

SERIES RULEBOOK

GREAT BATTLES OF THE AMERICAN REVOLUTION

Game Design by Mark Miklos

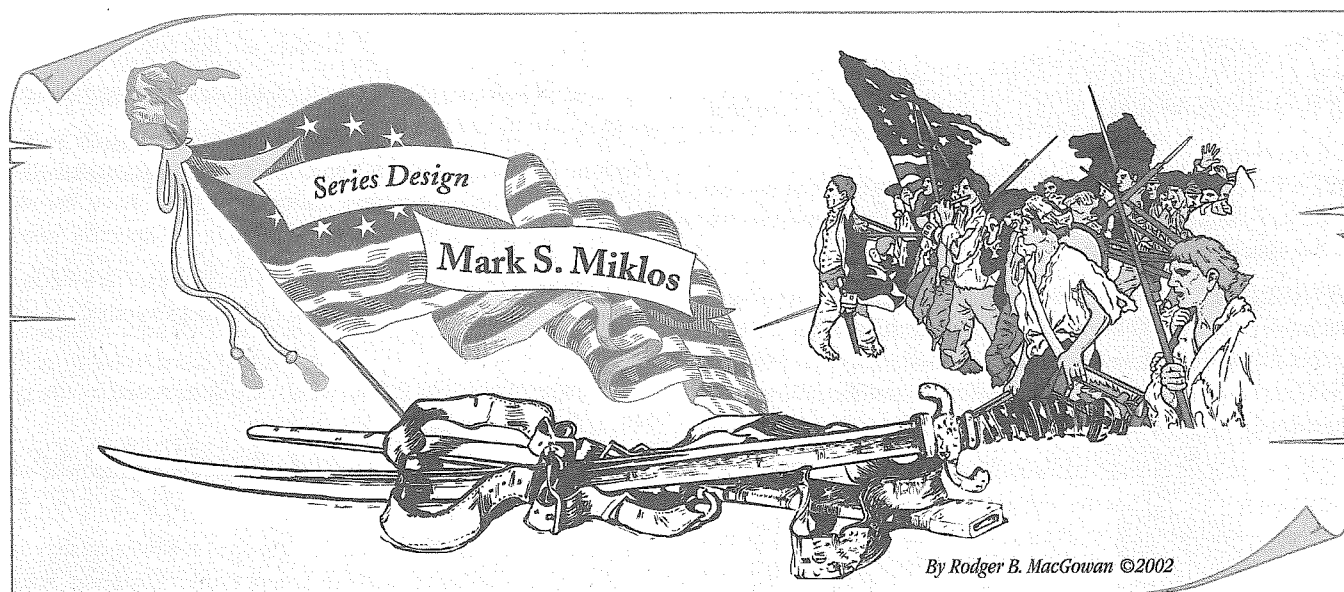


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1. INTRODUCTION



This is the fourth game in the American Revolutionary War series. Since the basic rules are the same for 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.

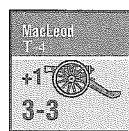
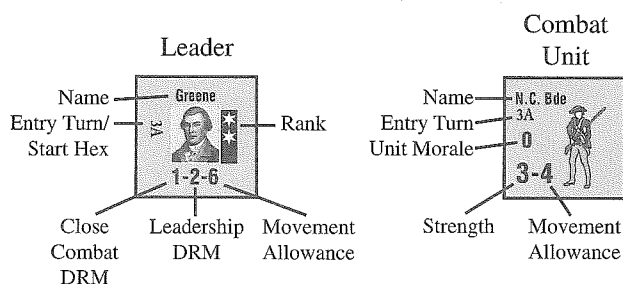
2.1 The Game Map

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

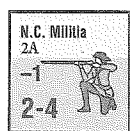
2.2 Counters

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 is marked with either the setup hex, or the turn of entry and entry hex; the reduced side has a 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. 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: An attack across a fieldworks hexside from outside 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 across intervening hexes.

Militia: Militia is often (but not always) a lower quality unit consisting of volunteers without proper military training. American Militia units are designated by a kneeling soldier on the counter. British militia are depicted standing to attention.

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

Out of Fieldworks: An attack or ZOC which crosses a fieldworks hexside from 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, or 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 therefore moving units or assigning Close Combats. The other player is considered the non-phasing player.

Rifle unit: A light infantry or infantry unit which is armed with rifles. Rifles permitted units 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. 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. Exclusive Rules may contain further restrictions and/or exceptions to stacking.

7.2 Stacking during Movement and Retreat

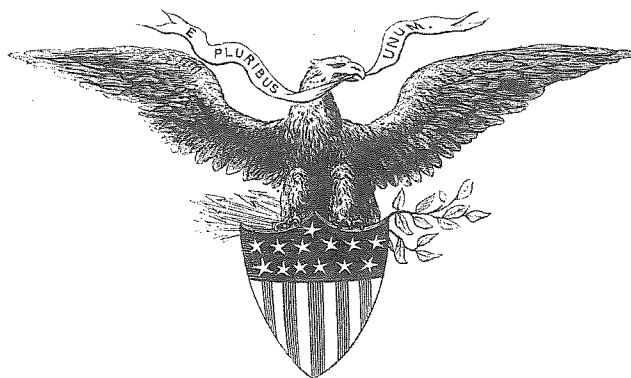
Stacking limits apply at all times, including during movement and retreat—a unit may never move or retreat through a hex in excess of stacking limits.

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

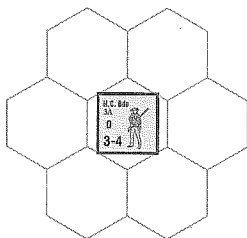
Both sides may examine all stacks of friendly and enemy units. See Exclusive Rules for exceptions.



8. ZONES OF CONTROL(ZOCs)

8.1 General Rules

All Parade Order combat units exert a ZOC into all six adjacent hexes. A unit loses its ZOC while it is disrupted or shattered. The ZOC is restored if the unit rallies to Parade Order. Note that ZOCs do extend across Ford and non-Ford Creek hexsides.



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).

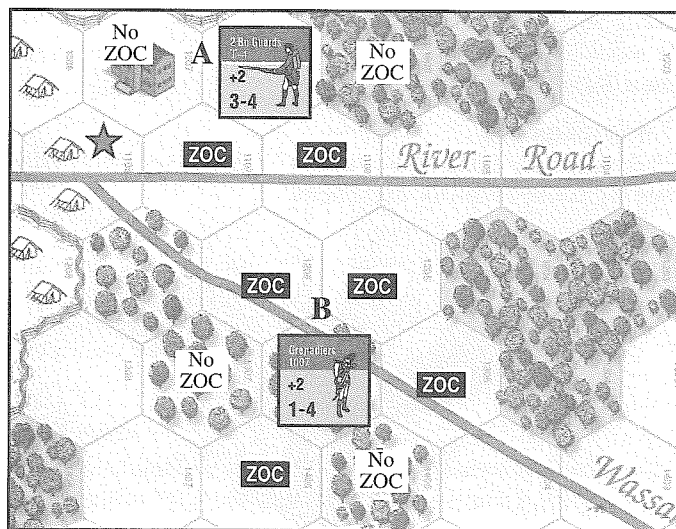
8.3 Effects of ZOC on Movement

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 in that hex. 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 not 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. A unit may never expend more MPs than its movement allowance.

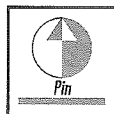
Exception: A unit may always move one hex as long as no movement restrictions are broken (Under certain circumstances, heavy artillery in *Savannah* may not automatically move 1 space).

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. Therefore, every hexside crossed must contain connected road or track. Creek fords do not impede Strategic Movement.

9.6 Reinforcements

9.61 PLACEMENT: At the beginning of their side's 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 fires at a target 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. The result is modified by all 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 Strassefeuer ("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 point-blank range.

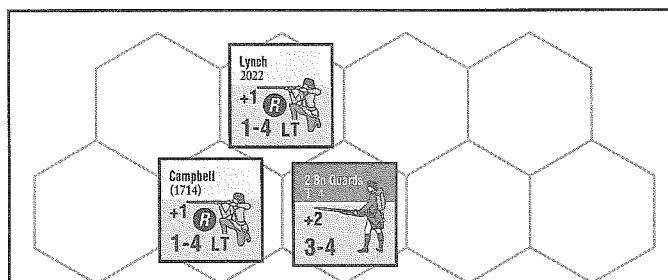
11. DEFENSIVE ARTILLERY FIRE

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.



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 ≥ 6 with one die, but the two rifle units have not yet fired 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 an R (Retreat) for the Guards unit.



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.

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 all 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. In game terms, the artillery unit must be able to trace a clear Line of Sight to the target unit. 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 considered to be exactly the same, and are referred to solely as slope hexsides.

