---------------------|
| • 16th Light Dragoon detachment | 1 British Cavalry |
| • Ferguson's Riflemen | 1 Loyalist Marksmen |
| • Queen's American Rangers | 1 Loyalist Infantry |
| • Vaughan's Brigade | 1 British Infantry |
| • Grant's Brigade | 1 British Infantry |
| • Reserve Brigade | 1 British Infantry |
| • Stirn's Brigade | 1 Hessian Infantry |

"In general, our generals were out-generalled."

John Adams

REBEL FORCES

General George Washington (C-in-C)

- | | |
|--|------------------|
| • 1st & 2nd Continental Light Dragoons | 1 Light Dragoons |
| • 3rd & 4th Continental Light Dragoons | 1 Light Dragoons |
| • North Carolina Continental Brigade | 1 Continentals |

Major-General Greene

- | | |
|------------------------------------|----------------|
| • 1st Virginia Continental Brigade | 1 Continentals |
| • 2nd Virginia Continental Brigade | 1 Continentals |

Brigadier-General Anthony Wayne

- | | |
|--|------------------|
| • 1st Pennsylvania Continental Brigade | 1 Continentals |
| • 2nd Pennsylvania Continental Brigade | 1 Continentals |
| • Maxwell's Light Infantry | 1 Light Infantry |

Major-General Armstrong

- | | |
|------------------------------------|-----------|
| • 1st Pennsylvania Militia Brigade | 1 Militia |
| • 2nd Pennsylvania Militia Brigade | 1 Militia |

Major-General Stephen

- | | |
|------------------------------------|----------------|
| • 3rd Virginia Continental Brigade | 1 Continentals |
| • 4th Virginia Continental Brigade | 1 Continentals |

Major-General Sullivan

- | | |
|------------------------------------|----------------------|
| • 1st Maryland Continental Brigade | 1 Elite Continentals |
| • 2nd Maryland Continental Brigade | 1 Elite Continentals |
| • Hazen's Canadian Regiment | 1 Canadians |

Major-General Alexander (Lord Stirling)

- | | |
|--|----------------|
| • 3rd Pennsylvania Continental Brigade | 1 Continentals |
| • New Jersey Continental Brigade | 1 Continentals |

Pennsylvania, uth September 1777



THE KING'S TROOPS CROSS BRANDYWINE CREEK

Washington's Continental Main Army was also improving rapidly, although still having some way to go. Regiments from the same colony were brigaded together and brigades from the same colony were combined into divisions. The army was fast turning into a professional organisation, on paper at least. Many of the regiments raised in previous years had only been recruited for short-term service and had been disbanded. New formations had been raised and in some cases experienced soldiers would re-enlist, but often the ranks were filled out with inexperienced recruits.

This problem of short-term enlistment remained a huge problem for Washington for much of the rebellion. In general, at this stage in the war the Continental infantry lacked something of the proficiency of their opponents, but were by no means inadequate. To maintain the size of the army, Washington was again forced to include units of militia in his ranks and while these could also contain men with previous battlefield experience they are rated slightly less well than the regular troops.

Because of the scale of the battle, infantry units are given slightly higher stamina than is usual in *Black Powder* and artillery is not represented directly, but is assumed to form part of each brigade's strength. Because the units represent such large numbers of men a minimum number of special rules have been used.

The British demonstrated a clear advantage in their command and control, executing a well organised plan. They are permitted a staff rating of 9. The rebels were less well organised and were surprised by Cornwallis's flank attack. They start the battle with a staff rating of 6, increasing to 7 on the second turn and 8 thereafter.

THE TABLE

Despite Brandywine being such a large battle, the scenario is designed to fit on a 4 foot x 8 foot table as shown on the map, using a standard unit frontage of around six inches. As we are dealing with this battle at quite a large scale only the most significant terrain features are represented; major hills, woods and Brandywine Creek itself.

Hills block line of sight and troops charging up them do not benefit from their usual +1 charging bonus when fighting in hand-to-hand combat.

The creek may be crossed without penalty where it is crossed by the road at Chadd's Ford. Elsewhere it may only be crossed with extreme difficulty as follows:

- A unit must begin adjacent to the bank of the stream.
- The unit must receive orders allowing three moves this turn, this can include a "follow me" order.
- Crossing the stream costs all three moves.
- A unit directly entering hand-to-hand combat by crossing the stream in this manner becomes disordered and forfeits the usual bonus for charging. They may also receive closing fire from their target.



Woods reduce movement to four inches for cavalry and non-British infantry, unless in skirmish formation. Loyalist infantry are regarded as British for the purpose of movement. Woods reduce visibility to six inches. Line of sight may be drawn into a wood or out of it, but not all the way through it.

DISPOSITIONS

The rebel commands deploy as shown on the map, facing the Brandywine Creek. Maxwell's light infantry may deploy in the woods on the western side of the creek. Knyphausen then deploys his units opposite Wayne, Greene and Maxwell, ensuring that none of his units start closer than four inches to any part of Maxwell's troops.

Cornwallis may attempt to enter the table from the start of the first British turn. General Howe may decide to begin the battle with either division. Historically he accompanied Cornwallis.

The British act first each turn.

OBJECTIVES

It is necessary to exercise caution with our terminology, as the "brigades" we use in *Black Powder* are composed of historical brigades in this scenario. Suffice it to say that in this case we will refer to units being grouped into "Divisions". Divisions are treated in exactly the same way as brigades are described in *Black Powder*.

Both sides fought with great bravery at Brandywine and the rebel order of battle makes the normal rules for broken divisions a little impractical. In this case we will simply consider that the rebel army will be broken if it begins a rebel turn with half or more of its total units having been destroyed or currently shaken (i.e. nine units). The British and Hessians fought as two distinct Divisions; each will be broken at the start of any British turn in which more than half of the Division's units have been destroyed or are currently shaken (i.e. four units from Knyphausen's Division, five units from Cornwallis's). Rebel units which exit the battlefield between points A and B do so without penalty, but units leaving at any other point are considered to have been destroyed.

The Rebels must break one of the British Divisions to win. The British must break the rebel army without having either of their own divisions broken.

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British Elite Infantry	Infantry	Smoothbore Musket	7	3	3+	4	Steady
British Infantry	Infantry	Smoothbore Musket	6	3	4+	4	-
Hessian Elite Infantry	Infantry	Smoothbore Musket	6	3	3+	4	Steady
Hessian Infantry	Infantry	Smoothbore Musket	8	4	4+	5	Large Unit
Hessian Jägers	Infantry	Rifled Musket	4	2	3+	3	Sharpshooter, Skirmish, Small Unit
Loyalist Infantry	Infantry	Smoothbore Musket	4	2	4+	3	Small Unit
Loyalist Marksmen	Infantry	Rifled Musket	1	1	4+	1	Sharpshooter, Tiny Unit
British Cavalry	Cavalry	Sabres	4	-	3+	2	Marauders, Small Unit

Special Rules

Marauders: The role of the light dragoons was to operate on the flanks of the army and act as a reserve. They may ignore distance penalties when receiving orders.

Sharpshooter: The jägers and marksmen were expert shots. They may re-roll one miss each time they shoot in the game.

Skirmish: The jägers operate in dispersed formations as part of their role. They may use skirmish formation in the battle. The marksmen are a small unit, so are generally restricted to skirmish formation. Other units may only use skirmish formation in order to enter or move through woods.

Steady: The better quality British and Hessian infantry may automatically pass their first break test of the battle with the best possible result.

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Elite Continentals	Infantry	Smoothbore Musket	5	2	3+	3	Steady, Small Unit
Continental	Infantry	Smoothbore Musket	6	3	4+	4	-
Canadians	Infantry	Smoothbore Musket	4	2	4+	3	Small Unit
Light Infantry	Infantry	Smoothbore Musket	6	3	4+	4	Skirmish
Militia	Infantry	Smoothbore Musket	5	3	5+	4	-
Light Dragoons	Cavalry	Sabre	4	-	4+	2	Marauders, Small Unit

Special Rules

Marauders: The role of the light dragoons was to operate independently on the flanks of the army and as a reserve. They may ignore distance penalties when receiving orders.

Skirmish: Maxwell's light infantry was composed of picked men from units throughout the army to replicate the success of light infantry units in the Saratoga campaign. This unit may use skirmish formation. Other infantry and cavalry units may only use skirmish formation to move through woods.

Steady: the Maryland Continentals were regarded as being elite troops within the army following their performance in the New York campaign. This is represented by allowing them to automatically pass their first break test of the battle with the best possible result.

The New Jersey Continental Brigade was weaker in strength than most of the other brigades in the army. Players seeking slightly more realism many wish to reduce this to a small unit by making suitable adjustments to its stat line.

Germantown

After seizing Philadelphia on the 26th of September, Howe encamped the major part of his army at Germantown, a short distance to the north. He became aware on the 3rd of October that General Washington and his Continental Main Army intended to attack the camp. British outposts were instructed to increase their vigilance, though it was not thought likely that the rebels would be capable of such a significant assault after their humiliation at Brandywine Creek. The 4th of October dawned thick with fog, hiding the rebel approach until they were upon the British sentries. Washington's ambitious plan of attack involved several columns advancing on different roads and their coordination began to unravel in the poor visibility, which saw the rebel regiments sometimes firing on their own troops. A series of attacks was launched that put the defenders under severe pressure, but failed to break through before the timely arrival of Cornwallis, marching hard from Philadelphia at the head of a column of reinforcements.

OVERVIEW

As with the Battle of Brandywine Creek, Germantown was among the larger battles of the war and is presented in the "grand manner". Many units represent full brigades of around 1,000 men rather than the battalions of 300 more often used in *Black Powder*. As a result, all measurements used in the game are half the values normally found in the *Black Powder* rulebook; reflecting the epic nature of this battle. This scenario concentrates on the main site of action in the battle without representing the detail of the rebel approach marches, assuming these happen off-table.

THE ARMIES

As at the Battle of Brandywine Creek the previous month, the British and Hessian army was a competent and professional force, while the quality of most rebel units still lagged some way behind.

Because of the scale of the battle, infantry units are given slightly higher stamina than is usual in *Black Powder*. At this scale, artillery is not represented directly, but assumed to be incorporated within the infantry units. The New Jersey Continental Brigade was weaker in strength than most of the other brigades in the army. Players seeking slightly more realism many wish to reduce this to a small unit by making suitable adjustments to its stat line.

Neither side displayed exceptional command and control, a situation not assisted by the fog that covered the battlefield. The British are awarded a staff rating of 7, rising to 9 once Cornwallis becomes available (see "Dispositions" below).

Washington's plan was far too elaborate for his army to cope with and the rebels must struggle with a staff rating of 7 throughout the battle.

As well as contributing to the poor staff ratings the fog means that all commanders will blunder on rolls of 11 or 12 when issuing orders. If this was not bad enough, the poor visibility will also affect individual units; all units using initiative to move must roll one die and will suffer the effects of a blunder on any roll of 6.



WASHINGTON'S ARMY MARCHES TOWARDS THE WAITING REDCOATS

Pennsylvania, 4th October 1777



REDCOATS ADVANCE TO REINFORCE THE ARMY AT GERMANTOWN

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-General Sir William Howe

Major General Grant

- | | |
|------------------------------|------------------------------|
| • Queen's American Rangers | 1 Loyalist Infantry |
| • Guards Brigade | 1 British Elite Brigade |
| • 40th Foot | 1 British Infantry Battalion |
| • Vaughan's Brigade (part) | 1 British Infantry Battalion |
| • Grant's Brigade (part) | 1 British Infantry Battalion |
| • 1st British Light Infantry | 1 British Light Infantry |
| • 2nd British Light Infantry | 1 British Light Infantry |

Lieutenant-General Knyphausen

- | | |
|-------------------|----------------------------|
| • Grey's Brigade | 1 British Infantry Brigade |
| • Agnew's Brigade | 1 British Infantry Brigade |
| • Stürm's Brigade | 1 Hessian Infantry Brigade |
| • Hessian Jägers | 1 Jägers |

Reinforcements

Lieutenant-General Earl Cornwallis

- | | |
|-------------|------------------------------|
| • 27th Foot | 1 British Infantry Battalion |
| • 28th Foot | 1 British Infantry Battalion |

*"For shame, for shame, Light Infantry!
I never saw you retreat before."*

General Howe

REBEL FORCES

General George Washington (C-in-C)

Major-General Armstrong

- | | |
|------------------------------------|-----------|
| • 1st Pennsylvania Militia Brigade | 1 Militia |
| • 2nd Pennsylvania Militia Brigade | 1 Militia |

Major-General Sullivan

- | | |
|--|----------------------|
| • 1st Maryland Continental Brigade | 1 Elite Continentals |
| • 2nd Maryland Continental Brigade | 1 Elite Continentals |
| • 1st Pennsylvania Continental Brigade | 1 Continentals |
| • 2nd Pennsylvania Continental Brigade | 1 Continentals |
| • 3rd Pennsylvania Continental Brigade | 1 Continentals |

Major-General Greene

- | | |
|------------------------------------|----------------|
| • 1st Virginia Continental Brigade | 1 Continentals |
| • 2nd Virginia Continental Brigade | 1 Continentals |
| • 3rd Virginia Continental Brigade | 1 Continentals |
| • 4th Virginia Continental Brigade | 1 Continentals |
| • Huntington's Brigade | 1 Militia |

Brigadier-General Smallwood

- | | |
|------------------------------|-----------|
| • Maryland Militia Brigade | 1 Militia |
| • New Jersey Militia Brigade | 1 Militia |

Major-General Alexander (Lord Stirling)

- | | |
|--|------------------|
| • New Jersey Continental Brigade | 1 Continentals |
| • North Carolina Continental Brigade | 1 Continentals |
| • 1st and 2nd Continental Light Dragoons | 1 Light Dragoons |
| • 3rd and 4th Continental Light Dragoons | 1 Light Dragoons |

THE TABLE

The scenario is designed to fit on a 6 foot x 8 foot table as shown on the map, using unit frontages of around four inches (small), six inches (standard) and eight inches (large). As we are dealing with this battle at quite a large scale only the most significant terrain features are represented.

Hills block line of sight and troops charging up them do not benefit from their usual +1 charging bonus when fighting in hand-to-hand combat.

The creek may be crossed anywhere along its length. It costs a unit one move to cross the creek and the unit will become disordered, affecting any hand-to-hand combat it chooses to enter in the same turn.

Woods reduce movement to four inches for cavalry and non-British infantry, unless in skirmish formation. Loyalist infantry are regarded as British for the purposes of moving. Woods reduce visibility to six inches. Line of sight may be drawn into a wood or out of it, but not all the way through it.

The Chew House is a substantial building and benefits from the rules described in the *Black Powder* rulebook. Germantown itself did not significantly affect the battle and is best treated in the same way as woods.

DISPOSITIONS

The British 40th Foot and the two light infantry battalions set up as shown on the map. Knyphausen and Grant may dispose their remaining units within the areas indicated.

At the beginning of each British player turn roll one die. If the score is equal to or less than the number of British units destroyed or currently shaken, Cornwallis becomes available and may attempt to enter the battlefield at the indicated point. If Cornwallis fails to order his troops into action at the first attempt he may continue to try on each subsequent British turn, no further "availability" rolls are required.

On the rebel side Sullivan may attempt to enter on the first turn.



Once all of Sullivan's units have arrived on the battlefield then, on the following rebel turn, Armstrong and Greene may attempt to enter the table and once all of their units have arrived then Smallwood and Stirling may attempt to enter.

The rebels act first each turn.

OBJECTIVES

It is necessary to exercise caution with our terminology, as the "brigades" we use in *Black Powder* are composed of historical brigades in this scenario. Suffice it to say that in this case we will refer to units being grouped into "Divisions". Divisions are treated in the same way as brigades are described in the *Black Powder* rulebook and will break if they start one of their turns with more than half of their units destroyed or shaken.

The Rebels must break either Knyphausen's or Grant's Divisions to win. The British must break two of the three rebel Divisions commanded by Sullivan, Greene and Stirling.



HESSIAN INFANTRY, A VITAL REINFORCEMENT FOR THE CROWN FORCES

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British Elite Brigade	Infantry	Smoothbore Musket	7	3	3+	4	Steady
British Infantry Brigade	Infantry	Smoothbore Musket	8	4	4+	5	Large Unit
British Light Infantry	Infantry	Smoothbore Musket	5	2	3+	3	Steady, Small Unit
British Infantry Battalion	Infantry	Smoothbore Musket	4	2	4+	3	Small Unit
Hessian Infantry Brigade	Infantry	Smoothbore Musket	8	4	4+	5	Large Unit
Jägers	Infantry	Rifled Musket	4	2	3+	3	Sharpshooter, Skirmish, Small Unit
Loyalist Infantry	Infantry	Smoothbore Musket	4	2	4+	3	Small Unit

Special Rules

Sharpshooter: The jägers and marksmen were expert shots. They may re-roll one miss every time they shoot in the game.

Skirmish: The jägers operate in dispersed formations as part of their role. They may use skirmish formation in the battle. The marksmen are a small unit, so are generally restricted to skirmish formation. Other units may only use skirmish formation when in woods or rough ground.

Steady: The better quality British and Hessian infantry may automatically pass their first break test of the battle with the best possible result.

“On our charging they gave way on all sides, but again and again renewed the attack with fresh troops and greater force. We charged them twice, till the battalion was so reduced by killed and wounded that the bugle was sounded to retreat... This was the first time we had retreated before the Americans, and it was with great difficulty to get our men to obey our orders.”

British light infantry officer

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Elite Continentals	Infantry	Smoothbore Musket	5	2	3+	3	Steady
Continental	Infantry	Smoothbore Musket	6	3	4+	4	-
Militia	Infantry	Smoothbore Musket	5	3	5+	4	-
Light Dragoons	Cavalry	Sabres	4	-	4+	2	Marauders

Special Rules

Marauders: The role of the light dragoons was to operate independently on the flanks of the army and as a reserve. They may ignore distance penalties when receiving orders.

Steady: the Maryland Continentals were regarded as being elite troops within the army following their performance in the New York campaign. This is represented by allowing them to automatically pass their first break test of the battle with the best possible result.

All infantry and cavalry units may only use skirmish formation when in woods.

Bemis Heights

By early October 1777 things were getting desperate for John Burgoyne's army. With the news that Howe and Clinton would not be sending troops north from New York, the plan to isolate New England from the other colonies could not be completed. The army had over extended its supply lines and a cut in rations was ordered on the 3rd. Burgoyne's subordinates urged a withdrawal to re-establish communications and supply, but the commander would not contemplate such a thing, preferring to roll the dice one more time.

On the morning of the 7th a strong force of British and Hessian troops was dispatched on a reconnaissance in force and foraging raid around the left flank of the rebel army entrenched on the Bemis Heights. If this was successful then it would be followed on the 8th by a full assault. In the event, the reconnaissance was not successful. The terrain slowed the advance to a crawl and after advancing only a short distance the troops found themselves engaged by the rebel brigades of Poor and Morgan.

The British and Hessian commanders began to fall back on their defensive lines, but were hard pressed by the rebels, who were now joined by Learned's Brigade. A fierce battle ensued, working its way around the right flank of Burgoyne's camp. This was anchored between two redoubts. As the line of troops collapsed, the rebels succeeded in

capturing Breyman's redoubt, rendering the entire British defence untenable and prompting Burgoyne to bring his entire army back to the main part of his camp near the Hudson River.

Following the Battle of Bemis Heights it was clear even to Burgoyne that his position was untenable. It was however far too late to extricate his army and he was forced to surrender to General Horatio Gates soon after.

OVERVIEW

This scenario begins after the British and Hessian forces have begun to fall back from their reconnaissance mission. They must now seek to defend the redoubts without taking excessive casualties.

THE ARMIES

By the time of Bemis Heights Burgoyne's army was in a sorry state. While the troops retained their professionalism they were suffering from the effects of hard campaigning and a lack of provisions. Compared to many other scenarios, the British and Hessians here have access to very few special rules. The British infantry have been rated as "Crack", but only in the context of a lowered Stamina rating to emphasise their brittleness by this stage in the campaign. The Hessians have not been penalised in



THE LAST STAND OF BURGoyNE'S ARMY

Northern Colonies, 7th October 1777

the same way, but feel free to play around with these ideas if you want to. I have perhaps been slightly kind in allowing British and Hessian Grenadiers a high hand-to-hand value and the British elites a high morale, but these were generally fine troops who continued to fight with valour in the face of extreme adversity.

If the British and Hessians were at a low-ebb, then the rebel army was on the rise. Their confidence was increasing, as was their tactical proficiency. The Continental troops at Bemis Heights were the equal of their fatigued opponents and the militia also gave a very good account of themselves, perhaps aided by the dense terrain and the parlous state of the enemy. The army had also been strengthened by the arrival of Daniel Morgan with his own regiment of experienced riflemen and a supporting battalion of veteran light infantry detachments commanded by Major Henry Dearborn. I have considered Morgan's Brigade as the best units on either side at the battle.

Against a background of generally average command ability two officers stand out. Simon Fraser was a talented and consistently reliable officer who is well worth a staff rating of 9. Likewise on the rebel side, Arnold was a dynamic commander on the 7th October and should also be rated a 9. Arnold could also be considered aggressive, as described in the *Black Powder* rulebook. All other commanders should be given a staff rating of 8.

"The British troops were hard pressed, but retreated in good order; they were obliged to leave six pieces of cannon behind, all the horses having been killed, and all the artillery men, who had, as usual, behaved with the utmost bravery, being either killed or wounded."

