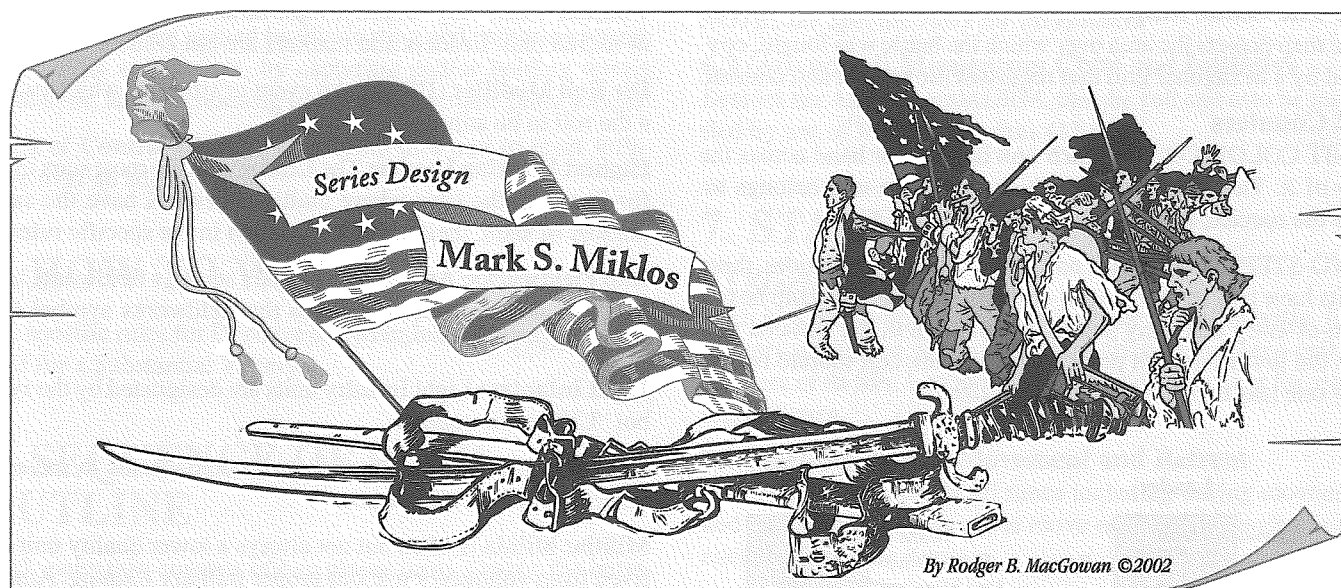


# SERIES RULEBOOK

## GREAT BATTLES OF THE AMERICAN REVOLUTION

*Game Design by Mark Miklos*



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## 1. INTRODUCTION



This is the third game in the series. Since the basic rules are the same between each game, we have decided to create a Series Rulebook. Rules that apply only to a specific battle are found in the specific Rulebook.

Certain rules sections are marked as Advanced. These rules should be ignored until the players are familiar with the rules and the system. The Advanced rules should be used by experienced players and during all tournaments.

## 2. COMPONENTS

See the specific rules for the list of components included in each game.

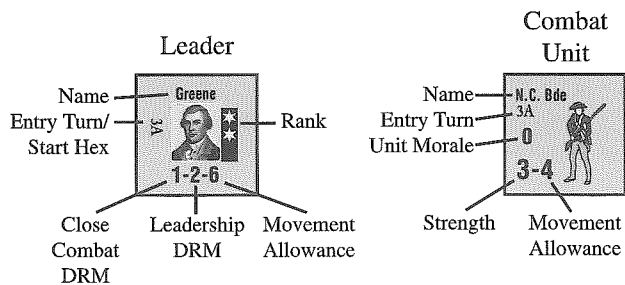
### 2.1 The Game Map

The map depicts the area over which the battle was fought, covered by a hexagonal grid that regulates movement and combat.

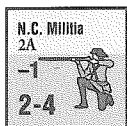
### 2.2 Counters

**UNIT COLOR CODES:** Each unit has a color band across the top of it. This band defines which group the unit belongs to. See the specific rules for their definition.

**TWO-STEP UNITS:** Some units have values on both sides, these units have two steps. The full-strength side has the setup hex or turn-of-entry and entry hex information on it; the reduced side has the lower strength point value, and the unit morale is usually one less than the full-strength side.



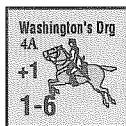
Artillery



American Militia



Light Infantry



Dragoons

### 2.3 The Die

The game includes one 10-sided die that is used to resolve certain game functions. The 0 is treated as a 0 (not a 10).

## 3. GAME SCALE AND TERMINOLOGY

### 3.1 Game Scale

**UNIT SCALE:** Each infantry, light infantry, militia, rifle or dragoon Strength Point equals approximately 100 men and each artillery Strength Point equals two cannons

**MAP SCALE:** Each hex is approximately 200 yards from hex-side to hexside.

**TIME SCALE:** Each turn represents approximately one hour.

### 3.2 Key Terms

**British Player:** Refers to the player who controls the British Regulars, Loyalists and German units.

**British units:** The British Regulars, Loyalists and German units are treated as one nationality except in certain circumstances. See Exclusive Rules for any stacking or command limitations.

**Combat Unit:** Any infantry, light infantry, dragoon, artillery or militia unit. Leaders and markers are not combat units.

**Die Roll Modifier (DRM):** An event or situation which causes a die roll to be adjusted.

**Highest Ranking Leader:** The Leader with the most stars listed for Rank. In the case where multiple Leaders have the same number of stars, their seniority is given in the specific rules.

**Into Fieldworks:** Attack from one hex across a fieldworks hexside into the hex which contains the fieldworks symbol (see Terrain Key).

**Light Infantry:** Light Infantry units are designated by the symbol "LT" on the counter.

**Line of Sight (LOS):** The ability of combat units to see each other over intervening hexes.

**Militia:** Militia is often but not always a lower quality unit derived from volunteers without proper military training. American Militia units are designated by a kneeling soldier on the counter. British militia are standing at attention.

**Movement Points (MPs):** Used to regulate how far a unit can move in one game turn.

**Out of Fieldworks:** Attack or ZOC from one hex across a fieldworks hexside out of the hex which contains the fieldworks symbol (see Terrain Key).

### Damaged/Missing Components or Questions?

If you have any questions about the rules, we'll be glad to answer them-if you provide us with a self-addressed, stamped envelope.

Send questions to: GMT Games P. O. Box 1308 Hanford, CA 93232-1308

Want a quick answer? Send email to the designer or developer at: [mmiklos@gmtgames.com](mailto:mmiklos@gmtgames.com) [alewis@gmtgames.com](mailto:alewis@gmtgames.com)



**Parade Order:** A combat unit is in Parade Order if it is not disrupted or shattered.

**Phasing Player:** The player whose player turn it is and is moving units or assigning Close Combats. The other player is considered the non-phasing player.

**Rifle unit:** A light infantry or infantry unit which was armed with rifles. The rifles permitted the unit to fire over greater distances than units solely armed with muskets. Rifle units are designated by a white "R" in a black circle on the counter.



**Strength Points (SPs):** The combat strength of a unit which is used for stacking, artillery/rifle fire and close combat.

**Up Slope:** Attack across a slope hexside into the hex which contains the solid line portion of the slope symbol. Movement is affected in both directions across a slope hexside (see Terrain Key).

**Victory Points (VPs):** Used to determine which side has won the battle. VPs are gained by eliminating and capturing enemy steps, units and leaders, by capturing and/or holding terrain objectives, and by choosing to influence certain game actions.

**Zone of Control (ZOC):** The ability of a unit to exert influence over an adjacent hex.

## 4. HOW TO WIN

See specific rules for Decisive and Marginal Victories. See rule 16.3 for a Substantial Victory.

## 5. SEQUENCE OF PLAY OUTLINE

Each game turn consists of two player turns. During the initiative segment, players determine which player executes their player turn first. Each player turn consists of several phases that must be executed in sequence.

### A. Initiative Segment

Determine which player has the Initiative this turn.

### B. Initiative Player Turn

1. Flip the game-turn marker to indicate the correct player turn
2. Movement phase
3. Rally phase
4. Defensive Artillery Fire phase
5. Rifle Fire phase (simultaneous)
6. Close Combat phase
7. Move the game-turn marker to the bottom half of the game turn and flip it over

### C. Second Player Turn

1. Movement phase
2. Rally phase
3. Defensive Artillery Fire phase

4. Rifle Fire phase (simultaneous)
5. Close Combat phase

### D. End-of-Turn Segment

1. Check for Automatic Victory
2. If it is the last game turn of the scenario, determine a winner
3. Advance the game-turn marker to the top half of the next game turn

## 6. INITIATIVE

### 6.1 General Rules

Initiative is determined by a die roll. Each player rolls a die and adds their Army Morale Initiative DRM (found on the Army Morale Track). The higher modified roll wins the Initiative for the game turn.

**TIES:** In case of a tie of modified rolls, both players roll again using the same modifiers.

**NOTE:** see *Specific rules for exceptions.*

### 6.2 (Advanced) Momentum Chits and Initiative

Besides the Army Morale DRM, this die roll can also be modified by use of Momentum chits (12.62).

## 7. STACKING

### 7.1 Stacking Limit

Each hex may contain up to six friendly SPs of infantry, light infantry, militia or dragoon and one friendly artillery unit regardless of its SPs. Leaders and markers do not count for stacking purposes.

### 7.2 Stacking during Movement and Retreat

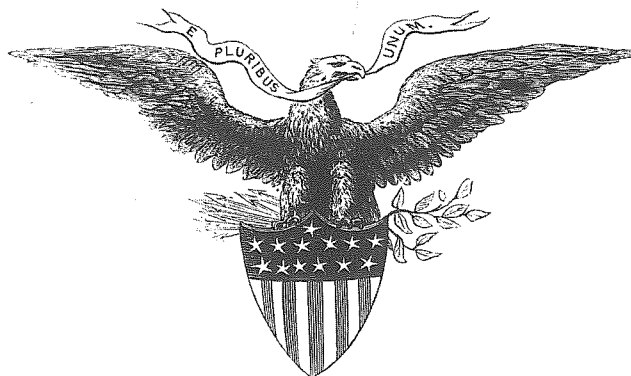
Stacking limits apply at all times including during movement and retreat—a unit may never move or retreat through a hex in excess of stacking limits.

### 7.3 Overstacking Penalty

If units are ever found to be overstacked, the owning player must eliminate enough steps to meet the stacking limit.

### 7.4 Intelligence

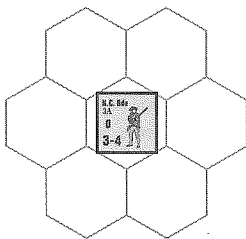
Both sides may examine all stacks of friendly and enemy units. See Exclusive Rules for exceptions.



## 8. ZONES OF CONTROL

### 8.1 General Rules

All Parade Order combat units exert a ZOC into all six surrounding hexes. This includes across Ford and non-ford creek hexsides. A unit loses its ZOC while it is disrupted or shattered. The ZOC is restored when the unit rallies to Parade Order.



**Exception:** A ZOC extends out of, but not into, light forest/orchard, heavy forest, and fieldworks hexsides. See exclusive rules for additional exceptions.

### 8.2 Negating ZOCs

A combat unit negates an enemy ZOC in its hex for the purpose of the surrounded Close Combat modifier (12.7). It does *not* negate an enemy ZOC in its hex for retreat purposes (13.22).

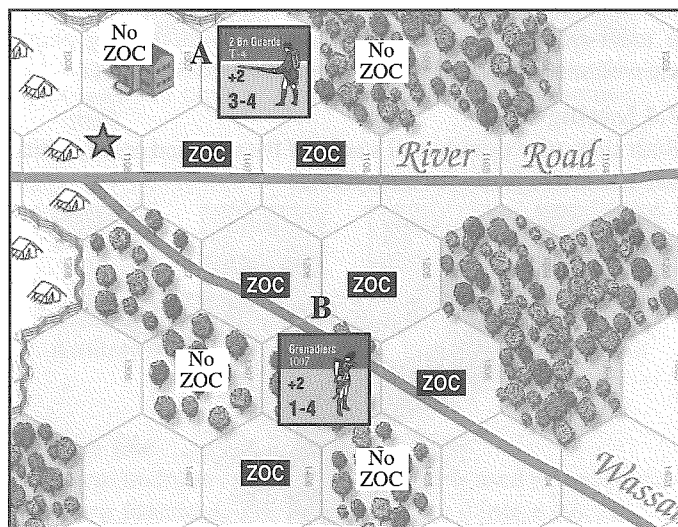
### 8.3 Effects of ZOC on Movement

8.31 A unit that enters a hex in an enemy ZOC must stop and end all movement for the turn. In addition, it costs one additional movement point (+1 MP) to enter or exit an enemy rifle unit's ZOC.

8.32 A unit which begins movement in an enemy ZOC may move directly into another enemy ZOC but must stop. If the first hex entered does not contain an enemy ZOC, the unit may continue moving until it again enters an enemy ZOC.

### 8.4 Other Effects of ZOCs

- ZOCs and the Surrounded Close Combat Modifier (see 12.7)
- ZOCs and Retreat (see 13.22).



**EXAMPLE:** Unit A's ZOC does not extend into the Plantation House or the Heavy Woods. Unit B's ZOC extends out of, but into the Lt Woods hexes.

## 9. MOVEMENT

### 9.1 General Rules

During the movement phase, the phasing player may move all, some or none of his units. Units expend Movement Points (MPs) to enter hexes and cross hexsides moving into adjacent (contiguous) hexes (See the Terrain Effects Chart [TEC]). MPs may never be saved for use in future turns or transferred to other units in any way. Each unit must complete its movement before any other unit may move. Units are never required to move, but a unit may never expend more MPs than its movement allowance.

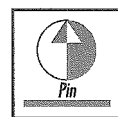
**Exception:** A unit may always move one hex as long as no movement restrictions are broken.

### 9.2 Movement Restrictions

The following movement restrictions apply:

- Shattered units may not move (13.4).
- Disrupted units may only move 1 hex per turn (13.3).
- Pinned units may move only if they do not end the movement phase adjacent to any enemy units and the phasing player reduces his Army Morale (9.3 & 13.1).
- A unit may never enter an enemy occupied hex or prohibited terrain (see TEC).
- A unit may never move through a hex in excess of stacking limits (7.2).

### 9.3 Removing Pinned Markers



After all movement is complete, remove pinned markers from all units on both sides which are not adjacent to enemy units (see PIN under 13.1). The phasing player must reduce his Army Morale by one if any pinned markers are removed.

### 9.4 Effects of Terrain on Movement

See the TEC and the specific rules booklets for terrain cost. All terrain effects of hexes and hexsides on movement are cumulative.

**Exceptions:** Up Slope/Creek and Down Slope/Creek hexsides are each treated as a distinct combined terrain type as indicated on the Terrain Effect Chart (i.e. when reading Up Slope/Creek, ignore the Up Slope and Creek effects).

### 9.5 Roads/Tracks/Paths and Strategic Movement

9.51 ROADS/TRACKS/PATHS: If a unit moves from one hex to another through a hexside crossed by a road, track or path, it spends 1 MP. It ignores the cost of the other terrain in the hex and of any other hexside terrain.

9.52 STRATEGIC MOVEMENT: A unit may move up to twice its printed movement allowance if it conducts its entire movement along roads or tracks, provided it does not begin or move adjacent to enemy units at any point in its movement. For this rule, every hexside crossed must contain connected road or track; therefore. Creek fords do not impede Strategic Movement.

### 9.6 Reinforcements

9.61 PLACEMENT: At the beginning of their movement phase on the game turn of arrival, reinforcements are placed in hexes

marked with the letter that appears after the turn of entry on their counter. Reinforcements may be placed in excess of stacking limits, but the units must obey normal stacking limits as soon as they leave the entry hex or by the end of the player turn of entry.

**9.62 MOVEMENT:** Placement on the board does not cost any movement points. The unit can expend its entire movement allowance and use Strategic Movement during the game turn of entry. See Exclusive Rules for exceptions.

## 10. RIFLE FIRE

### 10.1 General Rules

During the Rifle Fire phase, both players may fire their rifle unit(s). Rifle Fire is voluntary. No unit is ever required to fire. No unit may fire more than once per phase.

### 10.2 Selecting a Target

The phasing player must select his target unit(s) before the non-phasing player selects his. If a unit chooses to fire, it must select an *adjacent* target combat unit. No unit may be the target of more than one Rifle Fire per phase. If more than one rifle unit wants to fire at a unit, the number of SPs firing is combined.

### 10.3 Procedure

**STEP 1:** The firing player cross references his firing SPs on the "adjacent" column of the Fire Table to determine the "To Hit" number.

**STEP 2:** The player rolls a die which is modified by any applicable DRMs given in the Fire Combat DRM Table. The modified die roll is compared to the "To Hit" number. If it is equal to or greater than the "To Hit" number, a hit is scored.

**STEP 3:** If a hit is scored, a second (unmodified) die roll is made on the Rifle Fire Damage Table to determine the result. Only the target combat unit will be affected by the result. Ignore any reference to other units in the hex (*Exception:* 13.1 Leader Casualty). After applying the results, make any Army Morale adjustments that are required.

### 10.4 Simultaneous Fire

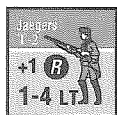
Rifle Fire is considered simultaneous. Results, including Army Morale adjustments, are applied at the same time after both sides have fired. The non-phasing player must execute any retreats before the phasing player.

### 10.5 First Fire Bonus

The DRM for first-time rifle fire can only be used if ALL the units are conducting their first fire. (Players should keep a record of which rifle units have fired.) All firing units lose their first-fire bonus for future fire combats even if no hit is attained.

### 10.6 (Advanced) German Jaeger Rifles

The German Jaegers may make two die rolls against their "To Hit" number if they are not in a clear or crops hex and there is an open flank as defined in the Turn Flank requirements (12.52). Both die rolls must be against the same target and only one hit will result in a damage die roll. If both die rolls hit, ignore the second hit.



**DESIGN NOTE:** The Jaeger companies performed a tactic known as *Strasse feu* ("street fire") in which groups of up to 25 men would advance in open order on the exposed flank of an enemy in five files of five men each. The first man in each file would fire and countermarch to the left to gain the rear of his file and reload. The next man in each file would then fire and countermarch in like fashion. This would continue while the formation was steadily advancing; thus each volley would be delivered several paces closer to the enemy than the previous one. The effect could be devastating, particularly when directed at pinpoint range.

## 11. DEFENSIVE ARTILLERY FIRE

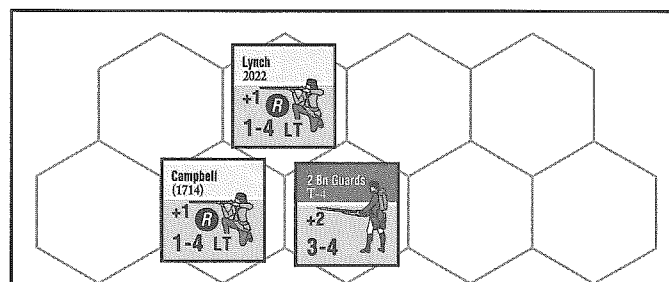
### 11.1 General Rules

During the Defensive Artillery Fire phase, the non-phasing player may fire any of his artillery. Defensive Artillery Fire is voluntary—no unit is ever required to fire. No unit may fire more than once per phase.

### 11.2 Selecting a Target

If a unit chooses to fire, it must select a target combat unit that is within range and LOS (11.4). All artillery units have a maximum range of three hexes (in Vol. IV there will be an exception). The range is the number of hexes from the firing unit to the target, counting the target's hex but not the firing unit's hex. No unit may be the target of more than one Defensive Artillery Fire per phase. If more than one artillery unit wants to fire at a unit, the number of SPs firing is totaled and the range of the farthest unit is used to determine the "To Hit" number.

**DESIGN NOTE:** Although extreme ranges were possible for field artillery (3 and 6 pounders), it was the standard practice of the day to fire at 600-800 yards, and often much closer. All artillery of this period was smooth bore and, like the musket, inaccurate at anything but comparatively short distances.



**EXAMPLE:** The two American militia units conduct Rifle Fire on the British Guards unit. The SPs of the two rifle units must be combined. Assuming no terrain modifiers, the "To Hit" number is  $\geq 6$  with one die, but the two rifle units have not fired yet this game and so receive the +1 DRM First Fire Bonus. The American player rolls a 5 which scores a hit. He then consults the Fire Damage Table and rolls again. He rolls a '4' which results in a R (Retreat) for the Guards unit.