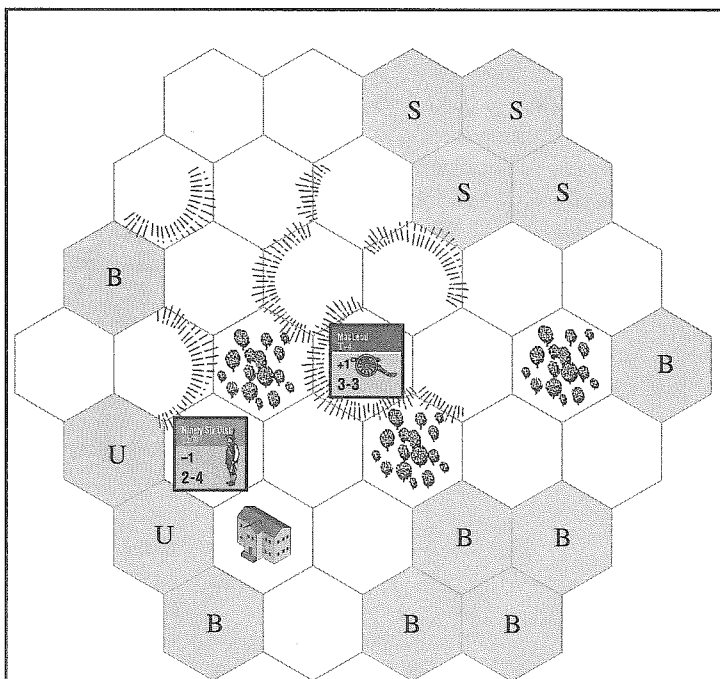
11.42 **BLOCKING TERRAIN:** The following hex types are blocking terrain: forest, light forest, Meeting House and Town (see exclusive rules for additional examples of blocking terrain). In addition, any hex that contains combat units, whether friendly or enemy, is blocking terrain. LOS can always be 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 as it enters the target 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 hexes.
- 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 unit's hexes. 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 unit's 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 involved 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.

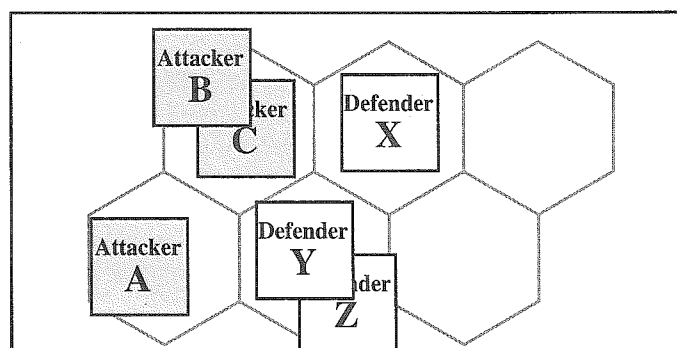
12.2 Procedure

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 SP total to that of the Defender.



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.

The ratio of Attacking SPs to Defending SPs is rounded off 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.

- 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. The lead unit must be a Parade Order unit if one is available in the hex. Artillery units may not be chosen as lead units. 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, applying 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 (the Defender in the case of a tie) may choose to spend 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 to return to the Resolve Close Combat step and re-roll the die. Multiple Momentum Chits may be spent by one or both sides in each Close Combat, but only one may be spent 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 entering a battle with the most momentum 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 in a Close Combat are Parade Order cavalry and none of the attacking units are cavalry, the Defender has the option to announce a Cavalry Withdrawal. Instead of resolving the Close Combat normally, his dragoons retreat three hexes to a hex not adjacent to an enemy unit. Mark the unit(s) with a Cavalry Withdrawal marker and go straight to step 9 of the Close Combat procedure.

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.

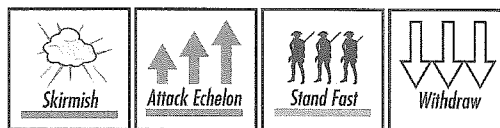
12.5 Tactics Chits

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.

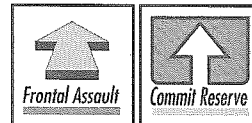
12.52 (Advanced) TACTICS CHIT USE RESTRICTION: The following requirements must be met before a Tactics Chit is eligible to be selected in each Close Combat.

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

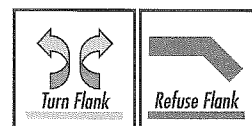
Exception: An all-infantry force may not choose the 'Withdraw' tactic in clear, field, or crops terrain if the attacking force contains any mounted units.



- **Frontal Assault, 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.



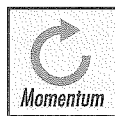
- **Turn Flank, Refuse Flank:** There must be one empty hex adjacent to both players' units (one hex with defending units in it, and one hex with attacking units in it), AND a friendly Leader must be stacked with or adjacent to at least one unit involved in the Close Combat; the unit does not have to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

See Exclusive Rules for other ways to spend Momentum.

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 unit with a printed unit morale of +2 is captured while it is at full strength, the owning 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 ZOCs 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 ZOCs 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, and the Defender’s artillery (but not 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, and the Defender’s artillery (but not 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

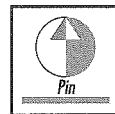
other friendly units in the close combat, and the Defender’s artillery (but not the Attacker’s artillery), must make a morale check; if they fail, they must retreat one hex.

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, and the Defender’s artillery (but not 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 of the Defender’s choice on the affected side 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, neither does it have to be at full strength. The other friendly units in the close combat, and the Defender’s artillery (but not 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 of the Attacker’s choice on the affected side 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, then places his or her units in the captured box and adjusts army morale. A pinned marker is then placed on all hexes involved in this close combat. The next phasing player must either:

A. Attack with all units marked as pinned, and attack all defending units marked as 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; leave any friendly units which are adjacent to enemy pinned units where they are; and reduce his or her 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).

Pinned defending units may not receive a diversion. This is an Exception to 12.14.

“*” 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: If possible, a unit must retreat into a hex which is not adjacent to an enemy unit. In addition, the unit must retreat towards a 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 retreats 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 may choose to take a step loss and retreat, provided that the reduced-strength unit would not violate stacking limits in the hex into which it retreats. The Army Morale adjustments of suffering a ‘1’ result are applied if the unit is reduced in this manner. (The player may still choose to have the unit captured instead of taking a step loss.)

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 any 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 yet had its Close Combat resolved, it may not contribute any strength to that Close Combat, nor may it 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).

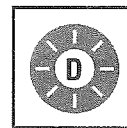
13.26 LEADER RETREATS: Any Leader may freely retreat along with any friendly retreating units with which it is stacked. Leaders are never required to retreat.

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

Disrupted units:

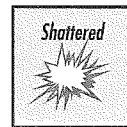
- May only move one hex per turn, and may not move adjacent to an enemy unit. If a disrupted unit begins a movement phase adjacent to an enemy unit, it must use its one hex move to move away from (i.e. no longer adjacent to) as many enemy units as possible
- May not attack; artillery and rifle units may not fire
- Defend with only half of their SPs (fractions rounded up)
- Have no ZOC
- Are shattered, if they receive an additional “D” result
- Are captured if they receive a ‘PIN’ result
- Suffer an additional “D” result, if they end their own Close Combat phase adjacent to enemy units, and are not stacked with friendly Parade Order units. This results in the unit becoming shattered (i.e. they must retreat 3 hexes or be captured).



13.4 Shattered

Shattered units:

- May not move
- May not attack; artillery and rifle units may not fire
- Defend with 1 SP (regardless of their actual SP ratings), and may NOT receive any terrain DRMs
- Have no ZOC
- Are eliminated, if they receive an additional “D” result (place such units in the eliminated box)
- Are captured, if 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. If the result is 4 or less, the unit fails the morale check.

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

- +1 Defending units attacked solely across fieldworks hexsides.
- +? Leadership DRM (14.23)

Check Exclusive Rules for additional modifiers.

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 units in a hex (that is, provide DRMs for those units). Place the Leader in command on top of the friendly units. Check Exclusive Rules for limitations to leader stacking.

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; when defending, it is subtracted.

14.22 TACTICS CHITS: If a combat unit is stacked with or adjacent to a Leader during Close Combat, 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 suffer disruption, 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 Parade Order or Disrupted enemy 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). A Leader in command may modify the Rally attempt of any units in the same hex by adding his Leadership DRM (14.23). A Leader is not required in order to make a Rally attempt.

15.2 Rally Effects

A disrupted unit that passes its Morale Check is restored to Parade Order. If it fails its morale check, it remains disrupted. A shattered unit that passes its Morale Check becomes disrupted. If it fails its Morale Check, it remains shattered.