Sergeant Roger Lamb



ORDERS OF BATTLE

CROWN FORCES

Lieutenant-General John Burgoyne (C-in-C)

Brigadier Simon Fraser

- | | |
|--------------------------|--------------------------|
| • British Light Infantry | 1 British Elite Infantry |
| • 24th Foot | 1 British Infantry |
| • Scouts | 1 Scouts |

Major-General Riedesel

- | | |
|-----------------------|--------------------|
| • Hessian battalion | 1 Hessian Infantry |
| • Hessian battalion | 1 Hessian Infantry |
| • Hessian Jägers | 1 Jägers |
| • Hessian 6-pounders | 1 Artillery |
| • Hessian 12-pounders | 1 Heavy Artillery |

In Breyman's Redoubt

- | | |
|----------------------|----------------------|
| • Hessian Grenadiers | 1 Hessian Grenadiers |
| • Hessian 6-pounders | 1 Artillery |

Major-General Phillips

- | | |
|----------------------|--------------------------|
| • British Grenadiers | 1 British Elite Infantry |
|----------------------|--------------------------|

In Balcarres' Redoubt

- | | |
|------------------------------|--------------------|
| • British battalion | 1 British Infantry |
| • Royal Artillery 6-pounders | 1 Artillery |
| • Royal Artillery howitzers | 1 Howitzers |

REBEL FORCES

Major-General Benedict Arnold (C-in-C)

Brigadier-General Daniel Morgan

- | | |
|-----------------------------|------------------|
| • Morgan's Rifles | 2 Rifles |
| • Dearborn's Light Infantry | 1 Light Infantry |

Brigadier-General Enoch Poor

- | | |
|-------------------------------------|-----------------------|
| • 1st New Hampshire Continentals | 1 Continentals |
| • 2nd New Hampshire Continentals | 1 Continentals |
| • 3rd New Hampshire Continentals | 1 Continentals |
| • 2nd New York Continentals | 1 Continentals |
| • 4th New York Continentals | 1 Continentals |
| • Connecticut Militia | 2 Connecticut Militia |
| • State artillery 6-pounder section | 1 Artillery |

Brigadier-General Ebenezer Learned

- | | |
|---------------------------------------|----------------|
| • 2nd Massachusetts Continentals | 1 Continentals |
| • 8th Massachusetts Continentals | 1 Continentals |
| • 9th Massachusetts Continentals | 1 Continentals |
| • 1st Canadian Regiment | 1 Continentals |
| • State artillery 6-pounder artillery | 1 Artillery |

Brigadier-General Abraham Ten-Broeck

- | | |
|-------------------------|--------------------|
| • Albany County Militia | 3 New York Militia |
|-------------------------|--------------------|

THE TABLE

The scenario is designed to fit on an 8 foot x 6 foot table using a standard unit frontage of around six inches.

The terrain is largely a mix of woods and open fields. The woods are dense and reduce line of sight to six inches and movement to half of normal speed. Units in woods get +1 to their morale save rolls.

Hills block line of sight, but do not otherwise affect the battle.

The battle features two redoubts. These are treated as buildings, following the rules in the *Black Powder* rulebook with the following amendment; units occupying redoubts gain +2 to morale save rolls unless fighting in hand-to-hand combat against a unit attacking the rear of the redoubt, in which case they add only +1.

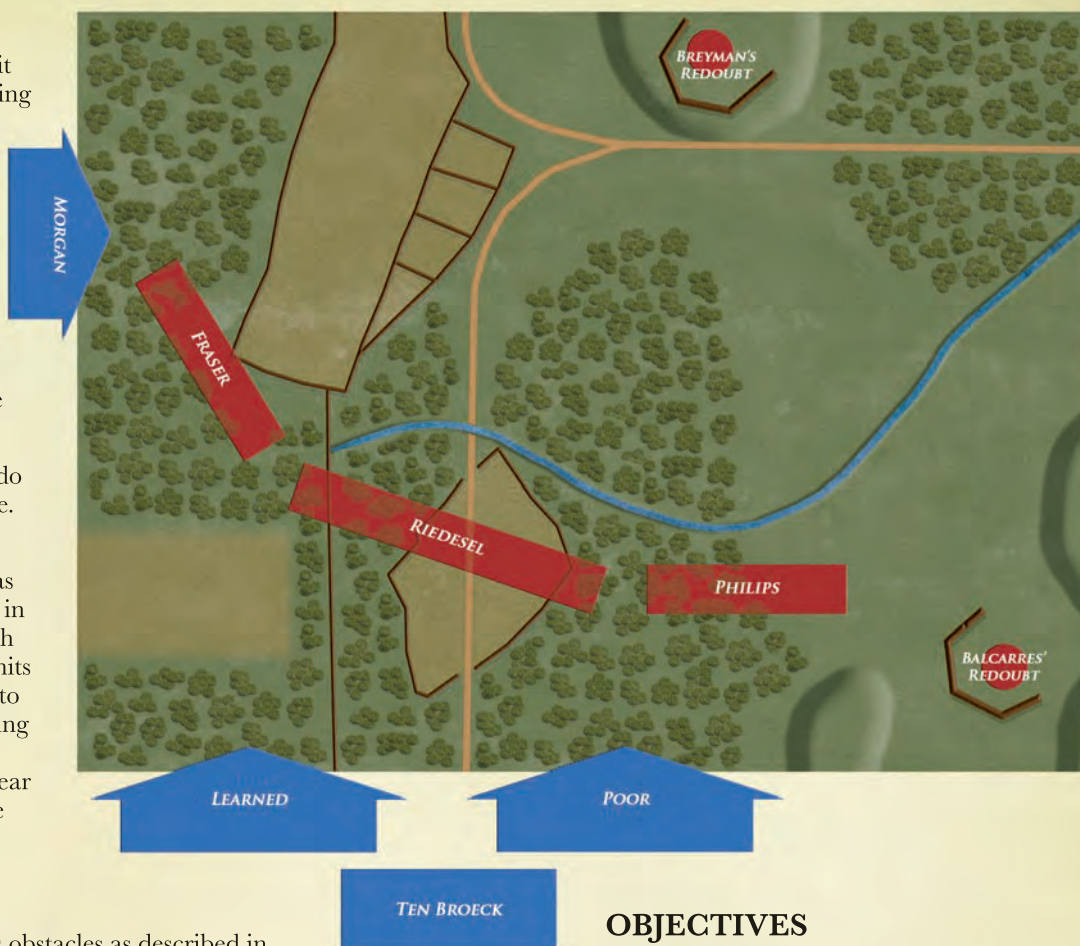
The fields are mostly surrounded by fences. These and the stream are treated as obstacles as described in the *Black Powder* rulebook.

DISPOSITIONS

Burgoyne's army deploys as shown on the map. The garrisons assigned to each of the two redoubts must deploy in those redoubts and the artillery may not leave once emplaced.

The rebel troops enter in the areas shown from the first turn of the battle. Ten Broeck's Brigade may not attempt to enter until two or more Crown units have been destroyed.

The rebels act first each turn.



OBJECTIVES

The game is decided by breaking the enemy army or American capture of both redoubts. Redoubts are controlled if only one side has units in the redoubt. Redoubts remain controlled if troops leave them, until the enemy enters them with troops of their own. Both redoubts start under British control.

If the Americans simultaneously control both redoubts or break the British army, then they claim an immediate victory. The British must break the American army to win.

Brigades will break, as described in *Black Powder*, when more than half of the brigade begins a turn routed or shaken. Each army will break once two of its brigades are broken.



RIEDEL'S HESSIANS

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Scouts	Infantry	Smoothbore Musket	3	2	5+	2	Marauders, Skirmish Small Unit
British Elite Infantry	Infantry	Smoothbore Musket	7	3	3+	2	Crack
British Infantry	Infantry	Smoothbore Musket	6	3	4+	2	Crack
Hessian Infantry	Infantry	Smoothbore Musket	6	3	4+	3	-
Hessian Grenadiers	Infantry	Smoothbore Musket	7	3	4+	4	-
Jägers	Infantry	Rifled Musket	3	2	4+	2	Sharpshooter, Skirmish, Small Unit
Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"
Heavy Artillery	Artillery	Heavy Smoothbore Artillery	1	3-2-1	4+	2	Range: 60"
Howitzers	Artillery	Smoothbore Howitzer	1	2	4+	2	Range: 48"

Special Rules

Crack: The British infantry are brittle after the strains of the previous months. They may re-roll one failed morale roll whenever they test morale, provided they have taken no hits so far in the battle.

Marauders: The scouts are expected to operate on the extreme flanks of the army and may ignore distance penalties when receiving orders.

Skirmish: The scouts and jägers are expected to fight in dispersed formations to take maximum advantage of cover. They must use skirmish formation throughout the battle. Other units are assumed to use open order in woods so may not specifically use skirmish formation.

Sharpshooter: The jägers are expert in the use of their rifles and may re-roll one miss every time they shoot during the battle.

Rules for howitzers can be found in the Advanced Rules section of the *Black Powder* rulebook.

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Rifles	Infantry	Rifled Musket	2	1	3+	2	Crack, Sharpshooter Skirmish, Small Unit
Light Infantry	Infantry	Smoothbore Musket	6	3	3+	3	Crack, Skirmish
Continental	Infantry	Smoothbore Musket	6	3	4+	3	-
Connecticut Militia	Infantry	Smoothbore Musket	4	3	5+	3	Unreliable
New York Militia	Infantry	Smoothbore Musket	6	4	5+	4	Unreliable
Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"

Special Rules

Crack: The riflemen and light infantry are veteran units with high confidence. They have a high morale value and may also re-roll one failed morale roll if they have not taken any hits so far in the battle.

Sharpshooter: The riflemen are experts in the use of their rifled muskets. They may re-roll one miss every time they shoot in the battle, although they do have a lower shooting value to reflect the long time necessary to re-load their rifles.

Skirmish: The riflemen and light infantry are experienced skirmishers and may use skirmish formation whenever they wish during the battle. Other infantry may only use skirmish formation in woods.

Unreliable: The militia performed well, but lack the training of the other troops so may not move on a command roll that equals the staff rating of the commander.

Monmouth Courthouse

The disaster at Saratoga prompted the French to enter the war on the side of the rebels. It became imperative that the main British army abandoned Philadelphia and returned to New York, from where reinforcements could be sent to defend the Caribbean. Sir Henry Clinton had succeeded Howe as Commander-in-Chief and he decided to march his army overland from Philadelphia to Sandy Hook from where it could be transported by the Royal Navy across the short stretch of water to New York.

As the army marched across New Jersey it was shadowed by Washington's Main Army, which had been reformed and retrained by von Steuben at Valley Forge. When the British paused at Monmouth Courthouse, the rebels prepared to attack. Waiting for Clinton to recommence his march, Washington ordered General Charles Lee to take an advanced guard column and destroy the British rearguard. The redcoats were not easily overwhelmed however and responded with an aggressive counter-attack, forcing Lee into a chaotic retreat.

General Cornwallis was immediately instructed to pursue Lee with his Division.

Washington soon arrived with the bulk of his army and rapidly restored order. Lee was dismissed from his command and a ragged defensive line was formed to resist the oncoming British. On a blisteringly hot afternoon the battle raged, the Continentals standing their ground and fighting their opponents to a standstill. Unable to make a significant breakthrough, Clinton broke off the action and withdrew Cornwallis's units to resume the march to Sandy Hook, untroubled by the exhausted rebels.

OVERVIEW

This scenario begins at midday. Lee's initial attack on the British has collapsed into a chaotic retreat with Cornwallis in energetic pursuit. Rather than trying to recreate the largest battle of the war in its entirety, I have concentrated on the critical fighting between Cornwallis and the re-forming rebels.

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-General the Earl Cornwallis (C-in-C)

Colonel James Webster

- | | |
|----------------------------|--------------------|
| • 15th Foot | 1 British Infantry |
| • 17th Foot | 1 British Infantry |
| • 44th Foot | 1 British Infantry |
| • 1st Battalion, 42nd Foot | 1 British Infantry |
| • 2nd Battalion, 42nd Foot | 1 British Infantry |

Brigadier Edward Mathew

- | | |
|------------------------------------|--------------------------|
| • 16th Light Dragoons | 2 Light Dragoons |
| • 16th "Foot Dragoons" | 1 Foot Dragoons |
| • 1st Battalion of Grenadiers | 2 British Grenadiers |
| • 2nd Battalion of Grenadiers | 2 British Grenadiers |
| • 1st Battalion, Brigade of Guards | 1 British Guard Infantry |
| • 2nd Battalion, Brigade of Guards | 1 British Guard Infantry |
| • Royal Artillery | 2 Artillery |



GUNNERS OF THE ROYAL ARTILLERY PREPARE TO OFFER SUPPORT

REBEL FORCES

General Charles Lee (C-in-C) initially

Brigadier-General William Maxwell

- | | |
|-------------------------------|-------------------|
| • White's Militia Light Horse | 1 Mounted Militia |
| • 2nd New Jersey Regiment | 1 Continentals |
| • 3rd New Jersey Regiment | 1 Continentals |
| • 4th New Jersey Regiment | 1 Continentals |

Colonel William Grayson

- | | |
|---------------------------------|----------------|
| • Woods' Virginia Battalion | 1 Continentals |
| • Patton's Additional Regiment | 1 Continentals |
| • Grayson's Additional Regiment | 1 Continentals |
| • Jackson's Additional Regiment | 1 Continentals |

Brigadier-General Charles Scott

- | | |
|------------------------------------|----------------|
| • Butler's Pennsylvania Battalion | 1 Continentals |
| • Cilley's New Hampshire Battalion | 1 Continentals |
| • Parker's Virginia Battalion | 1 Continentals |
| • Gist's Maryland Battalion | 1 Continentals |
| • Continental Artillery | 1 Artillery |

Brigadier-General Anthony Wayne

- | | |
|------------------------------------|----------------|
| • Livingstone's New York Battalion | 1 Continentals |
| • Durkee's Connecticut Battalion | 1 Continentals |
| • Olney's Rhode Island Battalion | 1 Continentals |
| • Ogden's New Jersey Battalion | 1 Continentals |
| • Stewart's Pennsylvania Battalion | 1 Continentals |
| • Ramsay's Massachusetts Battalion | 1 Continentals |
| • Continental Artillery | 1 Artillery |

New Jersey, 28th June 1778



THE KING'S ARMY COUNTER-ATTACKS AT MONMOUTH COURTHOUSE

THE ARMIES

The British troops in this scenario have been grouped into brigades that do not reflect how they may have commenced the battle. The chaotic nature of Monmouth Courthouse led to a break-up of the normal command structure on both sides. The order of battle given is a rationalisation of what may have been happening by noon on the 28th.

Details of the rebel army at Monmouth Courthouse are particularly tricky to piece together. The advance guard commanded by Charles Lee was created by forming battalions of detachments from the brigades of the Main Army. These battalions were then grouped into ad hoc brigades. This patchwork structure means it is difficult to be sure of the exact strengths of Lee's units and so I have averaged them out somewhat. The Continental troops were now far better drilled than they had previously been and capable of standing toe-to-toe with the British, although lacking the redcoats' ability to rapidly expand or contract their formations. The infantry of each side have been given fairly similar abilities with the exception of making the British a little more keen to close with the bayonet and the Grenadiers generally superior to everyone else. The Guards do not seem to have performed any better at

Monmouth than the majority of the British infantry, so receive no additional bonuses.

Within Lee's command I think we cannot ignore the likely effects of men serving in temporary formations rather than their parent regiments and brigades. Lee's attack at Monmouth Courthouse failed spectacularly, Lee claiming that his orders were not being obeyed. My view is that this is likely to be true and probably resulted from men and officers not being familiar with those individuals issuing instructions to them. As a consequence the rebel army operates with an initial staff rating of 7. Once any rebel commander blunders when issuing an order, Washington will immediately relieve Lee and take command himself. From the following turn the Rebel staff rating is raised to 8, but no further as the fundamental flaws in the command structure remain.

The British seem to have been reasonably well organised despite the confounding factors and may use a staff rating of 8 throughout. Those who believe Lee was reluctant to attack the British could apply the Timid (Low Aggression) characteristic as described in the *Black Powder* rulebook, but I think this is perhaps unfair.

THE TABLE

The scenario is designed to fit on an 8 foot x 6 foot table as shown on the map, using a standard unit frontage of around six inches.

Spotswood Middle Brook is a stream, rules for which can be found in the *Black Powder* rulebook. Units in column (or limbered artillery) may cross at the bridge with no penalty.

Woods reduce movement to half speed for all cavalry and for infantry not in skirmish formation. Infantry do not need to adopt skirmish formation to move through woods as we assume that they will use some form of loose-order. Artillery may not enter woods. Maximum line of sight into or through woods is 12 inches. Units in woods get +1 to their morale save rolls.

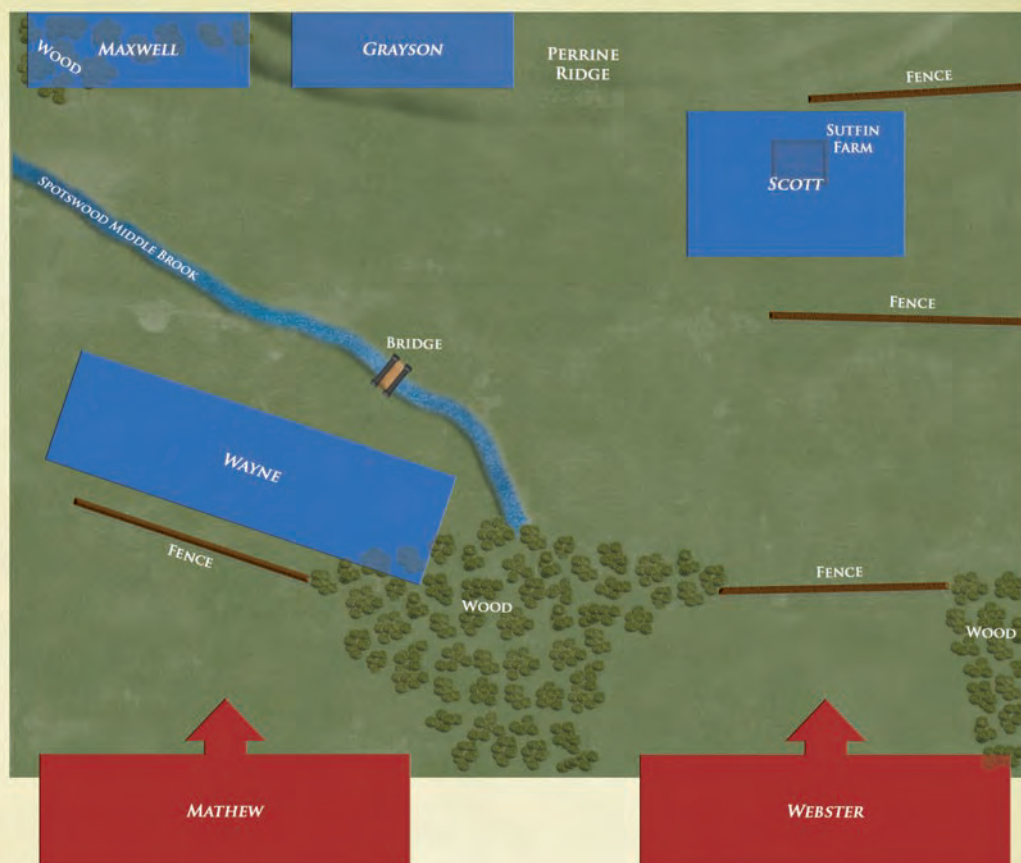
Fences may be crossed at a cost of six inches of movement. Infantry units who are defending a fence at the beginning of their game turn may attempt to remove disorder by rolling 4 or more on a single die, in a similar way to the “elite” rule.

Sutfin Farm is treated as a building as described in *Black Powder*.

Perrine Ridge is a significant feature and troops charging uphill do not benefit from the usual +1 modifier that charging would normally bring.

OBJECTIVES

The British objective is to exit two unshaken infantry units from the rebel edge of the battlefield before the end of turn 8, or to break three rebel brigades. The rebel objective is to prevent this happening, ideally by breaking the British brigades.



Brigades will break if they start a turn with more than half of their units destroyed or shaken. For the purposes of the scenario armies cannot be broken, only individual brigades.

DISPOSITIONS

The rebel brigades deploy as shown on the map and also move first each turn. The British may attempt to enter from their first turn.

Maxwell and Grayson may not issue orders until Washington takes command (following any rebel blunder). However, their units may act on initiative if the opportunity presents itself.

The Crown forces act first each turn.



WASHINGTON'S CONTINENTALS ENGAGE THE BRITISH GRENADIERS



BRIMMING WITH CONFIDENCE, WASHINGTON'S ARMY ADVANCES TO SURPRISE THE BRITISH

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British Infantry	Infantry	Smoothbore Musket	6	3	4+	3	Ferocious Charge
British Guard Infantry	Infantry	Smoothbore Musket	8	4	4+	4	Ferocious Charge, Large Unit
British Grenadiers	Infantry	Smoothbore Musket	6	3	3+	3	Ferocious Charge, Steady
Foot Dragoons	Infantry	Smoothbore Musket	4	2	4+	2	Skirmish, Small Unit
Light Dragoons	Cavalry	Sabres	6	-	4+	3	-
Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"

Special Rules

Ferocious Charge: British tactics emphasised use of the bayonet rather than engaging in fire-fights. The rebels were proficient shooters, but seldom willing or able to withstand a charge. British infantry units may reroll any failed dice during the first round of any combat into which they charged.