### 11.3 Procedure

STEP 1: The firing player cross references his SPs with the range to the target on the Fire Table to determine the "To Hit" number.

STEP 2 (same as in 10.3 above): The player rolls a die which is modified by any applicable DRMs given in the Fire Combat DRM Table. The modified die roll is compared to the "To Hit" number. If it is equal to or greater than the "To Hit" number, a hit is scored.

STEP 3: If a hit is scored, a second unmodified die roll is made on the Artillery Fire Damage Table to determine the result. Only the target combat unit will be affected by the result. Ignore any reference to other units in the hex **Exception:** 13.1 Leader Casualty. After applying the results, make any Army Morale adjustments that are required.

### 11.4 Line of Sight

11.41 For artillery units to fire at a target two or three hexes away, they must be able to see it, that is, trace a Line of Sight to it (LOS is always clear when firing at an adjacent unit). LOS is traced from the center of the firing hex to the center of the target hex. For purposes of LOS, slope and slope/run hexsides are treated exactly the same and referred to solely as slope hexsides.

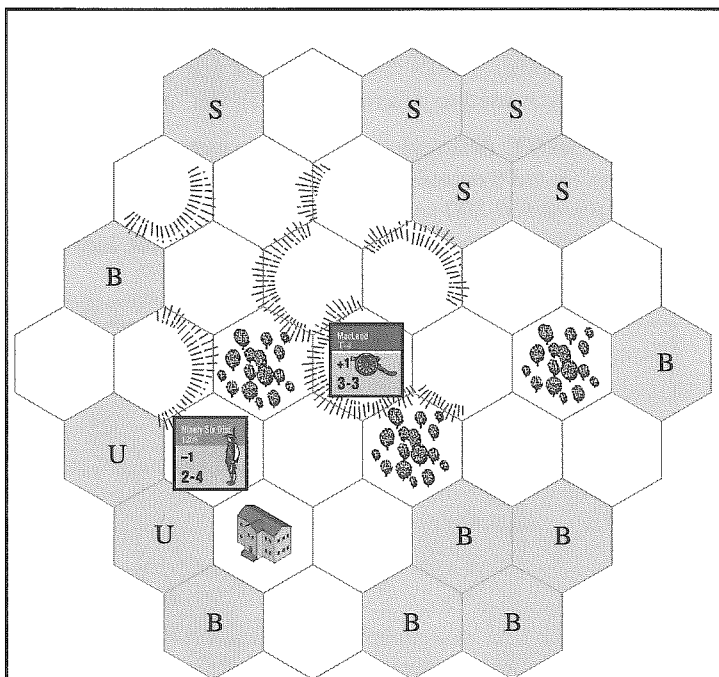
11.42 BLOCKING TERRAIN: The following hex types are blocking terrain: forest, light forest, Meeting House and Town.

In addition, any hex that contains combat units, whether friendly or enemy, is blocking terrain. LOS can always be traced into blocking terrain, but never through it (**Exception:** 11.43, case C—Both units are "up slope").

11.43 UP SLOPE: Determination of LOS depends upon whether or not both the firing unit and the target unit are in "up slope" positions to each other. A unit is in an up slope position if the LOS traced from the other unit crosses an up slope hexside entering its hex.

- A. Neither unit is "up slope": The LOS is blocked if it passes through any blocking terrain hex. In addition, the LOS is blocked if it crosses any slope hexside which is not part of the firing or target unit's hex.
- B. One unit is "up slope." The LOS is blocked if it passes through any blocking terrain hex. With one unit "up slope," a LOS may be traced through a slope hexside which is not part of the firing or target units' hex. The up slope direction of the hexside must be in the same orientation as the up slope direction of the slope hexside in the firing or target units' hex. If the orientation is not the same, the LOS is blocked.
- C. Both units are "up slope." The LOS between these units is always clear. Ignore blocking terrain.

11.44 HEX SPINES: If a LOS runs exactly along a hexside, it is blocked only if both hexes adjacent to the hexside contain blocking terrain and/or combat units.



**EXAMPLE:** The artillery unit is about to conduct artillery fire. The shaded hexes indicate those hexes which are not in the artillery unit's Line of Sight. Hexes marked 'B' are blocked by blocking terrain, hexes marked 'S' are blocked by slopes, and hexes marked 'U' are blocked by a combat unit.

## 12. CLOSE COMBAT

### 12.1 General Rules

12.11 ATTACKER/DEFENDER: The phasing player is considered the Attacker, while the non-phasing player is the Defender.

12.12 WHO MUST ATTACK: Close Combat is mandatory for all friendly combat units (except artillery units) which are adjacent to enemy units. This includes any units which retreated from Fire Combat and are now adjacent to enemy units.

**Exception:** Rifle units are never required to attack. See Exclusive rules for additional exceptions.

12.13 WHO MUST BE ATTACKED: All enemy units which are adjacent to friendly units must be attacked.

**Exception:** See 12.14 Diversion.

12.14 (Advanced) DIVERSION: During each Close Combat phase, the phasing player may designate one stack of defending units as receiving a Diversion. The Attacker does not attack these defending units, but the adjacent Attacker's units that created the Diversion must attack some other enemy units. All attacking units which are adjacent to the defending units receiving the Diversion are penalized by having the odds in the Close Combat(s) in which they are in-

volved shifted one column to the left (for example, 2-1 is reduced to 3-2).

### 12.15 MULTI-HEX COMBAT RESTRICTIONS:

- Each unit, attacking or defending, may only be involved in one Close Combat per player turn.
- Attacking units stacked in a single hex may combine in a single attack or attack different units.
- All defending units in a single hex must be attacked together in a single Close Combat.
- Each Close Combat must involve either one attacking hex or one defending hex only.

*EXAMPLE: one attacking hex versus two or more defending hexes or two or more attacking hexes versus one defending hex are legal, but two or more attacking hexes versus two or more defending hexes in a single Close Combat is illegal.*

## 12.2 Procedure

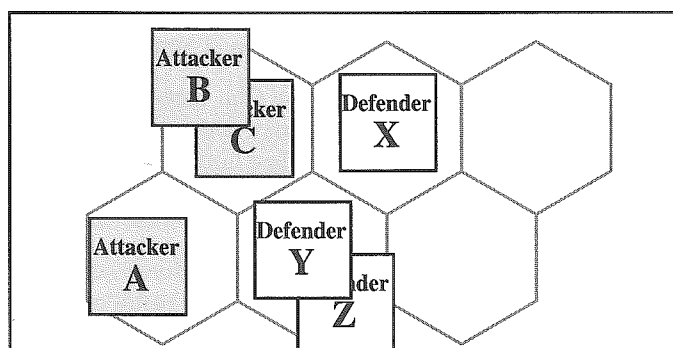
**12.21 DESIGNATE ATTACKS:** The phasing player must announce all Close Combats before resolving any of them. The phasing player designates which friendly units are attacking and which enemy units are being attacked.

**12.22 REMOVE PIN MARKERS:** After the phasing player has announced all Close Combats, the players remove the "Pin" markers from all units on the board (13.1).

**12.23 COMBAT SEQUENCE:** Each Close Combat is resolved separately in any order that the Attacker chooses. For each, follow the procedure given below:

**STEP 1, DETERMINE ODDS RATIO:** The players total the non-artillery SPs of all their units involved in this Close Combat. The Attacker compares his SPs to that of the Defender and rounds the comparison in favor of the Defender to a set of odds given on the Close Combat Table.

*EXAMPLE: 5 SPs attacking 4 SPs is 1:1, but 4 SPs attacking 5 SPs is 1:2.*



*EXAMPLE: Attackers A, B and C have moved next to Defenders X, Y and Z. During close combat, Defenders Y and Z must be attacked together. However, Attackers B and C need not attack the same hex, though all units shown must be involved in a combat. The attacking player decides to have C attack X, while A and B combine in a single close combat against Y and Z.*

- See 12.3 if all defending units are artillery.
- The defender may declare a Cavalry Withdrawal at this time (see 12.4)

**STEP 2, DETERMINE LEAD UNITS:** Each side, starting with the Attacker, must choose one unit to be its lead unit. A player must choose a Parade Order unit if there is one in the hex. Artillery units may not be chosen as the lead unit. This unit's morale, as modified by Army Morale, will be used as a DRM for the Close Combat. Also, if there is an adverse combat result, the lead unit will be the first unit to absorb the result (*Exception:* See 13.1 regarding capture results).

- **LEAD UNITS AND PROHIBITED TERRAIN:** Units cannot be chosen as lead units if they would be required to advance after combat into prohibited terrain. If only this kind of unit is available, it can be selected as the lead unit, but will not be allowed to advance after combat.

**STEP 3, DETERMINE DRMs:** Before rolling the die, the players check the Close Combat DRM Chart to see what additional adjustments will be made to that die roll.

*DESIGN NOTE: Each close combat takes into account factors other than the sheer numbers involved. These factors are integrated as adjustments to the resolution die roll.*

**STEP 4, SELECT AND RESOLVE TACTICS:** Each side secretly chooses one of its eligible Tactics Chits by placing the chit face-up under their hand. The two Tactics Chits are then revealed simultaneously and cross-referenced on the Tactics Matrix to determine if there is any DRM.

- **NC Tactics Matrix Result:** No combat takes place. If a side played a Withdraw chit and the Tactics Matrix result is NC, the side playing the Withdraw chit must retreat all units one hex. Exception, artillery in the attacker's stack never retreats. If both sides chose Withdraw, the Defender retreats first. Skip to step 9.

**STEP 5, RESOLVE CLOSE COMBAT:** Close Combat is resolved by rolling a die, adjusting it for the DRMs, and cross-referencing it with the Odds Ratio on the Close Combat Table. The results to the left of the slash apply to the Attacker. The results to the right of the slash apply to the Defender.

**STEP 6, (Advanced) MOMENTUM DECISION:** The player holding the fewest Momentum Chits (in the case of tie, the Defender) may choose to expend one to return to the Resolve Close Combat step and re-roll the die. If this player declines to use momentum, the other player may choose to expend a Momentum Chit and return to Resolve Close Combat step and re-roll the die. Multiple Momentum Chits may be expended by one or both sides in each Close Combat, but only one may be expended each time this step is reached (that is, there must be a re-roll of the Close Combat die between Momentum Chit expenditures).

*DESIGN NOTE: This sequence is an attempt to ensure that the player with the most momentum entering a battle has the best chance to be the last player to call for a re-roll.*

**STEP 7, APPLY CLOSE COMBAT RESULTS:** The Close Combat results are applied before proceeding to the next Close Combat (see 13.1 for explanations of results). When both players are required to retreat, the Defender must retreat before the Attacker. After applying the results, make any Army Morale adjustments which are required.

**STEP 8, (Advanced) GAIN MOMENTUM:** If the final modified Close Combat die roll is less than or equal to -1, the Defender gains one Momentum Chit. If the final modified Close Combat die roll is greater than or equal to 10, the Attacker gains one Momentum Chit.

**STEP 9, ADVANCE AFTER COMBAT:** If the defender's hex becomes vacant, the attacker must advance with at least the lead unit if it did not retreat. Other units which participated may advance up to the stacking limit including units which had to take a morale check and passed it. Artillery units may never advance. The defender may never advance after combat.

### 12.3 Artillery in Close Combat

Artillery SPs never count for Close Combat. If the only defending units are artillery, they are captured. Place all the defending artillery units in the captured box and skip to step 9.

### 12.4 Cavalry Withdrawal



If all the defending units are Parade Order dragoons and none of the attacking units are dragoons in a Close Combat, the Defender has the option to announce a Cavalry Withdrawal. His dragoons retreat three hexes to a hex not adjacent to an enemy unit instead of resolving the Close Combat normally. Mark the unit(s) with a Cavalry Withdrawal marker and the Close Combat procedure skips to step 9.

**RESTRICTIONS:** Dragoon units marked with a Cavalry Withdrawal marker:

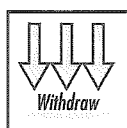
- May not move or attack
- Defend normally.
- Retain their ZOC.

**REMOVAL:** Cavalry Withdrawal markers are automatically removed from friendly units during the owning player's next Rally phase.

### 12.5 Tactics Chits

12.51 At the beginning of the game, each player takes one set of Tactics Chits. During each Close Combat, each player will select one eligible Tactics Chit to influence the battle.

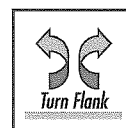
12.52 (Advanced) **TACTICS CHIT USE RESTRICTION:** The following requirements must be met before a Tactics Chit is eligible to be selected in each Close Combat.



- Skirmish, Attack en Echelon, Stand Fast and Withdraw: No restriction.



- **Frontal Assault and Commit Reserve:** A Leader must be stacked with or adjacent to at least one unit involved in this Close Combat; the unit does not have to be the lead unit. See Exclusive Rules for leader restrictions.

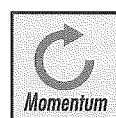


- **Turn Flank and Refuse Flank:** There must be one empty hex adjacent to both players' units (one hex with defending units in it and one hex with attacking units in it) AND a friendly Leader must be stacked with or adjacent to at least one unit involved in the Close Combat; the unit does not have to be the lead unit. See Exclusive Rules for additional restrictions.

12.53 One Leader can meet the eligibility requirements for Tactics Chit use for all units with which it is stacked or to which it is adjacent.

12.54 (Advanced) If one player plays an illegal Tactics Chit, their opponent receives a modifier of one in their favor (+1 for attacker or -1 for the defender). If both players play illegal Tactics Chits, the Tactics modifier is 0.

### 12.6 (Advanced) Momentum Chits



12.61 There is a pool of five back-printed Momentum Chits. Players accumulate Momentum Chits during the game. See specific rules to determine if one side starts the game with a Momentum chit

12.62 **SPENDING MOMENTUM CHITS:** Momentum chits may be used in one of the three methods below. When a Momentum Chit is used, it is returned to the pool and is eligible to be accumulated again.

- **CLOSE COMBAT:** Each chit spent allows the re-roll of one Close Combat resolution die roll. More than one Momentum Chit may be used in one Close Combat (12.23 step 6).
- **INITIATIVE:** For each Momentum Chit spent BEFORE the initiative die is rolled, a player may add two (+2) to their initiative die roll. The player who had Initiative on the previous game turn must decide how many Momentum Chits to spend first (6.0).
- **INITIATIVE:** A player may spend three Momentum Chits AFTER the initiative die rolls to negate the result of the die rolls and instead dictate which player has the initiative (6.0).

12.63 **GAINING MOMENTUM CHITS:**

- The Defender gains one Momentum Chit during the Gain Momentum step whenever the final modified Close Combat die roll is less than or equal to -1.
- The Attacker gains one Momentum Chit during the Gain Momentum step whenever the final modified Close Combat die roll is greater than or equal to 10.



**12.64 LOSING MOMENTUM CHITS:** If a player's unit with a printed unit morale of +2 is captured while it is at full strength, the player must return one Momentum Chit to the pool. If the player does not have a Momentum Chit, the opposing player is entitled to take a Momentum Chit from the pool. If there are no Momentum Chits in the pool, there is no further effect.

**12.65** If a player is entitled to receive a Momentum Chit but there are none available in the pool, the opposing player must return one Momentum Chit to the pool instead. If the opposing player does not have a Momentum Chit, there is no further effect. See Army Morale Adjustment chart for additional cases.

### 12.7 Surrounded Close Combat Modifier

When all six hexes adjacent to a defending unit are occupied by enemy units, enemy ZOC or prohibited terrain, the attacker modifies his Close Combat die roll by +1. The converse also applies—if the attacker is surrounded, the Close Combat die roll is modified by -1. For this rule only, friendly units negate enemy ZOC in their hex.

## 13. COMBAT RESULTS

In the following rules, the "affected unit" is the lead unit in a Close Combat or the target unit for Fire Combat. In Fire Combat, other friendly combat units in the hex are never affected, but leaders may be.

### 13.1 Explanation of Results

"-" No effect.

**"AM" Army Morale Loss:** The affected player must reduce his Army Morale marker by one.

**"R" Retreat:** The owning player retreats the affected unit one hex (see 13.2). The other friendly units in the close combat (including all the Defender's artillery but not any of the Attacker's artillery) must make a morale check; if they fail, they must retreat one hex also. When both sides must retreat, the defender retreats and makes morale checks first. See Exclusive Rules for exceptions to mandatory retreat.

**"D" Disruption:** The owning player retreats the affected unit three hexes (see 13.3) and places a disruption marker on the unit. The other friendly units in the close combat (including all the Defender's artillery but not any of the Attacker's artillery) must make a morale check; if they fail, they must retreat one hex.

- If the affected unit was already disrupted, it is now shattered. The affected unit must still retreat three hexes.
- If the affected unit was already shattered, it is eliminated and placed in the eliminated box.

**"1" One-Step Loss:** The affected unit loses one step. If the unit is a full-strength two-step unit, it is flipped over and remains in the hex; otherwise, the unit is placed in the eliminated box. The other friendly units in the close combat (including all the Defender's artillery but not any of the Attacker's artillery) must make a morale check; if they fail, they must retreat one hex.

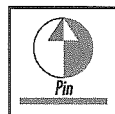
*DESIGN NOTE: Because it is considered to be covering the*

*retreat of the other units, the unit that takes the loss never retreats.*

**"2" Two-Step Loss:** The affected unit is eliminated and placed in the eliminated box. If the affected unit was only a one-step unit or was a reduced two-step unit, a second unit must take a one-step loss; if there is no other unit in the hex, the second step loss is ignored. The other friendly units in the close combat (including all the Defender's artillery but not any of the Attacker's artillery) must make a morale check; if they fail, they must retreat one hex.

**"DC" Captured, Defender's Choice:** One combat unit on the affected side of the Defender's choice is captured; place the unit in the captured box (if the printed unit morale is +2, see also 12.64). This unit does not have to be the lead unit nor does it have to be at full strength. The other friendly units in the close combat (including all the Defender's artillery but not any of the Attacker's artillery) must make a morale check; if they pass, they must retreat one hex; if they fail, they suffer a "D" result (retreat three hexes and become disrupted).

**"AC" Captured, Attacker's Choice:** One combat unit on the affected side of the Attacker's choice is captured; place the unit in the captured box (if the printed unit morale is +2, see also 12.64). This unit does not have to be the lead unit nor does it have to be at full strength. The other friendly units in the close combat (including all the Defender's artillery but not any of the Attacker's artillery) must make a morale check; if they pass, they must retreat one hex; if they fail, they suffer a "D" result (retreat three hexes and become disrupted).



**"PIN" Pinned:** The opposing units remain engaged. All disrupted and shattered units on both sides are captured. The Defender, followed by the Attacker, each place their units in the captured box and adjust army morale. Then, place a pinned marker on all hexes involved in this close combat. The next phasing player is obligated to either:

A. Attack with all units marked as pinned *and* attack all defending units marked pinned during this player turn (additional units may stack and/or attack with the pinned units);

OR:

B. Move all friendly pinned units so that they are not adjacent to any enemy units *and* not move any friendly units adjacent to any enemy pinned units *and* reduce his Army Morale by one (9.3).

"Pin" markers are removed from all friendly and enemy units either at the end of the movement phase with an Army Morale Penalty (9.3) or after all Close Combats are assigned (12.22).

**"\*" Leader casualty:** The owning player removes one Leader and places it in the eliminated box. The Leader chosen need not be the one in command. This is the only result from artillery or rifle fire that may affect other units in the hex. If no leader is present, ignore both the result and the Army morale adjustment due to Leader casualty.

### 13.2 Retreat

**13.21 RETREAT GUIDELINES:** A unit must retreat into a hex not adjacent to an enemy unit if possible. In addition, the unit must retreat towards friendly map edge if possible. See specific game rules for definition of "friendly map edge."

**13.22 RESTRICTIONS:** Units may not retreat:

- Into an enemy occupied hex.
- Into an enemy ZOC even if friendly units already occupy the hex.
- Into prohibited terrain.
- Off the map.
- In violation of stacking limits (see 13.23 two-step unit exception).

**13.23 RETREAT AND CAPTURE:** Any unit that cannot retreat the full distance because of restrictions is captured instead; this includes a retreat caused by Rifle Fire or Artillery Fire. The unit is removed and placed in the captured box. *Exception:* If a two-step unit would be captured for failure to retreat due to stacking limit violations, the owning player has the CHOICE to take a step loss and retreat if the now-reduced unit would not violate stacking limits in the hex into which it retreats. The player can choose to have the unit captured instead of taking the step loss. The Army Morale adjustments of suffering a "1" result are applied if the unit is so reduced.

**13.24** Any unit that is retreating three hexes must end three hexes from its starting hex counting by the shortest distance (or else be captured). The hex may not be adjacent to an enemy unit if there is an alternate hex which is also three hexes from the starting hex and not adjacent to an enemy unit. Cavalry Withdrawal (12.4) may never end adjacent to an enemy unit.