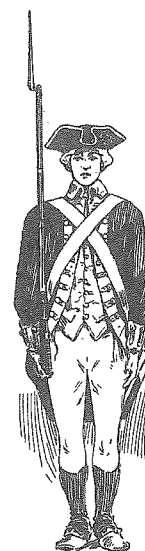
15.3 Unit Morale

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 influences the ability of individual units to perform to maximum effect.



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 casualty (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 Morale 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 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 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 or Wavering during the resolution of a Fire Combat or Close Combat, resolve any resulting 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. The game ends immediately, and the opposing player wins a Substantial Victory.

SERIES RULES CREDITS

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EXPANDED SEQUENCE OF PLAY

Note that Savannah uses a slightly different 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 ≥ 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 rules booklet)
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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EXCLUSIVE RULEBOOK

Savannah



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Volume IV American Revolutionary War Series

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1. PREPARE FOR PLAY

1.1 Colors:

British:

- Regulars—Tan with red stripe
- Germans—Tan with green stripe
- Provincials—Tan with yellow stripe
- Tory Militia—Tan with brown stripe

French

- Metropolitan Regulars—Light Turquoise with Turquoise stripe
- Colonial Regulars—Light Turquoise with no stripe
- Mercenaries—Light Turquoise with Aqua stripe
- Colonial Militia—Light Turquoise with teal stripe

American

- Continental—Sky blue with no stripe
- Militia—Sky blue with Light blue stripe

1.2 Setup:

Deploy according to the Campaign Game Reinforcement Schedule.

1.3 Army Morale Levels:

- British = 19
- American = 18
- French = 17

Note that the Army Morale for each army is measured separately.

1.4 Momentum:

The Allies (the French and Americans) start with 1 momentum chit.

Important Distinction: Unlike Army Morale, which is measured separately, momentum is a shared commodity on the Allied side. The French and the Americans may not accumulate momentum separately.

The basis for sharing momentum is entirely at the discretion of the players and they are free to make any arrangements they can agree upon.

Each side may spend a maximum of 1 momentum chit during each Random Events Phase, in order to draw an additional Random Events Card. This use of momentum is in addition to Series rule 12.6.

1.5 Game Length

25 turns maximum unless either side achieves automatic victory.

REPLACEMENT COUNTERS: Included on the countersheet are 8 replacement counters for Brandywine & Guilford/Eutaw.

Campaign games may end in fewer turns depending on when the Allied Player(s) launches his assault against the Savannah Defensive Perimeter, and in so doing switches play from the Strategic to the Tactical Game Turn Track.

1.6 Game Turn Tracks:

Strategic Turn Track: Game Turns 1–15. Each Turn represents a day, or in some cases multiple days. Player order is fixed. Weather, Random Events, Construction, Siege & Bombardment, Reinforcements, Movement, Rally, Defensive Artillery Fire, and Close Combat that is not directed against the Savannah Defensive Perimeter, may apply.

Tactical Turn Track: Game Turns 16–25. Each Turn represents one hour. Player order is random, with the exception of turn 16. Initiative, Movement, Rally, Defensive Artillery Fire, and Close Combat (including Close Combat directed against the Savannah Defensive Perimeter), may apply.

Play proceeds on the Strategic Turn Track until either:

- A.) The Allies decide, prior to Turn 15, to conduct Close Combat against the Savannah Defensive Perimeter for the first time in the game, OR
- B.) Turn 16 is reached, at which time play automatically shifts to the Tactical Turn Track.

In case 'B' above, Fog is automatically in effect on Turn 16. The rest of the Tactical Game Turns have favorable weather. These are exceptions to weather rules that state that the last prevailing weather die roll is in effect on all non-weather turns.

On turn 16, the Allies go first, followed by the British. Note: This gives the Allies an automatic 'back to back' move since they move second on Turn 15 and move first on Turn 16.

Case 'A' Procedure

At the conclusion of any Allied turn (1–14), the Allies announce their intention to assault Savannah on the next turn. The Game Turn Marker is automatically placed on turn 16 and the Allies go first as indicated. **Important:** in such a case, Fog is not in effect. Weather conditions for all Tactical Game turns (16–25) will reflect the last prevailing weather die roll, as noted on the Weather Table.

In both case 'A' and case 'B' above it is important to remember that the Allies will receive a back-to-back move.

Once play has shifted to the Tactical Turn Track it cannot return to the Strategic Turn Track. Weather, Random Events, construction or completion of siege works, and Siege & Bombardment die rolls yet to occur are forfeited, as are future reinforcements. Those reinforcements never arrive and are removed from play with no VP or Army Morale consequences.

The game will end after the 10th turn is played on the Tactical Turn Track (Game Turn 25), unless one side achieves an automatic victory.

Clarification: The Allies may not attack the Savannah Defensive Perimeter without first declaring their intention to do so. Strategic Game Turns are used to maneuver forces into positions from which to launch an assault, but the assault itself can only commence once the Game Turn Marker has been placed on turn 16 of the Tactical Turn Track.

1.7 The Savannah Defensive Perimeter:

The Savannah Defensive Perimeter is defined as the Savannah River to the north, the ring of abatis to the east and south, and the Yamacraw Swamp to the west. Hex 1303 is also considered part of the perimeter.

Attacking the Savannah Defensive Perimeter is defined as moving Allied combat units adjacent to any hexside constituting the Savannah Defensive Perimeter, even if such a hexside is unoccupied.

Important Exception: Advance After Combat is not mandatory for victorious British lead units, if the advance would force the units to move outside the Savannah Defensive Perimeter. (This is an exception to Series Rule 12.23, Step 9.) In this case, Advance After Combat is optional.

2. VICTORY CONDITIONS

2.1 Allied Decisive Victory

[Case A] The British surrender under the following conditions:

If at least one (1) space of the City of Savannah is occupied by a Parade Order Allied combat unit at the end of any British player turn, the British player must perform a 'Surrender Die Roll'. Occupied spaces can be either intact or destroyed. Enemy ZOCs have no effect.

The following DRMs apply:

- 2 if British Army is Wavering
- 1 if British Army is Fatigued
- 1 if Prevost is a casualty
- 1 for each city hex that is occupied by the Allies, as described above, at the time of the die roll.

The British surrender on a modified roll of -1 or less.

[Case B] Eliminate 26 SPs of British, German and/or Provincial combat units, excluding artillery. At least 10 SPs must be British Regulars. [Note: British Militia unit types do not count towards this 10 SPs requirement.]

2.2 Allied Substantial Victory

See Series Rule 16.3.

2.3 Allied Marginal Victory

A margin of 3 or more VPs in the Allies' favor at the end of the last Game Turn.

2.4 British Decisive Victory

Eliminate 26 SPs of French Regular, Mercenary and/or Continental combat units, excluding artillery. At least 18 SPs must be French Regulars. [Note: Patriot Militia, Colonial Militia, and Colonial Regulars do not count towards this 18 SPs requirement.]

2.5 British Substantial Victory

See Series Rule 16.3. **NOTE:** The British player need only demoralize the French or the American army, not both.

2.6 British Marginal Victory

A margin of 1 or more VPs in the British favor, a VP tie, or a margin of less than 3 VPs in the Allies' favor at the end of the last Game Turn.

2.7 Leader Loss VPs:

See Leader Casualties Table

2.8 Victory Hex:

Hex 1404 (Spring Hill Redoubt) is worth 1VP to the player that controls it at the end of the game. Control is defined as occupying the hex with at least 1 Parade Order Combat unit, without any Parade Order enemy combat unit being adjacent to the hex.

2.9 Recording Victory Points

Victory Points are recorded separately for each army using the appropriate VP marker on the Victory Point Track.

Markers are moved as follows:

Each 2-step unit eliminated	2VPs
Each 2-step unit reduced	1/2 VP
Each reduced unit eliminated	1 1/2 VPs
Each 1-step unit eliminated	1 VP
Spring Hill Redoubt (end of game)	1 VP
Each unit captured	1 VP
Each unit shattered	1/2 VP
Creek Indian Casualty (Allies Only)	1/2 VP
Each leader casualty	#
Siege & Bombardment	#
Random Events	#

2.10 Individual Allied Winner

If the Allies defeat the British, the individual winner of the game is the Allied player with the highest Victory Point total at the moment the game ends.



The death of count Pulaski

3. SEQUENCE OF PLAY

Note: All phases are used in the Campaign Game. Only those phases shown in bold are used in the Historical Scenario.

I. Initiative Phase

II. Weather Phase

An Allied Player rolls 1 die and consults the Weather Table.

III. Random Events Phase

See Random Events special rules below.