Skirmish: The foot dragoons were attached to light cavalry to form combined "legions". They act as light infantry and may use skirmish formation at the commander's discretion. Other infantry and cavalry units may use skirmish formation only if in woods.

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Continental	Infantry	Smoothbore Musket	6	3	4+	3	-
Mounted Militia	Cavalry	Sabres	4	2	5+	2	Small Unit
Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"

Special Rules

Infantry and cavalry units may use skirmish formation only if in woods.

Newport

Soon after the Battle of Monmouth the rebels and their French allies coordinated an attack on Newport, Rhode Island where the British maintained a garrison and naval base. The rebel army of Major-General John Sullivan besieged Newport while the French fleet of Admiral d'Estaing arrived offshore and prepared to land troops in support.

A storm proved to be the undoing of the plan, damaging several French warships and persuading d'Estaing to withdraw. Shorn of their allies, the militia in Sullivan's army began to disband, leaving him with too few men to maintain his siege. The rebels evacuated their lines on the evening of the 28th August.

The commander of the British garrison, Major-General Pigot, ordered a pursuit. The rebels had retreated to the northern end of Rhode Island and the Crown forces followed them along two parallel roads. Sullivan made a successful stand on high ground, allowing him to evacuate his army by crossing to the mainland. On the following day the British received now unnecessary reinforcements when General Clinton arrived from New York.

D'Estaing would again attempt to join forces with a rebel force in the following year, at Savannah.

OVERVIEW

Two scenarios are presented here. The first is a straightforward refight of Sullivan's rearguard action against Pigot's advancing columns. The second is a hypothetical scenario supposing that the French continued to support Sullivan and Clinton arrived in time to influence events.

HISTORICAL SCENARIO

THE ARMIES

The Crown forces at Newport are an interesting mix of British regulars, Loyalists and "Hessian" regiments. In the main, these are not the finest troops serving in the colonies, but neither are they untrained or unprepared. They have therefore been given fairly average abilities in the scenario.

The Hessians include garrison regiments, fusiliers and musketeers, but there seems to be little difference in the way these behaved on the day so their abilities have been regarded as equal. Likewise the British units and Loyalists have been quite stereotyped.

A similar approach has been taken with the rebel units, restricting the army to a small range of unit types. The command structure has also been simplified as in reality there were several small brigades serving under Greene and Glover; the latter only acting in this capacity because of the temporary absence of Major-General Lafayette. Many of the militia who had initially accompanied Greene had by this stage abandoned him and those that remain have been penalised somewhat to reflect their unreliability. If you feel this is a harsh judgement then I recommend removing the "wavering" rule from these units, but reducing them from large to standard sized units (-2 to hand-to-hand, -1 shooting and -1 stamina) to reflect the more experienced and committed men remaining behind after the rest have left. The Continental units include a number of "Additional" Continental regiments (units raised by individuals rather than colonies) furthering the range of uniforms that can be represented. This includes my personal favourites, Henry Sherburne's Additional Regiment, with their (possibly) green breeches and waistcoats, brown coats and yellow facings.

Neither army's commanders seem to have particularly excelled or failed at Newport, however Glover's need to act at a higher command level than normal has been taken into account. Both armies have a staff rating of 8, but Glover is considered Hesitant as described in the *Black Powder* rulebook.

THE TABLE

The scenario is designed to fit on an 8 foot x 4 foot table using the measurements from the *Black Powder* rulebook and a standard unit frontage of around six inches.

The terrain is open, being dominated by Butts Hill to the north, Quaker Hill to the east and Turkey Hill to the west. A fourth hill lies alongside Butts Hill. The hills all block line of sight and any units charging uphill do not gain the usual +1 die roll modifier for charging.

The rebel artillery units may each set up in a redoubt. Redoubts give +2 to the morale save rolls of the artillery unit inside.



REBEL INFANTRY – POOR EQUIPMENT DOES NOT DAMPEN THEIR VALOUR

Rhode Island, 29th August 1778

DISPOSITIONS

The rebels deploy as shown on the map, placing any artillery units in redoubts. Smith's and Lossberg's forces may attempt to enter from the first turn.

The Crown forces act first each turn.

OBJECTIVES

The Crown forces must exit an unshaken infantry unit of stamina 3 or more from each road on the rebel side of the battlefield before the end of turn 10.



ORDERS OF BATTLE

CROWN FORCES

Major-General Pigot (C-in-C)

Brigadier-General Smith

- | | |
|------------------------------------|---------------------|
| • 22nd Foot | 1 British Infantry |
| • 43rd Foot | 1 British Infantry |
| • 54th Foot | 1 British Infantry |
| • Flank companies 38th & 54th Foot | 1 British Flankers |
| • Prince of Wales' Americans | 1 Loyalist Infantry |
| • King's American Regiment | 1 Loyalist Infantry |
| • Royal Artillery | 1 Medium Artillery |

Brigadier-General Lossberg

- | | |
|-----------------------------------|--------------------|
| • 1st Anspach Regiment | 1 Hessian Infantry |
| • 2nd Anspach Regiment | 1 Hessian Infantry |
| • Garrison Regiment von Bunau | 1 Hessian Infantry |
| • Garrison Regiment von Huyn | 1 Hessian Infantry |
| • Fusilier Regiment von Dittfurth | 1 Hessian Infantry |
| • Musketeer Regiment Landgraf | 1 Hessian Infantry |
| • Jäger detachment | 1 Jägers |
| • Hesse Cassel Artillery | 1 Medium Artillery |

"No sir, those are Germans; their dress is blue and yellow, not buff; they are moving to intercept your rear... Retreat instantly – don't lose a moment or you will be cut off."

Colonel Trumbull, ADC to General Glover

REBEL FORCES

Major-General John Sullivan (C-in-C)

Major-General Nathanael Greene

- | | |
|------------------------------------|--------------------|
| • Laurens's detachment | 1 Light Infantry |
| • 2nd Rhode Island Regiment | 1 Continentals |
| • 1st Canadian Regiment | 1 Continentals |
| • Sherburne's Additional Regiment | 1 Continentals |
| • Webb's Additional Regiment | 1 Continentals |
| • Jackson's Additional Regiment | 1 Continentals |
| • 1st Rhode Island State Regiment | 1 State Infantry |
| • 2nd Rhode Island State Regiment | 1 State Infantry |
| • Jacob's Massachusetts Militia | 1 Militia |
| • McIntosh's Massachusetts Militia | 1 Militia |
| • Rhode Island 6-pounders | 1 Medium Artillery |
| • Continental 12-pounders | 1 Medium Artillery |
| • Continental 18-pounders | 1 Heavy Artillery |

Brigadier-General John Glover

- | | |
|--------------------------------|--------------------|
| • Livingstone's detachment | 1 Light Infantry |
| • 1st Rhode Island Regiment | 1 Continentals |
| • 1st Massachusetts Regiment | 1 Continentals |
| • 4th Massachusetts Regiment | 1 Continentals |
| • 13th Massachusetts Regiment | 1 Continentals |
| • 15th Massachusetts Regiment | 1 Continentals |
| • Peabody's NH State Regiment | 1 State Infantry |
| • Wade's Massachusetts Militia | 1 Militia |
| • Taylor's Connecticut Militia | 1 Militia |
| • Massachusetts 4-pounders | 1 Light Artillery |
| • Massachusetts 12-pounders | 1 Medium Artillery |

HYPOTHETICAL SCENARIO

THE TABLE

The scenario is designed to fit on an 8 foot x 6 foot table using the measurements from the *Black Powder* rulebook and a standard unit frontage of around six inches.

The terrain is open, with a ridge to the southwest, which is fortified with entrenchments and redoubts to protect the approach to Newport. North of this is a small hill, and to the east is a second ridge.

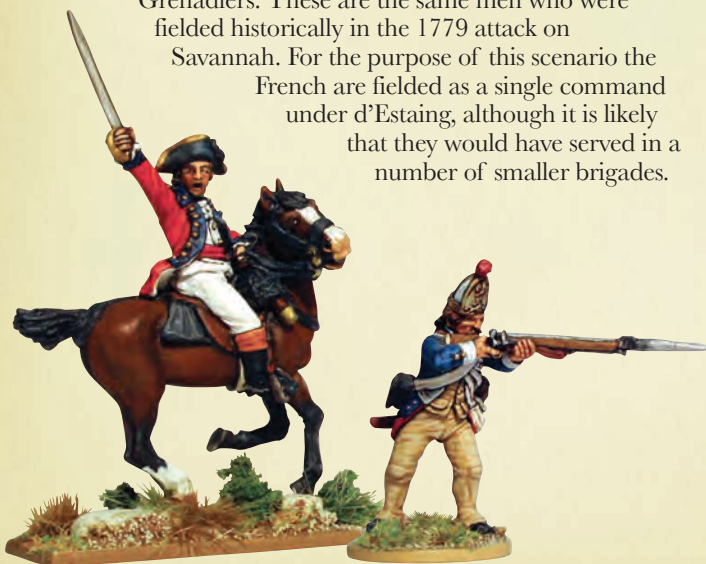
The high-ground blocks line of sight and units charging uphill into hand-to-hand do not gain the normal +1 die roll modifier for charging.

The fortifications give +2 to any morale save rolls made by units engaged in hand-to-hand combat or shot at across the fortification (rolls of 1 will always fail regardless of any modifier)

THE ARMIES

To the armies present for the historical battle we are now able to add a number of additional units. The Crown forces are boosted by the arrival of further British regulars, including some elite units of light infantry and grenadiers. The reinforcements include substantial numbers of veterans of the Philadelphia and Monmouth Courthouse campaigns. Larger battalions are represented in the game by two units, each representing one "wing" (half-battalion).

The rebels are joined by a French force composed of detachments from the various French regiments stationed around the Caribbean. These detachments were formed into ad-hoc units of Chasseurs (light infantry), Fusiliers and Grenadiers. These are the same men who were fielded historically in the 1779 attack on Savannah. For the purpose of this scenario the French are fielded as a single command under d'Estaing, although it is likely that they would have served in a number of smaller brigades.



The fighting quality of these Frenchmen is not clear, certainly they did not perform spectacularly at Savannah, so they have been given average abilities with the assumption that Chasseurs can skirmish and Grenadiers can act as shock infantry. The French would possibly have retained close-order drill and players wishing to represent this should limit French units to a maximum of two moves per turn.

Sullivan may not issue orders to French units. If d'Estaing is killed then the French will follow the rules for a broken brigade and may not receive further orders, although they may act on initiative. All commanders have a staff rating of 8 with the exceptions of Clinton and Webster, who each rate a value of 9.

DISPOSITIONS

As this is a hypothetical scenario the dispositions shown on the map are a suggestion only. Clinton and Pigot could easily have elected to remain behind the fortifications, but this wouldn't make for such an interesting battle. The normal practice in Europe was to place the best units of the army on the right flank, but in this instance I can't resist thinking that the pragmatic Clinton would have put his best troops in a position to engage the French!

If players are in agreement, then deploy as shown above. Rebel artillery may be placed in redoubts if so wished. D'Estaing may attempt to enter from the first turn, but can also delay if he so wishes.

The rebels/French act first each turn.

OBJECTIVES

The objectives here are simple; to break the opposing army. An army will break once more than half of its brigades are broken and a brigade breaks once more than half of its units start a turn either destroyed or shaken.

ORDERS OF BATTLE

CROWN FORCES

Major-General Sir Henry Clinton (C-in-C)

Major-General Robert Pigot

- | | |
|------------------------------------|---------------------|
| • 22nd Foot | 1 British Infantry |
| • 38th Foot | 1 British Infantry |
| • 43rd Foot | 1 British Infantry |
| • 54th Foot | 1 British Infantry |
| • Flank Companies 38th & 54th Foot | 1 British Flankers |
| • King's American Regiment | 1 Loyalist Infantry |
| • Prince of Wales' Americans | 1 Loyalist Infantry |
| • Royal Artillery | 1 Medium Artillery |
| • Royal Artillery | 1 Medium Artillery |

Brigadier-General Lossberg

- | | |
|----------------------------------|--------------------|
| • Jäger detachment | 1 Jägers |
| • 1st Anspach Regiment | 1 Hessian Infantry |
| • 2nd Anspach Regiment | 1 Hessian Infantry |
| • Garrison Regiment von Bunau | 1 Hessian Infantry |
| • Garrison Regiment von Huyn | 1 Hessian Infantry |
| • Fusilier Regiment von Ditfurth | 1 Hessian Infantry |
| • Musketeer Regiment Landgraf | 1 Hessian Infantry |
| • Hesse Cassel Artillery | 1 Medium Artillery |

Major-General Grey

- | | |
|--------------------------------|--------------------------|
| • 1st Grenadier battalion | 2 British Elite Infantry |
| • 1st Light Infantry battalion | 1 British Elite Infantry |

Lieutenant-Colonel Johnson

- | | |
|-------------|--------------------|
| • 15th Foot | 1 British Infantry |
| • 17th Foot | 1 British Infantry |
| • 42nd Foot | 2 British Infantry |
| • 44th Foot | 1 British Infantry |

Lieutenant-Colonel James Webster

- | | |
|-------------|--------------------|
| • 33rd Foot | 1 British Infantry |
| • 37th Foot | 1 British Infantry |
| • 46th Foot | 1 British Infantry |
| • 64th Foot | 1 British Infantry |

REBEL FORCES

Major-General John Sullivan (C-in-C)

Major-General Nathanael Greene

- | | |
|------------------------------------|--------------------|
| • Laurens's detachment | 1 Light Infantry |
| • 2nd Rhode Island Regiment | 1 Continentals |
| • 1st Canadian Regiment | 1 Continentals |
| • Sherburne's Additional Regiment | 1 Continentals |
| • Webb's Additional Regiment | 1 Continentals |
| • Jackson's Additional Regiment | 1 Continentals |
| • 1st Rhode Island State Regiment | 1 State Infantry |
| • 2nd Rhode Island State Regiment | 1 State Infantry |
| • Jacob's Massachusetts Militia | 1 Militia |
| • McIntosh's Massachusetts Militia | 1 Militia |
| • Rhode Island 6-pounders | 1 Medium Artillery |
| • Continental 12-pounders | 1 Medium Artillery |
| • Continental 18-pounders | 1 Heavy Artillery |

Major-General Lafayette

- | | |
|--------------------------------|--------------------|
| • Livingstone's detachment | 1 Light Infantry |
| • 1st Rhode Island Regiment | 1 Continentals |
| • 1st Massachusetts Regiment | 1 Continentals |
| • 4th Massachusetts Regiment | 1 Continentals |
| • 13th Massachusetts Regiment | 1 Continentals |
| • 15th Massachusetts Regiment | 1 Continentals |
| • Peabody's NH State Regiment | 1 State Infantry |
| • Wade's Massachusetts Militia | 1 Militia |
| • Taylor's Connecticut Militia | 1 Militia |
| • Massachusetts 4-pounders | 1 Light Artillery |
| • Massachusetts 12-pounders | 1 Medium Artillery |

FRENCH FORCES

Comte d'Estaing

- | | |
|---------------------|--------------------|
| • Chasseurs | 2 Chasseurs |
| • Fusiliers | 4 Fusiliers |
| • Grenadiers | 2 Grenadiers |
| • French 12-pounder | 1 Medium Artillery |



Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British Flankers	Infantry	Smoothbore Musket	4	2	4+	2	Crack, First Fire Small Unit
British Elite Infantry	Infantry	Smoothbore Musket	7	3	3+	4	Crack, Elite 4+, First Fire
British Infantry	Infantry	Smoothbore Musket	6	3	4+	3	Crack, First Fire
Loyalist Infantry	Infantry	Smoothbore Musket	6	3	4+	3	First Fire
Hessian Infantry	Infantry	Smoothbore Musket	8	4	5+	4	First Fire, Large Unit
Jägers	Infantry	Rifled Musket	1	1	3+	1	Sharpshooters, Tiny Unit
Medium Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"

Special Rules

Crack: The majority of the British infantry have considerable experience by this stage of the war. They may re-roll one failed morale save if they have taken no casualties so far in the battle.

Elite: The British light infantry and grenadiers of Clinton's relief force are the best troops in the army and may attempt to remove disorder status at the start of any British turn by rolling 4 or more on a single die.

First Fire: In a large battle over open ground and facing European opponents, the British and Hessians are likely to have reverted to more recognisably European tactics, emphasising firepower over close combat. The British, Loyalists and Hessians are regular troops trained to deliver steady volleys. They may roll +1 dice the first time they shoot in the battle.

Sharpshooters: The jägers are experienced in skirmishing with their rifles and may re-roll one miss each time they shoot in the battle.

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Continentals	Infantry	Smoothbore Musket	6	3	4+	3	First Fire, Crack
Light Infantry	Infantry	Smoothbore Musket	4	2	4+	2	Sharpshooters, Skirmish, Small Unit
State Infantry	Infantry	Smoothbore Musket	6	3	5+	3	-
Militia	Infantry	Smoothbore Musket	6	4	5+	4	Unreliable, Wavering, Large Unit
Light Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"
Medium Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"
Heavy Artillery	Artillery	Heavy Smoothbore Artillery	1	3-2-1	4+	2	Range: 60"

Special Rules

First Fire: The Continentals are regular troops, drilled to deliver volleys. They may roll +1 dice the first time they shoot in the battle.

Sharpshooters: The light infantry units are composed of men picked for their ability to skirmish. They may re-roll one miss each time they shoot in the battle.

Skirmish: The light infantry units are composed of men tasked with skirmishing. They may use skirmish formation during the battle.

Unreliable: The militia are not trained soldiers. When receiving orders they do not move if the dice roll equals the relevant staff rating.

Wavering: The militia are of uncertain staying power and must take a break test whenever they suffer casualties during the battle.

French Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Chasseurs	Infantry	Smoothbore Musket	4	2	4+	2	Skirmish, Small Unit
Fusiliers	Infantry	Smoothbore Musket	6	3	4+	3	-
Grenadiers	Infantry	Smoothbore Musket	5	2	3+	3	Elite 4+, Small Unit
Medium Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"

Special Rules

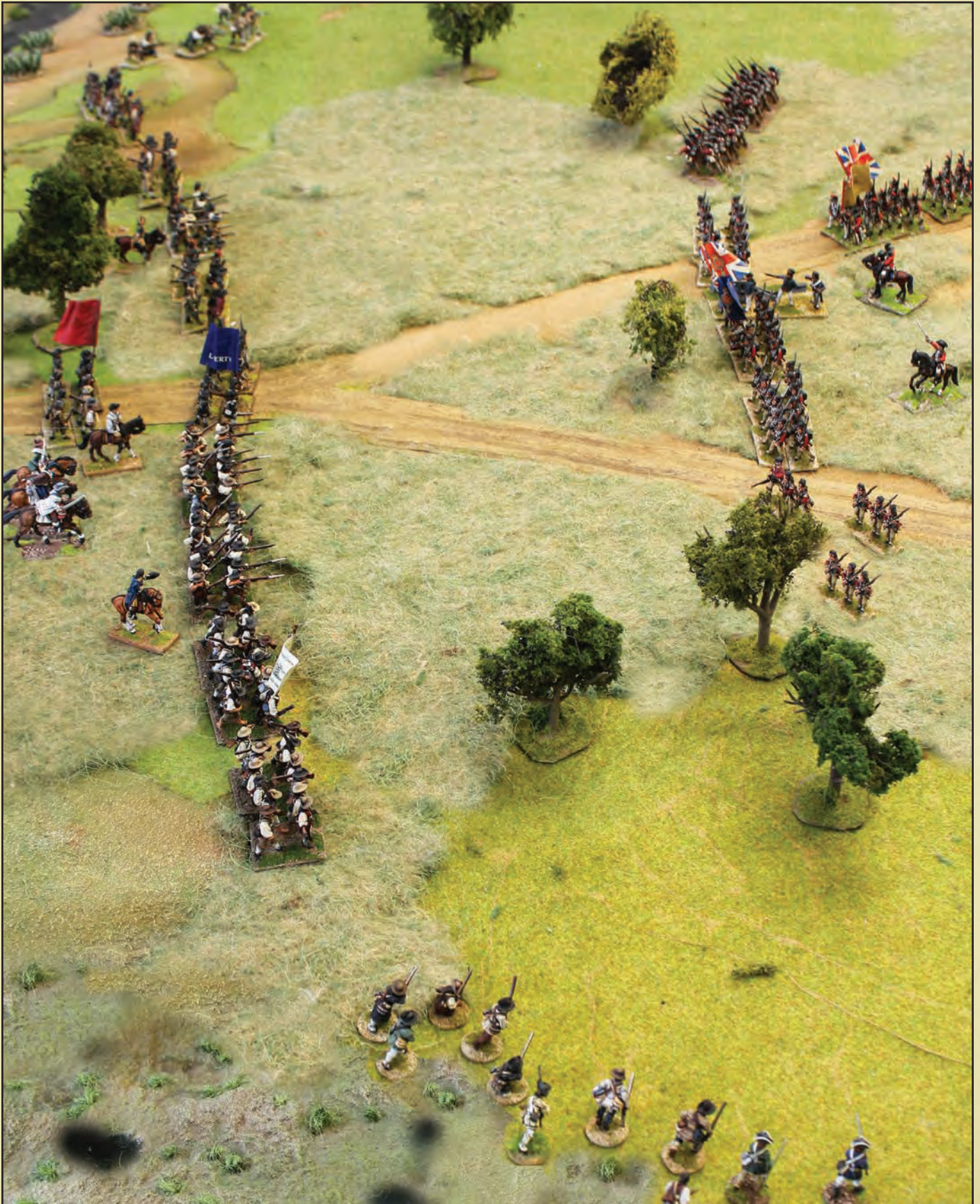
Skirmish: The chasseurs are light infantry trained to fight in dispersed formations. They may use skirmish formation during the battle.