**13.25 COMBAT AND PREVIOUSLY RETREATED UNITS:** If a unit retreats from a Close Combat into a hex which has not had its Close Combat resolved yet, it does not contribute any strength to that Close Combat. In addition, it may not be selected as the lead unit. If its side suffers any result in the Close Combat, the previously-retreated unit must make a morale check. If it passes, it must retreat one hex; if it fails, it suffers a "D" result (per 13.1).

**13.26 LEADER RETREATS:** Any Leader may freely retreat along with any friendly retreating units with which it is stacked. Leaders are never required to retreat.

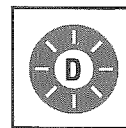
**13.27 ARTILLERY RETREATS:** Artillery units retreat like other units. Artillery units are NOT captured automatically if they end the Apply Close Combat Results Step adjacent to enemy combat units. Automatic capture only occurs to defending artillery units during the Determine Odds Ratio Step.

### 13.3 Disruption

The effects of disruption are that such units:

- May only move one hex per turn and may not move adjacent to an enemy unit. If a disrupted unit begins a movement phase adjacent to an enemy unit, it must use its one hex move to move away from (i.e. no longer adjacent to) as many enemy units as possible.

- May not attack.
- Defend with only half of their SPs (fractions rounded up).
- Have no ZOC.
- May not fire, if they are Disrupted artillery or rifle units.
- Are shattered, if they are Disrupted units that receive an additional "D" result.
- Are captured, when they receive a "PIN" result.
- Suffer an additional "D" result, if they are Disrupted units that end THEIR Close Combat phase adjacent to enemy units and are not stacked with friendly Parade Order units; this results in the unit becoming shattered and retreated 3 hexes or captured.



### 13.4 Shattered

The effects of being shattered are that they:

- May not move.
- May not attack.
- Defend with 1 SP regardless of their actual SPs and may NOT receive any terrain DRMs.
- Have no ZOC.
- May not fire, if they are artillery or rifle units.
- Are eliminated, when they receive an additional "D" result; place the unit in the eliminated box.
- Are captured, when they receive a "PIN" result.
- Are captured, if they end ANY Close Combat phase adjacent to enemy units and are not stacked with friendly Parade Order units; remove the units and place them in the captured box.



### 13.5 Morale Checks

When a Morale Check is required, a die is rolled and the value is added to the unit's modified morale. If the result is 5 or greater, the unit passes the morale check. Otherwise, it fails.

**MORALE CHECK MODIFIERS:** Apply the following modifiers to the Morale Check die roll:

- +1 Defending units attacked solely across fieldworks. Check Exclusive Rules for additional modifiers.
- +? Leadership DRM (14.23)

## 14. LEADERS

### 14.1 Stacking Leaders

Any number of friendly Leaders may stack in a hex. However, only the Highest Ranking Leader (See 3.2) may command (that is, provide DRMs) units in a hex. Place the Leader in command on top of the friendly units.

### 14.2 Using Leaders

**14.21 CLOSE COMBAT DRM:** During Close Combat, a Leader in command modifies the die roll with his Close Combat DRM. When attacking, the rating is added to the die roll; it is subtracted when defending.

**14.22 TACTICS CHITS:** During Close Combat, if a combat unit is stacked with or adjacent to a Leader, the player is eligible to play additional Tactics Chits (12.5).

**14.23 LEADERSHIP DRM:** During all morale checks and rally attempts, the Leader in command may add his Leadership DRM to all combat units in his hex.

### 14.3 Affecting Leaders

**14.31 Leaders** are never disrupted. If stacked with units which retreat or disrupt, the leader may either retreat with them or remain in place. Leaders are only affected directly in combat by an “\*” result.

**14.32 Leaders** alone in a hex are captured immediately if enemy Parade Order or Disrupted combat units enter their hex. This capture can occur either during the movement phase or as a result of advance after combat. If the Leader is captured during enemy movement, the capturing unit does not have to stop or expend additional movement points.

## 15. THE RALLY PHASE AND UNIT MORALE

### 15.1 The Rally Phase

During the Rally Phase, the phasing player’s disrupted or shattered units that are not adjacent to enemy combat units may attempt to Rally. A unit attempts to Rally by making a Morale Check (13.5). Although a Leader in command may modify the Rally attempt by adding his Leadership DRM (14.23), a Leader is not required to attempt Rally.

### 15.2 Rally Effects

A disrupted unit that passes the Morale Check becomes Parade Order (otherwise, it remains disrupted). A shattered unit that passes the Morale Check becomes disrupted (otherwise, it remains shattered).

### 15.3 Unit Morale

**15.31 BASE MORALE:** A unit’s base morale is printed on the unit. The base morale on the reduced side of a unit is usually one less than on the full-strength side.

**15.32 MODIFIED MORALE:** A unit’s modified morale is the unit’s base morale plus the unit’s army morale modifier (See 16.2) and any commanding Leader’s Leadership DRM (14.23). A lead unit’s modified morale is used as a DRM for Close Combat (see 12.2).

## 16. ARMY MORALE

*DESIGN NOTE: In this period of warfare, battles were decided less often by inflicting overwhelming losses than by destroying the opponent’s will to resist. The Army Morale Track measures the tenacity and will to fight of a player’s entire force. The success or failure of the individual units throughout the course of play will have a cumulative effect upon the overall status of each player’s army. Conversely, the overall morale status of a player’s army will impact directly upon the ability of individual units to perform to maximum effort.*

### 16.1 Adjusting Morale

Army Morale may need to be adjusted each time one of the following occurs (see Army Morale Adjustment Chart):

- A Fire or Close Combat result is other than “no effect.”
- A unit rallies (+1).
- A Leader is captured (see specific rules).
- PIN markers are removed in the Movement Phase (9.3).

### 16.2 Army Morale Levels

**16.21 HIGH MORALE:** If an army is considered at High Moral the Initiative DRM for that army is +1. All units in a High morale army use their printed unit morale ratings.

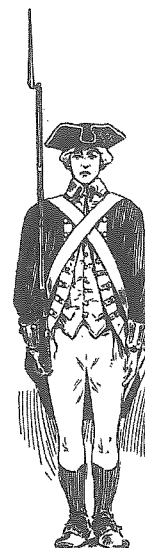
**16.22 FATIGUED:** If an army is considered at Fatigued, the Initiative DRM for that army is 0. All units in a Fatigued army have their unit morale ratings reduced by 1.

**16.23 WAVERING:** If an army is considered at Wavering, the Initiative DRM for that army is -1. All units in a Wavering army have their unit morale rating reduced by 2.

**16.24** If the Army’s Morale changes between High, Fatigued and/or Wavering during the resolution of one Fire Combat or Close Combat, complete all remaining morale checks using the Army Morale level that was in effect at the beginning of that Combat. The new Army Morale level is used for any Combats which are still to be resolved in that Combat Phase.

### 16.3 Demoralized and Substantial Victories

If an Army’s Morale falls to 0, it is considered Demoralized and the game ends immediately with opposing player winning a SUBSTANTIAL victory.



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# EXPANDED SEQUENCE OF PLAY

## A. Initiative Segment (see 6.0)

- Each player rolls one die and modifies it by the Army Morale DRM to determine who has the Initiative this turn.

## B. Initiative Player Turn

1. Flip the game-turn marker to indicate the correct player turn.

## 2. MOVEMENT PHASE (see 9.0)

- Shattered units may not move (13.4).
- Disrupted units may only move one hex (13.3)
- Pinned units may move only if they do not end their move adjacent to an enemy unit and the phasing player reduces his Army Morale (9.4).
- Units may conduct Strategic Movement along roads or tracks (rule 9.22)

## 3. RALLY PHASE (see 15.0)

- Make a Morale Check (13.5) for each friendly Disrupted (13.3) or Shattered (13.4) unit that is not adjacent to an enemy combat unit.
- A modified die roll  $\geq 5$  Rallies the unit.
- Shattered units that Rally become Disrupted, Disrupted units that Rally become Parade Order.

## 4. DEFENSIVE ARTILLERY FIRE PHASE (see 11.0)

- The non-phasing player may fire any or all of his artillery units.

STEP 1: Determine "To Hit" number (cross reference artillery SPs with the range to the target on the Fire Table).

STEP 2: Roll a die. If the modified die roll is equal to or greater than the "To Hit" number, a hit is scored.

STEP 3: If a hit is scored, a second unmodified die roll is made on the Artillery Fire Damage Table to determine the result. After applying the results, make any Army Morale adjustments that are required (16.1).

## 5. RIFLE FIRE PHASE (rule 10.0)

- Both players may conduct Rifle Fire with their Rifle units.
- Fire is considered simultaneous (10.4).

STEP 1: Determine the "To Hit" number (10.3).

STEP 2: Roll a die. If the modified die roll is equal to or greater than the "To Hit" number, a hit is scored (10.3).

STEP 3: If a hit is scored, a second (unmodified) die roll is made on the Rifle Fire Damage Table. Make any Army Morale adjustments that are required (16.1).

## 6. CLOSE COMBAT PHASE (rule 12.0)

A. Designate all attacks (12.21). *The phasing player must attack with all his units that are adjacent to enemy units (exception: artillery and rifles), and all adjacent enemy units must be attacked.*

B. Remove Pin markers from all units (12.22).

C. Conduct all designated Close Combats

## CLOSE COMBAT SEQUENCE (12.23):

STEP 1: Determine Odds Ratio

- Artillery Capture (12.3)
- Cavalry Withdrawal (12.4)

STEP 2: Determine Lead Units

STEP 3: Determine DRMs

STEP 4: Select and Resolve Tactics

STEP 5: Resolve Close Combat

STEP 6: Momentum Decision\*

STEP 7: Apply Close Combat Results

- Make Army Morale Adjustments

STEP 8: Gain Momentum\*

STEP 9: Advance after Combat

\*Advanced Game only

7. Move the game-turn marker to the bottom half of the game turn and flip it over

## C. Second Player Turn

*Same as above, except ignore B1 and B7.*

## D. End-of-Turn Segment

1. Check for Automatic Victory (see Exclusive rulesbooklet)
2. If it is the last game turn of the scenario, determine a winner.
3. Advance the game-turn marker to the top half of the next game turn.



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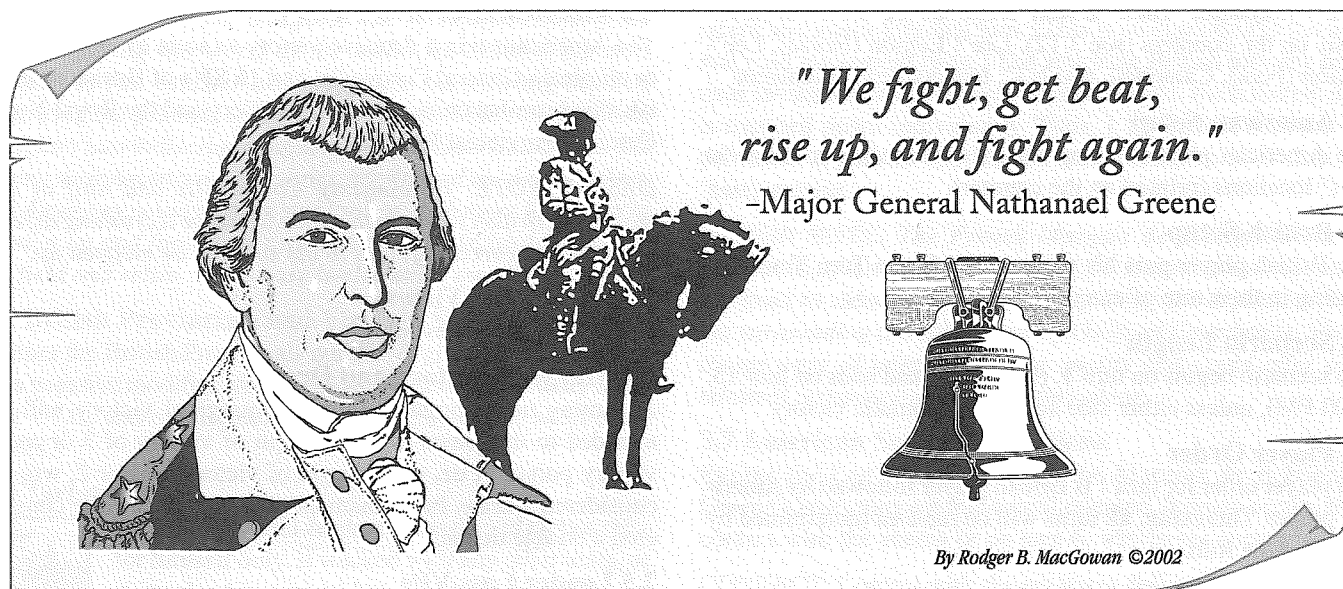
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# EXCLUSIVE RULEBOOK

## GUILFORD COURTHOUSE & EUTAW SPRINGS

*Game Design by Mark Miklos*



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# GUILFORD COURTHOUSE

## 1. PREPARE FOR PLAY

### 1.1 Color Bands and Counter Information

1.11 COLOR BANDS: The color bands that run across the top of each unit defines the following in Guilford Courthouse:

BRITISH:	AMERICAN:
Red = Regulars	No Stripe = Continentals
Green = Germans	Dk. Blue = State Troops
Yellow = Provincials	Lt. Blue = Virginia Militia
	Green = N.C. Militia

1.12 WHITE STRIPE: All Guilford Courthouse units have a thin white stripe across their counter to help distinguish them from Eutaw Spring counters.

1.13 LEE'S VANGUARD: The following four units constitute "Lee's Vanguard." Their 'at start' locations are shown in parenthesis on the counters (see 3.12). Lee's Legion (Horse), Lee's Legion (Foot), Campbell, and N.C. Independent Volunteers.

### 1.2 American Setup

The American player sets up his units according to their "at start" locations (printed on the counter).

### 1.3 British Setup

The British player puts his units on the Game Turn Track according to their turn of entry.

### 1.4 Scenario Length

The scenario begins on turn 1, (6:00 AM), and ends on turn 13, (6:00 PM), unless either side achieves automatic victory.

### 1.5 Player Order

The player order for turn 1 is British player followed by American player. Thereafter, all turns will be random (determined by Initiative die rolls).

### 1.6 Army Morale Levels

At start levels are 14 for both players.

### 1.7 Momentum Chits

The British start with 1 momentum chit.

## 2. HOW TO WIN

### 2.1 British Decisive Victory

The British can win a decisive victory in two ways:

1. As soon as they exit six SPs of British or British allied combat units, excluding artillery, off the board between hexes 2429 and 2433 inclusive (designated by infantry silhouettes).

*DESIGN NOTE: If the British player can exit the stipulated units off the board on the designated hexes he is considered to have gotten behind the American army and astride the road to Speedwell's Iron Works. This was the primary American depot*

*in the region and was located approximately 12 miles from the battlefield. If taken by the British, the American Army would have been crippled, its militia dispersed and its effectiveness neutralized. Short of annihilating the Americans on the field of battle this would have been the kind of set back Cornwallis hoped to deliver.*

2. As soon as they capture or eliminate General Greene and eight SPs of Continentals, excluding artillery. *NOTE: this total does not include losses to the Virginia state troops, the Virginia militia, or the N.C. militia.*

*DESIGN NOTE: No previous American commander proved as successful as Greene. His loss, together with the cadre of veteran Continentals that comprised the Southern Army, would break the back of American resistance in the south.*

### 2.2 American Decisive Victory

The Americans win a decisive victory as soon as they capture or eliminate General Cornwallis and 16 SP's of British or British allied combat units, excluding artillery and the Royal North Carolina Provincial Regiment.

*DESIGN NOTE: Eliminating Cornwallis and half of the remaining British forces in the army would be a crushing defeat, leaving only garrison forces in the south to be mopped up.*

### 2.3 Substantial Victory

See 16.3 in the Series rules.

### 2.4 Marginal Victory and Draw

Assuming no automatic victory, a marginal victory will be awarded to the player with a margin of victory of 3 or more victory points. A tie, or a margin of victory of 1 or 2, will be considered a draw. In tournament play, a draw will be considered a double defeat.

### 2.5 Leader Loss VPs

The American player earns the following VPs for the capture or casualty of the following British leaders:

Cornwallis:	2 VPs	O'Hara:	1/2 VP
Leslie:	1 VP	Webster:	1/2 VP
Tarleton:	1 VP		

The British player earns the following VPs for the capture or casualty of the following American leaders:

Greene:	3 VPs	Stevens:	1/2 VP
Lee:	1 VP	Eaton:	1/2 VP

### 2.6 Victory Hexes:

The following hexes are worth 1 VP to the player who controls them: Hexes 1718, 0927 and 1832.

All 3 are considered American controlled at start. Control is defined as either occupying them with a non-artillery combat unit, or being the last to pass through them. Enemy ZOC will



negate control of these hexes. If the British control Guilford Courthouse in hex 1832, the American player gets no points for any victory hexes he may still control.

### 3. SPECIAL RULES

#### 3.1 Special British Artillery Fire

On any ONE TURN in the game in which the American player is conducting Close Combat against British or British allied units that are within range and line of sight of the British artillery unit, the British player may 'fire' into the melee. This is abstracted, however, and no actual British artillery fire takes place. Instead, the odds in that American attack are reduced two column shifts to the left. This rule can be used even if the British guns already fired during the defensive artillery fire phase of the current game turn.

*DESIGN NOTE: At the height of the battle, after the British Guards had overrun the 2nd Maryland and captured its artillery, the 1st Maryland and Washington's Dragoons launched a ferocious counterattack. Victory or defeat hung in the balance. This was the deciding moment of the battle as Cornwallis sought to breach Greene's 3rd and final line of defense. Seeing his Guards getting the worst of the melee he ordered his own artillery to fire canister and grape into the swirling mass of men, over the protests of his own officers. While the resultant slaughter was indiscriminant, and many British Guardsmen fell among their American adversaries, the fire had the desired effect. The American counterattack was broken. With more British units coming up and forming for assault Greene decided to give up the field and retire to his base twelve miles away.*

#### 3.2 British Provincials and Virginia State Troops

Neither the British Provincials nor the Virginia state troops suffer a negative modifier when in Close Combat with enemy regulars. (N.C. and/or Virginia militia does, however, as in other games.)

#### 3.3 Tarleton



Tarleton is a demi-leader for the play of tactics chits for himself only. If stacked with any other units, or if involved in a multi-hex attack, he loses this capability.

#### 3.4 Lee's Legion



"Lee's Legion" (Horse), (representing Light Horse Harry Lee), is a demi-leader for the play of tactics chits for himself, the other units in Lee's Vanguard, the Marquis de Bretigny militia dragoons, and Washington's Dragoons. If stacked with any other units, or if involved in a multi-hex combat with any other units, he loses this capability.

#### 3.5 Generals Eaton and Stevens

- General Eaton may only command N.C. militia, including the Marquis de Bretigny and the N.C. Independent volunteers.
- General Stevens may only command Virginia militia, including Campbell, and Lynch.

**SENIORITY:** If N.C. and Virginia militia is stacked together,

and if the same stack also contains both Generals Eaton and Stevens, then General Stevens may command the mixed stack.

**SINGLETON'S CONTINENTAL ARTILLERY:** This unit is 'attached' to the militia. It can draw command and control from either General Eaton or Stevens throughout the game.

#### 3.6 The Marquis de Bretigny



**COMBAT EFFECTS:** The unit's combat strength is in parenthesis, (1), indicating that it is a defensive value. If alone in a hex, he may not attack adjacent enemy units. If adjacent at the start of a turn, he must move away if possible. If he cannot, he is captured. This restriction is lifted when the Marquis is stacked with friendly units.

**MOVEMENT RESTRICTIONS:** The Marquis de Bretigny may not move west of hex grid xx11.

**SCREENING ROAD MOVEMENT:** If the Marquis is alone and exerting a zoc over the road net, and if Tarleton, using regular movement rate, is able to move adjacent, then the Marquis is considered screened. Any British infantry units coming up from behind would be permitted to use road movement to move adjacent and attack him that turn. (This is an exception to the normal road movement rules.) The attacking British infantry have their strength reduced by half, rounded down. Each British unit is rounded down individually. Thus, 1 SP units would not be permitted to attack. The British attack receives a -1 drm for 'hasty assault.'

*DESIGN NOTE: The French Marquis de Bretigny was in command of an assortment of N.C. mounted militia units assigned to vidette and outpost duty along the expansive road net surrounding the community of Guilford Courthouse. These troops were of inferior fighting quality and could offer only minimal resistance when operating alone.*

#### 3.7 American Sortie Restrictions

Except for Lee's Vanguard and the Marquis de Bretigny, Greene's army may not move until released. Release occurs after contact with the enemy or on turn 6, whichever occurs first.