IV. Construct Siege Works Phase (French only)

Beginning on Strategic Game Turn 9, the French Player may construct Siege Works as outlined in the French Siege Works special rules below. Note that adverse weather may impede the construction or completion of siege works.

V. Siege & Bombardment Phase

The French and British players roll on the S&B Table and apply the results. Note that the French player initiates this phase, and that at least 1 hex of completed Siege Works is a prerequisite. Note also that under certain circumstances a second die roll on S&B Table II may be required.

VI. Reinforcement Phase

Units arrive according to the Campaign Game Reinforcement Schedule.

VII. Movement Phase

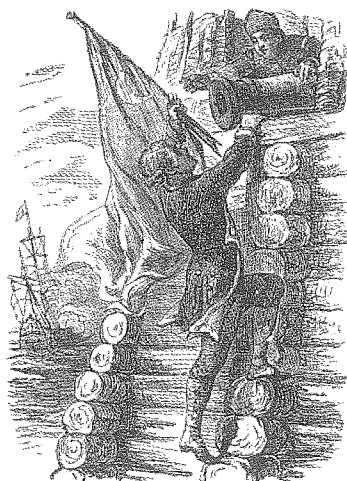
VIII. Rally Phase

IX. Defensive Artillery Fire

Includes mortar fire during the Allies' player turn. Mortars may not combine fire with other artillery units, and follow a separate Mortar Fire procedure.

X. Close Combat Phase

XI. Victory Determination / Advance Game Turn Marker



Sergeant William Jasper rescuing his regiment's flag.

4. SPECIAL RULES

4.1 Stacking Restrictions:

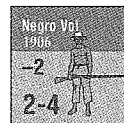
1) French and American units may pass through one another freely during movement, subject to normal stacking limits. However, French and American units may not stack together at the end of a Movement Phase. **Exceptions:** Pulaski's Legion and leaders.

Exception: French and American units may stack with each other as a result of Retreat. Such units must unstack during the next friendly Movement Phase, even if doing so results in Close Combat at unfavorable odds.

Enemy units that attack a French/American stack gain a +1 DRM in Close Combat.

Units within a French/American stack may not attack voluntarily, either as a stack or individually, until the French and American units are separated from each other. If a French/American stack begins a Movement Phase adjacent to an enemy in circumstances where an attack would normally be required, it must retreat instead if possible. If retreat is not possible, the French/American stack must fulfill the required attack, but suffers a -2 DRM.

2) The Negro Volunteers may never pass through or stack with any British Provincial or Tory Militia units from the south [i.e. the King's Florida Rangers, Georgia Volunteers, South Carolina Royalists, Royal North Carolina, Georgia Militia, Loyal Savannah Militia, and the optional Chatham County Militia].



If stacking is unavoidable for any reason the Negro Volunteers are captured instead.

3) French Regulars and French Colonial Militia may pass through one another freely during movement, subject to normal stacking limits, but may not stack together at the end of a Movement Phase. **Exception:** French leaders and French artillery units may stack with French Colonial Militia.

Exception: these units may stack with one another as a result of Retreat. They must un-stack during the next friendly Movement Phase if possible, but not if doing so would force a Close Combat at unfavorable odds.

While the units remain stacked they defend normally if attacked in Close Combat. If forced to attack while stacked, they suffer a -1 DRM.

The French Colonial Militia, French Colonial Regulars and French Mercenary Regiment may stack freely together at all times.

4.2 Weather:

The Strategic Turn Track indicates the 10 weather turns. An Allied player rolls 1 die and consults the Weather Table for conditions, modifiers and other effects.

Note that the weather die roll is automatically modified by:

- 1 on turn 2
- 2 on turn 4
- +1 if the previous turn's weather was Favorable.

All modifiers are cumulative.

On turns without a weather die roll, the weather holds from the preceding weather turn.

Exception: if the preceding turn was Hurricane, Gale, or Squall, the next turn is automatically Heavy Rain.

The weather on turn 16 depends upon when the Allies launch their Grand Assault. If they declare their attack against the Savannah Defensive Perimeter prior to Strategic Turn 15, the weather on turns 16-25 will be the last-determined prevailing weather as indicated on the Weather Table.

If the Allies wait to assault on turn 16 (as happened historically), the weather on turn 16 will automatically be Fog and the weather on turns 17-25 will automatically be Favorable.

Weather applies to all players and lasts the entire turn.

4.3 Random Events:

The British player and an Allied player each draw a card during the Random Events Phase of the Campaign Game, as indicated on the Strategic Turn Track. There are 10 Random Events turns. The British player draws first.

Note: The French and the Americans may only draw one card between them. As with Momentum, the Allies must share Random Event cards.

Cards may be played at any time during the game. A player need not be the Phasing player to play a Random Event card. Multiple cards can be played simultaneously and results are cumulative, where applicable.

The other side can respond with a card play as well. It is possible for each side to play several cards at one time. In practical terms, however, multiple card play will be an occasional rather than a regular event.

Card play is governed by the following restrictions:

- 19 cards are marked 'Strategic Game Turns Only'. These may only be played while the Game Turn Marker is on the Strategic Turn Track.
- 17 cards are marked 'Tactical Game Turns Only'. These may only be played while the Game Turn Marker is on the Tactical Turn Track.
- 16 cards have no Game Turn restrictions. These cards can be played at the holding player's discretion, during any game turn.
- 3 cards are printed in red. These cards MUST be played the moment they are drawn, as the instructions on the cards indicate.

- 19 cards are marked with Allied Flags. Only the Allies may play these cards. If the British player draws such a card, he or she may hold the card (representing limited intelligence of enemy intentions), but may not play the card.
- 19 cards are marked with a British flag. Only the British player may play these cards. If an Allied player draws such a card, he or she may hold the card (representing limited intelligence of enemy intentions), but may not play the card.
- 17 cards are marked with all three flags. These cards may be played by whichever side draws them.
- Occasionally a player may be entitled to additional cards beyond those he or she normally draws during the Random Events phase. This occurs as a result of previously played Random Events cards as follows:
 - 2 cards allow the player to draw an additional card from the deck.
 - 1 card allows the player to draw an additional card from the opposing player's hand.

NOTE: Each side may spend a maximum of 1 Momentum Chit per Random Events phase to draw an additional Random Events card. This use of Momentum is in addition to Series Rule 12.6.

The effects of Random Events cards are printed on each card. Random Events cards can influence a number of elements of play and some even introduce additional units from the counter mix. Be sure to read and follow the instructions on each card carefully.

There is no maximum hand size for cards held. Cards may not be discarded except where stipulated explicitly in a card's instructions.

4.4 French Siege Works:

[Note: the printed siege works hexsides are used in the Historical Scenario, and represent the actual location of the French approaches.]

The French player can construct siege works along any hexside(s) according to the following procedure:

1. Beginning on Strategic Game Turn 9, one construction marker can be placed in any space 4 hexes distant from the Savannah Defensive Perimeter provided that it is not:
 - adjacent to an enemy combat unit
 - in rice fields
 - in swamp
 - in the Jewish Cemetery
 - prevented by adverse weather.
2. On turn 10 that marker is flipped, and aligned so that the hexsides to be entrenched are portrayed by the white symbols.
 - Up to three more construction markers can also be placed this turn. The first one placed must extend from the original siege work hex.
 - The limitations listed in step 1 still apply (see above).

- These construction hexes may extend no more than 1 hex closer to the Savannah Defensive Perimeter.
3. On turn 11 those markers are flipped and aligned so that the hexsides to be entrenched are portrayed by the white symbols.
- Place all remaining construction markers. The first one placed must extend from a previously completed siege work hex.
 - The limitations listed in step 1 still apply (see above).
 - These construction hexes likewise may extend no more than 1 hex closer to the Savannah Defensive Perimeter. (Thus French siege works can never be built in hexes directly adjacent to the Savannah Defensive Perimeter).
4. On turn 12 those markers are flipped and aligned so that the hexsides to be entrenched are portrayed by the white symbols.

CONSIDERATIONS

- The counter mix limits the French player when deciding which hexsides within a hexagon to fortify.
- Entrenched hexsides do not need to be connected.
- Weather may impede the construction and/or completion of siege works.
- Siege works under construction offer no defensive advantage to units that occupy the same hex.
- Completed siege works offer a defensive benefit to whichever player occupies them. [See Terrain Effects Chart and DRM Summary]
- At least 1 completed siege work hexside is required before the French player can conduct Siege & Bombardment.

4.5 Siege Work Interdiction

Siege works under construction cannot be flipped to their completed side if Parade Order enemy combat units are adjacent.

Siege works under construction are automatically removed if entered by Parade Order enemy combat units. Exception: siege works under construction are not removed if entered solely by enemy artillery.

