

The American Revolution: A Southern Campaign

By
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1 Game Scales and the Map

The map represents North and South Carolina, and part of Georgia. The scale in the lower right-hand corner gives the mileage.

The map shows towns (circles), trading stations (black dots), one city (Charleston), and a series of forts (squares). The road net is in brown. Rough terrain is in dull green. Major rivers are in dark blue. Minor rivers are in greenish-blue.

Each turn represents two weeks. Four turns represent two months. Supply must be renewed every two months (see the supply section below).

The game will last 12 turns (6 months), running from May through September of 1781.

The battle rules will be *Sons of Liberty*, which you can get off my website.

2 Victory

Victory is decided by Victory Points (VP). You get 5 VP for each town or fort you hold at the end of the game, 10 VP for holding Fort 96, and 20 VP for holding Charleston.

You also get 10 VP for winning a minor battle (smallest side has less than 100 figures) and 25 VP for winning a major battle (at least 100 figures per side).

3 Capturing and Garrisoning Towns

Towns are marked either red (British) or white (American). This basic loyalty does not change during the game. To capture an enemy town, you must enter it with at least 20 figures. To hold it, you must garrison it with at least 5 figures. If the garrison size drops to less than 5 figures, we

assume local militiamen force the rest of the men out. No garrison is needed to hold a friendly town, and you get VP for it at the end of the game if not held by the enemy.

Charleston must be captured with at least 50 figures, and a 20-figure garrison is needed to hold it.

The forts must be captured and held like towns.

Stations are really just little clusters of buildings – landmarks. They have no VP value and do not need to be captured or garrisoned.

4 Turning in Moves

Forces in the game are not denoted by specific unit, just by total number of troops (in actual men) of each applicable category. A typical force might be:

At Salisbury:

Greene

Morgan

940 D line

260 D line (exhausted)

280 B light infantry

25 C gunners

2 field guns

2 supply units

A typical move order might be: "Greene and all forces move along the road from Salisbury to Colson's. At Colson's, Morgan takes 480 D line, 15 gunners, 1 field gun and continues along the road toward Fayetteville. Greene holds at Colson's with the remainder.

5 Movement

All movement is simultaneous and hidden, except as spies and scouting reveal it. To move, a force must have a general with it, although the referee may move other forces when this seems appropriate.

The movement table lists the Movement Points (MP) that each type of troop gets each turn, and the cost to enter various hex types. You will notice that your maps do not have the hex grid on them; this is to give a sense of uncertainty to the game. A hex is 15 miles across, so infantry on a road could move 90 miles in a turn, etc.

Movement Table

Troop Type	MP Per Turn	Cost to Enter Terrain Type			
		Road	Clear	Rough	Cross Small River
Infantry Light Guns	6	1	2	3	+1
Cavalry	10	1	2	4	+1
Field Guns, Supply Units	4	1	2	4	+2
Generals	12	1	2	2	+0
Partisans	8	1	1	2	+0

Troops may force-march at 1.5X MP that turn, but suffer attrition.

Any force commanded by Greene gets +1 MP per turn.

Major rivers may only be crossed at bridges and fords.

6 Reinforcements

Each side will receive reinforcements if requested. Reinforcements comes in terms of figures of infantry, gun crews, or guns. It costs 1 VP to request 10 figures or 1 gun, whether they arrive or not. You will receive 50–50-75-75-100-100 percent (1D6 roll) of the reinforcements you request. Reinforcements arrive 2-4 turns after they are requested.

All British reinforcements arrive in Charleston.

All American reinforcements march on by one of the three northern roads that leave the map; specify eastern, central, or western when making the request.

7 Spies and Scouting

7.1 Spies

Each side receives a certain number of spies and counterspies at the start of the game. Each turn, there is a chance that a spy will be caught and executed, etc. I will use the spy-reporter program to determine spy reports and accuracy (you can check out the spy reported program on my website).

Spies may be moved every 4 turns. If a spy moves to a new location, his/her chance of discovery goes up.

Spies report each turn on the activity around them.

7.2 Scouting

Cavalry, light infantry, and partisans may scout. A cavalryman is worth 3 scouting points. A light infantryman is worth 2 scouting points. A partisan is worth 1 scouting point.

Scouting range is 4 hexes for cavalry and 2 hexes for infantry. I will use the scouting report generator program to decide the accuracy of scouting and losses suffered by scouting forces.

You may place your scouts in one of three modes: Normal (default) aggressive, or defensive. Aggressive means your scouts are actively trying to penetrate enemy defenses, and are thus spending less time stopping enemy scouts. Defensive means your scouts are spending most of their time screening your force. When aggressive scouts and defensive scouts meet, losses tend to be high! You can also investigate the scouting report program on my website.

8 Depots and Supply

8.1 Depots

A depot represents a supply dump plus administrative personnel to run it. At the start of the game depots are given by the referee and placed by the players. Thereafter, depots must be rebuilt and placed anew every 4 turns.