Elite 4+: The grenadiers are confident troops and may remove disordered status at the beginning of any rebel/French turn by rolling 4 or more on a single die.



BRITISH REDCOATS — SPLENDID CHAPS

Briar Creek



Georgia, 3rd March 1779

This game is based around one of the smaller and less well-known actions of the rebellion. Briar Creek saw a clash between the rebel forces of General John Ashe and the Crown army of General Augustine Prevost.

Following their capture of Savannah in December 1778, the British had pushed further into Georgia to seize Augusta. The rebels rallied under a new southern commander, Benjamin Lincoln, and gained a victory of their own when Andrew Pickens' South Carolina militia surrounded and overwhelmed a Loyalist encampment at Kettle Creek. Hoping to capitalise on this success, Lincoln ordered General Ashe to recapture Augusta with a mixed column of Continental and militia troops before turning back to join Lincoln in an assault on Savannah. Prevost reacted to this move by ordering the garrison of Augusta to evacuate the town and join the rest of the army. Ashe occupied Augusta in late February before commencing a pursuit of the retreating British. As his army approached Briar Creek, Ashe was forced to pause when it was discovered that a vital bridge had been destroyed. The rebels encamped close to where the creek entered the Savannah River under orders from Lincoln to hold this position and await reinforcements.

Sensing an opportunity to turn the tables on his opponent, Prevost resolved to attack. Dividing his army he sent a small force to occupy rebel attentions close to the ruined bridge. A larger column, commanded by the general's brother was ordered to march around Ashe's flank, crossing the creek at Paris Mill, some 15 miles further north before turning back to fall on the rebels from behind. The plan was conducted without incident and as the 3rd of March dawned, Ashe's men were forced to deploy and face the unexpected assault from the north.

OVERVIEW

The game begins with the rebels, having completed their redeployment to meet the approaching British, considering whether to recall their light infantry posted to the south, guarding the destroyed bridge over Briar Creek. The battle is a small one, so units represent 50-100 men and are called "troops" of cavalry and "companies" of infantry for convenience if not absolute historical accuracy.

THE ARMIES

The armies engaged at Briar Creek were small by any standards. For this reason I have broken down battalions into smaller units, each representing about 100 infantry or 50 cavalry. These have been called companies and troops for convenience rather than reflecting actual formations. I used 12 infantry or six cavalry figures to represent a standard-sized unit.

Accounts generally agree on most of the units involved in the battle and the order of battle used in the scenario reflects the majority view. There is some doubt about exactly which Loyalist and militia units took part at Briar Creek and these have been "fudged" to some extent.

On the British side the best units were the two battalions of the 71st Foot Regiment (Fraser's Highlanders). The elite of these battalions formed the light infantry, while the 1st battalion formed the diversionary force and does not feature in the scenario. A further 40 men of the regiment were equipped with captured cavalry equipment to form the Georgia Dragoons. The grenadiers of the 60th Foot are sometimes called the Florida Grenadiers as the majority of the regiment was based in St Augustine, East Florida and recruited from loyal colonists. They were unlikely to have been of quite the same status as the grenadiers of British line regiments.

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-Colonel Mark Prevost (C-in-C)

- Grenadiers, 60th Foot 2 Grenadier Companies
- Georgia Dragoons 1 Loyalist Troop

Colonel John Maitland

- 2nd Battalion, 71st Foot 4 Line Companies
- Light Infantry, 71st Foot 1 Light Company
- Loyalist artillery 1 Medium Gun

Colonel Thomas Brown

- South Carolina Loyalists 4 Loyalist Companies
- Brown's King's Rangers 1 Loyalist Detachment
- Florida Rangers 1 Loyalist Troop
- Hamilton's Light Horse 1 Loyalist Troop

REBEL FORCES

Major General John Ashe (C-in-C)

- Georgia Horse Rangers 1 Militia Troop

Brigadier General Samuel Elbert

- Georgia Continentals 1 Veteran
Continental Company
- Georgia Militia 1 Veteran Militia Company
- Artillery 1 Light Gun

Lieutenant-Colonel Henry Young

- North Carolina Militia 4 Militia Companies

General William Bryant

- North Carolina Militia 4 Militia Companies

Reinforcements

Lt-Col. Archibald Lytle

- North Carolina Light Infantry 2 Continental Companies

The rebel army consisted mainly of militia. Two Continental units were present at Briar Creek. Elbert's Georgia Continentals performed superbly, as probably did the Georgia militia; standing their ground and fighting on as the rest of the army evaporated. The North Carolina Continentals seem to have contained mostly men who had signed on for just nine months. They spent most of the battle guarding Ashe's rear at the destroyed bridge, making it difficult to assess their tactical value, so I have given them fairly average combat values and morale. The performance of the rebel militia was poor on the day; significant numbers routing within the first five minutes, some without firing a shot. In the interests of generating an interesting game I have not penalised these troops as much as I could have, using the reasoning that the British could not have anticipated just how little resistance these units would demonstrate. The militia had recently overwhelmed the Loyalists at Kettle Creek after all.

Neither side appears to have had a significant advantage in command and control so, to keep things simple, all commanders are given a staff rating of 8.

THE TABLE

When playing this game I used a 7 foot x 4 foot table with a standard unit frontage of around four inches. I used the same movement distances and ranges as given in the *Black Powder* rulebook.

In 1779 the area over which the armies clashed is likely to have been flat and dry, bounded to the south by the creek and the east by the Savannah River. The rebel camp was moved prior to the battle and lay about a mile north of the ruined bridge over the creek. I have assumed that this reflects the nature of the terrain and that the area around the bridge, creek and river would have been quite marshy. Troops may not cross the creek. The areas of marsh are regarded as "very rough" as described in the *Black Powder* rulebook (i.e. movement is reduced by 2/3) and are suitable only for troops in skirmish formation, including cavalry.



DISPOSITIONS

The rebels have been surprised, but we will permit them to have redeployed by the time the British arrive on the battlefield. All but Lytle's command are deployed as shown on the map, between the two areas of marsh. Lytle may attempt to enter the battlefield on the rebel's sixth turn. These troops enter along the road leading to Savannah.

The Crown forces can attempt to enter the battlefield from the start of the first turn. They enter in column along the road from Paris Mill. Upon entering the battlefield units may change formation as described in the rulebook. Deploying under fire can be tricky and at the real battle the British approached already deployed. Feel free to ease-up on the British, but be prepared for a more one-sided battle!

The Crown forces act first each turn.

OBJECTIVES

The objectives are simple; whichever army is broken first is obliged to withdraw and concedes the battle. An army breaks when more than half of its brigades are broken. A brigade breaks when more than half of its units are shaken or lost at the start of one of its game turns. The units of a broken brigade or army are restricted as described in the *Black Powder* rulebook.



REBEL MILITIA. SOMEWHAT SHAKY AT TIMES.

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Grenadier Company	Infantry	Smoothbore Musket	6	3	4+	3	-
Light Company	Infantry	Smoothbore Musket	7	3	3+	3	Elite 4+
Line Company	Infantry	Smoothbore Musket	6	3	4+	3	-
Loyalist Company	Infantry	Smoothbore Musket	6	3	5+	3	-
Loyalist Detachment	Infantry	Rifled Musket	4	2	5+	2	Marauders, Skirmish, Small Unit
Loyalist Troop	Cavalry	Sabre	6	1	5+	3	-
Medium Gun	Artillery	Medium Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"

Special Rules

Elite: The light infantry of the 71st Foot are the best troops in Prevost's army. They may attempt to remove disorder status at the start of any British turn by rolling 4 or more on a single die.

Marauders: The Loyalist riflemen were placed on the extreme flank of the British deployment and expected to act independently of the rest of the army. They may ignore distance penalties when being given orders.

Skirmish: The rifle-armed Loyalists fight by skirmishing, not in the line of battle. They may use skirmish formation in any terrain. All infantry and cavalry units may enter skirmish formation in order to move into or through marsh.

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Veteran Continental Company	Infantry	Smoothbore Musket	6	3	2+	3	Elite 4+, Steady
Veteran Militia	Infantry	Smoothbore Musket	6	3	3+	3	Elite 4+, Steady
Continental Company	Infantry	Smoothbore Musket	6	3	4+	3	Skirmish
Militia Company	Infantry	Smoothbore Musket	5	2	5+	3	Wavering
Militia Troop	Cavalry	Sabre	6	1	5+	3	-
Light Gun	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	2	Range: 24"

Special Rules

Elite: The Georgians' performance at Briar Creek was superb. They may attempt to remove disordered status at the beginning of any rebel turn by rolling 4 or more on one die.

Steady: To further reflect the bravery of the troops from Georgia they may automatically pass their first break test of the battle.

Wavering: The rebel militia performed poorly and many ran away early in the battle. To represent their uncertain staying power they must take a break test any time they suffer a hit in the game.

All infantry and cavalry units may enter skirmish formation in order to move into or through marsh.

Hanging Rock

Following the loss of Charleston the rebels had appointed a new commander in the south, Horatio Gates “the hero of Saratoga”. Upon arriving Gates ordered his army to immediately take the offensive.

As General Gates and his “Grand Army” advanced towards Camden, local partisan forces launched attacks on the outposts close to Little Lynches Creek that protected British lines of communication with Charleston. After an inconclusive clash at Rocky Mount at the beginning of August, Thomas Sumter and his mounted militia rode hard to link up with Major William Davie and the combined force fell upon the Loyalist garrison of Hanging Rock.

OVERVIEW

This scenario recreates the terrain and forces engaged at Hanging Rock as completely as is possible from the limited accounts of the battle. No British or Hessian regulars were present, making this very much a battle between Americans and an interesting change for players used to more traditional battles.

THE ARMIES

There are conflicting accounts concerning the forces engaged at Hanging Rock, even from eyewitnesses. The order of battle presented makes the best of the available evidence, but may conflict with other authors’ views.

Carden’s force included his own Prince of Wales’ American Regiment and detachments from a couple of other Loyalist formations. Definitely present were some 160 men of the British Legion in two infantry companies. The other Loyalists are variously described, but I believe are most likely to be from the Royal North Carolina Regiment, along with a small party of North Carolina Loyalist militia under Rugeley. Colonel Bryan had only recently joined Carden’s position. Again accounts vary and his strength may have been as high as 800 men, but it seems likely that he had suffered the inevitable effects of desertion and disease. Ten days later at Camden his strength is reported as 250 and it is possible that he may have commanded only 300 or so men at Hanging Rock. Towards the end of the battle a detachment of 40 mounted infantry of the British Legion arrived to support their comrades. They launched a successful charge and fought a melee with Davie’s Dragoons, so I have afforded them the abilities of cavalry. There seems no reason to unduly penalise the Loyalist regulars, but the scenario reflects the exceptionally poor performance of Bryan’s men who were swept away by rebels of no greater experience than themselves.

On the rebel side the discrepancies in accounts continue and it is not absolutely certain who led the three columns into which Sumter divided his small army. It is generally accepted that Davie formed part of Winn’s column, but Davie makes no mention of Winn in his own account of the battle. Thomas Sumter of South Carolina had not officially been awarded the



DESPERATE DEFENCE. CROWN FORCES HOLD OUT AT HANGING ROCK

South Carolina, 6th August 1780



SUMTER'S MILITIA THREATEN TO OVERWHELM THE LOYALIST CAMP

rank of Brigadier General at the time of Hanging Rock, but he was accepted as commander of the forces engaged despite there actually being more North Carolina troops present. The initial performance of the rebel militia seems to have been good as they surprised and routed Bryan's men before plunging into the central camp. This degree of impetus was

difficult to maintain however, particularly as the men probably only carried five to ten rounds of ammunition with them. The unit ratings therefore allow these troops to start strong but soon drop to much lower levels of ability. This creates a pressure on the rebel commander to make the most of his troops early on and possibly keep a small reserve in hand.

ORDERS OF BATTLE

CROWN FORCES

Major John Carden (C-in-C)

- Prince of Wales' American Regiment 4 Loyalist Companies

Captain Rousselet

- Royal North Carolina Regiment 2 Loyalist Companies
- British Legion Infantry 2 Loyalist Companies
- Rugeley's North Carolina Loyalists 1 Loyalist Militia
- Royal Artillery section 1 Light Artillery

Colonel Samuel Bryan

- North Carolina Loyalists 6 Loyalist Militia

Reinforcements

Captain Stewart

- British Legion Cavalry detachment 1 Loyalist Cavalry

REBEL FORCES

Brigadier-General Thomas Sumter (C-in-C)

Colonel William Hill

- South Carolina Militia 5 Militia

Colonel Robert Irwin

- North Carolina Militia 7 Militia

Major Richard Winn

- North Carolina Militia 1 Militia
- South Carolina Militia 1 Militia
- Davie's Light Dragoons 1 Light Cavalry
- Davie's Foot 1 Light Infantry

REBELLION

Neither army seems to have been particularly well controlled during the battle. Both sides have a staff rating of 8. Carden appears to have suffered some kind of breakdown once the fighting began and surrendered command to Rousselet. If you wish to include this as a possibility in the scenario then roll a single die when any company of the Prince of Wales's American Regiment is routed; on a roll of 4 or more Carden is removed from the battle and Rousselet becomes C-in-C of the Crown forces.

THE TABLE

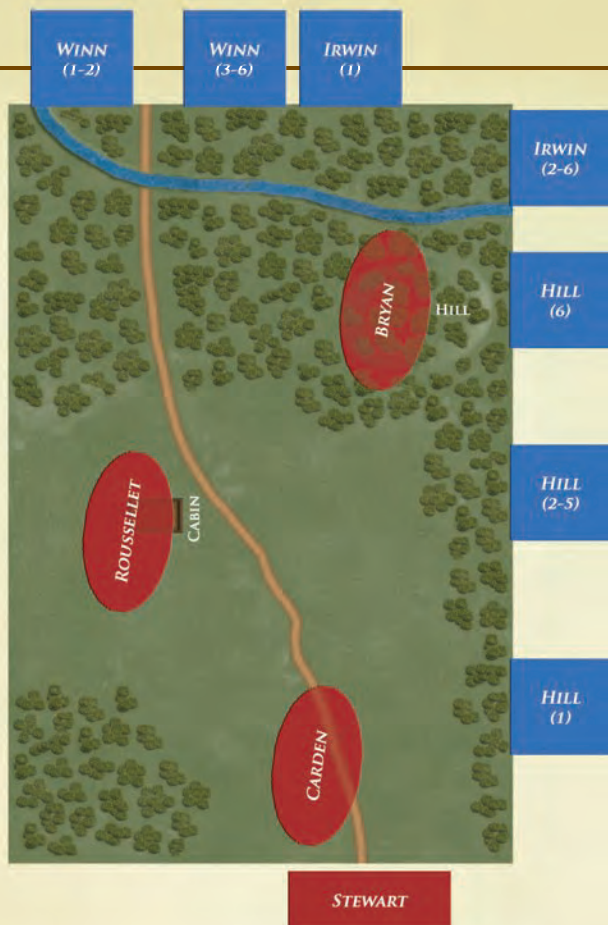
The scenario is designed to fit on a 4 foot x 6 foot table as shown on the map.

A stream flows across the top of the battlefield. This may be crossed by infantry or cavalry expending one move to do so. The banks of the stream are steep. This means that units crossing the stream become disordered on a die roll of 5+

The hill has steep sides. As well as blocking line of sight it also negates the normal +1 modifier for charging if the attackers are moving uphill.

The woods are significant, but the troops will be operating in open order or skirmishing. Woods are impassable to artillery not on road and all other units move through woods at infantry speed. Morale save rolls benefit from a +1 modifier and visibility in woods is limited to 12 inches.

The log cabin plays no significant role in the battle and is included for aesthetic reasons only.



A road runs down the middle of the battlefield and crosses the stream at a ford. Any unit may cross the stream at no penalty if using the ford.

DISPOSITIONS

The British set up in the areas shown on the map.

The Rebel commands may attempt to enter from the first turn onwards. Sumter's intention was to approach from the south, with Irwin taking Bryan head on while Winn curled around to the east. Hill was to occupy the British central camp. In the event the rebels were led astray by their scouts, entering the battle east of their intended positions. The rebel player must give his units orders before rolling for entry, if their order roll then permits them to enter the battlefield, roll one die to determine the point of entry, as shown on the map.

The rebels act first each turn.

OBJECTIVES

This is a straightforward engagement between the two sides, each of which is initially composed of three separate commands. Victory will go to whichever force first breaks two of the opponent's commands. For the purposes of determining victory, only consider the Crown units which begin the battle already on the battlefield (i.e. ignore the British Legion reinforcements).



BATTLE RAGES ON AS THE BRITISH LEGION AND ROYAL ARTILLERY FACE THE REBEL THREAT

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Loyalist Company	Infantry	Smoothbore Musket	6	3	4+	3	First Fire
Loyalist Militia	Infantry	Smoothbore Musket	4	3	6	3	Wavering
Loyalist Cavalry	Cavalry	Sabre	6	-	4+	3	Ferocious Charge
Light Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"

Special Rules

Ferocious Charge: At a battle as small as Hanging Rock, the effect of even a small unit of cavalry could prove significant. The Loyalist cavalry may re-roll any misses during the first turn of any hand-to-hand combat into which they charged or counter-charged.

First Fire: The Loyalists fought as regular troops and had good fire discipline. They may roll +1 dice when they shoot for the first time in the battle.

Wavering: The performance of Bryan's Loyalist militia was not good and they must take a break test whenever they suffer a hit during the battle.

All units may use skirmish formation in this battle.



*"He beat them back! beneath the flame
Of valor quailing, or the shock!;
He carved, at last, a hero's name,
Upon the glorious Hanging Rock!"*

Sumter by James Wright Simmons

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Militia	Infantry	Smoothbore Musket	5	1	5+	2	Crack, First Fire +2
Light Infantry	Infantry	Smoothbore Musket	5	3	4+	3	-
Light Cavalry	Cavalry	Sabre	6	-	4+	3	Ferocious Charge

Special Rules

Crack: The rebel militia units started the battle well, but deteriorated rapidly. They may re-roll one failed morale save, so long as they have not taken any hits so far in the battle.

Ferocious Charge: Davie's Light Dragoons made a couple of significant attacks in the battle, one into Bryan's men and one counter-attack against the late-arriving Legion cavalry. They may reroll any misses during the first round of a hand-to-hand combat into which they charged or countercharged.

First Fire +2: The militia units were very poorly supplied with ammunition. They have reduced shooting values but may roll +2 dice the first time they shoot in the battle.

All units may use skirmish formation in this battle

Camden



Following his capitulation at Charleston, General Benjamin Lincoln was replaced as commander of the rebel southern army. His successor, Horatio Gates, arrived in late July with a high reputation following his victory at Saratoga. Despite having no knowledge of the South and with his army in a terrible state, the General ordered a march towards Camden, the major British supply depot in South Carolina. Gates compounded his troops' discomfort by ordering them to take a direct route that did not permit them to gather satisfactory supplies. By the time they arrived they were weak from fatigue and the effects of a diet of molasses, green corn and even greener peaches.

Gates had believed that Camden was held only by the 700 or so men of Lord Rawdon's command, however as he approached his target on the 15th of August he was surprised to stumble into Cornwallis as well and realised he would face an army of over 2,000 troops, including British veterans. Unwilling to retreat at this late stage, Gates formed his army in preparation for battle on the following day.

The Battle of Camden was the most complete defeat of any rebel army. Webster's Brigade swept away the militia before turning to take the Continentals in the flank just as Rawdon engaged them to the front. The destruction of the Maryland and Delaware line was a particular tragedy, but the survivors would fight on and prove their worth at Cowpens and Guilford Courthouse. The final casualty of Camden was Gates's reputation. Fleeing the battle early, he rode the 170 miles to Hillsboro in just three days, this being often regarded as his only outstanding achievement. He was never to be trusted with field command again.

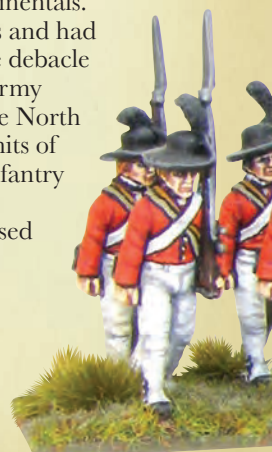
OVERVIEW

This scenario presents the Battle of Camden in a fairly straightforward manner, as it was a fairly straightforward battle. There is plenty of scope to amend the scenario, perhaps to offer the rebels a halfway competent deployment, but we will concern ourselves here with recreating the armies as they were arrayed on the morning of the 16th of August.

THE ARMIES

Camden presents us with a simple battlefield, but the armies who fought there were great examples of the wide variety of combatants who contested the rebellion.

The army that Gates commanded is best regarded as two distinct bodies of troops. On the one hand we have the recently arrived Maryland and Delaware Continentals. These veterans were Washington's finest troops and had been sent south to replace the troops lost in the debacle of Charleston. Forming the other half of the army were the surviving units in the south, chiefly the North Carolina and Virginia militias, supported by units of Virginia State regulars, North Carolina light infantry (possibly the survivors of Briar Creek) and Armand's Legion. These troops were demoralised and poorly equipped; certainly not of the standard of the militia units that Gates had relied on at Saratoga. The ratings awarded to each unit of the army reflect these extremes of quality and the cautious command style that Gates imposed upon his army.