Completed siege works cannot be moved or destroyed.

Exception: Siege & Bombardment or Random Events may cause completed siege works hexsides to become breached.

Repairs to breaches may be made through the Siege & Bombardment Table and the play of Random Events.

4.6 Siege & Bombardment

In order for the French player to conduct Siege & Bombardment die rolls, he or she must have at least 1 completed siege work hexside in play. Construction markers do not satisfy this requirement.

The French player initiates the Siege & Bombardment phase once the above condition has been met. Once the French player has rolled for the first time on the S&B table, the British player

may respond. The British player may not be the first player to use Siege and Bombardment.

4.7 Reinforcements

American/French Reinforcements:

If the British player's units or their ZOCs occupy the entry hex, the reinforcements are delayed for one Game Turn, after which they may enter at the nearest hex that is neither blocked by an enemy unit, nor in an enemy unit's ZOC. If two such hexes are equally distant, the owning player may choose. In such a case the arriving units must pay the normal terrain cost to enter the hex.

Note that American reinforcements arriving at hex 1014 (marked 'A' on the map) and French reinforcements arriving at hex 3123 (marked 'F' on the map) may not use strategic movement on the turn of arrival.

British Reinforcements:

If enemy units occupy the British HQ, the British player's reinforcements may enter in any Savannah city hex that is neither destroyed, nor occupied by an enemy unit. If all Savannah city hexes are either enemy-occupied or destroyed, the reinforcements are lost. Each time the British player loses reinforcements in this way, the British Army Morale suffers a -1 penalty (regardless of how many units were lost). No VPs are awarded.

Reinforcements may enter play over-stacked but must immediately move to conform to stacking limits. Reinforcing units that would be unable to conform to stacking limits are delayed for one turn. Such units must enter play ahead of any other reinforcements scheduled to enter at the same hex on subsequent turns.

French Variable Reinforcements:

Beginning on Strategic Game Turn 8, French Reinforcements may enter at one of four possible locations, depending upon a die roll.

Roll 0-4: Reinforcements enter at hex 3822 or 3920, marked 'V-1' on the map. On turn of arrival all units receive a +2 MP bonus. In addition, all artillery receive double their printed MPs.

Example: A French mortar unit with a normal MP of 2 would be increased to 4 (2+2) and then doubled to 8. If the weather on the turn of arrival does not prohibit strategic movement, those 8 MPs would be effectively increased to 16.

Roll 5-7: Reinforcements enter at hex 4214, marked 'V-2' on the map. On turn of arrival all artillery receive double their printed MPs.

Example: A French mortar unit with normal MP of 2 would be doubled to 4. If the weather on the turn of arrival does not prohibit strategic movement, those 4 MPs would be effectively increased to 8.

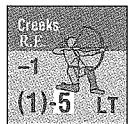
Roll 8: Reinforcements enter at 4105, marked 'V-3' on the map. On turn of arrival all artillery receive double their printed MPs.

Example: Same as case above.

Roll 9: Reinforcements enter at hex 3123, marked 'F' on the map. Apply normal restrictions.

4.8 Additional Units:

Indians



The Creeks are an optional unit that may appear in the Campaign Game as the result of Random Events. Treat them as militia with Light Infantry capability. Note that their Movement Point value is 5. Creeks may never enter the Savannah Defensive Perimeter.

Their combat value is in parenthesis, which denotes DEFENSE ONLY when alone.

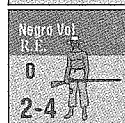
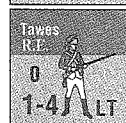
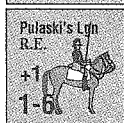
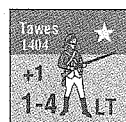
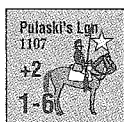
Units attacking the Creeks in Close Combat suffer a -1 DRM if the Creeks are defending in a forest hex. This modifier applies only if the Creeks are defending alone in the hex.

If the Creeks become a casualty there are no Army Morale adjustments for either side. Also, unlike other 1-step units that are worth 1 VP when eliminated, the Creeks are only worth 1/2 VP.

The Chatham County Tory Militia is an optional unit that may appear in the Campaign Game as the result of Random Events.



Pulaski's Legion, Tawes' dismounted dragoons and the Negro Volunteers are units with replacement counters. Random Events may cause any or all of these units to be replaced with their substitute counters.



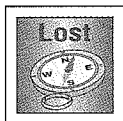
4.9 The 'Covered Way' (hexes 1105 to 1401):

Moving along the Covered Way negates normal swamp MPs (see Terrain Effects Chart). Note that Streams are not forded along the Covered Way and cost +1 MP to cross. Strategic Movement is not allowed along the Covered Way.

For every hex entered along the Covered Way, roll 1 die per stack of moving units to determine if the units get lost.

0-7 = NE

8-9 = Lost [mark units with a 'Lost' marker]



DRMs:

+1 for every two hexes of Covered Way previously entered (round down).

+1 if previously lost.

Note: Units that begin stacked must proceed as a stack if they intend to move along the Covered Way. They may not move off

separately, roll for lost status separately, and then end their move regrouped as one stack.

'Lost' units suffer the following penalties:

- They may not move any further that turn.
- They have no ZOC.
- They attack and defend at half strength (round up fractions).
- Lost units that receive a Retreat result in Close Combat are Pinned instead.
- Mounted units that are lost may not select 'Cavalry Withdrawal' prior to Close Combat.

At the beginning of the next friendly Movement Phase, invert the Lost marker to its 'Previously Lost' side.

'Previously Lost' units may move during their Movement Phase. If they continue along the Covered Way, the above procedure is repeated to determine if they once again become lost. If so, flip the marker back to 'Lost'.

Repeat this process as long as the units continue to move along the Covered Way.

Leaving the Covered Way: Units that begin a Movement Phase on a Covered Way hex may leave the Covered Way without restriction, applying all normal movement and terrain effects. When units leave the Covered Way, remove any 'Lost' or 'Previously Lost' markers from them.

Note: If a unit leaves the Covered Way and then enters it again on a later turn, calculate the DRMs for distance traveled without regard to the number of hexes entered on its previous march along the Covered Way.

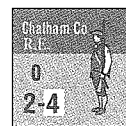
Covered Way Benefits: Units defending on a Covered Way hex benefit with a -1 DRM against both Fire and Close Combat.

4.10 British Army Sortie Restriction:

On Strategic Game Turns 1-10, only British player units stacked with a leader may sortie outside the Savannah Defensive Perimeter. Such units suffer a temporary reduction of -1 to their printed unit morale as long as they continue to sortie.

Once outside the Savannah Defensive Perimeter, these units may operate unstacked; however the leader(s) cannot return to Savannah until all the units that exited with them have returned.

Exceptions: 1st DeLancey, King's Florida Rangers, 1st and 2nd Georgia Militias, Chatham County Militia and the Creek Indians are units that enter play outside the Savannah Defensive Perimeter. (The movement point value of these units is highlighted in a white box for easy reference.) These units do not require leadership in order to operate outside the Savannah Defensive Perimeter, nor is their unit morale reduced when doing so.



Once these units enter the Savannah Defensive Perimeter, however, they too are restricted as described above. *Note: The Creeks may never enter the Savannah Defensive Perimeter.*

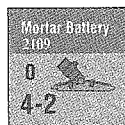
British sortie restrictions are lifted on Strategic Game Turn 11. From that point on, all British player units may operate outside the Savannah Defensive Perimeter without restriction.

4.11 British Naval Bombardment Zone:

The area in the northwest corner of the map within the red dashed lines is the British Naval Bombardment Zone. These hexes indicate the range of a British frigate patrolling on the Savannah River. Allied units attempting to Rally within the British Naval Bombardment Zone suffer a -1 DRM to their Rally die roll. This is in addition to Series Rules 13.5 and 15.1.

4.12 French Mortars:

- May not combine fire with other artillery units.
- Have a range of 5 hexes but cannot fire at an adjacent target.
- Do not require LOS.
- Direct their fire into a hex, rather than against a specific unit. This is an exception to Series Rule 11.2.
- During Tactical Game turns, mortars may move or fire but not both in the same game turn. Mark the mortar unit with the appropriate 'Mortar Moved' or 'Mortar Fired' chit.

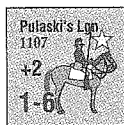


PROCEDURE

1. French player selects a target hex and rolls on the Scatter & Drift Table to determine the actual hex where the shells will land.
2. If units are present in the hex where the shells land the owning player selects the unit to receive potential damage.
3. The French Player then rolls on the To-Hit Table to determine if the shells score a hit.
4. If a hit is recorded, the French player rolls on the Artillery Damage Table to determine the effect on the selected unit.
5. If mortars hit with a 'D' or 'Step Loss' result, the French player checks for damage to the mortars by rolling on the Mortar Disable Table.