**CONTACT:** Contact with the enemy is defined as fire combat, close combat, or LOS from any American unit to a British or British allied unit, excluding light infantry or dragoons. If contact occurs, Greene will release two turns after the turn of contact, unless this would occur after turn 6. Mark the turn track to remind players when Greene's army can sortie.

**AUTOMATIC SORTIE:** Greene sorties automatically on game turn 6. [This is when Lee historically returned to the main American lines] Once released, neither the N.C. and Virginia militia nor the Continental artillery may move west of Little Horse Pen Creek or south of Sawpit Branch. *EXCEPTION: Lynch's rifles are Virginia militia but are not restricted by this rule.* All other American units are free to move anywhere.

*DESIGN NOTE: Greene deployed his army in a defensive posture upon the advice of Daniel Morgan, who had used this 3-line array to such decisive effect at The Cowpens. Greene knew the British were coming toward him and was committed*

to awaiting their assault. These rules are designed to somewhat restrict the American player from selecting a course of action that would be ahistorical with the advantages of 20/20 hindsight. (This rule does not apply to the Historical Scenario since it picks up the action at the point of the British assault and eliminates the opportunity for early maneuver).

### 3.8 Friendly Map Edges and Reinforcements

**RETREAT:** When required to retreat, British units retreat toward the south or west map edges and American units toward the north or east map edges, if possible.

**REINFORCEMENTS:** Arriving British units appear on hex 0201, marked "B," at no cost and may move off normally. They may use road movement rates. If this hex is occupied by American units, British units may appear in adjacent hexes and move at 1/2 MPs, round down.

### 3.9 Guilford Courthouse, McCuiston Plantation House and the New Garden Meeting House

**MOVEMENT EFFECTS:** Movement into these hexes is prohibited to artillery and dragoons. It cost 1 MP for all others.

**COMBAT EFFECTS:** Units defending in these three hexes receive a -1 drm against Rifle and Artillery Fire and a -1 drm in Close Combat.

*PLAY NOTE: All other buildings on the map have no effect.*

### 3.10 Army Morale Adjustment

See Player Aid Card.

### 3.11 N.C. Militia



Neither the British player nor the American player receives Army Morale adjustments, (positive or negative), for captures and casualties inflicted upon N.C. militia combat units, including the Marquis de Brétigny. Singleton's 'attached' artillery is not included in this special calculation. It is treated in the standard way. N.C. militia combat units are worth 1/2 VP to the British player for every two units, round down, regardless whether captured, eliminated, or shattered.

*EXAMPLE: 1 unit = 0 VP, 2 or 3 units = 1/2 VP, etc.*

**MOMENTUM CHITS:** Momentum cannot be gained by the British player in victories achieved against an all-NC militia force.

*DESIGN NOTE: These were the most "suspect" units in Greene's army. They were untrained and undisciplined and were asked to only stand long enough to fire a volley or two. With the exception of the Surry County Militia they performed as both commanders expected and melted away into the forest.*

### 3.12 Lee's Vanguard Optional Deployment

Lee's Vanguard may deploy anywhere north of hex row 08xx and east of Little Horse Pen Creek. If you use this rule, accelerate the arrival of all British units by 1 turn. (Turn 2 units arrive with Tarleton on turn 1, turn 3 units arrive on turn 2, etc.).

## GUILFORD COURTHOUSE HISTORICAL SCENARIO

### BRITISH SETUP:

1720 Brigadier General O'Hara, 2nd Bn. Guards, MacLeod's artillery  
 1619 Major Gen. Leslie, 2nd Bn. Fraser's Highlanders  
 1520 v. Bose Regiment  
 1819 Colonel Webster, Royal Welsh Fusiliers  
 1920 33rd Regiment of Foot  
 1519 1st Bn. Guards  
 1719 Lt. General Cornwallis, Grenadiers  
 1818 Light Infantry, Jaegers  
 1718 Tarleton's Dragoons

*NOTE: Not used in this scenario are the Royal North Carolina Provincials and the 7th Regiment of Foot.*

**AMERICAN:** Set up per 'at start' designations except for the following units:

1523 Campbell's Va. Militia Rifles, Lee's Legion Infantry  
 1223 Lee's Legion Dragoons  
 1726 N.C. Independent Volunteers (reduced)

*NOTE: Marquis de Brétigny dragoons are not used in this scenario.*

1. The game begins on turn 8 and ends on turn 12.
2. The British move first on turn 1. Thereafter the turns are random player (determined by Initiative die roll).
3. The British begin the game with 1 momentum. The AMT is set at 14 for both sides 'at start.'
4. Guilford Courthouse, hex 1832, is worth 1 VP to whom ever controls it at the end of the game. Control for the British is defined as occupying, with a parade order combat unit, excluding artillery, without the presence of enemy ZOC. If the British do not control the Courthouse, control is assumed to belong to the Americans.
5. No points are awarded in this scenario for control of hexes 1718 or 0927, as in the campaign game.
6. Casualties to the N.C. militia units are calculated the same way as in the campaign game (see 3.11).
7. Victory conditions are the same as in the campaign game.
8. British Army Morale will increase by +1 if the British can clear all American units from the fence line along the east edge of Hoskins' field, (hexes 1523, 1623, 1723, 1823, 1923 and 2022), by the end of game turn 8. The six hexes must be vacant of American units and at least two of them must be occupied by British combat units. The presence of American zoc does not matter. If the Americans voluntarily abandon this position, the British player will still receive the +1 AM modifier as soon as two hexes are occupied by British combat units.
9. There are no American sortie restrictions.

## ORDER of BATTLE GUILFORD COURTHOUSE

### Grand Army of the Southern Department *Major General Nathanael Greene*

#### CONTINENTALS

Maryland Brigade (*Col. Otho Williams*)  
 1st Maryland Regiment (*Col. John Gunby*)  
 2nd Maryland Regiment (*Lt. Col. Benjamin Ford*)  
 Delaware Infantry Company (*Captain Peter Jacquet*)  
 Washington's Legion (*Lt. Col. William Washington*)  
 1st & 3rd Continental Dragoons [elements]  
 N.C. and Virginia Mounted Militia [elements]  
 Delaware Infantry Company (*Captain Robert Kirkwood*)  
 Lee's Legion (*Lt. Col. Henry "Light Horse Harry" Lee*)  
 1st Continental Artillery (*Major Harrison*)  
 Singleton's Battery (*Captain Anthony Singleton*)  
 Finley's Battery (*Captain Samuel Finley*)

#### STATE TROOPS

Virginia Brigade (*Brigadier General Isaac Huger*)  
 Green's State Regiment (*Lt. Col. John Green*)  
 Hawes' State Regiment (*Lt. Col. Samuael Hawes*)

#### MILITIA

Butler's N.C. Brigade (*Brig. General John Butler*)  
 Orange County  
 Granville County  
 Guilford County  
 Rowan County  
 Surry County  
 Eaton's N.C. Brigade (*Brig. General Pinkertham Eaton*)  
 Warren County  
 Halifax County  
 Edgecombe County  
 N.C. Independent Rifle Corps (*Colonel William Preston*)  
 Stevens' Virginia Brigade (*Brig. General Edward Stevens*)  
 Augusta County  
 Rockbridge County  
 Berkeley County  
 Lawson's Virginia Brigade (*Brigadier General Robert Lawson*)  
 Henry County  
 Botetourt County  
 Pittsylvania County  
 Mecklenburg County  
 Goochland County  
 Prince Edward County  
 Nottoway County  
 Campbell's Rifle Regiment (*Col. William Campbell*)  
 Lynch's Rifle Regiment (*Col. Charles Lynch*)

### British Southern Army *Lt. General Charles (2nd Earl) Cornwallis* *Major General Alexander Leslie*

#### REGULARS

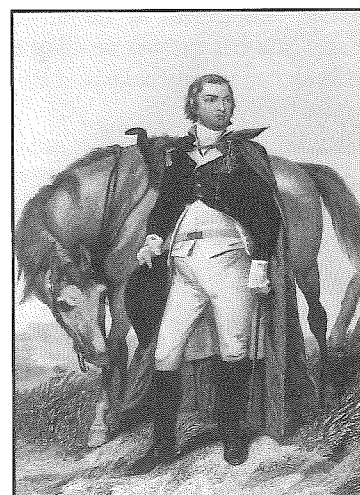
Brigade of Guards (*Brig. General Charles O'Hara*)  
 1st Battalion Guards (*Lt. Col. Norton*)  
 2nd Battalion Guards (*Lt. Col. Stewart*)  
 Light Infantry  
 Grenadiers  
 British Legion Infantry [attached]  
 71st "Highland Scots" Regiment of Foot (*Col. Fraser*)  
 2nd Battalion  
 23rd "Royal Welch Fusiliers" Regiment of Foot (*Col. James Webster*)  
 33rd Regiment of Foot ("Cornwallis")  
 Remnants of 17th Dragoons and 7th "Royal Fusiliers" Regiment of Foot [Cowpens survivors]  
 4th Battalion Royal Artillery  
 Section (*Lt. John MacLeod*)

#### (GERMAN MERCENARIES)

Musketeer Regiment Von Bose (*Lt. Col. De Buiy*)  
 Jaeger Battalion  
 Anspach-Beyreuth Company  
 Hesse-Kassel Company

#### PROVINCIALS

British Legion (*Lt. Col. Banastre "Bloody" Tarleton*)  
 Royal N.C. Regiment (*Lt. Col. John Hamilton*)



*Major General Nathanael Greene*

# EUTAW SPRINGS

## 1. PREPARE FOR PLAY

### 1.1 Color Bands

The color bands that run across the top of each unit defines the following in Eutaw Springs:

BRITISH:

Red = Regulars

Yellow = Provincials

Brown = Militia

AMERICAN:

No Stripe = Continentals

Dk. Blue = State Troops

Lt. Blue = Militia

Green = Partisans

### 1.2 British Setup

The British Player sets up his units according to their "at start" locations (printed on their counter). The 19th and 30th regiments are optional reinforcements (see 3.20).

### 1.3 American Setup

The American Player puts all his units on the Game Turn Track.

### 1.4 Scenario Length

The scenario begins on turn 1 (7:00 AM) and ends on turn 10 (4:00 PM), unless either side achieves automatic victory.

### 1.5 Army Morale

At start army morale is 14 for the Americans and 13 for the British.

### 1.6 Momentum Chits

The Americans start with 1 momentum chit.

### 1.7 Player Order

Turns 1 & 2 are American Player turns only. Turns 4–10 are random player order (determined by Initiative die roll). The player order for turn 3 is conditional pending the outcome of close combat between American forces and the British foraging party on turn two (see 3.2).

## 2. HOW TO WIN

### 2.1 American Decisive Victory

The Americans win a decisive victory at the end of any game turn in which they both occupy hex 1108, without the presence of an enemy ZOC, and eliminate or capture 14 SPs of non-artillery British and/or Provincial combat units, excluding militia. A minimum of 8 of these SPs must be British regulars.

### 2.2 British Decisive Victory

The British win a decisive victory the moment they both elimi-

nate or capture Greene and 12 SPs of non-artillery American combat units, excluding militia, but including Continentals, Partisans and State Troops. A minimum of eight of these SPs must be Continentals.

### 2.3 Substantial Victory

See 16.3 in the series rulesbooklet.

### 2.4 Marginal Victory and Draw

Assuming no automatic victory, a marginal victory will be awarded to the player with a margin of victory of 3 or more points. A tie, or a margin of victory of 1 or 2, will be considered a draw. In tournament play, a draw will be considered a double defeat.

### 2.5 Leader Loss VPs

The American player earns the following VPs for the capture or casualty of the following British leaders:

Stuart:	2 VP
Majoribanks:	1 VP
Coffin	1/2 VP

The British player earns the following VPs for the capture or casualty of the following American leaders:

Greene:	2 VP
Swamp Fox	1 VP
Hampton:	1/2 VP

### 2.6 British Encampment Victory Hexes

Whichever player controls the majority, (4/7), of the encampment hexes at the end of the game gets three VPs. Control is defined as occupying, or being the last to pass through, with a combat unit, (exception: artillery) regardless of ZOC. The Wantoot Plantation house is considered to be an encampment hex. All seven hexes are British controlled at start.

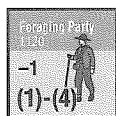
## 3. SPECIAL RULES

### 3.1 Turns 1 and 2

Turns 1 and 2 are American Player turns only. On turn 1, however, the American player *does not* get a road bonus.

### 3.2 Turn 3 Player Order

The player order for turn 3 is conditional pending the outcome of close combat between American forces and the British foraging party on turn two. If the combat result is "no effect," or if the foraging party successfully retreats, the British Player gets the initiative on turn 3. *Members of the foraging party escape and raise the alarm.* Any other result and the Americans get the initiative on turn 3. *The foraging party is overrun and the British are caught napping.*



### 3.3 The Foraging Party

The sole function for this unit is to determine the initiative for turn 3 as explained in 3.2 above. It has the following characteristics:

- May not attack, but may defend, (SPs are in parenthesis)
- May not move until attacked, (MPs are in parenthesis)
- has a ZOC
- causes no gain or loss of AM points, is worth no victory points, and does not cause the American player to gain momentum.

*DESIGN NOTE: Despite reports from American deserters, the British commander gave testimony after the battle that he was completely surprised by the appearance of the American Army. Sensing no threat he sent an unarmed "rooting" party with a small mounted escort to forage for sweet potatoes on the morning of the battle. This work detail was overrun by the American van guard. A handful of survivors made it back to the British camp to raise the alarm. British forces scrambled into line of battle just west of their encampment where they met the fury of the fully deployed American attack.*

### 3.4 The British Perimeter

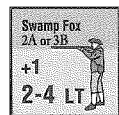
The following 7 hexes constitute the British Perimeter: 1113, 1012, 0912, 0811, 1212, 1312, and 1411. As soon as American units, other than artillery, occupy or pass through any 4 of the 7 hexes, the British player loses 1 step of Army Morale. The adjustment occurs immediately. This is a one-time event. Subsequent maneuver by both armies, relative to the British perimeter, will not effect British Army Morale.

*DESIGN NOTE: The British perimeter was added to the design as an inducement for the British player to attempt a stand west of or within his encampment area, which is historically accurate, rather than defending "behind" his encampment in order to "mis-use" the rules governing looting. In other words, Lt. Col. Stuart couldn't know and certainly wouldn't have planed on American units breaking ranks and to allow the British player this luxury, without penalty, would be to "game" the history in a way totally out of context with the historical reality.*

### 3.5 American Surprise Attack

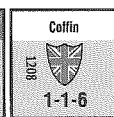
On the first turn in which any American units have close combat with any British Player unit(s), with the exception of the foraging party, shift one column left or right on the Close Combat table in the American player's favor for that close combat phase only (i.e.: 1:1 becomes either 3:2 or 1:2 depending on whether the American is attacking or defending). Fire combat is not effected.

### 3.6 The Swamp Fox



The Swamp Fox is a demi-leader for the play of tactics chits, for himself and any militia with whom he is stacked. If stacked with any other units, or if involved in a multi-hex combat with any other units, he loses this capability. He also has a provisional leadership DRM of +1 as a modifier on the looting table (see 3.11).

### 3.7 Major Coffin and John Majoribanks



John Majoribanks and John Coffin are both Majors, but Majoribanks is a Regular. If stacked together, the Regular would be in command.

**MAJOR COFFIN:** May only command provincials and/or Tory militia.



### 3.8 Wade Hampton

May only command State Troops, Partisans, and/or militia. **Exception:** If the force is ALL dragoons, it may contain Continentals.

### 3.9 The Wantoot Plantation House

**MOVEMENT EFFECTS:** Movement into this hex is prohibited to artillery and dragoons. It cost 1 MP for all others.

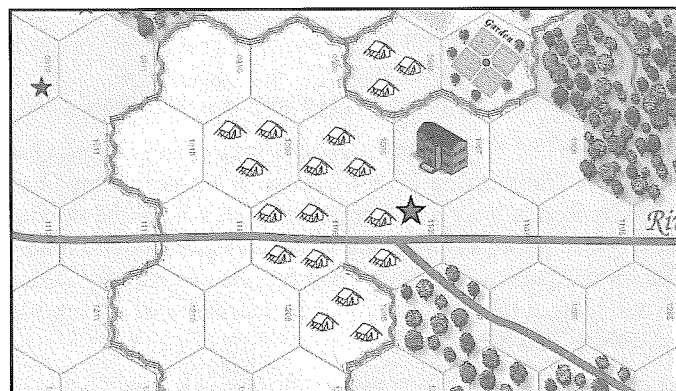
**ZONE OF CONTROL AND LINE OF SIGHT:** ZOCs extend out of this hex, but not into. This hex blocks LOS.

**COMBAT EFFECTS:** Cloe combat is not mandatory for units inside. Units defending in this hex receive the following benefits:

- +1 to morale checks
- 2 to fire combat against units inside
- 1 to the attacker in close combat against units inside. Close combat is not mandatory for units inside

**RETREAT:** No automatic retreat requirement for an "R" combat result.

**PLAY NOTE:** The garden hex has no effect on play. The orchard is treated as a Lt Woods hex.



### 3.10 British Encampment Hexes

These seven hexes are important for victory (see 2.6). Tent encampment hexes do not block line of sight, but the plantation house does. When an American unit enters a British encampment hex for the first time it ends all movement for the turn. Place an encampment marker on the hex with the American control side up. Once an encampment hex is re-occupied by the British player, flip the encampment marker over to its British control side. This will help players remember that looting (3.11) may not occur in this hex again. American units that re-enter such hexes are not required to stop.

## LOOTING TABLE

American Unit Type	Disordered die roll
Lee's Legion, (foot and horse), and Kirkwood	0
Maryland Bde.	0-2
Virginia Bde. and Washington's Drgns.	0-4
N. Carolina Bde., Partisans and State Troops, (foot and horse)	0-6
Militia	0-8

### 3.11 Looting

Each American combat unit, including artillery, that enters a British controlled encampment hex must immediately check for "LOOTING." *Note: This can occur either during the movement phase or during advance after combat, but not during retreat.* Roll on the LOOTING TABLE. The Leadership DRM of a commanding leader may be added to the die roll. (The Swamp Fox demi-leader is considered to have a +1 leadership modifier for this purpose.)

*NOTE: Unit morale IS NOT taken into account on the looting table. The only modifier to the die roll would be a leader's leadership drm. If disordered, mark with a disordered marker.*

#### DISORDER EFFECTS:

- cannot move or attack
- defends at 1/2 SPs, round up (a 1 SP unit would still be a 1)
- no ZOC
- disordered rifles cannot fire
- -1 modifier in close combat
- cannot be the lead unit if stacked with non disordered units

**RALLY FROM DISORDER:** A player may attempt to rally his disordered units during his rally phase of the next game turn. Friendly leaders may assist in the rally attempt in the normal way. (Once again, the Swamp Fox demi-leader has a +1 modifier for this purpose.) Whereas unit morale was not considered on the looting table, it is used in the normal way during the rally from disorder die roll.

*NOTE: If the Swamp Fox is DISRUPTED he loses the ability to modify the looting and rally from disorder die rolls. If disordered, however, he still applies the +1 modifier to the rally attempt.*

**OTHER EFFECTS:** Units may remain disordered indefinitely. A disordered unit that suffers a pin is captured. If it suffers a disrupt result, it is disrupted in the normal way. If it suffers a retreat it retreats in the normal way. If it suffers a step loss it does so in the normal way. Any of these combat results automatically supercede the disorder and it is removed.

*DESIGN NOTE: After initial British resistance, especially on the American left flank, their lines began to break en echelon from their left to their right. American pursuit swept the retiring*

*British right through their encampment. With utter victory within it's grasp the American army now faltered as tired, hungry and thirsty men broke ranks to help themselves to the spoils of war that were everywhere plentiful among the British tents. Indeed many breakfasts were still on the cook fires. American officers tried in vain to restore order, a task made even more difficult when the rank and file discovered the cache of British rum in the camp. This interlude gave the British time to rally and counterattack with great effect. Greene was forced to give up the field.*

### 3.12 Friendly Map Edges

When required to retreat, British units retreat towards the east map edge and American units toward the west map edge, if possible.

### 3.13 Black Jack Oak

**MOVEMENT EFFECTS:** Artillery and dragoons are prohibited from entering these hexes. Infantry and militia pay 3 MPs, Lt Infantry and Leaders must pay 2 MPs to enter.