South Carolina, 16th August 1780

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-General the Earl Cornwallis

Lieutenant-Colonel James Webster

- | | |
|------------------|--------------------------|
| • 23rd Foot | 1 British Infantry |
| • 33rd Foot | 1 British Infantry |
| • Light Infantry | 1 British Elite Infantry |

Colonel Lord Rawdon

- | | |
|----------------------------------|---------------------|
| • Volunteers of Ireland | 1 Loyalist Infantry |
| • Royal North Carolina Regiment | 1 Loyalist Infantry |
| • British Legion Infantry | 1 Loyalist Infantry |
| • Bryan's North Carolina Militia | 1 Loyalist Militia |
| • Royal Artillery 6-pounders | 1 Medium Artillery |
| • Royal Artillery 3-pounders | 1 Light Artillery |

Lieutenant-Colonel Banastre Tarleton

- | | |
|------------------------------|---------------------|
| • British Legion Cavalry | 1 Loyalist Cavalry |
| • 1st Battalion, 71st Foot | 1 Highland Infantry |
| • 2nd Battalion, 71st Foot | 1 Highland Infantry |
| • Royal Artillery 6-pounders | 1 Medium Artillery |

"We have bayonets, too! We can charge! Come on, men! Don't you know what bayonets are for?"

Colonel Edward Stevens, to his men at the Battle of Camden

REBEL FORCES

Major-General Horatio Gates

Colonel Smallwood

- | | |
|-----------------------------|----------------------|
| • 1st Maryland Continentals | 1 Elite Continentals |
| • 3rd Maryland Continentals | 1 Continentals |
| • 5th Maryland Continentals | 1 Continentals |
| • 7th Maryland Continentals | 1 Continentals |

Colonel Gist

- | | |
|-----------------------------|----------------------|
| • Delaware Continentals | 1 Elite Continentals |
| • 2nd Maryland Continentals | 1 Continentals |
| • 4th Maryland Continentals | 1 Continentals |
| • 6th Maryland Continentals | 1 Continentals |

Colonel Richard Caswell

- | | |
|--------------------------|--------------------------|
| • Butler's Militia | 1 North Carolina Militia |
| • Rutherford's Militia | 1 North Carolina Militia |
| • Gregory's Militia | 1 North Carolina Militia |
| • Continental 6-pounders | 1 Medium Artillery |
| • Continental 6-pounders | 1 Medium Artillery |
| • Continental 3-pounders | 1 Light Artillery |

Colonel Edward Stevens

- | | |
|---------------------------------|--------------------|
| • Steven's Militia | 1 Virginia Militia |
| • Virginia State Regiment | 1 State Infantry |
| • North Carolina Light Infantry | 1 Light Infantry |
| • Continental 2-pounders | 1 Light Artillery |

Baron von Ottendorf

- | | |
|----------------------------------|---------------------------|
| • Armand's Legion Infantry | 1 Armand's Light Infantry |
| • Armand's Legion Cavalry | 1 Armand's Cavalry |
| • South Carolina Mounted Militia | 1 Militia Cavalry |



THE 33RD FOOT, CORNWALLIS'S OWN REGIMENT



Loyalist coat; This could be an original or a 19th century copy of a coat worn by Loyalists during the second half of the war. Early in the war Loyalists wore green coats. (Perry collection)

Cornwallis had at his command some very fine battalions. On his right he had the Brigade of Colonel James Webster, including the 23rd Foot (Royal Welch Fusiliers) and the 33rd Foot (Cornwallis's Own). These were two of the most proficient infantry units in the British Army. Webster's command was strengthened by a battalion composed of light companies drawn from regular and Loyalist regiments. To the left of the line was the Brigade of Lord Rawdon, with three units of Loyalists – Rawdon's own Volunteers of Ireland, the Royal North Carolina Regiment and the infantry of the British Legion – as well as a unit of Loyalist militia under Colonel Bryan.

In reserve were two small battalions of the 71st Foot (Fraser's Highlanders) and Colonel Banastre Tarleton's British Legion, although accounts indicate that the infantry of the Legion formed part of Rawdon's Brigade for the day. The British regulars were all veterans of fighting in New York and the South, while the Loyalists were rapidly gaining experience. The only unit of dubious reliability was Bryan's militia who had been overwhelmed ten days earlier at Hanging Rock.

This is an unusual battle by the standards of the rebellion as it was fought over fairly open terrain. As a consequence, infantry would have used less dispersed formations than was the case on more broken and wooded battlefields, making musketry more significant.



The First Fire rule has been applied fairly liberally.

The British commanders and the officers of the two Continental brigades were all among the finest leaders to emerge from the rebellion and are permitted a staff rating of 9. Gates and his other subordinates performed extremely poorly on the day and should feel themselves lucky to be allowed a staff rating of 7.

THE TABLE

The scenario is designed to fit on a 6 foot x 4 foot table with a standard unit frontage of around six inches, although I have also played it with larger units on an 8 foot x 6 foot table. Measurements for movement and ranges should be those from the *Black Powder* rulebook. If players find this gives too fast moving a game then they should reduce these by a third.

The terrain is open, with a road running down the centre of the battlefield. There is a low ridge to the northwest corner. This blocks line of sight, but has no other effect on the battle.

Although it is not necessary to show them, there are impassable swamps on each flank of the battlefield.

DISPOSITIONS

The map indicates the historical deployment of the brigades. Both commanders chose to place their best units on their respective right flanks, the traditional place of honour.

This deployment places Cornwallis's best battalions opposite the very flaky militia and is likely to result in a repeat of the Crown victory. If players would like a more challenging game then allow the rebel commander to choose a deployment of his own, with the British setting up subsequently.

The Crown forces act first each turn.

OBJECTIVES

The objectives at Camden are fairly simple. The aim of each side is to destroy the enemy army. The Crown army will break if two of its three brigades are broken. The rebel army will break if either of its Maryland Continental brigades is broken. Brigades will break if they start one of their turns with more than half of their units either destroyed or shaken.



71ST HIGHLANDERS



CONTINENTAL REGULARS



THE MARYLAND AND DELAWARE CONTINENTALS FACE CORNWALLIS'S ARMY

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British Elite Infantry	Infantry	Smoothbore Musket	4	2	3+	3	Skirmish, Small Unit
British Infantry	Infantry	Smoothbore Musket	8	4	3+	5	Large Unit
Highland Infantry	Infantry	Smoothbore Musket	4	2	3+	3	Small Unit
Loyalist Infantry	Infantry	Smoothbore Musket	6	3	4+	3	First Fire
Loyalist Militia	Infantry	Smoothbore Musket	5	3	6	3	Unreliable, Wavering
Loyalist Cavalry	Cavalry	Sabre	8	-	4+	4	Large Unit
Medium Artillery	Artillery	Medium Smooth-bore Artillery	1	3-2-1	4+	2	Range: 48"
Light Artillery	Artillery	Light Smooth-bore Artillery	1	3-2-1	4+	2	Range: 36"

Special Rules

All British, British Elite and Highland Infantry units benefit from Elite 4+, Ferocious Charge and First Fire. They also benefit from enhanced stamina.

The Loyalist infantry units were not all the same size. For greater historical accuracy the Royal North Carolina and Volunteers of Ireland can be upgraded to Large unit status (+2 Hand-to-hand, +1 Shooting and +1 Stamina), while the British Legion Infantry should be reduced to a Small unit (-2 Hand-to-hand, -1 Shooting and -1 Stamina).

Elite 4+: The regular troops displayed an ability to maintain their advance in the face of enemy resistance. They may remove disorder at the start of any British turn by rolling 4 or more on a single die.

Ferocious Charge: The British favoured a charge with the bayonet to clear away rebel troops; who were seldom able to withstand the assault. These units may re-roll any dice that miss during the first round of a hand-to-hand combat into which they charged.

First Fire: The regular and Loyalist battalions displayed good fire discipline and Camden was fought on more open terrain than most battles of the rebellion. They roll +1 dice the first time they shoot in the battle

Unreliable: The Loyalist militia were of an altogether lower quality than the rest of the army and unused to fighting in formal battles. Orders issued to this unit will result in no response if the roll is equal to the staff rating.

Wavering: Because of the lower quality and unpredictable nature of the Loyalist militia, they must take a break test whenever they suffer a hit during the battle.



Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Elite Continentals	Infantry	Smoothbore Musket	7	3	3+	3	First Fire, Crack, Steady
Continental	Infantry	Smoothbore Musket	6	3	4+	3	First Fire, Crack
State Infantry	Infantry	Smoothbore Musket	6	3	5+	3	First Fire
Light Infantry	Infantry	Smoothbore Musket	4	2	4+	2	First Fire
North Carolina Militia	Infantry	Smoothbore Musket	4	3	6	3	Wavering
Virginia Militia	Infantry	Smoothbore Musket	6	4	6	4	Wavering, Large Unit
Armand's Light Infantry	Infantry	Smoothbore Musket	1	1	4+	1	Tiny Unit
Armand's Cavalry	Cavalry	Sabre	4	-	4+	2	Small Unit
Militia Cavalry	Cavalry	Sabre	4	-	6	2	Small Unit, Wavering
Medium Artillery	Artillery	Medium Smooth-bore Artillery	1	3-2-1	4+	2	Range: 48"
Light Artillery	Artillery	Light Smooth-bore Artillery	1	3-2-1	4+	2	Range: 36"

Special Rules

Crack: The Maryland and Delaware Continentals were reliable veterans. They may re-roll one failed morale test provided they have taken no hits so far in the battle. If players prefer then replace this rule with a +1 increase to the units' stamina.

First Fire: The experience of the Continentals included good fire discipline. They may roll +1 dice the first time they shoot in the battle.

Steady: The 1st Maryland and the Delaware Continentals were the finest units in the rebel armies. They may automatically pass their first break test of the battle with the best possible result.

Wavering: Many of the militia units performed poorly at Camden. Militia must take a break test whenever they take a hit in the battle.



Cowpens

In early January 1781, soon after taking command of the rebel southern army, General Nathanael Greene dispatched a force under Daniel Morgan westwards to harass British supply lines and threaten their flank to prevent a northwards march against Greene's main body. General Cornwallis, the British commander, tasked a flying column of his own to seek out and destroy Morgan. Command of the British detachment was awarded to the dashing Lieutenant-Colonel Banastre Tarleton who, along with his Loyalist British Legion, had acquired a reputation for ruthlessness since arriving in the South as part of the British army that captured Charleston.

After much exertion, Tarleton caught up with Morgan at the oddly named Hannah's Cowpens, so termed because a farmer called Hannah had once kept his cattle there. Forewarned of the British arrival, Morgan skilfully disposed his force in preparation for the expected attack. Using his riflemen as an advanced line of skirmishers he next deployed a line of militia with simple orders to fire two volleys and then retire behind the next line, which was composed of his regular infantry. Lastly, Morgan retained Colonel Washington's Light Dragoons as a reserve.

Upon arriving at the battlefield, Tarleton immediately ordered his troops into action, sending his infantry battalions straight at Morgan's position with the cavalry in reserve and covering the flanks. The rebels were able to absorb this assault and later counter-attacked, sweeping away the British, capturing many redcoats and destroying the infantry battalion of the British

Legion. The outcome of the battle sent shock waves through the British army. Morgan's deployment would show his contemporaries how to get the best out of a mixed force of militia and regulars, Cowpens becoming the template upon which General Greene would attempt to base his own tactics in later battles.

OVERVIEW

This scenario recreates one of the iconic battles of the entire war, in which a small force of militia and regulars decisively defeated the previously unstoppable Tarleton. This is a small battle but I wanted to keep the battalion as the basic unit in the scenario. To achieve this and to try something a little different within the *Black Powder* rules I have halved movement, but doubled unit stamina and hand-to-hand values. This approach will even out some of the random element, which could otherwise skew the game. Players who are uncomfortable with this can easily change the unit values back and revert to normal movement distances. An alternative approach would be to split battalions into smaller units as I have done in some of the other scenarios in the book.

THE ARMIES

At his disposal, Tarleton had the infantry and cavalry of his British Legion, a Loyalist formation originally raised in New York, but which made its reputation after being transferred south in 1780. The Legion cavalry were supplemented by a

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-Colonel Banastre Tarleton

- 7th Foot
- 71st Foot
- British Legion Infantry
- Light Infantry
- Chesney's Loyalists
- British Legion Light Dragoons
- British Legion detachment
- 17th Light Dragoons
- Royal Artillery 3-pounder "grasshoppers"

REBEL FORCES

Brigadier-General Daniel Morgan

Colonel John Eager Howard

- Delaware and Maryland Continental Infantry
- Virginia Continental Infantry
- Virginia Militia
- Combined Militia

Colonel Andrew Pickens

- Georgia Riflemen
- North Carolina Riflemen
- North Carolina Militia
- South Carolina Militia

Colonel William Washington

- Washington's Continental Dragoons
- Mounted Militia



South Carolina, 17th January 1781

troop of the 17th Light Dragoons who had been serving in the colonies since arriving in Boston in 1775. Also present was a veteran battalion of the 71st Foot, Fraser's Highlanders, a regiment formed in response to the outbreak of the rebellion, units of which featured in many of the major southern battles. Alongside the Highlanders was the 1st battalion of the 7th Foot, Royal Fusiliers. This battalion is sometimes reported as being inexperienced, probably because it had recently received a fresh draft of replacements from England, however this may be a little unfair.

The majority of the 7th were captured during the Canadian campaign of 1775 and the regiment was reformed in 1777, participating in the Monmouth Courthouse campaign and then serving as part of the New York garrison. Within its ranks would have been experienced soldiers as well as newer recruits. Completing the red-coated ranks at Cowpens was an ad hoc battalion composed of British and Loyalist light infantry companies. Tarleton's column also included a couple of light "grasshopper" guns and a Loyalist militia unit under Captain Alexander Chesney.

Morgan's force was typical of rebel armies in the South. At its core was a body of veteran Continental troops from Delaware, Maryland and Virginia. These were joined by Virginia militia containing many ex-Continentalists. Colonel Andrew Pickens supported Morgan with a brigade of militia from the Carolinas and also present were rifle-armed colonists from Georgia and North Carolina. Pickens' men and the riflemen were at a significant disadvantage in hand-to-hand combat and this is reflected in the scenario. Throughout the southern campaigns the performance of the militia, especially those from North and South Carolina, was poor. Only at Cowpens was a commander able to devise a plan to make effective use of such troops. The final component of Morgan's force was the cavalry of Colonel William Washington, second cousin of the more famous General. Washington commanded his own Continental Light Dragoons along with a smaller number of mounted militia.

Tarleton is a capable commander with a staff rating of 8. However, he is the only commander the Crown forces have and this will limit his tactical flexibility. The rebel commanders also have a staff rating of 8, but with four of them they have far more scope to be imaginative! Should Tarleton be killed he can be replaced on the following turn; roll one die: on a roll of 1-3 the replacement is Major George Hanger of the British Legion with a staff rating of 7, on a 4-6 it is Major McPherson of the 71st Highlanders with a staff rating of 8.



Unlike many scenarios, every unit in each army is different to every other, so each receives individualised ratings.

THE TABLE

The scenario was developed to fit onto a 4 foot x 6 foot table using a standard unit frontage of eight inches. Measurements for range are those from the *Black Powder* rulebook, but the movement distances for all units are halved in this small battle.

The terrain is a large meadow with a gradual slope up towards the two ridges shown on the map. The terrain is sparsely wooded, but this has no effect on the game as the armies are assumed to be operating in fairly loose formations. The stream at the bottom end of the map need not be represented as it had little effect on the battle. The small stream close to the larger ridge is only a minor obstacle; infantry and

cavalry lose half a move when crossing and artillery lose a whole move.

DISPOSITIONS

The troops should deploy as shown on the map, unless players agree to any variation.

Washington's mounted units should not be visible to Tarleton, so if playing with an umpire these could be kept as a secret surprise, although any players familiar with Cowpens are unlikely to be fooled. In this case it may be more appropriate to let these units receive an automatic triple move the first time they are successfully ordered to move in the battle.

Tarleton's historical deployment would place his infantry in the middle, possibly with the 71st slightly behind the other units. The 17th Light Dragoons covered the right flank and a detachment of the Legion dragoons the left flank. The rest of the Legion cavalry formed in reserve along with Chesney's Loyalists. The artillery should be positioned in the centre of the infantry front line.

The Crown forces act first each turn.

OBJECTIVES

At Cowpens, each army was seeking to destroy the other. The side that breaks its opponent first is the winner. Tarleton's force will break once four units have been destroyed, not counting the artillery or Chesney's Loyalists. The rebel army will break if Howard's Brigade is broken. A brigade breaks at the start of any of its turns if more than half of its units have been destroyed or are shaken.

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
7th Foot	Infantry	Smoothbore Musket	12	3	4+	6	Crack, Freshly Raised
71st Foot	Infantry	Smoothbore Musket	16	4	3+	8	Elite 4+, Ferocious Charge, Large Unit
Light Infantry	Infantry	Smoothbore Musket	12	3	4+	6	Skirmish
Legion Infantry	Infantry	Smoothbore Musket	12	3	4+	6	-
Chesney's Loyalists	Infantry	Smoothbore Musket	2	1	5+	2	Tiny Unit, Unreliable
British Legion Cavalry	Cavalry	Sabre	16	-	4+	8	Large Unit, Marauders
British Legion Detachment	Cavalry	Sabre, Carbine	8	1	4+	4	Marauders, Small Unit
17th Light Dragoons	Cavalry	Sabre, Carbine	10	1	3+	4	Marauders, Small Unit
Royal Artillery 3-pounders	Artillery	Light Smoothbore Artillery	2	3-2-1	4+	4	Marauders, Range: 36"

Special Rules

Crack: The 7th Foot contains many experienced men, but may be more brittle than the more veteran units. The unit may re-roll one failed morale roll if it has suffered no casualties so far in the battle.

Elite: The 71st Foot was a veteran regiment, renowned for its ability to press on while under fire. The unit may attempt to remove disordered status at the start of any British turn by scoring 4 or more on a single die.

Ferocious Charge: The 71st Foot was a veteran regiment with a reputation for charging hard with the bayonet. The unit may re-roll any dice that miss in the first round of hand-to-hand combat into which it charges.

Freshly Raised: The 7th Foot had been reformed following its capture at Saratoga. Fresh recruits had been added to the ranks to bring the battalion up to strength and it was not certain how these men would react to battle. The first time the unit shoots in the battle or at the start of its first round of hand-to-hand combat roll a die to determine how it reacts: 1: need 6s to hit this time around and the unit is disordered; 2-3: need 6s to hit this time around; 4-5: No effect; 6: One extra shot or attack in this round only.

Marauders: The cavalry and artillery operate in a fairly independent manner and may ignore distance penalties when receiving orders.

Skirmish: The light infantry companies are composed of the most agile men in their battalions. They may adopt skirmish formation during the battle and may be deployed as such.



Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Delaware and Maryland Continentals	Infantry	Smoothbore Musket	16	4	3+	8	First Fire, Large Unit, Steady, Stubborn
Virginia Continentals	Infantry	Smoothbore Musket	16	2	4+	4	First Fire, Small Unit, Steady
Virginia Militia	Infantry	Smoothbore Musket	12	3	4+	6	First Fire
Combined Militia	Infantry	Smoothbore Musket	8	2	6	4	Small Unit, Wavering
North Carolina Militia	Infantry	Smoothbore Musket	8	2	6	6	First Fire, Wavering
South Carolina Militia	Infantry	Smoothbore Musket	6	1	6	4	First Fire, Small Unit, Wavering
Riflemen (2 units)	Infantry	Rifled Musket	4	2	5+	4	Skirmish, Small Unit Sharpshooters
Washington's Dragoons	Cavalry	Sabre	12	-	4+	6	Marauders
Mounted Militia	Cavalry	Sabre	6	-	5+	4	Marauders, Small Unit, Unreliable

Special Rules

“Rally behind the regulars”: The militia of the front line had been told by Morgan to fire two volleys and then retire. Once during the battle the North Carolina and South Carolina militia units may use the initiative phase of their turn to move away from the enemy at three times the normal speed (i.e. as if they had received three orders). All of the militia must use this opportunity on the same turn, at least one of the units must have fired a shot at the Crown forces and none of the moving units may end up closer to the Crown units than it started.

First Fire: The Continental regulars and the experienced Virginia militia are permitted this rule to represent their superior fire discipline. The rule is also applied to the Carolinas militia in combination with a restricted shooting value in order to reflect the orders issued by Morgan that the militia should give fire and then retire. Units roll +2 dice when shooting for the first time in the battle.

Marauders: The mounted units are expected to operate fairly independently; they may ignore distance penalties when receiving orders.

Skirmish: The riflemen fight in a dispersed manner rather than in formal formations. They **MUST** adopt skirmish formation throughout the battle.

Sharpshooters: The riflemen are familiar with handling their weapons and may re-roll one miss each time they shoot in the battle.

Steady: The Continental units at Cowpens may automatically pass their first break test of the battle.

Unreliable: The mounted militia are not used to operating in conjunction with other units on a crowded battlefield. Any orders to this unit will fail if the roll equals the staff rating.



Weitzel's Mill

Part of General Nathanael Greene's strategy against the British General Cornwallis was to use large detachments to harry his opponent's flanks and supply lines. By March Colonel Otho Williams of Maryland had succeeded the indisposed Daniel Morgan as the commander of Greene's flying column and was operating in North Carolina while Greene rested the remainder of his army behind the Dan River in Virginia.