4.13 Lack of Allied Cohesion:

Pulaski's Legion is the only American combat unit that may cooperate in Close Combat with French player units.



Exceptions: See 'Stacking Restrictions' (Special Rules 4.1).

If Army Morale adjustments or Victory Points result while Pulaski is cooperating with the French, those adjustments or VPs are applied to the French.

Not only are French and American units usually prohibited from stacking and attacking out of the same hex, they are also prohibited from combining from two or more hexes in an attack against a defending enemy hex. This is an exception to the Example in Series rule 12.15

4.14 Incomplete British Defenses:

Allied attacks against British-held abatis, redoubts or revetments receive a +2 DRM through Game Turn 7, and a +1 DRM from turns 8 through 11.

These modifiers are cumulative with the normal fieldwork's modifiers.

Example: On Game Turn 10, an Allied attack against a hexside featuring both an abatis and a redoubt would be calculated as minus 2, plus 1, for a net of minus 1 for the terrain.

The British works are considered fully complete on Game Turn 12, at which time all modifiers are normal. [See Game Turn Track]

NOTE: The defenses may be completed ahead of schedule on turns 10 or 11 as a result of the play of Random Events.

Any modifiers in effect when the game switches from the Strategic to the Tactical Turn Track are carried over.

4.15 British Tactical Doctrine:

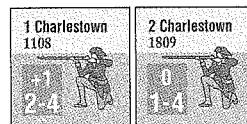
The British player may not select the 'Turn Flank' tactics chit during any Close Combat in which his units occupy a Savannah Defensive Perimeter hex and all enemy units being engaged occupy a hex outside the Perimeter.

4.16 Irish Ferocity:



When Dillon's Irish Regiment is the lead unit in an attack against at least 1 unit of British Regulars, the attacker receives +1 DRM to the Close Combat die roll.

4.17 Militia DRM Exception:



The Charlestown Militia (both units) does not suffer a -1 DRM in Close Combat when engaged against enemy Regulars. Its presence in a stack of militia negates the militia penalty for the entire stack. These units have been marked with a green box around their values for easy reference.

4.18 Leader Rules:

Leader Seniority:

French Army:	de Noailles is senior to Dillon.
American Army:	McIntosh is senior to Huger.
British Army:	Maitland is senior to von Porbeck.

Leader Stacking:

Any French leader may stack with and command any French units, whether Regulars, Colonial Regulars, Mercenaries or Militia. Any British leader, including the German von Porbeck, may stack with and command any British units whether Regulars, Hessians, Provincials or Militia. The latter includes the Creek Indians. Any American leader may stack with and command any American units whether Continentals or Militia. **Exception:** Huger may only stack with and command American Militia and/

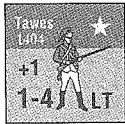
or artillery. For this reason he has a light blue stripe to match the militia counters.

Demi-Leaders:

Count Pulaski: Is a demi-leader for the play of tactics chits, for himself and any American cavalry with whom he is stacked. If stacked with other units, or if attacking in a multi-hex combat, he loses this capability. (This counter features a yellow star for easy reference.)



Captain Tawes: Is a demi-leader for the play of tactics chits, if he is in the Spring Hill Redoubt (hex 1404), for himself and any British player units with whom he is stacked. If attacking in a multi-hex combat he loses this capability. (This counter features a yellow star for easy reference.)



Leader Replacement:

The play of Random Events may cause the removal of Dillon or the loss of demi-leader status for either or both Pulaski or Tawes. In the latter case use replacement counters that are not emblazoned with the yellow star that signifies a demi-leader.

Leader Casualties:

Refer to the Leader Casualty Table.

If Prevost, d'Estaing or Lincoln is a casualty, the owning player must surrender a Momentum Chit. If he has none to surrender his opponent may instead gain one from the counter mix if one is available.

4.19 Exceptions to the Standard Rules

Player order:

Turn 1, British only
Turns 2-15, British followed by Allies
Turn 16, Allies followed by British.
Turns 17-25, Random

Initiative:

On game turns where Random Player Order is to be established, the Allies use the French initiative level as determined by the Army Morale Track.

Zones of Control (ZOCs):

In addition to Series rule 8.1, ZOCs extend out of (but not into) swamp and city hexes.

Movement:

The Exception in Series Rule 9.1 does not apply to units moving in the Yamacraw Swamp or to naval artillery or mortars. Such units must always be able to pay the cost of a space in order to enter it.

Retreat Priorities:

Each army must retreat toward its HQ if possible.

Advance After Combat:

As an exception to Series Rule 12.2 Step 9, British player lead units are never required to advance into the defender's vacated hex if doing so would cause them to move beyond the Savannah Defensive Perimeter.

Rally:

As an exception to Series Rule 13.5, units do not benefit while rallying behind a fieldwork if a hexside is breached, nor do they benefit if enemy units are adjacent and within the same fieldwork.

Units in a fieldwork that receives a breach must perform a morale check.

When a city hex is destroyed, any units there must perform a morale check and suffer a -1 DRM to their die roll.

HISTORICAL SCENARIO

Set Up:

Deploy all units according to their printed at-start locations. Exception: The Loyal Savannah Militia may deploy in any hex within the Savannah Defensive Perimeter, subject to stacking limits.

Not used in this scenario is the Chatham County Tory Militia, the Creek Indians, and the replacement counters for Pulaski, Tawes and the Negro Volunteers.

Game Length:

Turns 16 - 20 on the Tactical Game Turn Track.

At Start Army Morale:

British = 14
American = 13
French = 12

Momentum:

The Allies start with 1 Momentum chit.

Player Order:

Turn 16 = Allied followed by British

Turns 17-20 = Random

Turn 16 Restrictions:

- Fog (see Weather Table).

NOTE: Weather is clear on all remaining turns in this scenario.

- American units may not attack in Close Combat.
- d'Estaing must participate in a Close Combat attack during this turn.

Victory Conditions:

Allied Decisive Victory: The Allies achieve a Decisive Victory immediately if a Parade Order Allied combat unit enters a hex in the City of Savannah.

Allied Substantial Victory: Same as Campaign Game.

Allied Marginal Victory: Same as Campaign Game.

British Decisive Victory: Eliminate d'Estaing and at least 15 SPs of French Regular and/or Continental units.

British Substantial Victory: Same as Campaign Game.

British Marginal Victory: Same as Campaign Game.

Sequence of Play:

Only the following Phases are used in the Historical Scenario.

- Initiative
- Movement
- Rally
- Defensive Artillery Fire
- Close Combat
- Victory Determination / Advance Game Turn Marker

Special Rules for the Historical Scenario:

1) No artillery units on either side may move, with the exception of the French Reserve Artillery, until attacked in Close Combat. If hit during Defensive Artillery Fire with a "D" or "R" result, they must move back to their at-start hex as quickly as they can, if possible.

2) Use the siege works hexsides printed on the map.

3) All French attacks suffer an automatic -1 DRM, in addition to other modifiers.

4) The following Campaign Game rules are in effect:

- Leader Loss VPs
- Victory Hex
- Savannah Defensive Perimeter
- Stacking Restrictions
- ZOC
- Initiative
- Movement
- Covered Way
- Naval Bombardment Zone
- Rally
- French Mortar
- Lack of Allied Cohesion
- British Tactical Doctrine
- Irish Ferocity
- Militia DRM Exception
- Retreat Priorities
- Advance After Combat
- Leader Rules (except leader replacement)

"Poor Fellows, I Envy You!"

The Siege of Savannah, 1779

by

David K. Wilson

By the summer of 1779 the war in America had been raging for four years, but the South had been the principal battleground only since December 1778, when the British invaded Georgia and captured the city of Savannah. Major General Augustine Prevost commanded British forces in the southern colonies. His army had won every major battle in which it had been engaged; however, the British had failed to recruit the thousands of Loyalists that were crucial to the success of their 'southern strategy'. The American commander, Major General Benjamin Lincoln, had managed to keep the British from making inroads to the southern backcountry, where the majority of Loyalists resided, but without sufficient artillery he could not threaten the British base at Savannah. The war in the South had become a stalemate. This situation changed with the sighting of French ships off the coast of Georgia on 4 September 1779. France had come to help its American ally recover its southernmost state.

Responding to the emergency, Prevost immediately sent word to all his outposts to make ready to abandon their stations and join him in Savannah. A large British detachment under the command of Lt. Colonel John Maitland was 20 miles away at the town of Beaufort on Port Royal Island when the French ships arrived. Without these troops, Prevost would not have enough soldiers to man the city's defenses adequately. The first letter that Prevost sent recalling Maitland was intercepted by rebel partisans. When Prevost learned of this, he sent yet another messenger. This time the courier reached his destination, but only after several days' delay--a delay that nearly proved fatal for the British cause in the South.