**ZONE OF CONTROL:** ZOCs extend out of but not into Black Jack Oak hexes.

**COMBAT EFFECTS:** Units defending in a Black Jack Oak hex receive a -1 fire DRM and a -2 Close combat DRM.

*DESIGN NOTE: This represents near impenetrable thickets of scrub oak, briars, brambles and vines located on the British right along the banks of the Santee River. Here British Major Marjoribanks (pronounced, March-banks), anchored the British line and held even after the rest of the forward British position had collapsed. He repulsed several American attempts to dislodge him, even wounding and capturing American cavalryman William Washington, before eventually retiring in good order to the Wantoot Plantation house.*

### 3.14 Swamp hexes

The only unit that may enter swamp hexes is the Swamp Fox for whom it is 2 MPs. ZOCs extend out of but not into swamp hexes.

**COMBAT EFFECTS:** The Swamp Fox receives a -1 DRM for Close Combat when defending in a swamp hex. This is the only unit that can receive this benefit.

### 3.15 Santee River

**MOVEMENT EFFECTS:** Units may enter Santee River hexes and move up and down the river paying the terrain cost of the other terrain in the hex. Units on a river hex are *always* considered to be on the south shore. The only unit that may cross the River on a non-ferry hex is the Swamp Fox. The Swamp Fox can cross the River at any point by starting his movement phase in a River hex and spending all his movement points to cross. He can exit normally on the opposite shore the following turn.

**COMBAT EFFECTS:** While on a river hex in the act of crossing, the Swamp Fox provides the attacker with a +1 fire DRM, and a +2 Close Combat DRM.

### 3.16 Nelson's Ferry

**MOVEMENT EFFECTS:** Entering the Nelson's Ferry hex cost



Lt. Infantry, Infantry, Militia and Leaders 2 MPs. It cost artillery 3 MPs, and dragoons 4 MPs to enter. It does not cost any extra MPs to exit the Nelson's Ferry hex.

**COMBAT EFFECTS:** Units defending in the Nelson's Ferry hex provide the attacker with a +1 Close Combat DRM.

### 3.17 Morale Adjustments

In addition to the standard Morale Adjustments, the following events affect Army Morale:

#### Leader Casualties/Capture

Stuart .....	+1/-1
Majoribanks .....	+1/-2
Coffin .....	+0/-1
Greene .....	+2/-3
<i>Plus American player surrenders 1 Momentum chit</i>	
Fox .....	+1/-2
Hampton .....	+0/-1

### 3.18 Variable Entry

The Swamp Fox and the S.C. Militia rifles, have variable entry, as indicated on the counters. They may enter together or separately.

### 3.19 Close Combat DRMs

Neither Partisans, State troops, nor Provincials suffer a negative modifier when in close combat with enemy regulars. (Militia alone do, however, as in the other games.)

### 3.20 Optional Rule

The British have two partial regiments of reinforcements heading their way from Charleston. They arrive on turn 7 at either entry hex C or D, but must enter together at the same hex. The entry hex costs no MPs. They may not use road bonus on the turn of entry. The British player must secretly declare, at the start of the game, whether he is using these troops. He should make a note on a piece of paper and reveal it on his half of turn 7. If using these reinforcements he must surrender one point of Army Morale at the beginning of his half of turn 7.

*DESIGN NOTE: Historically, they arrived the next day and took no part in this battle. This optional rule allows the British player to force-march the reinforcements at a cost of Army Morale points.*

### GUILFORD COURTHOUSE CREDITS

Special Thanks: John L. Durham, Historian and Curator of the Guilford Courthouse National Military Park.

Playtester: Lt. Col. Donald Hanle (USAF ret.), Tony Curtis.

Research Assistant: David Hall

Historian: Michael Zatarga

### EUTAW SPRINGS CREDITS

Playtesters: Hank Burkhalter, Jim Lawler and Tony Curtis

## EUTAW SPRINGS HISTORICAL SCENARIO

### BRITISH SETUP:

Hex	Unit
0913	<i>Irish Buffs</i>
1013	<i>NY vols</i>
1113	<i>de Lancey, Lt. Artillery</i>
1213	<i>NJ vols</i>
1313	<i>63rd</i>
1412	<i>64th</i>
1310	<i>Coffin, Ninety Six District Militia, Charleston Horse</i>

*Majoribanks, Lt. Infantry:* In any hex designated as Black-jack.

*Grenadiers:* Anywhere with or east of another British unit.

*Sheridan's Rifles:* Anywhere with or east of another British unit.

*Stuart:* With any British player unit.

### AMERICAN SETUP:

Hex	Unit
0817	<i>Palmetto Foot</i>
1016	<i>Pickens/Sumter</i>
1116	<i>NC Militia, Gaines Artillery</i>
1216	<i>Swamp Fox</i>
1417	<i>Lee's Legion, (Horse and Foot)</i>
0919	<i>Maryland Brigade</i>
1119	<i>Virginia Brigade, Browne Artillery</i>
1319	<i>NC Brigade</i>
0820	<i>Hampton, Palmetto Horse</i>
1022	<i>Washington's Dragoons</i>
1122	<i>Kirkwood</i>

*SC Militia Rifles:* Anywhere with or west of another American unit.

*General Greene:* With any American player unit.

- Game begins on turn 4 and ends on turn 10.
- American player goes first on turn 4. After that, the turns are random player order (determined by Initiative die roll).
- At start army morale is 14 for the Americans and 13 for the British.
- The Americans start with 1 momentum chit.
- Optional British reinforcements are not used.
- The foraging party is not used.
- Rules governing the British perimeter still apply (3.4).
- Victory is determined the same way as in the campaign game.

## ORDER of BATTLE EUTAW SPRINGS

### Grand Army of the Southern Department *Major General Nathanael Greene*

#### CONTINENTALS

Maryland Brigade (*Col. Otho Williams*)  
     1st Battalion (*Lt. Col. John Eager Howard*)  
     2nd Battalion (*Major Henry Hardman*)  
     Delaware Light Infantry Company (Capt. Robert Kirkwood)  
     Virginia Brigade (*Lt. Col. Richard Campbell*)  
         1st Battalion (*Major Sneed*)  
         2nd Battalion (*Capt. Thomas Edmunds*)  
         Va. Continental Cavalry (*Lt. Col. William Washington*)  
         Va. Artillery Detachment (*Capt. William Gaines*)  
     N.C. Brigade (*General Jethro Sumner*)  
         1st Battalion (*Col. Ashe*)  
         2nd Battalion (*Major Armstrong*)  
         3rd Battalion (*Major Blount*)  
     Lee's Legion (*Lt. Col. "Light Horse Harry" Lee*)  
     Browne's Independent Artillery (*Captain Browne*)

#### STATE TROOPS

S.C. "Palmetto" Battalion (*Col. Wade Hampton*)  
     Foot (*Col. William Henderson*)  
     Horse (*"Hampton"*)

#### MILITIA & PARTISANS

S.C. Combined Brigade (*Brigadier General Andrew "Fighting Elder" Pickens*)  
     Pickens' Brigade (*"Pickens"*)  
     Sumter's Brigade (*Brigadier General Thomas "Gamecock" Sumter*)  
     N.C. Brigade (*Col. Francis the Marquis de Malmedy*)  
     Marion's Brigade (*Brigadier General Francis "Swamp Fox" Marion*)  
     S.C. Militia Rifles

### British Garrison Forces *Lt. Col. Alexander Stuart*

#### REGULARS

Flank Companies (*Major John Majoribanks \*\*pronounced "March-banks"*)  
     Light Infantry  
     Grenadiers  
     3rd "Irish Buffs" Regiment of Foot (*"Stuart"*)  
     63rd Regiment of Foot  
     64th Regiment of Foot  
     Royal Artillery  
     Light Artillery Battery

















































#### PROVINCIALS

N.Y. Brigade (*Lt. Col. John Harris Cruger*)  
     De Lancey's Battalion  
     N.Y. Volunteer Battalion  
     Sheridan's Rifles (*Major Sheridan*)  
     N.J. Volunteer Battalion (*Major Joseph Greene*)  
     S.C. Loyalist Cavalry Regiment (*Major John Coffin*)  
     Charleston Horse Troop

#### MILITIA

S.C. Tory Militia  
     Ninety-Six District

## 0114

<p><b>Arch Stairs</b> 2A</p>  <p>+1 4-4</p>	<p><b>63</b> 2A</p>  <p>+1 2-4</p>	<p><b>84</b> 2A or 3B</p>  <p>3-4</p>	<p><b>99</b> 2A or 3B</p>  <p>2-4</p>	<p><b>132</b> 2A or 3B</p>  <p>2-4</p>	<p><b>Light of Liberty</b> 2A</p>  <p>+2 2-4</p>	<p><b>Shamrock</b> 2A</p>  <p>+2 1-4</p>	<p><b>Light Infantry</b> 2A</p>  <p>+1 2-3</p>
<p><b>5th (H)</b> 2A</p>  <p>0-2-5</p>	<p><b>Mal (or 2nd)</b> 2A</p>  <p>1-1-6</p>	<p><b>de Lancy</b> 1109</p>  <p>2-4</p>	<p><b>H.J. Vol</b> 1109</p>  <p>2-4</p>	<p><b>H.Y. Vol</b> 0905</p>  <p>2-4</p>	<p><b>Sheridan's Btl</b> 0906</p>  <p>+1 1-4</p>	<p><b>Charleston Hrs</b> 1206</p>  <p>2-6</p>	<p><b>Collins</b></p>  <p>1-1-6</p>
<p><b>Light Cavalry</b> 2A</p>  <p>-1 2-4</p>	<p><b>Foot Cavalry</b> 2A</p>  <p>-1 (1)-(4)</p>	<p><b>Mayfield Bde</b> 3A</p>  <p>+2 3-4</p>	<p><b>Virginia Bde</b> 3A</p>  <p>+1 3-4</p>	<p><b>H.C. Bde</b> 3A</p>  <p>3-4</p>	<p><b>Alfred</b> 3A</p>  <p>+1 1-4</p>	<p><b>Lee's Legion Ft</b> 3A</p>  <p>+1 1-4</p>	<p><b>Lee's Legion Hrs</b> 3A</p>  <p>+1 1-6</p>
<p><b>Washington's Bty</b> 4A</p>  <p>+1 1-6</p>	<p><b>Galena</b> 2A</p>  <p>1-3</p>	<p><b>Brown</b> 3A</p>  <p>1-3</p>	<p><b>Greene</b></p>  <p>1-2-6</p>	<p><b>Guilford</b></p>  <p>1-4</p>	<p><b>March's Bde</b></p>  <p>0</p>	<p><b>Waxey</b></p>  <p>1-1-6</p>	<p><b>Swamp Fox</b> 2A or 3B</p>  <p>+1 2-4</p>
<p><b>Pickens/Cumler</b> 2A</p>  <p>3-4</p>	<p><b>H.C. Hilder</b> 2A</p>  <p>-1 2-4</p>	<p><b>S.C. Hilder Hilder</b> 2A or 3B</p>  <p>1-4</p>	<p><b>Disordered</b></p> 	<p><b>Disordered</b></p> 	<p><b>Disordered</b></p> 	<p><b>Disordered</b></p> 	<p><b>Disordered</b></p> 
<p><b>BRITISH</b></p> 	<p><b>BRITISH</b></p> 	<p><b>BRITISH</b></p> 	<p><b>BRITISH</b></p> 	<p><b>BRITISH</b></p> 	<p><b>BRITISH</b></p> 	<p><b>Disordered</b></p> 	<p><b>Disordered</b></p> 

							
<u>Turn Flank</u>	<u>Stand Fast</u>	<u>Skirmish</u>	<u>Frontal Assault</u>	<u>Turn Flank</u>	<u>Stand Fast</u>	<u>Skirmish</u>	<u>Frontal Assault</u>
							
<u>Refuse Flank</u>	<u>Withdraw</u>	<u>Attack Echelon</u>	<u>Cannot Reserve</u>	<u>Refuse Flank</u>	<u>Withdraw</u>	<u>Attack Echelon</u>	<u>Cannot Reserve</u>

A collection of various game components including tokens, markers, and cards. The components are arranged in a grid-like fashion. At the top, there are five circular tokens with a curved arrow and the word "Momentum" below them. To their right are three rectangular cards: "GAME TURN" with a Union Jack, "MOBILE" with the US flag, and "MOBILE" with the UK flag. Below these are five circular tokens with the word "BRITISH" in a box above them. To the right of these are five circular markers with the letter "D" in the center. At the bottom left is a card titled "ASILIEN GO" showing a soldier and the text "x1 1-4 LT" and "1-2-6". To the right of this card are five circular markers with the letter "D" in the center. The word "Markers" is written in the center of the bottom row.

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## 0114

<b>Light</b>  0 1-4 LT		<b>22nd Mass</b>  0 2-4		<b>33</b>  +1 2-4		<b>Pvt Washburn</b>  0 1-4		<b>25th Guards</b>  +1 2-4		<b>14th Guards</b>  0 1-4	
<b>Talbot</b>  0 1-5		<b>6th</b>  0 1-4 LT		<b>10th Mass</b>  2-4		<b>Mollard</b>  0 2-3					
<b>Pvt W. Condon</b>  1-4		<b>American Army Sorite</b>  1-4		<b>1st Colonel Washburn</b>  1-4		<b>Btgs. General O'Hara</b>  1-4		<b>Major General Leslie</b>  1-4		<b>1st General Cornwallis</b>  1-4	
<b>Cavalry Withdrawal</b>  1-4		<b>Cavalry Withdrawal</b>  1-4		<b>Berkley County</b>  1-4		<b>1st</b>  1-4		<b>2nd</b>  1-4		<b>Major General Nathaniel Greene</b>  1-4	

N.C. (Ind. Vol.)	Campbell	Rockbridge County	Apsara County				
-1 1-4 LT	D 1-4 LT	-1 1-4	-1 1-4				
Brig. General Eaton			Brig. General Stevens				
TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS
TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS
Markers							
British Army Morale	American Army Morale	GAME TURN	Momentum	Momentum	Momentum	Momentum	Momentum
Cavalry Withdrawal	Cavalry Withdrawal	Shattered	Shattered	Shattered	Shattered	Shattered	Pin
+1							

Markers

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# WAR COMES TO THE SOUTH

By: Mark S. Miklos

## I

From April 1775 to June 1778 well over 70% of the fighting in the American Revolution, including virtually all the major battles, occurred in the northern states or Canada. From June 1778 until the end of the war, however, that theater witnessed only 11% of the conflict. 89% of the fighting had shifted to the south where 130 actions occurred in South Carolina alone. What accounted for this change in emphasis?

The war entered a new phase following the Battle of Monmouth Courthouse New Jersey in June 1778. Despite American successes at Trenton, Princeton and Saratoga there were also defeats on the balance sheet. After 3-years of war a general stalemate prevailed in the north. The British held the major cities and much of the countryside. But Washington had kept the American army, and thus the cause, intact. This was his greatest genius. When France entered the war in 1778 the British realized that a new strategy was called for.

From 1779 to 1781 the British would concentrate their primary efforts in the south. Their motivation was as much political as it was military. The home government was convinced that large segments of the southern population were Tory. They hoped to rally this segment and in so doing at least partially offset the growing costs of the war. The war was expensive and hiring thousands of German mercenaries increased the cost still further with no end in sight. How could the war be won and Britain's honor redeemed without bankruptcy? The hoped for answer was that the American Loyalists would win it once provided with leadership and support.

The British had naval supremacy. Canada was firmly in British hands. Allied Indians to the west provided a constant threat to the frontier. A successful southern campaign would complete the encirclement of the northeast and middle states and wins the war. These were the rationales for the southern campaign of 1780-81.

## II

The grand campaign began in December 1778 with the capture of Savannah Georgia. Using this lodgment as a springboard they successfully besieged Charleston in May 1780, capturing an American army of over 5,000 men. Afterward, Lieutenant General Charles Cornwallis quickly overran the South Carolina hinterland. He defeated the only other American army in the south at the Battle of Camden in August of that year. Overrunning the state was one thing, but pacifying it proved to be another.

Partisan forces emerged to constantly harass British outposts, depots and supply lines. Famous leaders such as Francis Marion, (the Swamp Fox), Thomas Sumter, (the Gamecock), and Andrew Pickens, (the Fighting Elder), rode into legend at the head

of their makeshift forces. The Patriots also dealt serious blows to elements of the British army at King's Mountain and Hannah's Cowpens. A new commander, Major General Nathanael Greene, was at last sent south to rebuild and revitalize the Grand Army of the Southern Department in December 1780.

Greene was a master of the fighting retreat. After the Battle of Cowpens, in January 1781, he led Cornwallis on a chase across North Carolina toward the Dan River and Virginia. He crossed over just hours ahead of his British pursuers. Frustrated and weary after losing the "Race to the Dan," the British fell back to Hillsborough in central North Carolina. Here they issued a proclamation for all Loyalists to rise up and join the King's army. Meanwhile, freshly reinforced, Greene now took his turn at following. Ultimately the two forces clashed at the crossroads hamlet of Guilford Courthouse on March 15th 1781.

Cornwallis' veteran army was dwindling daily due to lack of supply. The bulk of its elite light troops had been lost at Cowpens. To compensate he styled his remaining 2,000 man force as light infantry, burned his supply train and set the example by having his own baggage put to the torch. He was gambling on local Tory support and felt the increased mobility would enable him to catch the Americans. Local support, however, did not materialize as anticipated. He therefor sought a battle of annihilation in which he hoped to crush the American army before his own forces withered away.

Greene also sought a major battle for the first time since taking command. He now had over 4,000 troops including approximately 1,000 Continentals. His army was as strong as it was ever likely to be. Militia forces came and went, as he was painfully aware, and he might not have another opportunity to outnumber his opponent two to one. After weighing the alternatives, including the clear understanding that the outnumbered redcoats were well-disciplined veterans, he decided to offer battle. Each commander hoped to deliver the coup de grace.

While Guilford Courthouse is considered a British victory, the toll of battle nearly wrecked Cornwallis' army. No longer capable of sustaining offensive operations and literally in doubt as to the source of its next meal, the British army disengaged and marched to the coast at Wilmington to be resupplied. Thereafter Cornwallis advanced to meet his destiny at Yorktown leaving British forces in South Carolina to fend for themselves. Greene let Cornwallis go and re-entered South Carolina to begin the great liberation.

The Battle of Eutaw Springs on September 8th, 1781, was Greene's last major engagement in the Deep South. This time it was the American army that had the initiative, having driven the British from post to post. Eutaw Springs was a mere 40 miles northwest of the British base at Charleston. Once again the battle is considered a British victory and once again the

strategic outcome was the same. This time the British withdrew fully into their perimeter around Charleston never to re-emerge again. After a year and a half of campaigning they were right where they had started.

Greene said it best. "We fight, get beat, rise up, and fight again."

### III

#### "Guilford Courthouse"

Sources disagree on the precise number of troops present at the Battle of Guilford Courthouse. Estimates range between 4,000 to 4,500 Americans and between 1,950 and 2,300 British. At any rate it can safely be said that the Americans outnumbered the British by 2:1.

Three-quarters of the American force, however, were militia. From North Carolina came two 500-man brigades commanded by Brigadier Generals Eaton and Butler, an assortment of independent rifle companies and a contingent of mounted militia infantry under the French adventurer Major the Marquis de Britegney.

The Virginia militia included the 600-man brigades of Brigadier Generals Lawson and Stevens. Stevens had fought at the Battle of Camden where his troops fled in panic. He was anxious to redeem his reputation and that of his men. There were also militia rifle companies from Virginia organized under Colonels Campbell and Lynch. This was the same Colonel Campbell who had obliterated Patrick Ferguson's Tory army at King's Mountain. Colonel Lynch's treatment of Tories, meanwhile, was so ruthless that it led to the expression, "lynching," still used to this day.

Previous histories cited two Continental regiments from Virginia in Greene's Order-of-Battle. Recent scholarship has proven that these two units were in fact state of Virginia troops on loan from Governor Thomas Jefferson. They were made up of new recruits for whom this would be their baptism of fire.

Approximately one quarter of Greene's army was Continentals. Colonel Otho Williams commanded the Maryland Brigade. It included the crack 1st Maryland Regiment. Captain Kirkwood's veteran Delaware infantry had been converted to light troops while campaigning in the south. At Guilford Courthouse the light infantry of Lee's Legion joined them.

Lee's Legion also consisted of three sections of dragoons. Together with the cavalry of Colonel William Washington these troopers made up the bulk of the American mounted arm. While in pure numbers the mounted troops on both sides were roughly equal, the Americans rode upon distinctly superior horses. Their mounts were fresh from Pennsylvania and Virginia while the British Legion under Tarleton rode used-up draft horses commandeered from farms in the Carolinas.