Realising that Cornwallis was again ready to resume the campaign Greene planned to concentrate his forces once more. Before he was able to do so, the British caught up with Williams in an isolated position on the Alamance river. The rebels undertook a brave fighting withdrawal northwards. Upon reaching the Reedy Fork Creek, Williams detached a rearguard of riflemen to buy time while he withdrew the remainder of his force behind the Creek at Weitzel's Mill. Cornwallis pursued with vigour, Tarleton in the lead. While the riflemen engaged the leading British units, the rest of the rebel force formed a defensive line behind the creek, covering the three fords in the area.

The riflemen made a stout defence but were eventually swept away by the British, who then ploughed on. Despite the difficulty in assaulting defended fords, the veteran British and Hessian troops stormed across the creek and put their enemy to flight. The exertion of the battle however left Cornwallis's army too fatigued to conduct an effective pursuit and Williams escaped to join Greene in the vicinity of Guilford Courthouse.

OVERVIEW

This scenario begins the action with the first British units encountering the rearguard of riflemen, forcing them to deploy from column of march. The rebels must devise a plan to delay the British without themselves being trapped and destroyed.

THE ARMIES

The rebel forces were technically under the overall command of Brigadier-General Andrew Pickens of the North Carolina militia, who was the highest-ranked officer. At the time of the battle however, he was away at army headquarters with Greene, leaving Williams in command. Williams had with him his own battalion comprising the best men of the Maryland and Delaware Continentals who had survived the battle of Camden. These were battle-hardened troops, perhaps the best to fight on the rebel side during the war. Also present were a number of units of North Carolina militia, seldom troops to



inspire confidence, and the more reliable riflemen of Virginia. The rebel column benefited from the presence of Colonel Henry "Light Horse Harry" Lee, father of Robert E. Lee, the famous General of the American Civil War. Lee's Legion began as part of the 1st Continental Light Dragoons but was detached for service in the South as the 2nd Partizan Legion, with three mounted and three dismounted troops.

Cornwallis's army contained some of the best units to serve in the colonies. The 23rd (Royal Welch Fusiliers) served for the entire war, being part of the relief column at Lexington. The 33rd had arrived in America as part of Cornwallis's reinforcements in 1776. Together with the 71st Foot (Fraser's Highlanders) they were second-to-none and provided the backbone of Britain's army in the southern campaigns of 1780-81. At Weitzel's Mill the 33rd seems to have been a larger unit than her sister battalions. For simplicity I have ignored this, but players may wish to regard the 33rd as a "large unit" and make suitable adjustments to its stat line. The Brigade of Guards arrived in the South as part of Leslie's force that reinforced Cornwallis after the Battle of King's Mountain. This brigade consisted of picked men from the various battalions of the Foot Guards and the best men of the brigade were to be found in the grenadier and light infantry companies, the second of whom were present at Weitzel's Mill. Supporting the redcoats were two "Hessian" units, both veteran, and the equally experienced Loyalist cavalry of the British Legion. I have assumed that the artillery was a mix of 6-pounder and 3-pounder sections, reflecting the artillery composition of the same army at Guilford Courthouse later in March.

North Carolina, 6th March 1781

Cornwallis, Webster and Williams are all excellent tacticians and have a Staff Value of 9, the remaining commanders have a rating of 8. Tarleton is impetuous, so his staff rating rises to 9 if ordering troops to charge, but his cavalry are vital to British victory so they should not be squandered.

THE TABLE

The battle can be recreated on a 6 foot x 8 foot table set up as shown on the map.

Much of the battlefield is covered by woodland; however the centre is fairly open ground. Artillery may not move through the woods, except along a road.

The hills block line-of-sight and are steep enough to negate the normal hand-to-hand charging bonus for troops advancing up them.

There are two buildings on the battlefield. Near to the main ford in the centre is a schoolhouse, while Weitzel's Mill lies close to the horse ford. These are treated in the manner described in the *Black Powder* rulebook but only confer a +1 modifier to morale save rolls.

DISPOSITIONS

Preston's command should be deployed on the wooded hill close to where the British will enter, as shown on the map. The cavalry units of Lee's and Howard's commands are deployed south of the creek. The remaining rebel units deploy north of the creek. The map indicates the historical deployment, but the rebel player may choose to amend this to suit his own plans.



The 30 or so marksmen of Lee's Legion were historically deployed in the schoolhouse to cover the main ford, although in the event each man had several chances to shoot Colonel Webster as he led the 33rd across the ford and not a single shot hit him!

The Crown forces enter along the road at the point indicated, or within one infantry move of it. Units may enter in any formation available to them.

The Crown forces act first each turn.

OBJECTIVES

The British must exit one of Tarleton's cavalry units and one of the British infantry battalions (23rd, 33rd or 71st Foot) from the point marked "X" on the map by the end of turn 15. Neither unit can be shaken at the time of exiting the battlefield. The rebels win by preventing this.

Brigades will break if they begin one of their turns with more than half of their units shaken or destroyed.

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-General Earl Cornwallis (C-in-C)

Lieutenant-Colonel Banastre Tarleton

- British Legion Cavalry 3 Loyalist Cavalry
- Anspach-Bayreuth Jägers 1 Hessian Jägers

Lieutenant-Colonel James Webster

- Guard Light Infantry 1 British Elite Infantry
- 23rd Foot 1 British Infantry
- 33rd Foot 1 British Infantry
- Royal Artillery 3-pounders 1 Light Artillery
- Royal Artillery 6-pounders 1 Medium Artillery

Major-General Alexander Leslie

- 71st Foot 1 British Infantry
- Musketeer Reg't von Bose 1 Hessian Musketeers

"We may destroy all the men in America, and we shall still have all we can do to defeat the women."

Lieutenant-General Charles, Earl Cornwallis

REBEL FORCES

Colonel Otho Williams (C-in-C)

Lieutenant-Colonel John Eager Howard

- Continental Light Infantry 1 Continentals
- North Carolina Militia 1 Militia
- Washington's Dragoons 1 Regular Cavalry

Colonel Preston

- Virginia Rifles 1 Riflemen
- Virginia Rifles 1 Riflemen
- Virginia Rifles 1 Riflemen

Colonel Campbell

- Virginia Rifles 1 Riflemen
- North Carolina Militia 1 Militia

Colonel Henry Lee

- Lee's Legion Infantry 1 Veteran Light Infantry
- Lee's Legion marksmen 1 Marksmen
- Lee's Legion Dragoons 1 Regular Cavalry

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British Infantry	Infantry	Smoothbore Musket	7	3	3+	4	Elite 4+, Ferocious Charge
British Elite Infantry	Infantry	Smoothbore Musket	4	2	3+	3	Elite 4+, Ferocious Charge, Small Unit
Hessian Musketeers	Infantry	Smoothbore Musket	8	4	4+	4	First Fire
Hessian Jägers	Infantry	Rifled Musket	4	2	3+	3	Marauders, Sharpshooters, Small Units
Loyalist Cavalry	Cavalry	Sabre	4	2	4+	2	Small Unit
Light Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	3+	2	Marauders, Range: 36"
Medium Artillery	Artillery	Medium Smoothbore Artillery	1	3-2-1	3+	2	Marauders, Range: 48"

Special Rules

Elite 4+: The British regular infantry, particularly under Cornwallis in the South displayed an ability to continue advancing in the face of enemy resistance. These units may recover from disordered status at the start of the next British game turn by rolling 4 or more on a single die.

Ferocious Charge: The method of clearing ground favoured by the British was to engage in close combat where their superior ability with the bayonet often proved decisive. The ferocious charge rule permits these units to re-roll any dice that miss during the first round of a hand-to-hand combat that they charge in to. This also represents the unwillingness of the rebels to stand against a British charge.

First Fire: The Hessian musketeers continued to adhere more closely to European tactics than the British and may add an extra die when shooting for the first time in the battle.

Sharpshooters: The Hessian jägers were recruited from woodsmen familiar with use of their rifled muskets. They may re-roll one missed shot each time they shoot in the battle.

Formations: All infantry and cavalry units may use skirmish formation during this battle. The British are permitted to form one of their regular infantry battalions (23rd, 33rd or 71st) into an attack column as described in the *Black Powder* rulebook. Any unit forming or maintaining an attack column must be led by Colonel Webster using a "Follow me" order. If Webster leaves the unit then it can no longer move in attack column formation and must use its next opportunity (initiative, probably) to change formation into line, march column or skirmish. Webster may subsequently form another eligible unit into an attack column, or may even reform an attack column with the same unit, but only ONE unit may be in attack column at any one time.



BRITISH REGULARS



PHOOEY TO KING GEORGE – REBEL MILITIA DEFEND THE CAUSE OF LIBERTY

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Continentals	Infantry	Smoothbore Musket	7	3	3+	4	Elite 4+, First Fire, Steady
Veteran Light Infantry	Infantry	Smoothbore Musket	4	2	3+	2	Sharpshooter, Small Unit
Marksmen	Infantry	Smoothbore Musket	1	1	3+	1	Marauders, Tiny Unit
Riflemen	Infantry	Rifled Musket	2	2	4+	2	Small Unit, Sharpshooters
Militia	Infantry	Smoothbore Musket	3	2	5+	2	Unreliable, Wavering
Regular Cavalry	Cavalry	Sabre	6	-	3+	3	Elite 4+, Marauders

Special Rules

Elite 4+: The Continental infantry and the regular light dragoons of Washington and Lee were veteran troops and may recover from disordered status at the start of the next rebel player turn by rolling 4 or more on a single die.

First Fire: The Continental infantry were drilled to stand and shoot in the European style. They roll an extra die when shooting for the first time in the battle.

Marauders: The detachment of marksmen and the cavalry units were expected to act independently; they may ignore distance penalties when receiving orders.

Sharpshooters: The riflemen were excellent marksmen and may re-roll one missed shot every time they shoot in the game.

Steady: The Continental infantry may pass their first break test of the game with the best possible result without rolling any dice.

Unreliable: The militia infantry are difficult to manoeuvre and any order issued to them will fail if the dice roll equals the staff rating.

Wavering: The staying power of the militia is dubious. They must take a break test every time they suffer a hit during the battle.

All infantry and cavalry units are permitted to use skirmish formation.

Guilford Courthouse



North Carolina, 15th March 1781

General Nathanael Greene spent the first months of 1781 evading Cornwallis's attempts to bring him to battle, in a campaign now known as "The Race to the Dan". The overwhelming British success at Camden in the preceding August was followed by defeats at King's Mountain and Cowpens that seriously diminished Loyalist activity in the south. With Cornwallis's army gradually eroded by attrition and his own troops reinforced by militia from Virginia and the Carolinas, Greene decided to make a stand at Guilford Courthouse in mid-March.

Cornwallis was desperate to achieve a significant battlefield victory over Greene, knowing this was his only hope for a successful end to his southern campaign. His confidence in his troops was high and so, despite being outnumbered by two to one and with his opponent in favourable terrain he decided to attack Greene's position at Guilford.

The resulting battle was a microcosm of the revolution. Veteran redcoats carried their bayonets into the heart of an American citizen army and emerged victorious on the field, but so weakened by casualties that they were forced to abandon their campaign.

OVERVIEW

The scenario picks up the action after the British have deployed for battle. This deployment took around an hour during which there was ineffective artillery fire from each side. Players may of course choose to have the British enter the battlefield in column and play out the deployment themselves.

THE ARMIES

The British army at Guilford Courthouse contained veterans of many years fighting the rebels, commanded by officers of similar experience and not lacking determination. Man for man this is perhaps the finest army fielded by the British in the *Black Powder* period and they have been rated very highly in this scenario. On the approach to the battle, the British advance guard consisted of Tarleton's Cavalry, the Jägers and the light infantry of the Guards all commanded by Tarleton himself. This formation was engaged in some sharp skirmishing with Henry Lee's Partizan Legion, supported by riflemen. When deploying for battle the Jägers and light infantry were placed on the British left flank.

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-General Earl Cornwallis (C-in-C)

Lieutenant-Colonel James Webster

- | | |
|----------------------------|--------------------------|
| • 23rd Foot | 1 British Infantry |
| • 33rd Foot | 1 British Infantry |
| • Guards Light Infantry | 1 British Elite Infantry |
| • Ansbach-Bayreuth Jägers | 1 Hessian Jägers |
| • McLeod's Royal Artillery | 1 Medium Artillery |
| • O'Hara's Royal Artillery | 1 Light Artillery |

Major-General Alexander Leslie

- | | |
|----------------------------|--------------------|
| • 2nd Battalion, 71st Foot | 1 British Infantry |
| • Musketeer Reg't von Bose | 1 Hessian Infantry |

Brigadier-General Charles O'Hara

- | | |
|--------------------------|--------------------------|
| • 1st Guards Battalion | 1 British Infantry |
| • 2nd Guards Battalion | 1 British Infantry |
| • Guards Grenadiers | 1 British Elite Infantry |
| • British Legion Cavalry | 1 Loyalist Cavalry |

"The Southern army has once more come off second best in a general action."

Colonel Otho Williams

REBEL FORCES

Major-General Nathanael Greene (C-in-C)

Brigadier-Generals Thomas Eaton & John Butler

- | | |
|---------------------|--------------------------|
| • Williams' Militia | 1 North Carolina Militia |
| • Linton's Militia | 1 North Carolina Militia |
| • Moore's Militia | 1 North Carolina Militia |
| • Taylor's Militia | 1 North Carolina Militia |

Brigadier-General Edward Stevens

- | | |
|------------------------------|--------------------------|
| • Stevens' Militia | 1 Virginia Militia |
| • Campbell's Virginia Rifles | 1 Riflemen |
| • Lee's Legion Cavalry | 1 Light Dragoons |
| • Lee's Legion Infantry | 1 Veteran Light Infantry |

Brigadier-General Robert Lawson

- | | |
|-----------------------------|--------------------------|
| • Lawson's Militia | 1 Virginia Militia |
| • Lynch's Virginia Rifles | 1 Riflemen |
| • Washington's Cavalry | 1 Light Dragoons |
| • Kirkwood's Light Infantry | 1 Veteran Light Infantry |

Colonel Otho Williams

- | | |
|-------------------------|------------------------|
| • 1st Maryland Regiment | 1 Continental Veterans |
| • 2nd Maryland Regiment | 1 Continental Infantry |
| • Singleton's Artillery | 1 Medium Artillery |

Colonel Isaac Huger

- | | |
|-------------------------|------------------------|
| • 4th Virginia Regiment | 1 Continental Veterans |
| • 5th Virginia Regiment | 1 Continental Infantry |
| • Finley's Artillery | 1 Medium Artillery |



THE REBEL MILITIA FORM THE FIRST LINE AT GUILFORD COURTHOUSE

Accordingly I have placed them under Webster's orders for the scenario. Tarleton's cavalry have not been rated as highly as in some other scenarios; by this time they had endured the debacle of Cowpens and had been heavily engaged during the morning's fighting. As Cornwallis's last mounted unit, required for reconnaissance and screening the army, they should not be heavily committed during the battle.

Greene's army is more of a mixed bag. The weakest units are the Carolinas militia who may have included many of those troops who ran in fear at Briar Creek and Camden. Their performance this day was little better, but they were deployed in the first line with open ground before them in the hope of inflicting some discomfort on the British before their inevitable collapse. The second line was composed of militia from Virginia, many of whom had also participated in the collapse at Camden. These units contained a higher proportion of men with experience of Continental service than their Carolina brethren and at the battle they offered greater resistance. The third line was composed of two brigades of Continental infantry. Isaac Huger commanded the 4th and 5th Virginia Continentals, the former containing many veteran soldiers, while its sister regiment was composed largely of new recruits.

A similar situation occurred in John Howard's Maryland Brigade; the 1st Maryland Battalion being composed of the veteran survivors of the regiments destroyed at Camden (it was regarded as the finest unit in the Continental army), while the 2nd Battalion was recently raised. Greene also had at his command some very fine light infantry, riflemen and cavalry; these he divided between his flanks to support the militia. Some of the very small rebel units present at the battle, such as Winston's North Carolina riflemen and most of the militia have been amalgamated into larger units for the sake of simplicity.

The command structure of the rebel army has been simplified by combining the two commands of Butler and Eaton into a single brigade and by incorporating the light units on each flank into the two Virginia militia brigades. This is to avoid having brigades containing so few units that they become extremely vulnerable to breaking.

The British commanders at Guilford Courthouse included some of the finest officers to serve in the war. I have chosen to give Cornwallis and Webster a staff rating of 9, while Leslie and O'Hara receive values of 8. On the rebel side Greene has a staff rating of 8, but is considered Timid using the rules for commanders' personal qualities. Huger and Williams are allowed values of 8 and the Militia generals just 7.

THE TABLE

When developing this scenario I used a 6 foot x 8 foot table set up as shown in the map. Standard units have a frontage of around six inches and measurements for distance and range are those from the *Black Powder* rulebook.

Greene deployed his army on rising ground, although I have chosen not to worry unduly about the gradient as it seems to have had little effect on



the battle. A hill should be placed on the rebel left flank, behind the front line, and there should be a ridge close to the courthouse where the rebel third line deploys. These block line of sight, but have no further effect on the battle.

The stream played no noteworthy role in the battle and players may opt to assume that it lays off-table just behind the British deployment area.

Most of the ground is covered with woodland, and accounts of the Virginia militia in the second line fighting as skirmishers mean that this should be regarded as significant. Infantry and cavalry units in woods move at half speed unless in skirmish formation and may add +1 to any morale rolls that they are required to make. Maximum visibility in woods is 12 inches.

The road running down the centre of the battlefield is the only route for artillery wishing to move through the woods.

There are two areas of fields, in front of the rebel first and third lines. These are the only parts of the battlefield that offer an unimpeded field of fire. The fences around the fields do not affect movement, but do affect the morale save rolls of the militia as detailed in the rebel special rules.

DISPOSITIONS

The armies deploy roughly as shown on the map, unless players agree to do so differently. The riflemen, light infantry and cavalry of Lawson's and Steven's commands can be placed further forward, on the flanks of the North Carolina militia. Singleton's artillery was historically placed in the centre of the first line, on the road. Cornwallis placed his guns opposite this position, between the infantry of Webster and Leslie.

The Crown forces act first each turn.

OBJECTIVES

Both armies are seeking to inflict significant losses on each other's key formations.

These formations are the three British brigades (Webster, Leslie, O'Hara) and the two Continental brigades (Williams, O'Hara).



Whichever army is able to break more enemy key brigades than it has broken of its own will carry the day! The battle will last 24 turns.

Greene may not withdraw any Continental units from the battlefield until at least one such unit has been destroyed. Cornwallis may only withdraw units from the battlefield if they belong to brigades that have been broken.

For the purposes of this scenario, no brigade will break until more than half of its units have been destroyed or begin their turn shaken. Do not include artillery units for the purposes of determining brigade strengths or losses.



BRITISH FOOTGUARDS



LIGHT DRAGOONS OF TARLETON'S BRITISH LEGION

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British Infantry	Infantry	Smoothbore Musket	7	3	3+	4	-
British Elite Infantry	Infantry	Smoothbore Musket	4	2	3+	3	Small Unit
Hessian Infantry	Infantry	Smoothbore Musket	6	3	3+	4	First Fire, Steady
Hessian Jägers	Infantry	Rifled Musket	4	2	3+	3	Sharpshooters, Skirmish, Small Unit, Steady
Loyalist Cavalry	Cavalry	Sabre	6	-	4+	3	Marauders
Light Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	3+	2	Range: 36"
Medium Artillery	Artillery	Medium Smoothbore Artillery	1	3-2-1	3+	2	Range: 48"

Special Rules

All British Infantry and British Elite Infantry benefit from Elite, Ferocious Charge and Steady.

Elite 4+: The British under Cornwallis displayed an ability to continue advancing in the face of rebel opposition. These units may overcome disorder at the start of any British turn by rolling 4 or more on a single die.

Ferocious Charge: The favoured British method of taking ground was to engage the rebels in close combat where their superior ability with the bayonet was often decisive. Use of this rule represents not only British skill, but also the unwillingness of many rebels to stand up to a charge. Units may re-roll any missed attacks in the first round of any combat in which they charge.

First Fire: The Hessian regulars displayed a high degree of fire-discipline and may roll one extra die when shooting for the first time in the battle.

Sharpshooters: The Hessian jägers were recruited from woodsmen experienced in the use of the rifled musket. They may re-roll one miss every time they shoot in the battle.

Skirmish: The rifle armed Hessian jägers were experienced skirmishers and unsuited to standing in more formal formations; they must use skirmish formation throughout the battle. All infantry and cavalry units may use skirmish formation while in woods.

Steady: The British and Hessian troops were veterans of many years' experience campaigning in the colonies. They may automatically pass their first break test of the battle.



Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Continental Veterans	Infantry	Smoothbore Musket	7	3	3+	4	Elite 4+, First Fire, Steady
Continental Infantry	Infantry	Smoothbore Musket	6	3	4+	3	First Fire, Wavering
Veteran Light Infantry	Infantry	Smoothbore Musket	4	2	3+	2	Marauders, Sharpshooters, Skirmish
Riflemen	Infantry	Rifled Musket	2	2	4+	2	Marauders Sharpshooters, Skirmish
Virginia Militia	Infantry	Smoothbore Musket	6	4	5+	4	Wavering
North Carolina Militia	Infantry	Smoothbore Musket	4	3	6	3	Wavering
Light Dragoons	Cavalry	Sabre	4	-	3+	2	Marauders
Medium Artillery	Artillery	Medium Smooth-bore Artillery	2	3-2-1	4+	2	Marauders, Range: 48"

Special Rules

Elite 4+: The veteran Continental infantry possess significant battlefield experience and may attempt to remove disordered status at the start of any rebel turn by rolling 4 or more on a single die.