You may build and place one depot for every 5 towns or forts you control at the end of the 4th turn in question. Charleston also receives a depot of its own.

Depots may not be placed in forts or towns under siege at the end of the month, and any depots in that town/fort disappear. Multiple depots may share the same location. Depots cannot move.

8.2 Supply Units and Lines of Supply

Each depot receives two supply units.

To trace supply back to a depot, the force in question must have a supply unit with it that belongs to that depot, or be in the same hex as the depot. A depot under siege cannot provide supply outside its own location.

A Line Of Supply (LOS) may be up to 8 hexes long, at supply rate. LOS must be traced along a road or major river. A major river counts like a road for tracing supply.

An enemy force of at least 200 regulars, 50 cavalry, or 100 partisans blocks LOS through its hex.

If a depot is kept in the same location, then its supply units stay in the game. If a depot is moved to a new location, its supply units disappear and reappear at the depot; they must then be moved out into the field to supply troops. Thus moving a depot is costly.

A depot can supply any number of figures.

8.3 Towns and Forts

Unbesieged towns and forts can supply up to 250 men each turn as well. Charleston can supply up to 1000 men per turn, if not besieged.

9 Attrition and Exhaustion

9.1 Attrition

The table below lists the attrition rates for different morale grades of troops for different causes. Attrition is performed in terms of actual men lost (who do not return), and a percentage of remaining fresh men who become exhausted (men lost/men exhausted).

Troops suffer attrition for force-marching, for being out of supply, and for evading battle. Guns and supply units suffer no "unsupplied" attrition.

Attrition is always fully applied at the start of each turn. Thus force-marching for half a turn costs as much as for a full turn.

Attrition Table

Grade of Troops	Percentage Rate (lost/exhausted)
A	1 / 5
B	2 / 10
C	3 / 15
D	5 / 25
E	10 / 50
F	25 / 100
Guns, supply units	25 / NA

If men are already exhausted, treat as 2 grades lower.

9.2 Exhaustion

Exhausted men suffer a -1 on all die rolls in battle. If exhausted and fresh troops are in the same unit in a battle, the unit is treated as if exhausted. To recover from exhaustion, the men must rest for a full turn in supply, in a town or fort, or in a station if there is a depot at the station.

10 Battles and Results of Battle

When two hostile forces enter the same hex, a battle may take place.

10.1 Attack and Defend

Each side must declare "defend" or "attack".

If one or both sides declare defend, no battle takes place – they are just watching each other – but neither may move through the other without making an attack.

If either side declares attack, then a battle takes place. Battles are up to 24 turns long.

If one side attacks while the other defends, the attacker gets a +1 on its initiative die rolls each turn. If Lord Cornwallis is commanding the British, and they are on the attack, the British get a +1 on initiative die rolls (thus they get a +2 if the Americans are on the defense).

10.2 Army Morale

Army morale breaks when a side has half its figures off the table (dead or routed off). At that point, it evades out of the hex, and suffers attrition.

10.3 Winning and Losing

To win, an attacking side must break the enemy's army morale. A defending side merely has to avoid having its army morale broken. The battle ends after 24 turns, or when one side's morale breaks.

If 24 turns pass and neither side has had its morale broken (an unlikely event), then an attacking side withdraws to its original position and that day of battle ends. The force counts as having lost the battle. It is possible that both sides can "lose" if both are on the attack and neither breaks the enemy's morale.

If both sides have their morale broken on the same turn, then the side with initiative that turn is the winner.

10.4 Regaining Loses

The winner regains half of all dead men, and all rout losses suffered. The loser regains 1/4 of all dead men and half of all rout losses suffered. All regained men are exhausted.

11 Sieges

A fort or town is under siege if surrounded by an enemy force at least 3X larger than its garrison, and also large enough to capture the place. Smaller forces may blockade places, but do not cut off their supply. Towns do not have palisades or walls, so usually you can just assault them in battle. Each town is represented by 2-4 town blocks.

12 Partisans

The American player receives a certain number of partisans each 4 turns. Partisans may move freely about the map, as listed in the movement table, as if they were normal forces. They are very hard to detect. Their main use is to pounce on weak enemy units and cut lines of supply.

If used in battle, they are treated as Grade F militia with rifles.

There are two partisan commanders, Marion and Sumpter, who may only command partisans.

Partisans left without a general may take actions on their own, as determined by the referee.

13 Special Actions

If you come up with clever ideas of your own not covered in the rules, you may write to me and I'll think about letting you do it. But no balloon corps, sorry!

14 The Camden Examiner

Each turn, I will post a newsletter on the website detailing what happened that turn. The newsletter will be slanted heavily toward whichever side controls the town of Camden.

You may submit a propaganda blast at the enemy each turn, along with your orders. I will judge whichever side does the best job. This will have a general effect on militia morale and partisan activity for the next turn. Good propaganda should have some of the flavor of the period, so a little research will be helpful to you. After each battle, I will also let your generals (whoever they may be) to turn in battle reports and propaganda of their own.