Colonel Washington was the cousin of the American Commander-in-Chief. His home in Charleston South Carolina still stands within the historic district of that city. Legend has it that his wife sewed the scarlet battle flag carried by his troops from draperies that had hung in their dining room.

Lt. Colonel Lee, and his opponent in the British camp Lt. Colonel Tarleton, were the two most renowned and colorful cavalry commanders of the war. Their similarities were striking. Henry Lee and Banastre Tarleton have been described by one historian as, "Young, handsome, wellborn, educated, proud, vain, rugged and at times ruthless." Lee, of Virginia, had gone to Princeton. Tarleton, whose father had been Mayor of Liverpool, was an Oxford man. Each preferred a short-fitting green jacket and plumed helmet. These were the 'boy colonels': Tarleton at 26 and Lee who just turned 25.

American artillery at Guilford Courthouse consisted of four 6-pounders. A 2-gun section of Virginia artillery under Captain Singleton was attached to the North Carolina militia. The other 2-gun section was Maryland artillery under Captain Finley and was deployed with the Maryland Brigade.

It is an oddity of history that when Cornwallis captured the American artillery it was discovered that two of the guns were originally British pieces. The Americans had captured them at Saratoga. The British recovered them after their victory over General Gates at Camden. They switched hands again with the American victory at Cowpens. Now, amazingly, they found their way back into the custody of the British in the aftermath of Guilford Courthouse.

### IV

Although outnumbered 2:1 Cornwallis commanded a veteran army. Greene himself wrote, "The quality of these troops was the very best. Most of them had been in America since 1776 and had fought in the battles around New York, Philadelphia, at Charleston and at Camden."

British units included the 23rd and 33rd Regiments. The 23rd, or "Royal Welsh Fusiliers," had once been commanded by Sir William Howe. The 33rd was Cornwallis' own crack Regiment. At Guilford Courthouse command of the 33rd belonged to Colonel James Webster who led several valiant charges only to fall mortally wounded at days end.

The distinctive skirl of bagpipes heralded the 71st, or "Fraser's Highland Regiment." The 71st was organized as two battalions but only the 2nd Battalion fought at Guilford Courthouse. The 1st had been destroyed at Cowpens.

There was also a German mercenary regiment in the army. It was the Regiment von Bose, (formerly the Regiment von Trumbach.) This Regiment had already distinguished itself three times in battle. It stormed Fort Clinton in the Hudson Highlands, fought the rear-guard action at Stono Ferry and repulsed the Franco-American assault against Savannah. At Guilford Courthouse the Regiment wore a distinctive high red color symbolizing these battle honors.

The remainder of Cornwallis' force consisted of two battalions of Guards, Grenadiers and Light Infantry and 2 companies of Jaeger riflemen. Lt. Colonel Banastre Tarleton commanded nearly 200 cavalry of the British Legion. Although the Legion had been mauled at Cowpens its ranks were once again full with disciplined Loyalist recruits from South Carolina. As pointed out earlier, however, they were poorly mounted.



Commanding the Royal Artillery of four 6-pounders and two 3-pound "grasshoppers" was Lt. John MacLeod. This same John MacLeod, who under direct orders from Cornwallis would fire canister into a melee at the height of the battle though it meant killing British troops in the process, would go on to serve Wellington as a general of artillery at the Battle of Waterloo.

A 350-man rear guard was left at Deep River Meeting House to watch the British camp. Lt. Colonel John Hamilton's Royal North Carolina Regiment, a few dragoons and the Cowpens survivors of the British 7th Regiment made up this force.

## V

The following statements, typical of contemporary accounts, describe the terrain around Guilford Courthouse. "The greater part of this country is wilderness." "A deep forest of lofty trees, often thick with underbrush." "A virgin forest of large trees."

In this part of North Carolina the coniferous forests of the south are just beginning to merge with the deciduous forests of the north. Only 20% of the trees were evergreen pines. The rest of the forest was leafless in the late Carolina winter. Nevertheless the forest was dark, even in daylight. Low growth further obscured view and would entangle any attempt to maintain formations while the smoke of battle exaggerated the gloom.

Under these circumstances the bayonet was often useless although from the point of view of buckskin clad backwoods riflemen, who preferred to fire from behind cover, the conditions were ideal. As events would unfold the entire British right flank would be drawn off and engulfed by these thickets and encircled by riflemen firing literally from every side.

Not every square foot over which the armies fought was so densely wooded, however. The battlefield was approximately 1 1/2 miles long, bordered on the west by Little Horse Pen Creek and on the east by Hunting Creek, and 1/2 to 3/4 of a mile wide from north to south. The British advance was west to east along the New Garden Road over steadily rising ground.

Although all German mercenaries were not from Hesse-Cassel, 57% of the German troops sent to America were. As a result every German regiment was generically referred to as "Hessian."

German Principalities that sent troops to America and the numbers sent:

Hesse-Cassel	16,992
Brunswick	5,723
Hesse-Hanau	2,422
Anspach-Bayreuth	2,353
Waldeck	1,225
Anhalt-Zerbst	1,152
<b>Total</b>	<b>29,867</b>

The Regiment von Bose was from Hesse-Cassel and could properly be called Hessian.

There were two areas where the ground was cultivated and open. The first was a series of old cornfields near the Hoskins Homestead. These fields were 600 yards long and 800 yards wide. Although the British could assume their formations here they would be exposed to fire from covered positions around the edges of the fields. Greene therefore chose to post his first line at a rail fence where the eastern edge of these fields met the forest.

Greene's second line was 400 yards behind the first and designed to take advantage of the thick forest through which the British would have to pass. To improve their position the Americans felled trees and improvised an abatis. Brigadier General Stevens placed riflemen behind his brigade with orders to shoot down any soldier attempting to flee. The Virginians intended to be stout.

The other significant clearing was around the hamlet of Guilford Courthouse itself. Here the prow of a forested hill overlooked an irregularly shaped series of fields and pastures ranging from 200 to 1,000 yards wide and from 200 to 400 yards long. There was a scattering of buildings and the Courthouse itself stood near the intersection of the New Garden and Reedy Fork Roads. The Reedy Fork Road led toward the American depot at Speedwell's Ironworks and would provide the path of retreat for Greene's army if necessary.

Greene posted the Maryland Brigade and the Virginia state troops here. Erroneous early scholarship placed this third line some 500 yards beyond the second but recent analysis by ground penetrating radar, exhaustive study of artifacts and first hand accounts place Greene's main position between 800 to 1,000 yards beyond the second line. Behind Hunting Creek and atop the covered high ground near the Courthouse the Americans could dominate the cleared area below.

This defense-in-depth was modeled after the deployment used to such great effect by Colonel Dan Morgan at Cowpens. Greene concentrated his North Carolina militia in the first line where they could fire from cover at the exposed British in the fields. The militia had no bayonets and with or without orders they would probably run when the battle became close.

Greene decided to give them a limited objective similar to what Morgan had asked of his militia at Cowpens. He asked them to fire two rounds and then retire. If 1,000 muskets could fire twice with determination the British advance might just become disrupted.

Morgan wrote to Greene, "Select the riflemen and fight them on the flanks, under enterprising officers who are acquainted with that kind of fighting." Greene took this advice. To support Eaton on the right of the American line he placed Lynch's riflemen, the Delaware Light Infantry and Washington's dragoons. On the left, in support of Butler were Campbell's rifles and the infantry and cavalry of Lee's Legion. Captain Singleton with his two 6-pounders was stationed in the road with orders to hold and fire until the action became close, and then withdraw to preserve the guns.



## VI

The first shots of the Battle of Guilford Courthouse were actually fired several hours earlier and miles away. In most histories it's simply referred to as a skirmish between Cornwallis' vanguard and American pickets. In fact a sharp engagement, involving over 1,400 troops and unfolding in three distinct phases, was fought in the early morning hours in the vicinity of the New Garden MeetingHouse.

The opposing commanders were "Light Horse Harry" Lee and "Bloody" Tarleton. Their youth and flair masked a ruthless side. Tarleton's British Legion had slaughtered surrendering Patriots at the Waxhaws following the fall of Charleston. Lee's Legion did the same to Tories a month before the Battle of Guilford Courthouse during an incident known as Pyle's Hacking Match. At Guilford Courthouse the opposing armies sought to destroy one another and at New Garden neither Lee nor Tarleton had any other objective.

Cornwallis broke camp on March 15th. By 5:30 AM the army was on the march along the New Garden Road with Tarleton commanding the vanguard. To protect his army against surprise attack Greene had directed Lee to post the New Garden Road approximately 3 miles west of Guilford Courthouse. After Lee's forward videttes reported a general advance he passed the message on to Greene. Greene then instructed Lee to, "Proceed with his entire command and ascertain the truth." Lee led his dragoons forward with orders for the infantry to follow as rapidly as possible.

Eight miles from their camp the British vanguard approached the New Garden MeetingHouse. As they followed a bend in the road around the MeetingHouse, a ragged volley of carbine fire from American pickets greeted them. Tarleton returned fire and Lee fell back upon his trailing infantry supports. Tarleton, misinterpreting this tactical withdrawal as a rout, ordered his men to press forward.

Lee's dragoons entered a section of the roadway with high curved fences on each side. When the British Legionnaires pressed tightly into this narrow alley Lee ordered his men to wheel about and charge. He later recalled, "The whole of the enemy's section was dismounted, and many of the horses prostrated: some of the dragoons killed, the rest made prisoner: not a single American soldier or horse was injured. Tarleton retired with celerity."

Now it was Tarleton who sought the security of his infantry. He turned off along an obscure path through MacAdoo's Woods in order to avoid being overtaken by the hotly pursuing Lee. Lee, meanwhile, rode straight on toward the MeetingHouse. As he arrived he encountered the leading elements of redcoat infantry that checked his advance with volley fire.

Once again the American dragoons retreated. Falling back about a mile the American's paused at "The Crossroads" where their infantry met them, coming up at a dead run. In Lee's words, "The action became sharp and was bravely maintained on both sides." The din of battle could be heard by Greene's troops

three miles away. The scale was finally tipped when the British threw in the Royal Welsh Fusiliers. Lee ordered a general retreat. His men reached the main American lines shortly before noon where they took positions on the left of the North Carolina militia.

Over 30 men were killed or wounded in the morning's actions, including 3 British and 2 American officers. Tarleton himself was severely wounded. Both the index and middle fingers of his right hand were shot away. He had the wound dressed and stayed in the saddle throughout the rest of the day. He fought the Battle of Guilford Courthouse with his mutilated hand in a sling, unable to use a weapon of any kind, and even led a cavalry charge where he was again slightly wounded.

## VII

Around noon the head of the British column appeared across the fields 600 yards from the American first line. As ordered, Captain Singleton opened fire with his two 6-pounders. Lt. MacLeod replied with the British artillery and a 30-minute duel ensued while the British emerged from the forest and formed for the attack. MacLeod deployed in the road with orders to follow the advance and provide support for the infantry.

To the right, with its left resting on the road, Cornwallis placed Fraser's Highland Regiment. This unit wore plaid pants rather than the kilt but continued to wear its distinctive Highland bonnets. To their right was the blue-coated Regiment von Bose. In support of the right the 1st Battalion of Guards formed a second line. This wing of over 750 men was placed under the army's second in command, Major General Alexander Leslie.

To the left, or north of the road, was the Royal Welsh Fusiliers with Colonel Webster's 33rd Regiment of Foot extending the line. In support of this flank were Jaeger companies from Hesse-Cassel and Anspach-Bayreuth as well as the Light Infantry Battalion. Webster himself was put in command of this wing of nearly 800 men.

In immediate reserve Cornwallis placed Brigadier General Charles O'Hara with the 2nd Battalion of Guards and the Grenadier Battalion whose forces numbered nearly 400 men. Tarleton's British Legion of 200 Horse was held in the road behind the British army in a general reserve.

The British lines moved out at 1:00 PM with drums beating, bagpipes skirling and regimental banners snapping in the brisk March wind. The high temperature that day would only reach 42 degrees. A hoary frost had covered the ground that morning and it was wet and gray. The freshly plowed and muddy ground was challenging yet the British regiments moved on with parade ground precision.

After the action Lt. MacLeod wrote of Cornwallis' decision to attack saying, "He had on the field about 1,950 men to oppose Greene's 4,440, but that did not deter him. He was ignorant of the terrain too, but that did not deter him. Except for what he could see in the distance across the old cornfield, he lacked intelligence on Greene's dispositions. Nor did that deter him. What he had been seeking since January, had marched hun-

dreds of miles for, had driven his army to rags and hunger to effect, was finally at hand. The reason Lord Cornwallis was a soldier lay before him, and he did not hesitate."

At 140 yards to the fence the nervous militia opened fire. Since the killing range of a smooth bore musket was only 80 yards their fire had little effect. On came the British until, at 40 to 50 yards, they noticed the militia resting arms upon the fence and taking deliberate aim. At this terrible moment a general pause ensued as each side surveyed the other with an anxious suspense. Just then Colonel Webster galloped to the front and shouted, "Come on my brave fusiliers!" Both lines erupted with massed volleys, British bayonets were presented and Fusiliers, Highlanders and Hessians rushed forward with a shout.

Pockets of militia attempted to resist, notably the Surrey County Militia on the left near Lee's Legion. For the most part, however, the 1,000-man front simply collapsed as frightened men ran for their lives leaving weapons and equipment behind and disregarding the pleas and threats of their officers.

While the center was breaking, the flanks held firm, raking the British lines with an accurate fire. To counter these threats the British extended their lines to the right and left, pushing up all of their infantry reserves to fill the gaps. On the left the 33rd Regiment changed facing from front to flank. With help from the Jaegers and Light Infantry it was able to drive Lynch, Kirkwood and Washington back to pre-assigned positions on the right of the American 2nd line.

On the British right the 1st Battalion of Guards moved up to support the Regiment von Bose against Lee's flank command. As Lee gave ground his troops veered off to the southeast, closely followed by the Guards and Hessians. Here Lee and Leslie became locked in separate battle for the rest of the day, isolated from the actions taking place on the rest of the battlefield.

In the main theater of action the British had routed the first American line but suffered some casualties and disruption in the process. All of their reserves except the cavalry and artillery had already been committed. Their right flank was separated. Ahead lay heavy forest concealing a much more combative Virginia militia. As Thomas Baker, former Park Historian at the Guilford Courthouse National Battlefield wrote, "For the British, the real battle was just beginning."

## VIII

As the British advanced the forest accomplished what the North Carolina militia could not. It broke the British battle formations into fragments. The fighting along the second line became a series of small unit actions in which handfuls opposed handfuls and confusion reigned from end to end along the front.

On the right only the Highlanders, now less than 300 strong due to casualties taken while crossing the cornfield, were left to confront Stevens' entire 600-man brigade. Better progress was made by the British on their left where although the Fusiliers were temporarily bogged down, the 33rd and the 2nd Guards pushed steadily on through Lawson's Virginians. Farther out on the left the Jaegers and Light Infantry were heavily engaged

with Lynch, Kirkwood and Washington. Pressed hard, Lynch and Kirkwood fell back again to the right flank of the final American line while the dragoons rode clear across the rear of the American army to take post on the American left.

Webster broke through Lawson's line exposing the right flank of Stevens' men. Stevens too eventually gave way as the Highlanders and the Fusiliers pushed forward. Once their lines were breached most of the Virginians scattered like the North Carolinians had done. Militia Colonel James Martin of North Carolina, however, successfully rallied a mixed force of some 500 militiamen near the Courthouse. Among the Virginians who congregated there was Brigadier General Stevens himself. He had taken a musket ball in the thigh. As his wound was dressed he reflected with pride that on this day his Virginians, "Behaved with the greatest bravery and stood till I ordered their retreat."

Most of the Virginia militia had fought well. They stood against the brunt of Cornwallis' army and dealt it a heavy blow. By the time the British reached the third American line they were exhausted, partially scattered and certainly depleted. Ahead lay Nathanael Greene and the main American position.

## IX

Greene's men stood waiting. The forest hid their view but they could hear the gunfire creep closer. At last, handfuls of militiamen appeared scampering for safety, a sure sign that the second line had given way. The first redcoats to emerge from the woods were the left flank units under Colonel Webster. Without waiting for the rest of the British army to come up, he advanced his wing across the clearing and up the slope toward the center of the American line held by Hawes's Virginians and the troops of the 1st Maryland. The Jaegers, Light Infantry and the 33rd Regiment approached to within 20 yards when the Americans unleashed a murderous volley that swept the British back down the hill, across the clearing and into the safety of the trees, shattering Webster's knee in the process.

The next British unit on the scene was the 2nd Battalion of Guards that appeared just north of the New Garden Road. Brigadier General O'Hara who had been in personal command of the Guards had received two wounds thus far in the day. Command passed to Lt. Colonel James Stuart. Stuart now led the Guards against the 2nd Maryland Regiment on the left of the American line. Also posted here were the guns that Captain Singleton had successfully withdrawn earlier in the day.

Otho Williams, commander of the Maryland Brigade, expected the 2nd Maryland to stand as resolutely as the 1st Maryland had done. He was appalled to see that after firing one volley the 2nd broke in a panic and routed off the battlefield. The Guards, all at once, had captured the American guns, dispersed a 300-man regiment, gained the left of the American line and threatened to either role up or encircle the entire American position.

Battles are often decided, not by the master plan of the commanding general, but rather by individual initiative. Two American officers responding independently, yet simultaneously, saved the day for the Americans at this crucial moment. Lt. Colonel John Eager Howard, second in command of the 1st Maryland

and one of the most distinguished field officers in the American army, ordered the 1st to wheel about and charge the Guards. At precisely the same moment, from his vantage point on the left of the American line, Colonel Washington ordered a cavalry charge. It crashed into the Guards just as the 1st Maryland hit them on the other flank.

The fighting was close and vicious. Opposing muzzle flashes seemed to touch as volleys were fired at point blank range. The fighting was a frenzy of clubbed muskets and bayonets. Washington's dragoons rode through and back again cutting down every redcoat within a saber's reach. Lt. Colonel Stuart was among the many killed in this merciless melee.

Cornwallis arrived on the ridge opposite the clearing and witnessed the scene. He determined that only radical measures would save the Guards from total annihilation. He ordered Captain MacLeod, who had just arrived with two 3-pounders, to fire grapeshot into the boiling mass of men. The wounded O'Hara was lying nearby and complained bitterly that to do so would kill many of his own guardsmen but Cornwallis refused to countermand the order.

Several rounds were fired with the desired effect as Cornwallis looked on dispassionately. Although some redcoats were cut down by the indiscriminate scattergun effect of the grapeshot, the Marylanders and the dragoons were stopped in their tracks. The surviving Guards escaped back to the British lines.

## X

More British units emerged from the woods. The Highlanders appeared along with the Grenadier Battalion. Next the Fusiliers appeared. The Guards and the 33rd were attempting to rally. Sensing that the pendulum of battle had swung back to the British Greene ordered a general retreat. He asked Colonel John Green to pull his Virginia regiment out of line to cover the army's withdrawal. Cornwallis ordered the Highlanders and Fusiliers forward in a limited pursuit and these units overran all four guns that the retreating Americans could not bring off.

Cornwallis was left master of the field but at what price? Of Cornwallis' victory Lee wrote, "So maimed was the British army...nearly 1/3 of his force slaughtered, many of his best officers killed or wounded, and that victory for which he had so long toiled, and at length gained, bringing in its train not one solitary benefit. No body of Loyalists crowding around his standards, no friendly convoys pouring in supplies, his wants pressing, and his resources distant."

General Greene wrote, "The battle was long, obstinate and bloody. We were obliged to give up the ground, and lost our artillery, but the enemy has been so soundly beaten that they dare not move toward us since the action. The enemy gained his cause, but is ruined by the success of it."

Perhaps Charles James Fox gave the most succinct summary. He was a member of the House of Commons who said upon hearing of Cornwallis' victory that, "Another such victory would ruin the British Army."

## XI

The British had eaten their last meager rations on March 14th. Since then they had marched 12 miles, skirmished heavily then fought a major battle. There was no food and no shelter from the cold rain that fell on the night of the 15th. On the 16th the British buried the dead and studied the casualty lists. 93 were killed, 413 wounded and 26 missing. This amounted to 27% of the troops engaged. Of 100 officers in the army, 29 were down including Colonel Webster and Lt. Colonel Stuart, both killed, and Brigadier General O'Hara who was seriously wounded. On the 17th Cornwallis began his march toward Wilmington where his army could rest, refit and re-supply. His convoy included 17 wagonloads of wounded.

By contrast Greene reported 79 killed and 185 wounded. He also reported 1,046 missing militia that had scattered into the forest to avoid capture. Since militia was transient, however, the latter was not considered an alarming statistic. He hoped for another opportunity to fight the British and followed their retreating columns until March 29th. At Ramsey's Mill along the banks of the Deep River he decided to break off the chase.