First Fire: Continental troops have been drilled to ensure they shoot as effectively as possible. They may roll an extra die when shooting for the first time in the battle.

Marauders: The units operating on Greene's flanks, along with the artillery, acted in a semi-independent manner throughout the battle and may ignore distance modifiers when receiving orders.

Sharpshooters: The riflemen and light infantry were expert marksmen and skirmishers. They may re-roll one miss whenever they shoot during the battle.

Skirmish: The riflemen and light infantry usually operated in dispersed formations and may use skirmish formation at any time in the battle. All infantry and cavalry units may use skirmish formation while in woods.

Steady: The Continental veterans were in many ways the equal of their opponents and may automatically pass their first break test of the battle.

Wavering: The quality of the militia and the newly-raised Continental units was highly suspect. All such units must take a break test whenever they take a hit during the battle.

The North Carolina militia had been purposely positioned behind a rail fence at the start of the battle. As long as they remain in this position they may modify morale rolls by +1.

The Continental artillery sections were supported by detachments of North Carolina Continentals, survivors of Briar Creek, and have their hand-to-hand value increased to reflect this.

"We fight, get beat, rise, and fight again."

Nathanael Greene

THE WILY GENERAL
GREENE PLANS HIS
NEXT MOVE



Spencer's Ordinary

After its Pyrrhic victory at Guilford Courthouse, the British army of General Cornwallis was no longer able to continue an effective campaign against Nathanael Greene's southern rebel army and was ordered to regroup in Virginia. Colonel Simcoe of the Loyalist Queen's American Rangers was detached by Cornwallis to gather forage to supply the army. After a successful expedition, Simcoe was chased off by rebel troops commanded by the Marquis de Lafayette. The rebels continued to pursue their quarry and caught up with them on the 26th June. Simcoe had made camp near a tavern known as Spencer's Ordinary and posted sentries who soon found themselves under attack from Lafayette's advance guard. The breakfasting Loyalists hurriedly gathered their weapons to meet the foe. In a swirling and aggressive melee the rebel advance was checked and the defenders escaped the battlefield, surely a relief to Cornwallis who had previously seen Ferguson's Loyalists annihilated at King's Mountain and Tarleton's British Legion decimated at Cowpens!

THE ARMIES

The armies in this scenario represent the relatively small but elite forces involved. Because of this each infantry unit represents around 30 men, being a small company or a platoon of a larger company. Likewise the cavalry units in the scenario represent only 20 or so men and horses and for convenience are referred to as "divisions".

When refighting this battle I use infantry units of six figures arranged in two ranks of three figures when in open order and a single line of six figures if skirmishing. Cavalry are fielded as three-figure units and are assumed to remain in an open order.

No one at this battle will be fighting in dense formations. Don't bother with columns or any other type of formation when playing at this scale.

The Queen's American Rangers were raised in 1776 and fought in the Philadelphia campaign before being transferred to the southern colonies. Their ratings in the scenario reflect their experience and reputation as tough soldiers. They are accompanied by the equally skilled jägers of Captain Johann Ewald and by John Althaus's unit of New York mounted riflemen; with only the newly raised unit of Loyalists from North Carolina being an unknown quantity in the force. The latter were possibly dressed in civilian clothes with the exception of their commander, Captain Eli Branson, who would probably have been the only man in a red coat on either side that day.

The rebel units making the attack were also experienced and displayed fine battlefield performances during the campaign of 1781, even if they were not successful on this particular outing. The Pennsylvania and light infantry units included many veterans of the rebellion and were professional and increasingly proficient units, able to stand toe-to-toe with British regulars on the battlefield. Also rated highly are the Virginia riflemen who, although technically militia, included a number of former Continental soldiers and had seen plenty of hard fighting. Armand's Legion gets to make a repeat appearance here to try and salvage their reputation after the disaster of Camden. Their infantry may have been survivors of the original Legion or possibly they were detached from the light infantry battalion present on the day. Lastly the 1st Continental Light Dragoons are the veteran

ORDERS OF BATTLE

CROWN FORCES

Colonel John Graves Simcoe (C-in-C)

Major Armstrong

- | | |
|----------------------------|--------------------|
| • Queen's American Rangers | 8 Centre Companies |
| • Grenadier company | 1 Elite Company |
| • Light company | 1 Elite Company |
| • Highland company | 1 Elite Company |
| • Artillery | 1 Light Gun |

Captain Schank

- | | |
|--------------------|---------------------------|
| • Light Dragoons | 2 Light Dragoon Divisions |
| • Hussars | 2 Hussar Divisions |
| • Mounted Riflemen | 1 Mounted Rifle Division |

Captain Johann Ewald

- | | |
|-----------------|-------------------------|
| • Jägers | 2 Jäger Platoons |
| • NY Volunteers | 2 NY Loyalist Companies |
| • NC Loyalists | 1 NC Loyalist Company |

Unattached

- Wagon

REBEL FORCES

Colonel Richard Butler (C-in-C)

- 2nd Pennsylvania Battalion 6 Infantry Companies

Colonel Gimat

- Light Infantry 4 Light Companies

Major Call

- | | |
|----------------------------|------------------|
| • Call's Virginia Rifles | 2 Rifle Platoons |
| • Willis's Virginia Rifles | 2 Rifle Platoons |

Major McPherson

- | | |
|----------------------------------|---------------------|
| • 1st Continental Light Dragoons | 3 Cavalry Divisions |
| • Armand's Legion Cavalry | 2 Cavalry Divisions |
| • Armand's Legion Infantry | 1 Light Company |

"Every division, every officer, every soldier had his share in the merit of the action: mistake in the one might have brought on cowardice in the other..."

Lt. Col Simcoe

Virginia, 26th June 1781



THE CONTINENTAL ARMY GROWS IN CONFIDENCE AND PROFESSIONALISM

survivors of a unit that had seen action in Washington's major campaigns in the north before, like Simcoe's Rangers, they were sent south.

The best quality units in each army have been given an enhanced morale value and in the case of infantry an enhanced stamina as well. This has been done in preference to using special abilities such as Steady as it is easier to keep track of during the battle. First Fire has not been used for the musket-armed infantry because this is not a combat where disciplined volley firing is likely to be significant.

On the day, Simcoe and his subordinates displayed customary professionalism and competence. They are allowed a staff rating of 8 and should be regarded as aggressive (see the *Black Powder* rulebook). The rebel commanders are a more mixed bunch with Butler and Gimat having a staff rating of 9, Call 8 and McPherson just 7, but the latter having the same aggressive nature as his opponents.

While the Queen's American Rangers are a fascinating unit and featured in a number of campaigns during the rebellion, many players will not have sufficient figures to field an entire army of them! Fear not however and simply substitute whichever suitable figures you have in your collection.

Divisions

A brief explanation of this term might be helpful. Cavalry regiments throughout the *Black Powder* period were divided into squadrons and these were composed of sub-units called troops. Half of a cavalry troop was known as a division. Confusingly, in the infantry, division was used to describe two companies and a Division (note the capital) was a military formation composed of a number of brigades and may total several thousand men, for example when General Howe split his army into two "Divisions" under Cornwallis and Knyphausen when marching on Philadelphia in 1777. Always be very careful when discussing divisions (or Divisions)!



THE TABLE

The scenario is designed to fit on a 4 foot x 8 foot table using a standard unit frontage of just three inches or so, as this is really a large skirmish rather than an actual battle.

A road runs down the middle of the battlefield, joining the Williamston to Williamsburg road near the British camp.

The terrain to the east is largely wooded, except for the cultivated areas around Spencer's Ordinary itself. These are treated as rough ground. Woods reduce movement for infantry and cavalry to half normal speed and reduce line of sight to 12 inches (or smoothbore carbine range if using measurements other than those in the *Black Powder* rulebook). Units in woods who are shot at are "not clear" targets and get +1 to their morale save rolls. The orchard is treated as a wood with the exception of not reducing movement for infantry.

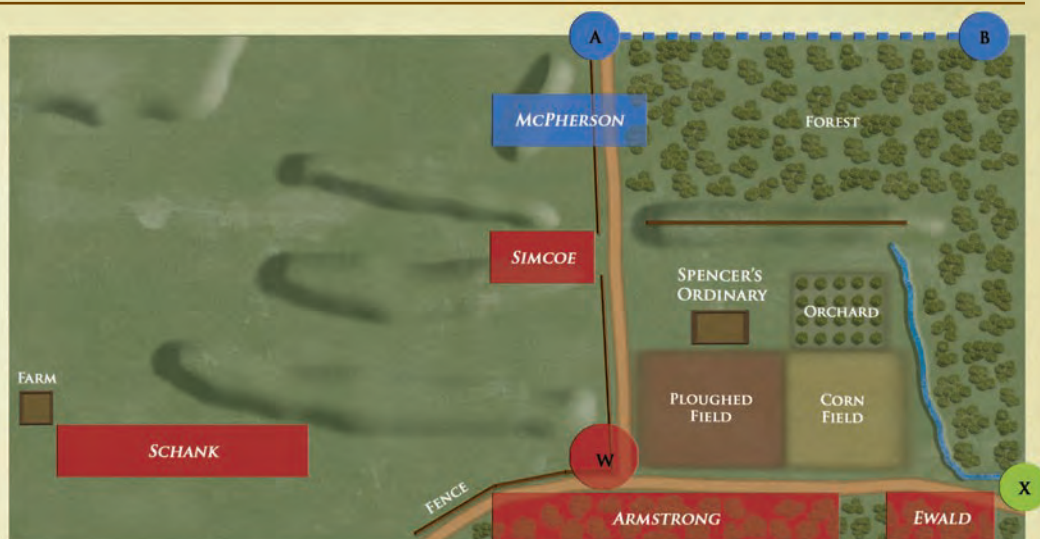
The terrain covering the western side of the battlefield is more open, but marked by a number of ridges that block line-of-sight. Far to the west lies a small farm.

The farm and the tavern are each treated as a building.

DISPOSITIONS

The Crown forces deploy as shown on the map. The NY Loyalists from Ewald's command, may be placed anywhere on the Crown side of the battlefield. The highland company deploy with Simcoe.

The rebels act first and begin with McPherson on the battlefield, along with the cavalry and infantry of Armand's



Legion. The 1st Continental Light Dragoons may attempt to enter from the first rebel turn. The other rebel commanders and their units may also attempt to enter from their first turn. All rebel units entering the battlefield must do so from the part of the battlefield edge between points A and B as shown on the map.

Place one model wagon on the road at or around point W as shown on the map. This point should be 36 inches from where the road exits the battlefield close to Ewald's deployment position.

OBJECTIVES

The Crown objective is to delay the rebels sufficiently to allow the wagon to exit the battlefield at point X. The wagon will move each turn in the Crown initiative phase. The distance moved is determined by the roll of one die: 1-3=3 inches, 4-6=6 inches.

The rebel objective is to capture the wagon by successfully charging it with an unshaken unit.



THE QUEEN'S RANGERS DEFEND THE TAVERN

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Elite Company	Infantry	Smoothbore Musket	7	3	3+	4	-
Centre Company	Infantry	Smoothbore Musket	6	3	4+	3	-
Jäger Company	Infantry	Rifled Musket	6	2	3+	4	Sharpshooters
NC Loyalists	Infantry	Smoothbore Musket	6	3	4+	?	Untested
NY Loyalists	Cavalry	Rifled Musket	6	1	4+	3	Marauders, Sharpshooters
Light Dragoon Division (Hussars)	Cavalry	Smoothbore Carbine, Sabre	6	1	3+	3	Ferocious Charge
Mounted Rifle Division	Cavalry	Rifled Musket	5	1	3+	3	Marauders, Sharpshooters
Light Gun	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"

Special Rules

Ferocious Charge: The performance of the light dragoons and hussars on the day was superb and they met aggression with aggression. These units may re-roll any misses in the first round of hand-to-hand combat if they charged.

Marauders: The mounted rifle units specialised in independent action and may ignore distance penalties when receiving orders.

Sharpshooters: The jägers, along with the mounted rifle units of the Rangers and NY Loyalists, are experienced in the use of their accurate weapons and may re-roll one miss each time they shoot in the battle. Rifles took longer to reload than muskets, so these troops have a lower shooting value than their musket-armed colleagues. As the mounted riflemen would need to leave some men to hold their horses when they dismount to fire, they have their shooting value reduced further.

Untested: The North Carolina Loyalists are a newly raised unit and their performance may be unpredictable, although unlikely to be superb. On the first time they take a casualty roll one die to determine their stamina: 1=1, 2-3=2, 4-5=3, re-roll a 6.

The light gun has been given a longer than normal range to reflect the small scale of this scenario.

Rather than introduce complex rules for dismounting cavalry, simply insist that cavalry can only shoot if they have not moved that turn.

As this is a large skirmish and not a clash between formed units, shooting will only cause disorder if two or more 6's are rolled, rather than the usual one.

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Infantry Company	Infantry	Smoothbore Musket	6	3	4+	4	-
Light Company	Infantry	Smoothbore Musket	7	3	3+	4	-
Rifle Platoon	Infantry	Rifled Musket	4	2	4+	3	Sharpshooters
Cavalry Division	Cavalry	Sabre	6	-	4+	3	Ferocious Charge

Special Rules

Ferocious Charge: The performance of the cavalry was highly aggressive, at times impetuous. These units may re-roll any misses in the first round of hand-to-hand combat if they charged.

Sharpshooters: The Virginia riflemen are experienced in the use of their accurate weapons and may re-roll one miss each time they shoot in the battle. Rifles took longer to reload than muskets, so these troops have a lower shooting value than their musket-armed colleagues. They also have a lower hand-to-hand value as they were less well equipped for this type of fighting.

The rebel cavalry was probably not issued with large numbers of carbines; hence they do not have a shooting factor.

As this is a large skirmish and not a clash between formed units, shooting will only cause disorder if two or more 6's are rolled, rather than the usual one.

Eutaw Springs



LOYALISTS AND REGULARS DEFEND THEIR CAMP FROM GREENE'S REBEL ARMY

Following the Battle of Guilford Courthouse in March 1781, the British army under General Cornwallis had retired to the Virginia coast to be rested and reinforced at Yorktown. General Greene in command of the southern rebel army elected not to pursue, but instead turned south to re-capture the Carolinas from the forces of the Crown. A brief setback was inflicted when the British commander Lord Rawdon threw his available reserve into Greene's army at Hobkirk's Hill. Greene was checked, but Rawdon did not have sufficient forces to maintain his resistance and withdrew to Charleston, South Carolina. He subsequently returned to England, sick in body and sick of the bitter fighting. Command of Crown forces fell to Lieutenant-Colonel Stewart who was able to achieve little beyond the defence of Charleston and such foraging raids as necessary to feed the garrison. September found Stewart and some 2,000 troops encamped at Eutaw Springs, northwest of Charleston. Apprised that Greene was approaching him, the Colonel elected to stand and fight.

The red-coated army deployed in a single line with the British on the right and left, and Loyalists in the centre. Greene came on in three lines, militia and light troops first, followed by his Continental brigades, leaving Washington's cavalry and Kirkwood's Delaware light infantry as a reserve. This was essentially the same deployment he had used on the defensive at Guilford in emulation of Daniel Morgan's victory at Cowpens. Employing this tactic on the offensive was less successful as it placed a greater pressure on the militia.

The rebels engaged in a fierce firefight with the defenders who benefited from the concealment of light woodland. The British on the left advanced to take the militia in the flank, prompting

a rout but exposing themselves to the advancing North Carolina Continentals. Stewart settled his line, but fierce fighting continued on the right and left flanks. Eventually both rebel flanks faltered and Greene was forced to commit his veteran Continentals. Under pressure from the Virginians and Marylanders, Stewart's troops disintegrated and fled. Greene had so far had the best of things, but as his men swept into Stewart's camp they stopped to loot and pillage the supplies lying there. All momentum was lost, permitting Stewart to reform his stragglers and launch an impromptu counter-attack just as Majoribanks ordered his elite battalions into Greene's left. The rebel army that had stood on the brink of victory was now compelled to fall back in exhaustion.

Ultimately, Eutaw Springs had little effect on the outcome of the rebellion, but it proved a particularly bloody accompaniment to the decisive events soon to follow at Yorktown.

OVERVIEW

This scenario begins with Stewart's force deployed, with the first line of Greene's army in view. There is some scope for manoeuvre on Stewart's right flank, but otherwise the armies are likely to be restricted to a straightforward pitched battle.

THE ARMIES

The rebel army at Eutaw Springs, as in all of Greene's battles in the south, was a mixed force of regulars and militia, although the campaigns of 1780-81 had caused some changes. The veteran regulars had become increasingly worn-down and

South Carolina, 8th September 1781

fatigued; even the elite 1st Maryland had fled the field at Hobkirk's Hill. The militia on the other hand had gained much experience and were perhaps a little steadier in battle, but remained of most value in the guerrilla war that characterised the rebellion in the Carolinas. To these were now added less experienced Continentals from North Carolina and some State regulars from South Carolina. The latter were raised for regular service within their own state (colony) rather than being part of the Continental Army. Accounts of the battle do not indicate a disparity between the older and newer Continental regiments. Greene continued to have at hand the reliable light troops of Lee's Legion, William Washington's Light Dragoons and Kirkwood's Delaware infantry. While most units are fielded in their historic brigades, the militia have all been placed under the control of General Marion as the most senior officer present, although three distinct commands were present on the day.

Whereas Greene's previous battles had largely seen him engaged with the highly professional army of Cornwallis, at Eutaw Springs the Crown forces were those units left behind to defend

the Carolinas. A number of British regiments contributed to the army, but the veteran units were much depleted by years of fighting and illness. Reinforcements had arrived in the shape of the 3rd Foot, but this regiment had yet to be blooded in the southern way of fighting. Stuart was fortunate to have in his army the light and grenadier companies of the 19th and 30th Foot as well as those of the 3rd. These were formed into ad hoc battalions under the command of Major Marjoribanks to act as an elite force on the right flank. Alongside the British regulars were a number of veteran Loyalist formations from New York and the Carolinas. The only cavalry on the Crown side of the battlefield was one troop of Loyalists commanded by Major Coffin of the New York Volunteers. It is unclear who commanded the left wing units of the army at Eutaw Springs. I have afforded the privilege to Major Stewart, who seems to be the senior officer present from the three units involved.

Both armies have a staff rating of 8 in the absence of any strong evidence of particularly outstanding or dreadful command on the day.

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-Colonel Alexander Stewart (C-in-C)

- | | |
|-----------------------------------|--------------------|
| • 3rd Foot | 4 British Infantry |
| • Royal Artillery 6-pounders | 1 Medium Artillery |
| • Royal Artillery 3- & 4-pounders | 1 Light Artillery |

Major John Marjoribanks

- | | |
|-------------------|--------------------------|
| • Flank companies | 2 Elite British Infantry |
|-------------------|--------------------------|

Lieutenant-Colonel John Harris Cruger

- | | |
|-----------------------------|---------------------------|
| • 1st Delancy's | 1 Loyalist Infantry |
| • New Jersey Volunteers | 1 Loyalist Infantry |
| • New York Volunteers | 1 Loyalist Infantry |
| • Provincial Light Infantry | 1 Loyalist Light Infantry |
| • Coffin's Dragoons | 1 Loyalist Cavalry |

Major Charles Stewart

- | | |
|---------------|----------------------------|
| • 63rd Foot | 1 Veteran British Infantry |
| • 64th Foot | 2 Veteran British Infantry |
| • 2/84th Foot | 1 Veteran British Infantry |

"...the little remnant of Maryland troops, with an intrepidity which was particularly noticed by our gallant commander, advanced in good order, with trailed arms, and without regarding or returning the enemy's fire, charged and broke their best troops."

Colonel Otho Williams

REBEL FORCES

Major-General Nathanael Greene (C-in-C)

Colonel William Henderson

- | | |
|---------------------------------|------------------|
| • South Carolina State Infantry | 1 State Infantry |
| • South Carolina State Cavalry | 1 State Cavalry |

Colonel Henry Lee

- | | |
|-------------------------|--------------------------|
| • Lee's Legion Cavalry | 1 Veteran Cavalry |
| • Lee's Legion Infantry | 1 Veteran Light Infantry |

Brigadier-General Francis Marion

- | | |
|--------------------------|-------------------|
| • South Carolina Militia | 5 Militia |
| • North Carolina Militia | 2 Militia |
| • Continental 3-pounders | 1 Light Artillery |

Colonel Otho Williams

- | | |
|----------------|----------------|
| • 1st Maryland | 1 Continentals |
| • 2nd Maryland | 1 Continentals |

Colonel Richard Campbell

- | | |
|--------------------------|--------------------|
| • 4th Virginia | 1 Continentals |
| • 5th Virginia | 1 Continentals |
| • Continental 6-pounders | 1 Medium Artillery |

Brigadier-General Jethro Sumner

- | | |
|----------------------|----------------|
| • 1st North Carolina | 1 Continentals |
| • 2nd North Carolina | 1 Continentals |
| • 3rd North Carolina | 1 Continentals |

Colonel William Washington

- | | |
|----------------------------------|----------------------|
| • 3rd Continental Light Dragoons | 1 Veteran Cavalry |
| • Kirkwood's Delaware Company | 1 Elite Continentals |

THE TABLE

The scenario is designed to fit on a table measuring 8 feet x 6 feet using the measurements from the *Black Powder* rulebook and a standard unit frontage of around six inches.

The majority of the battlefield is covered with woods, with the thicket close to the river being particularly dense. Woods will not slow movement as all units will be using fairly open formations; they will not affect shooting or fighting in this scenario other than to restrict maximum line of sight to 18 inches. The thicket will reduce movement by half, give +1 to morale saves, all units in the thicket count as “not-clear” targets for shooting and line of sight is reduced to six inches.