The French expeditionary fleet carried an army of 4,000 men and was commanded by Vice-Admiral Jean-Baptist Charles Henri Hector Theodat le Comte d'Estaing. A member of France's aristocracy, Count d'Estaing was known for his intelligence, but he was also dictatorial and impulsive. He made few friends in the armies and navies he commanded, but no one doubted his personal bravery. At the island of Grenada, d'Estaing successfully led the final assault on the British fortifications, shouting "Soldats en avant! Suivez-moi! Vive le Roi!" ('Soldiers in front! Follow me! Long live the King!').

On 12 September, the French began landing troops thirteen miles south of Savannah. A force of American cavalry led by Count Casimir Pulaski met the French the following morning. Pulaski's Legion consisted mostly of British and German deserters, and was officered by a motley mix of Poles and other expatriate Europeans. This unit was certainly the most exotic in General Lincoln's army, which was largely composed of soldiers from South Carolina,



Admiral Charles Henry D'Estaing

Georgia, and Virginia. Nevertheless, the diversity of the American army paled in comparison to the eclectic French forces. D'Estaing's expedition included the first free black regiment serving in the French army, the Volunteers of San Domingo, who, with their white officers, made up one contingent of the French colonial troops from various islands in the Caribbean. D'Estaing's army also had soldiers from the 'metropolitan' regiments of mainland France, as well as hundreds of Irish expatriates serving in Count Arthur Dillon's regiment.

Prevost's forces were almost as heterogeneous as the French, reflecting the imperial nature of Britain's army. There were troops from Scotland and England, several hundred Hessians, freed blacks serving under arms in significant numbers for the first time in the Deep South, not to mention local Tory militiamen serving alongside Loyalists from North Carolina, New Jersey, and New York. A few Creek Indians, allied to the British Crown, lurked in the swamps around the town's perimeter. As d'Estaing's ships edged closer to the Georgia coastline, the stage was set for what was probably the most cosmopolitan military campaign ever fought in America.

The French continued to land troops during lulls in the bad weather on 13 and 14 September. On 15 September, the weather finally broke and the bulk of the army was landed that day. D'Estaing then ordered the army to break camp and advance on Savannah, which they reached late that afternoon. The next morning, Brigadier General Lachlan McIntosh of the Continental Army met with d'Estaing. The general from Georgia told d'Estaing that he should attack the city immediately, while the British defenses were still incomplete. The Count rejected McIntosh's advice, arguing that General Prevost probably had twice as many troops inside the city as d'Estaing presently commanded outside.

Instead of attacking, d'Estaing opened negotiations with General Prevost, asking for the surrender of the garrison. Prevost asked for a 24-hour truce to consider the issue. Count d'Estaing granted the request, but this was a mistake. Prevost was stalling for time. At noon that day, about 400 men of Colonel Maitland's Beaufort garrison had rowed in small boats up the river into Savannah. Another 400 men were following close behind and would be in the city within a day. (About 200 men had been left behind for lack of boats.) Prevost's negotiations with d'Estaing were a disingenuous effort to buy time for Maitland's troops to reinforce the city. By the afternoon of 17 September Maitland's reinforcement of Savannah was a *fait accompli*. General Prevost now had enough troops to man the city's defenses adequately, and he sent a defiant rebuff to d'Estaing's demands for surrender.

The main American army, under Major General Benjamin Lincoln, arrived at Savannah at about the same time that Maitland's troops were entering the town. To his chagrin, Lincoln discovered that d'Estaing had been negotiating with the British without first consulting him. Lincoln was irritated by this breach of protocol, but the Americans were the junior partner in the alliance. There was little Lincoln could do, other than ask that it not happen again.

As the French began digging their siegeworks, General Prevost continued to organize his defense. Captain Moncrief, his chief engineer, designed Savannah's defenses in five rings. First, the area around the city had been cleared as much as possible in order to allow for open fields of fire in every direction. Next, a thick ring of abatis (jagged stakes and tree limbs) formed the second line of the city's defenses. About 50 yards behind the abatis was the third de-

fensive ring, consisting of a series of redoubts flanked by artillery batteries; each redoubt had high earthwork walls surrounded by a deep ditch. A line of earthworks about 50 to 100 yards behind the redoubts formed the fourth defensive ring, where the majority of the garrison was positioned. Lastly, a tactical reserve (a corps of light infantry and a handful of dragoons) was kept near the center of the defensive lines, ready to reinforce a threatened sector or to help close a breach in the lines. Captain Moncrief had designed each ring of the defense to slow down, encumber, and disorganize an attacker, making them vulnerable to fire or counterattack from the next line of defense.

Critically short of troops, Prevost resorted to arming several hundred black slaves, forming them into an ad hoc infantry corps. What terms Prevost granted the slaves in exchange for their service is not known, but it is unlikely that anything short of emancipation would induce a slave to risk his life in battle. Prevost's action could not have met with approval from the white Loyalists in Savannah. Like their Patriot counterparts, many Loyalists were slave owners who had a vested interest in keeping the status quo with regard to the black population.

After the fog cleared on the morning of 24 September, Prevost was surprised to discover the French had opened their siege lines only 300 yards from the British fortifications. Prevost decided to launch a sortie, and about 100 British light infantry charged the French trenches. The sortie came as a complete surprise to the French, who suffered substantial losses. The British marched back into the city almost unscathed.

Four days later, Prevost ordered Major Archibald McArthur of the 71st Highland Regiment to make another sortie. The attack resulted in few casualties on each side; however, later that night nervous French troops mistook their own work parties for the enemy and fired at them, killing and wounding 17. Despite all Prevost's efforts to hinder d'Estaing, by 3 October the French work crews had completed construction of the siege batteries. The stage was set for a full-scale bombardment, the likes of which would not be seen again in Georgia until the American Civil War over 80 years later.

The French cannonade was intense and continued for days, pausing only long enough to let the gun barrels cool and the artillery crews rest. The buildings, homes, and people in the city suffered terribly, but little damage was done to the British earthworks or soldiery. On 7 October, after four days of bombardment, d'Estaing's chief engineer informed him that it would take at least another ten days of digging and bombardment to breach the British defenses. D'Estaing decided that he could not wait that long since it was hurricane season and every day the siege lasted increased the possibility of his fleet being destroyed by a storm. Either an assault had to be made, or the siege abandoned. The French commander chose to put the question of what to do before his American counterpart: "The assault was decided upon," d'Estaing wrote, "General Lincoln demanded it." D'Estaing fixed the position for the assault on the large redoubt atop a small rise called the Spring Hill on the British right.



Major General Benjamin Lincoln

On 8 October, Major Pierre Charles L'Enfant, who would later achieve fame as the architect of the city of Washington, D.C., led a small group of men in an attempt to destroy a section of the British abatis by setting it on fire. The attempt failed, however, due to the dampness of the wood that made up the barrier.

Later that day, d'Estaing held a final council of war to discuss his plans for the assault. The French officers were astonished to learn of their commander's choice of location for the assault. They argued that the Spring Hill redoubt was the most formidable in the British lines, and an assault upon it was ill-advised. Why, d'Estaing's officers asked, would they not make their attack where the French siegeworks had been opened? Dismissing his officers' reservations, d'Estaing ended the debate by saying, "he owed it to his fidelity to the Americans, [and] to the honor of the King's arms... not to raise the siege ignominiously, without striking a vigorous blow, and that his decision was taken."

D'Estaing's plan for the attack called for the French to divide into four divisions: an avant-garde battalion, right column, left column, and a reserve. The avant-garde was composed of elite grenadier and chasseur (light infantry) companies drawn from all the regiments of the army. The Irish expatriate Count Arthur Dillon commanded the right column. Like the army's avant-garde, Dillon's column was composed of elite grenadier and light infantry companies drawn from the best regiments of the army. Baron de Steding commanded the left column, which was made up of the line or 'fusilier' companies of the army. Steding's men were to march past the Augusta road and proceed to the left of the avant-garde and Dillon's men. After taking the redoubt, all of the French attack columns were to proceed towards the center of town, sweeping the opposition before them. The army reserve under de Noailles, along with a few field pieces, was to take up a position near the edge of the woods outside the town.

General Lincoln's army was also divided into a right and left column, and his forces were to conduct their operations to the left of the French army, which held the 'position of honor' on the right. The American militia was placed under General Huger's command, with orders to mount a feint attack on the British left. French auxiliaries were to carry out another feint against the British center, while yet another feint was to be mounted by French marines from boats on the river (although nothing came of it).