Cornwallis had entered the Pine Barrens of eastern North Carolina where there were precious few provisions to support one army let alone two. In addition the area was predominantly Tory. Greene decided to reenter South Carolina and campaign there with the Partisans before Cornwallis could return. He need not have worried. Cornwallis chose to leave the defense of South Carolina in the hands of Lord Rawdon whose forces he believed to be strong enough for the task.

Having convinced himself that Virginia was the key to victory in the south, Cornwallis elected to turn north and carry the war into that area. A Patriot Virginia would make any British attempt to control the Carolinas untenable. He was now convinced that the only way to end the war was to concentrate British forces in Virginia where, "A successful battle may give us America." It was the greatest mistake of his long and distinguished military career.

## XII

### "Eutaw Springs"

In August British command in South Carolina passed from Lord Rawdon to Lt. Colonel Alexander Stuart of the "Irish Buffs," (3rd Regiment of Foot.) He decided to establish a forward base about 40 miles northwest of Charleston at Eutaw Springs. While most of the battlefield today lies beneath Lake Marion, it is remembered in contemporary accounts as a delightful spot not far from Nelson's Ferry on the Santee River. Two springs located here formed Eutaw Creek. The creek ran a short distance between steep banks and emptied into the river near the ferry crossing.

A fine 2-story brick house, the Wantoot Plantation, stood by the head of the creek and looked out over a large clearing of about 8 acres. Near the house was the junction of the River Road and the Wassamasaw Road that led toward Charleston. Stewart's

2,300 men were encamped within the clearing. The terrain was wooded yet open with oaks, cypress trees, magnolias, palmettos and white pine. Along the river, however, were impenetrable thickets of briars, brambles and blackjack scrub oak.

Greene's road to Eutaw Springs, meanwhile, took him to places with names like "Hobkirk's Hill" and "Ninety Six." The effect of his campaign, together with the successes of numerous Partisan bands, caused British outposts to fall like so many dominoes: Forts Balfour and Watson in April. Camden on May 10th. Orangeburg on May 11th. Forts Motte, Granby and Galphin by May 21st.

As the hot Carolina summer bore down Greene encamped his army for 6 weeks in the "High Hills of Santee" south of Camden. Then on August 22nd he broke camp rested and refreshed and headed south. By September 7th the Americans were at Burdell's Tavern only 7 miles from Eutaw Springs. On that day Brigadier General Francis Marion's Partisan Brigade arrived bringing total American strength to nearly 2,300.

Marion's men joined a force that already included the regulars of Lee's Legion, the Delaware Light Infantry under Kirkwood, William Washington's dragoons and 3 small brigades of Continentals from North Carolina, Virginia and Maryland supported by two 3-pounders and two 6-pounders. There were also militia from both North and South Carolina, the latter commanded by Brigadier General Andrew Pickens. Finally, the State of South Carolina provided the Palmetto (State) Horse & Foot under Colonel Wade Hampton.

### XIII

Stuart's battle tested force was roughly equal in size. His regulars included his own Irish Buffs as well as the veteran 63rd and 64th Regiments. His army also contained Lt. Colonel John Harris Cruger's Loyalist Battalions from New York and New Jersey, fresh from their successful defense of Ninety Six. Rounding out his army was Major John Coffin's Charleston Horse and some marginal quality South Carolina Tory militia.



*Francis Marion*

Stuart forever claimed that he was unaware of the proximity and approach of Greene's men despite reports from several American deserters. As an interesting footnote there were so many deserters serving in the opposing forces by this point in the campaign that Greene remarked, "We fought the enemy with British soldiers and they fought us with those of America."

Considering himself secure Stuart ordered out a foraging party at first light on September 8th. They were to dig for sweet potatoes in fields approximately one mile west of the British camp. It was an unarmed "rooting party" with a small escort. Around 8:00 AM the vanguard of Greene's approaching column made contact with them. They were easily overrun but Greene assumed he had met the van of an approaching British force and halted to deploy in line of battle.

Through the sun-dappled woods came the Americans. The first line consisted, from left to right, of the Palmetto Horse and Foot on the flank, South Carolina militia under Pickens, North Carolina militia under French Colonel the Marquis de Malmedy, Marion's Partisan Brigade and Lee's Legion on the right flank. This line was supported by a 2-gun section of Virginia artillery under Captain Gaines.

The second line consisted of Continentals. Colonel Otho Williams commanded Maryland on the left. Lt. Colonel Richard Campbell commanded Virginia in the center. General Jethro Sumner commanded North Carolina on the right. Supporting the Continental line was the other 2-gun section of artillery under Captain Browne. The Dragoons and Light Infantry were held in reserve.

Fugitives from the rooting party returned to camp and raised the alarm. Stuart formed a single line of battle in the woods just west of camp while Greene's men were changing formation from column to line. The army's right was anchored on the Santee. Here the Light Infantry and Grenadiers under the command of Major John Majoribanks, (Pronounced March - Banks), were protected by the nearly impenetrable blackjack thickets. Majoribanks was the most capable British officer on the field.

On his left were the Irish Buffs. In the center was Cruger's Loyalist Battalions including de Lancey's Brigade, one of the finest Provincial Regiments in the British service. On their left were the 63rd and 64th Regiments. The left flank of the 64th was "in the air" so Stuart placed the Charleston Horse there in a slightly withdrawn position. The only British reserves were the Tory militia who remained behind in camp. The British artillery was distributed in the line.

### XIV

The battle opened shortly after 9:00 AM with an artillery duel between the Virginia section under Gaines and a single artillery piece that the British had advanced a short way up the River Road. Each side had its guns dismounted in the exchange.

By now Greene's first line was up and volley fire ran from flank to flank as both sides began to pour it on. The American militia pushed forward, shouting, into a steady disciplined fire taking losses without faltering. Greene later said that this militia,

"Would have graced the veterans of the great King of Prussia."

Suddenly, on the British left, the 64th counterattacked with the bayonet. Stuart confessed the move was made without orders however it succeeded in staying-in the North Carolina militia. Its departure forced the rest of the first line to retreat albeit in good order and not before it had delivered a total of 17 rounds, an astonishing feat for militia in a set-piece battle.

To stabilize the situation Greene ordered the North Carolina Continentals forward. They reestablished the line with the Palmetto Horse & Foot still on the far left and Lee's Legion on the right. Again the Americans pressed forward this time driving the exposed 64th Regiment back to its original place in the British line. As the American line pushed on the Palmetto Foot on the left became exposed to raking fire from Majoribanks. Wade Hampton displayed cool battlefield leadership and rallied his men to continue the attack. In the center, however, the North Carolina Continentals proved unable to withstand the disciplined fire of the enemy and began to waiver. It was the crisis of the battle.

## XV

Greene had thus far held back his best troops, the Virginia and Maryland Continentals. Now he sent them forward with orders to take the field with the bayonet. They charged at the double quick with officers in front. When they came within 40 yards of the British line they halted, fired a single volley and went in with cold steel. The fighting was so close that after the battle numerous bodies of Americans and British were found mutually transfixed by their bayonets.

Greene pressed all along the line, ordering Lee to charge the British left and Washington's fresh dragoons to charge the British right. Under this intense pressure the British line began to give way and finally broke en echelon from left to right, one Regiment at a time. Even Stuart's own Irish Buffs were eventually borne down.

When writing to Congress about the valor displayed by his troops on this occasion Greene said, "I think myself principally indebted for the victory we obtained to the free use of the bayonet by the Virginians and Marylanders."

The retreat carried Stuart's men through their encampment and beyond. Major Sheridan of the New York Provincial Volunteers managed to halt some units in the plantation house. Like the Chew House at Germantown, it was a natural fort in the middle of the battlefield. From its windows the British were able to maintain a steady aimed fire that arrested the pursuit of the Americans.

Meanwhile things were not going so well on the American left. Washington's dragoons were unable to penetrate the blackjack from which Majoribanks continued to pour fire into the American flank. The dragoons had gone forward without waiting for support from the Delaware Light Infantry. Their attack was broken with half the command either killed or wounded. Washington himself became pinned under his fallen horse. He was bayoneted and taken prisoner.

Wade Hampton came up with the State Troops, rallied Washington's survivors and was joined by Kirkwood's Delawares. This combined force attacked again and, in desperate short-range fighting, succeeded in forcing the British out of their covered positions. Majoribanks retreated in good order and took up a new defensive position in the garden adjoining the plantation house. Together with Sheridan in the house, these two officers made a determined stand while Stuart attempted to rally and reform his battle line anchored upon his unbroken right wing.

## XVI

At this point in the battle, with the Americans pressing their advantage, an event occurred that completely reversed the fortunes of the combatants. Greene later wrote to George Washington that, "Victory was ours, and had it not been for one of those incidents that frequently happen in the progress of war, we should have taken the whole British army."

Colonel Otho Williams described this turn of events as follows:

"The retreat of the British army lay directly through their encampment where the tents all stood and presented many objects to tempt a thirsty, naked and fatigued soldiery...Here it was that the American line got into irretrievable confusion...Everything now combined to blast the prospects of the American commander. The fire from the house showered down destruction upon the American officers...and the men, perhaps thinking the victory secure and bent on the immediate fruition of its advantages, dispersed among the tents and fastened upon the liquors and refreshments they afforded. They became utterly unmanageable. Majoribanks and Coffin, watchful of every advantage, now made simultaneous movements...By this time General Greene, being made acquainted with the extent of his mis-

**Francis Marion** is one of the most colorful and romantic characters of the Revolution. He had been a junior officer in the 2nd South Carolina Regiment serving in the defense of Charleston. Prior to the fall of that city, in May 1780, Marion was evacuated with other refugees, having broken his leg in an accident. He was not present when General Benjamin Lincoln surrendered the city and the 5,000-man army that defended it.

Marion was able to return to the pages of history as the fabled guerilla leader whom Tarleton aptly named "The Swamp Fox." His exploits frustrated the British at every turn. He contributed in no small way to keeping Patriot hopes alive in South Carolina. The toll of his victories reads: Blue Savannah, Black Mingo, Halfway Swamp, Georgetown, Fort Motte and Quinby Bridge to name but a few.

Now he was attached to the main Patriot army and about to fight a set-piece battle. It would prove to be the last major battle in Greene's re-conquest of South Carolina.

fortune, ordered a retreat."

A bright spot for the Americans was the conduct of Lee's Legion. They didn't participate in the looting and they very nearly overran the Wantoot Plantation house in hot pursuit of Sheridan's refugees. Although they didn't gain their objective they were able to withdraw in good order while taking fire from the house as they gave ground. Kirkwood's Delaware Light Infantry and portions of the Maryland Brigade also maintained order. The rest of the American force essentially became a drunken, glutinous mob.

In *Rebels & Redcoats* George F. Scheer writes, "Back through the swirling dust and eddying smoke dove the rebels, to rally and come to some sort of order in the woods straddling the road along which they had marched so confidently a little earlier."

Before giving up the ground the Americans had advanced Browne's two 6-pounders into the clearing in order to shorten the range to the plantation house. Their intention was to breach its walls in preparation for an assault. Unfortunately, the artillerymen had taken the guns too close and paid the price. Browne and most of the gunners were killed or wounded. Majoribanks infantry rushed the remainder, captured the guns and rolled them into the garden under protection of the riflemen in the house. Majoribanks himself, however, was seriously wounded in the action.

## XVII

Each side now regrouped and stared at one another across the 8-acre No-Mans-Land that had been the British encampment. Who would blink? The British had taken the worst of it to this point, suffering 693 casualties or nearly 1/3 of their force. But Greene knew that in a defensive posture the grizzled veterans would be tough to dislodge particularly since they held the plantation house so resolutely.

Greene assessed his situation. He had suffered 554 casualties. More telling, from the point of view of renewing the attack however, was the fact that 17 officers were dead and another 43 wounded. Many of these were shot down while attempting to reestablish order among the chaos that prevailed during the wholesale looting of the British camp. The day was hot and his troops were thirsty. The nearest well was all the way back at Burdell's Tavern, 7 miles away.

Greene decided in the end to preserve his army as he had done at Guilford Courthouse. The troops would be needed for a fall

campaign. He ordered a general retreat, to be covered by cavalry, and his army marched back to Burdell's.

As with his other "defeats" however, the strategic objective was accomplished. The day after the battle Stuart destroyed a thousand stands of arms and twenty-five hogsheads of rum and began a retrograde march back to the perimeter around Charleston. 70 of the 351 wounded were in such serious condition that they had to be left behind. Many eventually died. Among them the gallant Majoribanks who succumbed to his wounds on October 22. He was buried on the battlefield.

Some of Lee and Marion's troops shadowed the retreat until British reinforcements from Charleston arrived shortly after midday on the 9th. Greene's army then returned to the High Hills of Santee satisfied that only three British garrisons were left in the Carolinas and Georgia: Savannah, Charleston and Wilmington. "The conquered states were regained, and our exiled countrymen were restored to there deserted homes...Sweet rewards of our toil and peril," proclaimed Light Horse Harry Lee.

## XVIII

Greene's campaign had been astonishing. In the 10 months since taking command of the Grand Army of the Southern Department he had marched his ragged, shoeless and hungry men 2,600 miles, fought 5 major battles though only winning once and crossed countless streams and rivers in the process. The latter achievement was due in no small part to the engineering genius of Polish Colonel Tadeusz Kosciuszko. He designed wagons that were tapered at both ends and fitted with removable axles. These vehicles became boats at every river crossing while the British had to rely on conventional watercraft.

Eutaw Springs was the last great battle in the Deep South, though Patriot and Tory militia continued to murder each other for another year. On the day following the battle a French fleet sailed into Chesapeake Bay in Virginia to seal the fate of the errant Cornwallis at Yorktown. Greene eventually came down again from his bivouac in the High Hills and placed a cordon around Charleston itself. The British evacuated that city on December 14, 1782.

American victory, in the end, was due to skillful maneuver, Partisan effectiveness and success in scores of minor skirmishes. The south, at long last, was free.



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# Eutaw Springs and Guilford Courthouse

## Rifle/Artillery Fire "To Hit" Table

SPs Firing	Range to Target	
	Adjacent	2-3 hexes
1	7	9
2	6	8
3-5	4	7
6-9	2	6
10+	1	5

### Fire Combat DRMs (cumulative)

- 1 Target is Light Infantry
- 1 Target occupies forest lt. forest, orchard or blackjack
- +1 Target is artillery or mounted dragoon
- +1 Rifle unit firing for the first time in the game
- 1 Meeting House, Guilford CH, McCuiston PH
- 2 Wantoot PH
- +1 Santee River (vs. Swamp Fox attempt to cross)

## Tactical Matrix

Defender ▼	Attacker				Attacker			
	Skirmish	Attack en Echelon	Stand Fast	Withdraw	Frontal Assault	Commit Reserve	Turn Flank	Refuse Flank
Skirmish	0	-1	+1	NC	+2	-1	-1	0
Attack en Echelon	+1	0	-1	-1	0	0	+1	-1
Stand Fast	-1	+1	0	NC	-1	-1	+2	0
Withdraw	NC	+1	NC	NC	+2	0	0	NC
Frontal Assault	-2	0	+1	-2	0	+1	+1	0
Commit Reserve	+1	0	+1	0	-1	0	-1	-1
Turn Flank	+1	-1	-2	0	-1	+1	0	+2
Refuse Flank	0	+1	0	NC	0	+1	-2	0

NC = No combat

Requires Leader

Requires Leader and Open Flank

## Rifle/Artillery Fire Damage Table

Die Roll	Rifle Fire vs. Non-Arty	Rifle Fire vs. Arty	Artillery Fire
0-3	AM	R	R
4-6	R	D	D
7-8	D	1	1
9	1*	1*	1*

## Close Combat Table

### Odds Ratio (Attacker/Defender)

	1-3	1-2	1-1	3-2	2-1	3-1	4-1
-2 ■	2/-	AC/-	AC/-	AC/-	AC/-	1*-/	D/-
-1 ■	AC/-	1*-/	1*-/	1*-/	1*-/	D/-	D/-
0	1*-/	1/-	1/-	1/-	1/-	D/-	R/-
1	1/-	D/-	D/-	D/-	D/-	R/-	R/-
2	1/-	D/-	D/-	D/-	R/-	R/-	PIN
3	D/-	D/-	R/-	R/-	PIN	PIN	R/R
4	D/-	R/-	R/-	PIN	R/R	R/R	-/R
5	R/-	PIN	PIN	R/R	-/R	-/R	-/D
6	PIN	R/R	R/R	-/R	-/R	-/D	-/D
7	R/R	-/R	-/R	-/D	-/D	-/D	-/1
8	-/R	-/R	-/D	-/D	-/D	-/1	-/1*
9	-/R	-/D	-/D	-/1	-/1	-/1*	-/DC
10 ●	-/D	-/D	-/1	-/1*	-/1*	-/DC	-/AC
11 ●	-/D	-/1*	-/1*	-/DC	-/AC	-/AC	-/2

- Odds of less than 1-3 are resolved as 1-3 with a -1 DRM.
- Odds of greater than 4-1 are resolved as 4-1.
- Shift the Odds on Close Combats where any attacking units are adjacent to Diversion defending units 1 column to the left (i.e., 2-1 becomes 3-2).
- Die rolls less than -2 are treated as -2. Die rolls greater than 11 are treated as 11.

## Close Combat DRMs (cumulative)

### Attacker Benefit

- +? Adjusted unit morale of attacker's Lead unit.
- +? Close Combat DRM of Attacker's commanding Leader.
- +1 Any defending unit is a rifle unit.
- +1 Any defending unit is disrupted or shattered.
- +1 Any attacker is mounted dragoon against solely disrupted and/or shattered units.
- +1 All defending units are American or British militia.
- +1 Defender is surrounded (12.7).
- +1 Defender in Nelson's Ferry hex.

### Defender Benefit

- ? Adjusted unit morale of Defender's Lead unit.
- ? Close Combat DRM of Defender's commanding Leader.
- 1 Any attacking unit is a rifle unit.
- 1 All attacking units are American or British militia.
- 1 All attacking units are attacking across a Creek, upslope, and or up slope/creek hexside.
- 2 All attacking units are attacking across a ravine hexside.
- 2 Any defending unit is in blackjack oak.
- 1 Any defending unit is in a Meeting House, Guilford CH, McCuiston or Wantoot Plantation house.
- 1 Attacker is surrounded (12.7).
- 1 Swamp Fox defending in swamp

### General Benefit

- ? from Tactical Matrix

## Combat Results (For Fire and Close Combat)

- No Effect
- AM Army Morale Loss
- R Retreat
- D Disruption
- 1 One Step Loss
- 2 Two Step Loss
- DC Captured, Defender's Choice
- AC Captured, Attacker's Choice
- PIN Pinned
- \* Leader Casualty
- Defender gains momentum
- Attacker gains momentum



# Eutaw Springs and Guilford Courthouse

## Army Morale Adjustment

Event	Gain/Loss
Rally .....	+1/-0
Suffer "D" .....	+0/-1
Suffer "AM" .....	+0/-1
Inflict/ Suffer "1" result .....	+1/-1
Inflict / Suffer "2" result .....	+1/-2
Capture unit / Have unit captured .....	+1/-1
Remove Pin during Movement Phase .....	+0/-1

### Leader Casualty or Capture

#### BRITISH:

Cornwallis (GC) .....	+2/-2
<i>Plus British player surrenders 2 momentum chits</i>	
Leslie (GC) .....	+1/-2
Tarleton (GC) .....	+2/-1
O'Hara (GC) .....	+1/-1
Webster (GC) .....	+0/-1
Stuart (ES) .....	+1/-1
Majoribanks (ES) .....	+1/-2
Coffin (ES) .....	+0/-1

#### AMERICAN:

Greene (GC & ES) .....	+2/-3
<i>Plus American player surrenders 1 Momentum chit</i>	
Lee (GC) .....	+1/-2
Stevens (GC) .....	+1/-1
Eaton (GC) .....	+0/-1
Swamp Fox (ES) .....	+1/-2
Hampton (ES) .....	+1/-1

GS = Guilford Courthouse

ES = Eutaw Springs

## Victory Point Schedule

### VPs Description

- 2 Each enemy 2-step unit eliminated
- 1/2 Each non-captured enemy 2-step unit reduced
- 1 Each enemy 1-step unit eliminated
- 1 Each enemy unit captured
- 1/2 Each enemy unit shattered at the end of the game
- ? Leader captured or Casualty (see specific rules)

#### GUILFORD COURTHOUSE:

- 1 For each Victory Hex (3 total)

#### EUTAW SPRINGS:

- 3 For control of majority of the 7 encampment hexes.