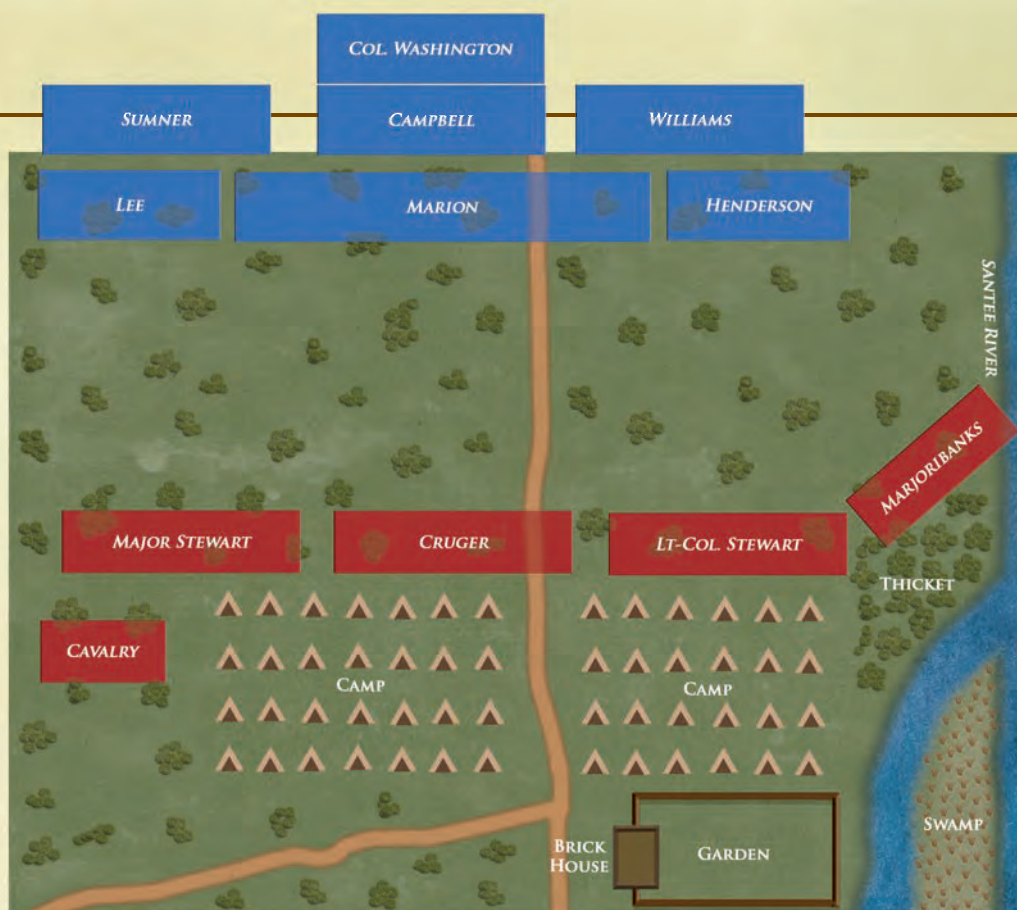
The river cannot be crossed at any point.

The Brick House is the only building on the battlefield and is treated as described in the rules for buildings in the *Black Powder* rulebook. The garden is surrounded by a strong fence that gives +1 to morale saves.

DISPOSITIONS

The Crown forces deploy as indicated. Historically the Loyalist cavalry were positioned in a reserve stance behind the left flank. The 3- and 6-pounder guns were on the right and left flanks of the 3rd Foot respectively.

The battle begins with Marion and the militia already on the battlefield, supported on the flanks by Lee and Henderson.



The brigades of Continental troops may attempt to enter the battlefield, in the areas indicated, from the third rebel turn and Washington’s reserve from the fifth.

Roll a die at the start of the battle, on a 1, 2 or 3 the rebels act first and on a 4, 5, or 6 the Crown forces act first.

OBJECTIVES

The objectives are quite simple: to break the opposing army. Brigades will break once more than half of their units begin a turn either destroyed or shaken, and an army will break once half or more of its brigades are broken.



THE 3RD CONTINENTAL LIGHT DRAGOONS MAKE AN ILL-ADVISED CHARGE AGAINST THE BRITISH FLANK COMPANIES

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Elite British Infantry	Infantry	Smoothbore Musket	9	4	3+	5	First Fire, Large Unit
Veteran British Infantry	Infantry	Smoothbore Musket	6	3	4+	4	First Fire
British Infantry	Infantry	Smoothbore Musket	6	3	4+	3	First Fire
Loyalist Light Infantry	Infantry	Smoothbore Musket	6	3	4+	4	First Fire
Loyalist Infantry	Infantry	Smoothbore Musket	4	2	4+	2	First Fire, Small Unit
Loyalist Cavalry	Cavalry	Sabre	5	-	4+	3	Marauders
Medium Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"
Light Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"

Special Rules

First Fire: Stewart's infantry are all experienced or drilled in the use of their muskets and deployed in a defensive line where they can rely on firepower rather than the bayonet. They may roll an extra die when shooting for the first time in the battle.

Marauders: Major Coffin's Loyalist Cavalry were placed on the British left flank. Although in the scenario they are technically in Cruger's Brigade with the other Loyalists, they may ignore distance penalties when receiving orders.

The newly arrived 3rd Foot was very large in comparison to the other units present and has been divided into a number of sub-units for game purposes.

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Elite Continentals	Infantry	Smoothbore Musket	6	3	3+	4	First Fire, Marauders
Continental	Infantry	Smoothbore Musket	8	4	4+	4	First Fire, Large Unit
Veteran Light Infantry	Infantry	Smoothbore Musket	6	3	4+	3	Sharpshooters
State Infantry	Infantry	Smoothbore Musket	6	3	5+	3	First Fire
Militia	Infantry	Smoothbore Musket	4	3	5+	3	-
Veteran Cavalry	Cavalry	Sabre	6	-	3+	3	Marauders
State Cavalry	Cavalry	Sabre	5	-	5+	3	-
Medium Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"
Light Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	2	Range: 36"

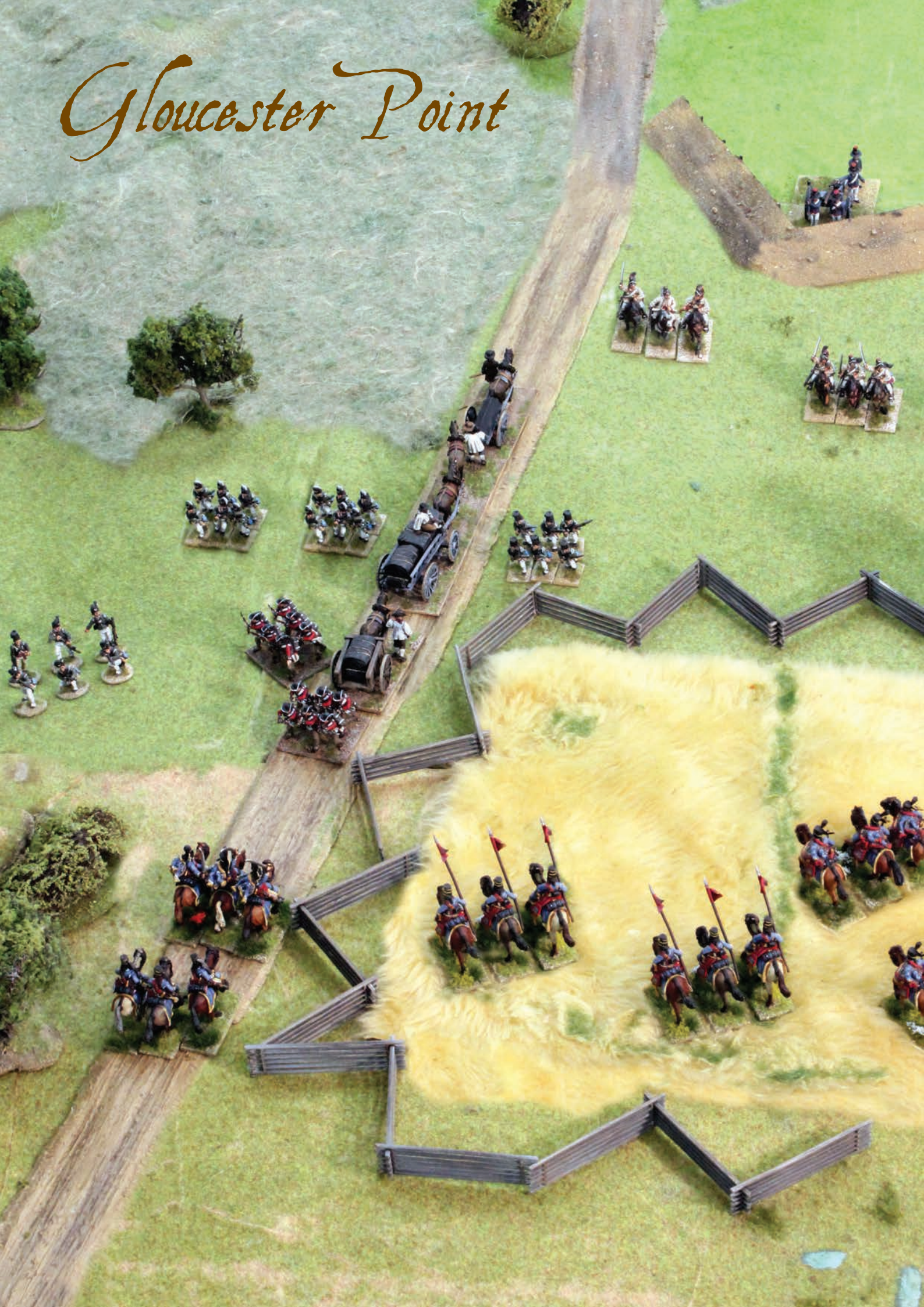
Special Rules

First Fire: The Continentals are either experienced units or have undergone drill before reaching the battlefield to improve their fire discipline. The same benefit is afforded the state infantry who are otherwise little more than a uniformed militia. These units may roll an extra die the first time they shoot in the battle.

Marauders: The veteran light cavalry of Lee and Washington, as well as Kirkwood's Delaware troops, are highly experienced units able to act in an independent manner. They may ignore distance penalties when receiving orders.

Sharpshooters: The veteran light infantry of Lee's Legion may re-roll one miss each time they shoot in the battle.

Gloucester Point



Virginia, 3rd October 1781

General Cornwallis had ended his southern campaign by establishing a defensive position at Yorktown to await reinforcement or rescue. On the opposite bank of the James River from Yorktown was Gloucester Point, which was also fortified. The garrison of Gloucester included what remained of the British Legion and Queen's Rangers, along with detachments of British regular regiments. Opposing them were 1500 Virginia militia under General Weedon and the 600-strong French legion of the Duc de Lauzun.

On the 3rd of October a column of troops left Gloucester Point on a foraging mission to gather supplies. On their return journey they were encountered by Lauzun's advancing hussars. This prompted Tarleton to establish a screen of cavalry and infantry to cover the withdrawal of the wagons. A fierce skirmish ensued, the French charging three times and eventually breaking the Loyalist line. Tarleton was injured and almost captured in the fighting, but managed to escape behind a detachment of British regulars.

OVERVIEW

This scenario is little more than a skirmish, but it presents the rare opportunity to get French cavalry on the table and offers something of a spectacle given the variety of troops who were present. There is even the possibility of some cavalry versus cavalry combat! The situation can also be adapted by replacing the French with cavalry and infantry from Greene's southern army.

THE ARMIES

The Crown army is a reinforced foraging party. The British Legion dragoons had fought hard throughout Cornwallis's southern campaign. Despite this experience however, the effect of months of fighting had an inevitable effect and overall I have given them average abilities. The same is largely true for the Queen's Rangers, another green-coated formation of Loyalists. There is no information about which particular companies of the Rangers fought in this battle, so I have fielded them all as standard infantry with smoothbore muskets. Supporting the force is a detachment from the



17th Light Dragoons. Overall this is a competent force of experienced troops, now rather jaded. The light company of the 23rd Royal Welch Fusiliers was also operating in support of Tarleton and formed the screen of infantry that allowed him to escape. I have allowed this unit to arrive as a reinforcement.

The majority of the column attacking the foragers is the French legion commanded by the Duc de Lauzun. This is a mixed formation of hussars and infantry that had recently marched south from New York to join the operations around Yorktown. Half of the hussars were armed with spears as well as sabres. To represent this I allow them to negate the normal bonus gained by troops charging them. Only two companies of the legion infantry seem to have been with Lauzun at the time, probably the chasseurs and grenadiers. I have represented these as four half-company units with average abilities for this scenario.

Lauzun was supported by a battalion commanded by John Mercer, containing picked men from the Virginia militia. From accounts of the southern campaign it seems that the militia included a number of ex-Continental soldiers and I have assumed that these form the core of Mercer's battalion which is sometimes referred to as "grenadiers", probably to

ORDERS OF BATTLE

CROWN FORCES

Lieutenant-Colonel Banastre Tarleton (C-in-C)

- British Legion Dragoons 4 Light Dragoons
- Royal Artillery 9-pounders 1 Artillery

Captain David Shank

- 17th Light Dragoons, detachment 2 Light Dragoons
- Queen's Rangers Infantry 3 Loyalist Infantry
- Wagon

Reinforcement

- 23rd Foot, light company 2 British Infantry

REBEL FORCES

Colonel Duc de Lauzun (C-in-C)

- Lauzun's Hussars 6 French Hussars

Colonel-en-second Robert Dillon

- Lauzun's Infantry 4 French Infantry

Lieutenant-Colonel John Francis Mercer

- Virginia Militia 4 Veteran Militia

(One of the militia units may be fielded as riflemen if the Rebel commander wishes.)

reflect its proficiency. As it is not a regular formation I have slightly hampered it by making it unreliable. Many militia formations included rifle-armed men in their ranks. The rebel commander may choose to concentrate these in his army and field one company as riflemen.

Both forces appear to have been commanded competently, both Tarleton and Lauzun being happy to take the offensive. A staff rating of 8 is used across the board, with the two commanders being “Aggressive” as described in the *Black Powder* rulebook. When issuing orders units may receive a maximum of two moves each turn.

THE TABLE

The scenario is designed to fit on a 4 foot x 6 foot board. Infantry and cavalry units have a frontage of around two inches when in line, infantry expanding to four inches when skirmishing. I represent these units with six infantry or 3-4 cavalry figures.

The measurements used in the battle are those given in the *Black Powder* rulebook.

The majority of the battlefield is open ground, with some enclosed fields and one significant area of woods.

Units in woods move at half speed unless in skirmish formation and get +1 to any morale rolls they are required to make. Maximum visibility in woods is six inches.



The redoubt can only be occupied by one unit at a time. Units inside the redoubt get +2 to any morale rolls they are required to take, unless the shooting or hand-to-hand combat occurs through the rear of the redoubt.

DISPOSITIONS

The Crown forces deploy first, as shown on the map, with the exception of the light company of the 23rd Foot. This will enter the battlefield from the direction of Gloucester Point during the initiative phase of the Crown force’s fourth turn.

The artillery must set-up in the redoubt.

The wagon sets up on the road, 48" away from point ‘X’.

The French may attempt to enter the battlefield from the first turn.

Mercer may attempt to enter from the point shown on the map from turn four.

The French/rebels act first each turn.

OBJECTIVES

The key to victory is the wagon. To win, the British must ensure that the wagon can escape the battlefield along the road leading to Gloucester Point, X on the map. The French and rebels will therefore win by moving a unit into contact with the wagon and capturing it.



THE GALLANT HUSSARS OF LAUZUN’S LEGION



CONTINENTALS – BY 1781, THE EQUAL OF MANY CROWN REGIMENTS

Crown Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
British Infantry	Infantry	Smoothbore Musket	6	3	4+	3	Crack
Loyalist Infantry	Infantry	Smoothbore Musket	6	3	4+	3	-
Light Dragoons	Cavalry	Carbine, Sabre	6	1	4+	3	-
Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Range: 48"

Special Rules

Crack: The 23rd are a veteran unit of British regulars and may reroll one failed morale roll each time they test in the battle, so long as they have not already suffered any casualties.

All infantry units may use skirmish formation if they wish.

The wagon moves six inches each turn, during the Crown initiative phase.

Rebel Forces: Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
French Infantry	Infantry	Smoothbore Musket	6	3	4+	3	-
Veteran Militia	Infantry	Smoothbore Musket	6	3	4+	3	Unreliable
Riflemen	Infantry	Rifled Musket	4	2	4+	3	Sharpshooters
French Hussars	Cavalry	Sabre & Spear	6	0	4+	3	Spears

Special Rules

Sharpshooters: The riflemen are experienced marksmen but have a lower rate of fire as their rifles take longer to reload. To represent their accuracy they may re-roll one miss every time they shoot in the battle.

Spears: Three of the six hussar units have spears as well as sabres. If these units are charged then the chargers do not receive their normal charging bonus in hand-to-hand combat.

All infantry units may use skirmish formation if they wish.

Further Reading

There are a vast number of books concerning the American Rebellion. The following are the ones I have found to be particularly useful in preparing this supplement.

Babits LE & Howard JB	<i>Long Obstinate & Bloody, The Battle of Guilford Courthouse</i>
Bicheno H	<i>Rebels & Redcoats: The American Revolutionary War</i>
Black J	<i>War for America, The Fight for Independence 1775-1783</i>
Chartrand R & Back F	<i>The French Army in the American War of Independence</i> (Osprey Men at Arms, No 244)
Chartrand R, Embleton G & Embleton S	<i>American Loyalist Troops, 1775-84</i> (Osprey Men at Arms, No 450)
Chartrand R & Hook R	<i>American War of Independence Commanders</i> (Osprey Elite, No 93)
Hibbert C	<i>Redcoats and Rebels, The War for America 1770-1781</i>
Johnson MG & Hook R	<i>American Woodland Indians</i> (Osprey Men at Arms, No 228)
Katcher P & Youens M	<i>The American Provincial Corps, 1775-1784</i> (Osprey Men at Arms, No 1)
McDowell B	<i>The Revolutionary War – America's Fight for Freedom</i>
Marston D	<i>The American Revolution, 1774-1783</i> (Osprey Essential Histories, No 45)
May R & Embleton GA	<i>The British Army in North America 1775-1783</i> (Osprey Men at Arms, No 39)
Milsop J & Noon S	<i>Continental Infantryman of the American Revolution</i> (Osprey Warrior, No 68)
Mollo J & McGregor M	<i>Uniforms of the American Revolution</i>
Morrissey B	<i>Yorktown 1781, The World Turned Upside Down</i> (Osprey Campaign, No 47)
Morrissey B	<i>Saratoga 1777, Turning Point of a Revolution</i> (Osprey Campaign No 67)

Morrissey B	<i>Monmouth Courthouse 1778, The Last Great Battle in the North</i> (Osprey Campaign, No 135)
Novak G	<i>The American War of Independence, A Guide to the Armies of the American War of Independence, Book 1: The Northern Campaigns</i>
Novak G	<i>The American War of Independence, A Guide to the Armies of the American War of Independence, Book 2: The Southern Campaigns</i>
Purcell LE & Purcell SJ	<i>Encyclopedia of Battles in North America, 1517 to 1916</i>
Savas TP & Dameron JD	<i>A Guide to the Battles of the American Revolution</i>
Selby J	<i>The Road to Yorktown</i>
Seymour W	<i>Yours to Reason Why – Decision in Battle</i>
Smith D	<i>New York 1776, The Continentals' First Battle</i> (Osprey Campaign, No 192)
Spring MH	<i>With Zeal and Bayonets Only – The British Army on Campaign in North America, 1775-1783</i>
Stephenson M	<i>Patriot Battles – How the War of Independence Was Fought</i>
Wilson DK	<i>The Southern Strategy – Britain's Conquest of South Carolina and Georgia, 1775-1780</i>
Urban M	<i>Fusiliers – Eight Years with the Redcoats in America</i>
Urwin GJW & Erd D	<i>The United States Infantry, An Illustrated History, 1775-1918</i>
Zlatich M & Copeland PF	<i>General Washington's Army (1): 1775-1778</i> (Osprey Men at Arms, No 273)
Zlatich M & Youngusband B	<i>General Washington's Army (2): 1779-1783</i> (Osprey Men at Arms, No 290)





THE 44TH REGIMENT OF FOOT



CAVALRY MELEE IN THE SOUTH, LEE'S LEGION TACKLE THE 17TH LIGHT DRAGOONS



BRITISH FIRING-LINE SEEKS TO HOLD BACK THE REBEL HORDES AT FREEMAN'S FARM

Black Powder[™] Rebellion!

Fighting the battles of the American Revolutionary War with model soldiers



In 1775 the simmering resentment of American colonists exploded into a bloody rebellion. Beginning in Boston, the conflict eventually stretched from Canada in the north to Florida in the south and lasted eight gruelling years. On one side stood the King's redcoats and settlers loyal to their sovereign, later joined by regiments of 'Hessian' mercenaries. Ranged against them was a citizen army under the inspirational leadership of George Washington, supported by militia and eventually French troops eager to embarrass their old foe. Both sides were forced to learn new tactics for fighting in the wild terrain of North America in a conflict that saw heroism and ineptitude in equal measure.

This supplement for *Black Powder* describes the history, armies, personalities and battles of this conflict. Included are scenarios allowing you to recreate many of the battles of the rebellion.

A copy of the *Black Powder* rulebook is required to use this supplement.