## Terrain Effects Chart

Movement					Combat	
HEXES	Militia, Inf and Lt Inf	Drgn	Arty	Leader	Fire	Combat
Clear/Crops	1	1	1	1	NE	NE
Lt Forest/Orchard	1	1½	2	1	-1	NE
Forest	1½*	2	2	1	-1	NE
Black Jack Oak	3*	P	P	2	-1	-2
Meeting House	1	P	P	1	-1	-1
Guilford CH	1	P	P	1	-1	-1
McCuiston PH	1	P	P	1	-1	-1
Wantoot PH	1	P	P	1	-2	-1
Marsh/Swamp	P‡	P	P	P	NE	NE‡
Santee River	OTIH (may not cross)‡‡				NE	NE
Nelson's Ferry	2	4	3	2	NE	+1
HEXSIDES						
Road <sup>1</sup>	1	1	1	1	NE	NE
Path	1	1	1	1	NE	NE
Creek <sup>2</sup>	+1	+1	+1	+1	NE	-1**
Creek Ford	+0	+0	+0	+0	NE	-1**
Bridge	+0	+0	+0	+0	NE	-1**
Up Slope <sup>2</sup>	+1	+1	+1	+1	NE	-1**
Down Slope	+1	+1	+1	+1	NE	NE
Ravine	+2	P	P	+2	NE	-2
Fence	NE	NE	NE	NE	NE	NE
Tents	NE	NE	NE	NE	NE	NE
ZOC						
Enter rifle unit's ZOC		+1 all units			NE	NE
Exit rifle unit's ZOC		+1 all units			NE	NE

P = Prohibited; NE = No Effect; OTIH = Other Terrain in Hex

### Notes:

\* Lt Inf pays only 1 MP for Forest and 2 MPs for Black Jack Oak.

\*\* All attacking units must be attacking across one of these hexsides.

‡ Swamp Fox can enter Swamp hexes at the cost of 2 MPs and receives a -1 Close Combat DRM when defending in such hexes.

‡‡ Swamp Fox may cross the Santee at any point. +1 to Fire and +2 to Combat directed against him while crossing.

1 Road Bonus of Strategic Movement allows double movement if all hexsides crossed are either road or track.

2 Moving across a hexside containing both a creek and a slope still cost only +1 MP. Units attacking across a creek hexside and up a slope still only suffers -1, these two terrain features are not cumulative.

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# GUILFORD COURTHOUSE Front Side

1 Bn Guards T-4 +1 2-4	2 Bn Guards T-4 +2 3-4	Ryl Welsh F T-3 +1 2-4	33 T-4 +2 3-4	7 T-5 -1 1-4	2 Fraser's H T-4 +1 3-4	Light Inf. T-2 +1 2-4 LT	Grenadiers T-4 +2 1-4
MacLeod T-4 +1 3-3	Cornwallis T-1 1-2-6	Leslie T-4 1-2-6	O'Hara T-1 1-1-6	Webster T-3 1-0-6	von Bose T-3 +1 3-4	Jaegers T-2 +1 R 1-4 LT	Tarleton T-1 0 2-5
1 Maryland 1931 +2 3-4	2 Maryland 1831 -1 3-4	Kirkwood 2022 +1 1-4 LT	Lee's Legion Fl (1606) +1 1-4 LT	Lee's Legion Hrs (0804) +1 1-6	Washington's Drg 2221 +1 1-6	American Army Sortie	Ryl N Carolina T-5 0 2-4
Singleton 1723 +1 1-3	Finley 1831 0 1-3	Greene 1832 1-2-6	Green 2130 +1 4-4	Hawes 2030 0 4-4	Berkeley County 1526 0 2-4	D	D
Augusta County 1625 0 2-4	Rockbridge County 1725 0 2-4	Henry County 1825 -1 2-4	Prince Edward C 1925 -1 2-4	Nottoway County 2024 -1 2-4	Lynch 2022 +1 R 1-4 LT	Campbell (1714) +1 R 1-4 LT	N.C. Ind. Vol. (1714) 0 R 1-4 LT
Stevens 1725 1-1-6	Warren County 1823 -1 3-4	Halifax County 1923 -1 2-4	Orange County 1723 -1 2-4	Guilford County 1623 -1 2-4	Surrey County 1423 0 R 1-4	Mrg de Breigny 0111 -1 (1)-6	Eaton 1823 0-0-6

Turn Flank	Stand Fast	Skirmish	Frontal Assault	Turn Flank	Stand Fast	Skirmish	Frontal Assault
Refuse Flank	Withdraw	Attack Echelon	Commit Reserve	Refuse Flank	Withdraw	Attack Echelon	Commit Reserve

Markers

Momentum	Momentum	Momentum	Momentum	Momentum	TURN	MORALE	MORALE
D	D	D	D	D	D	D	D

Markers

D	D	D	D	D	Chasseurs Turn 2 +1 1-4 LT	Chasseurs 1629 +1 1-4 LT	Grenadiers 1629 +2 3-4
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Counter Art by Rodger B. MacGowan and Mark Simonitch

# EUTAW SPRINGS Front Side

0114

Irish Buffs 1009 +1 4-4	63 1209 +1 2-4	64 1309 0 3-4	30 T-7C/D 0 2-4	19 T-7C/D 0 2-4	Light Inf. 0911 +2 2-4 LT	Grenadiers 1007 +2 1-4	Light Artillery 1108 +1 2-3
Stuart (HQ) 1007 0-2-6	Marjoribanks 0911 1-1-6	de Lancey 1109 +1 2-4	N.J. Vol 1109 0 2-4	N.Y. Vol 0908 0 2-4	Sheridan's Rfl 0908 +1 R 1-4 LT	Charleston Hrs 1208 +1 2-6	Coffin 1208 1-1-6
Ninety Six Dist 1208 -1 2-4	Foraging Party 1120 -1 (1)-(4)	Maryland Bde 3A +2 3-4	Virginia Bde 3A +1 3-4	N.C. Bde 3A 0 3-4	Kirkwood 4A +1 1-4 LT	Lee's Legion Fl 1A +1 1-4 LT	Lee's Legion Hrs 1A +1 1-6
Washington's Drg 4A +1 1-6	Gaines 2A 0 1-3	Browne 3A +1 1-3	Greene 3A 1-2-6	Palmetto Fool 1A 0 1-4	Palmetto Horse 1A 0 1-6	Hampton 2A 1-1-6	Swamp Fox 2A or 3B +1 2-4 LT
Pickens/Sumter 2A 0 3-4	N.C. Militia 2A -1 2-4	S.C. Militia Rifles 2A or 3B 0 R 1-4	Disordered	Disordered	Disordered	Disordered	Disordered
BRITISH	BRITISH	BRITISH	BRITISH	BRITISH	BRITISH	Disordered	Disordered

Turn Flank	Stand Fast	Skirmish	Frontal Assault	Turn Flank	Stand Fast	Skirmish	Frontal Assault
Refuse Flank	Withdraw	Attack Echelon	Commit Reserve	Refuse Flank	Withdraw	Attack Echelon	Commit Reserve

Momentum	Momentum	Momentum	Momentum	Momentum	GAME TURN	MORALE	MORALE
BRITISH	D	D	D	D	D	D	D

Brandywine

Markers

A/B Jaegers 6D +1 R 1-4 LT	Grey 08 1-2-6	D	D	D	D	D	D
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# EUTAW SPRINGS Back Side

Light Artillery 0 1-3		Light Inf. +1 1-4 LT	19 -1 1-4	30 -1 1-4	64 -1 2-4	63 0 1-4	Irish Buffs 0 2-4
Major John Coffin 0 1-6	Charleston Hrs	N.Y. Vol -1 1-4	N.J. Vol -1 1-4	de Lancey 0 1-4		Major John Marjoribanks	Lt. Colonel Alexander Stuart
		N.C. Bde -1 2-4	Virginia Bde 0 2-4	Maryland Bde +1 2-4			
Swamp Fox +1 1-4 LT	Colonel Wade Hampton		Major General Nathanael Greene				
							Pickens/Sumter -1 1-4
		AMERICAN	AMERICAN	AMERICAN	AMERICAN	AMERICAN	AMERICAN
TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS
TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS
British Army Morale	American Army Morale	GAME TURN	Momentum	Momentum	Momentum	Momentum	Momentum
Cavalry Withdrawal	Cavalry Withdrawal	Cavalry Withdrawal	Cavalry Withdrawal	Shattered	Shattered	Shattered	AMERICAN
Markers							Grey
Pin	Pin	Pin	Pin	Pin	Pin		

Counter Art by Rodger B. MacGowan and Mark Simonitch

# GUILFORD COURTHOUSE Back Side

0114

	Light Inf. 0 1-4 LT	2 Fraser's H 0 2-4		33 +1 2-4	Ryl Welsh F 0 1-4	2 Bn Guards +1 2-4	1 Bn Guards 0 1-4
Tarleton 0 1-5	Jaegers 0 R 1-4 LT	von Bose 0 2-4		Lt. Colonel Webster	Brig. General O'Hara	Major General Leslie	Lt. General Cornwallis 0 2-3
Ryl N Carolina -1 1-4	American Army Sortie						2 Maryland -2 2-4
Cavalry Withdrawal	Cavalry Withdrawal	Berkeley County -1 1-4	Hawes -1 2-4	Green 0 2-4	Major General Nathanael Greene		1 Maryland +1 2-4
N.C. Ind. Vol. -1 R 1-4 LT	Campbell 0 R 1-4 LT					Rockbridge County -1 1-4	Augusta County -1 1-4
Brig. General Eaton							Brig. General Stevens
TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS
TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS	TACTICS
British Army Morale	American Army Morale	GAME TURN	Momentum	Momentum	Momentum	Momentum	Momentum
Cavalry Withdrawal	Cavalry Withdrawal	Shattered	Shattered	Shattered	Shattered	Shattered	Pin
Markers							
Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin

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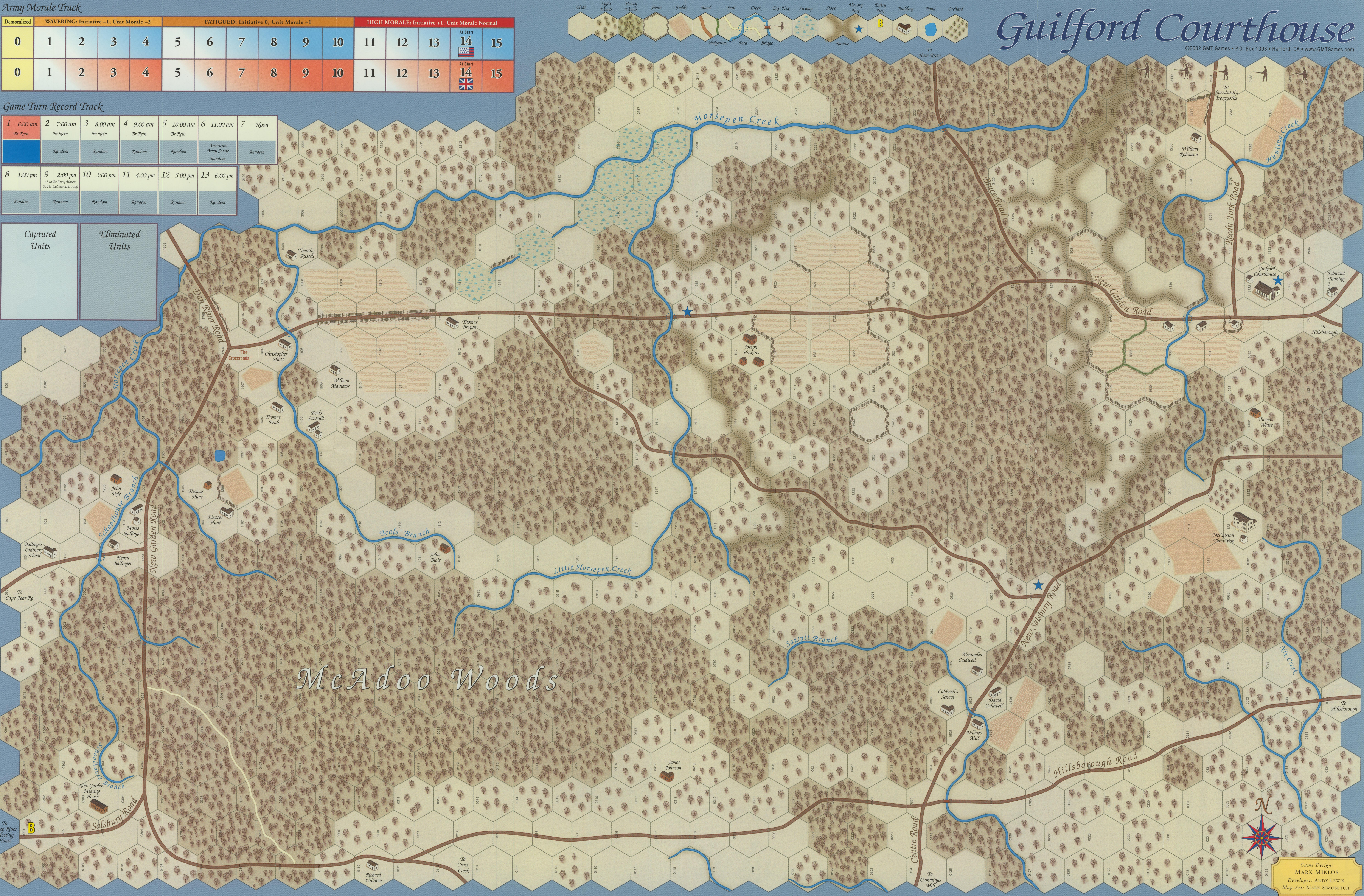
Army Morale Track

Demoralized	WAVERING: Initiative -1, Unit Morale -2					FATIGUED: Initiative 0, Unit Morale -1					HIGH MORALE: Initiative +1, Unit Morale Normal				
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	1	2	3	4	5	6	7	8	9	10	11	12	13	At Start	15

Game Turn Record Track

1 6:00 am Br Rein	2 7:00 am Br Rein	3 8:00 am Br Rein	4 9:00 am Br Rein	5 10:00 am Br Rein	6 11:00 am American Army Sortie Random	7 Noon Random
Random	Random	Random	Random	Random	Random	Random
8 1:00 pm	9 2:00 pm +1 to Br Army Morale (Historical scenario only)	10 3:00 pm	11 4:00 pm	12 5:00 pm	13 6:00 pm	
Random	Random	Random	Random	Random	Random	

Captured Units	Eliminated Units
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Game Design:  
MARK MIKLOS  
Developer: ANDY LEWIS  
Map Art: MARK SIMONITCH





# Eutaw Springs

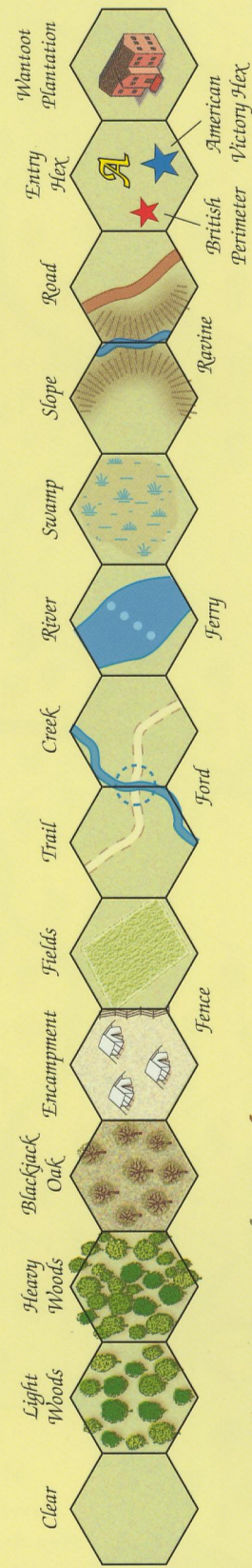
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Army Morale Track

Demoralized		WAVING: Initiative -1, Unit Morale -2				FATIGUED: Initiative 0, Unit Morale -1				HIGH MORALE: Initiative +1, Unit Morale Normal					
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
															
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
															



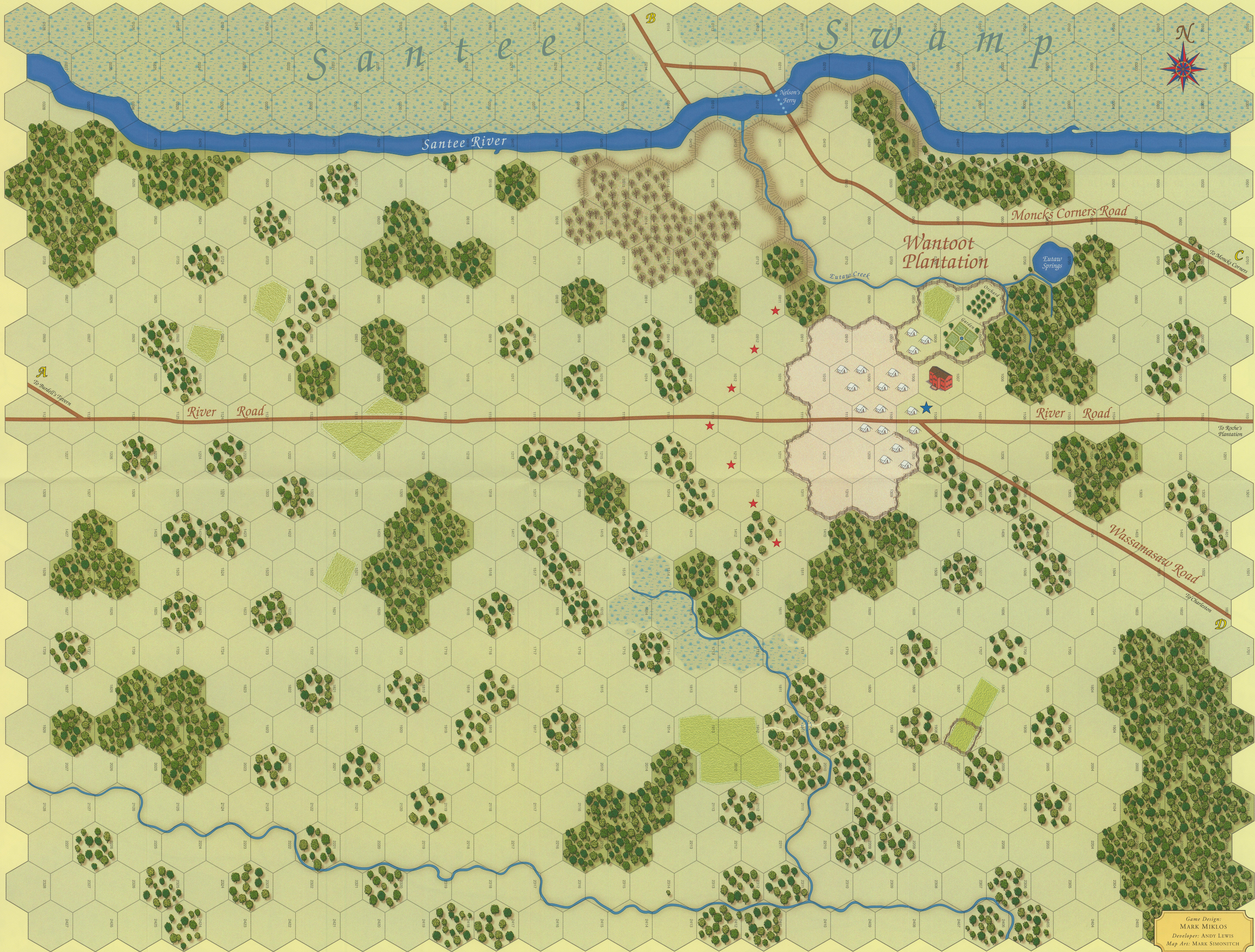
Game Turn Record Track

1	7:00 am	American Only	Am Xps	10	4:00 pm	Random
2	8:00 am	American Only	Am Xps	9	3:00 pm	Random
3	9:00 am	American Only	Am Xps	8	2:00 pm	Random
4	10:00 am	Am Xps	Am Xps	7	1:00 pm	Optional By Xps
5	11:00 am	Random	Random	6	Noon	Random
6	12:00 pm	Random	Random	5	1:00 pm	Random
7	1:00 pm	Random	Random	4	2:00 pm	Random
8	2:00 pm	Random	Random	3	3:00 pm	Random
9	3:00 pm	Random	Random	2	4:00 pm	Random
10	4:00 pm	Random	Random	1	5:00 pm	Random



Captured Units

Eliminated Units



Game Design:  
MARK MIKLOS  
Developer: ANDY LEWIS  
Map Art: MARK SIMONITCH