At midnight, a massive French artillery volley marked the beginning of the operation. D'Estaing intended the noise of the batteries to mask the sound of the French and American armies assembling.



At the start of the march, d'Estaing had ordered a complete reorganization of the army into specialized light infantry, grenadier, and fusilier (line) battalions. While this sort of reorganization was common in the eighteenth century, d'Estaing performed it with no preparation and in the middle of the night, with the predictable result that his entire army was thrown into confusion. This resulted in a long delay that put the entire operation behind schedule right from the start.

The French and American assault columns numbered nearly 4,000 men, with another 1,000 in the French reserve column. After an hour's march the head of the Allied army arrived at the assembly area near the British right flank, but the rest of the army was strung out in a long line that stretched far back into the woods. D'Estaing's orders said the attack should "begin at the latest at 4 o'clock in the morning." Yet, at half past 5 o'clock—an hour and half after the attack should have begun—only the French avant-garde battalion had taken its place in the line.

The plan called for the attack to begin in darkness so that the British musketry and artillery would be reduced in effectiveness, but, as the first light of dawn began to break on the eastern horizon, this advantage was evaporating like the morning mist. Then the American and French militia finally began their feint attacks. The British were now alerted and they began firing at the French troops in the tree line. Having been discovered, d'Estaing had no choice but to attack immediately or withdraw. Placing himself at the head of the vanguard, d'Estaing turned to the troops and commanded them to "advance at the double quick, to shout 'Vive le Roi' and to beat the charge."

D'Estaing's plan called for all of the French and American columns to charge simultaneously and hit the British lines at several points. However, since not all of the troops were in position, what actually happened was a confused piecemeal attack where one relatively small battalion after another attacked the same location individually. This allowed the British to concentrate all of their fire on each individual attacking formation as it emerged from the line of trees.

As the French charged, the British artillery batteries immediately began firing grapeshot at them. Although the vanguard suffered galling casualties, the French troops did not slow down until they encountered the jagged tree limbs of the abatis. As the soldiers hacked their way through the tangled barrier with hand axes, they came under intense musket fire from the British infantry manning the Spring Hill redoubt, which was only 50 yards away.

In negotiating the abatis, Count d'Estaing was slightly wounded in the arm by a musket ball. Despite the pain, d'Estaing stayed at the front, urging his troops forward. The French made easy targets as they were under orders not to shoot back until they had taken the Spring Hill redoubt; the punishment for violating this order was death. Both d'Estaing and Lincoln agreed on this harsh penalty because they believed that only by the bayonet alone could they force the enemy from their fortified positions.

The Spring Hill redoubt was garrisoned by 110 British troops under the command of Captain Thomas Tawse. As the French vanguard approached, Tawse's men "fired a volley which stretched them flat on the ground." The grenadiers and chasseurs hesitated, then charged over the glacis, up the ramparts, and "penetrated the redoubt." The fighting now became hand-to-hand as the French, with their bayonets only, attempted to force the British from the position. Colonel

de Béthisy, who led the vanguard, received three gunshot wounds as he made his way into the redoubt. Unsupported, the vanguard fell back only to be "mown down by the right battery which took them in the flank." Despite appalling casualties, the grenadiers regrouped and in a few moments were again flinging themselves at the ramparts.

The hundreds of killed and wounded on the field were a testimony to French courage. At the foot of the redoubt, bodies filled the ditch by the dozen. When a French regular fell, ghastly red bloodstains exploded onto his white uniform. Amidst this gruesome scene, the French right column under Count Dillon finally arrived to support d'Estaing's foundering attack. Dillon's troops had also braved murderous grapeshot as they crossed no man's land, and they too had sustained grievous losses as they negotiated the abatis.

A company of picked volunteers led by Major Thomas Brown of Dillon's Irish Regiment then penetrated the redoubt and engaged in a furious mêlée. The expatriates of Dillon's Irish Regiment—wearing the bright red coat given to Irish soldiers in French service—distinguished themselves at this time, though to no avail. Major Brown was shot down on the parapet and his troops were thrown back. The French left column commanded by Baron de Steding then entered the action, but almost as soon as it was visible to British gunners the column came under heavy artillery fire. The majority of these French troops never actually made it to the redoubt; instead, they were forced by the intensity of the British fire into the wooded swamp to their left.

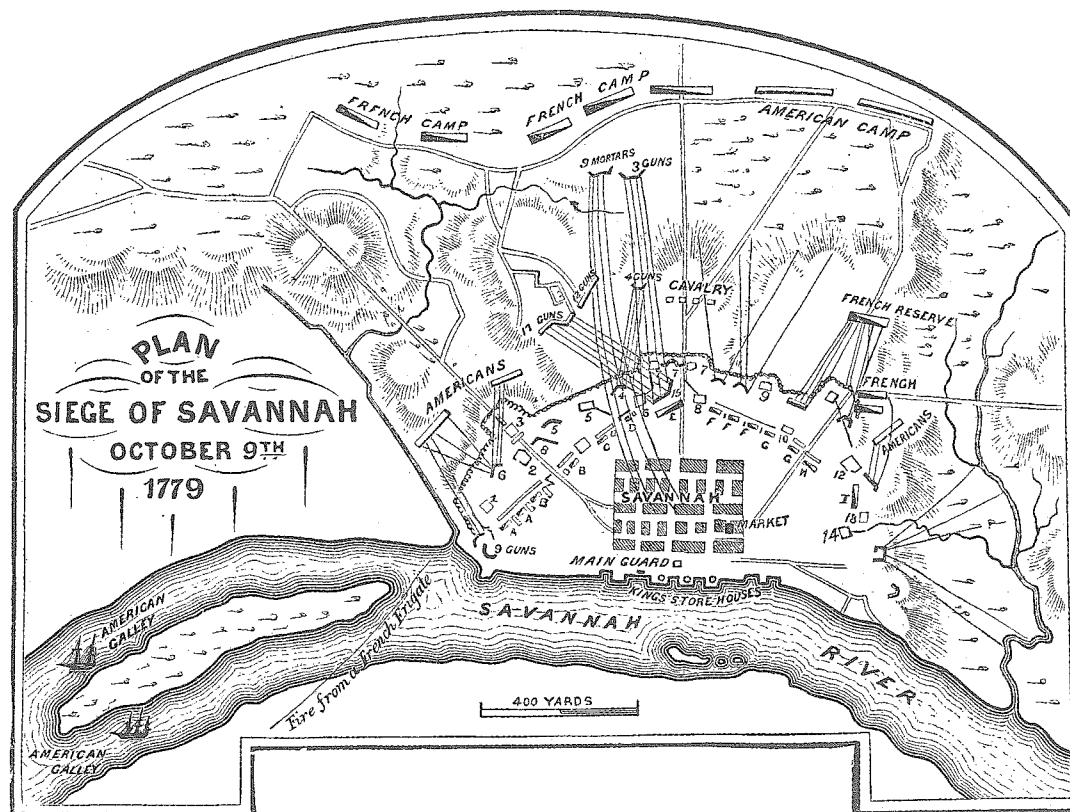
The road leading from Augusta into Savannah ran northwest from the Spring Hill redoubt. French soldiers began gathering in groups on the roadway because it was elevated above the swamps and therefore consisted of solid ground. Those who stepped into the swamps

were literally bogged down. The chaos on the battlefield was infectious. As each body of fresh French troops arrived on the field they were quickly thrown into confusion by the swirl of battle. D'Estaing, still nursing his wounded arm, "encouraged the soldiers to commence another attack." At the same time, Major General Viscount François de Fontanges, who was second in command of the French army and also wounded, "cried out that they must retreat."

The Americans then made their presence felt on the field. Count Casimir Pulaski's cavalry brigade rode forward, attempting to pierce the British abatis. As he did so, grapeshot from a British gun felled the gallant hussar. Command of the cavalry then devolved onto Lieutenant Colonel Daniel Horry of the South Carolina Light Dragoons. Horry rode over to the prostrate Count as he was about to be removed from the field, and asked for the General's orders. "Follow my Lancers," Pulaski replied. Horry attempted to comply, but the weight of British fire forced the cavalry from the field.

The first American infantry column charged out of the woods, led by South Carolina native Lt. Colonel John Laurens. General Lincoln had ordered Laurens, an officer known for his aggressive and sometimes impulsive disposition, to assault the redoubt that lay to the left or northwest of the Spring Hill. This order of attack was decided upon so the American troops would not interfere with the thousands of French troops to their right.

However, when the impetuous lieutenant colonel saw that the French attacks had been repulsed, he chose to ignore his orders and lead his troops directly against Spring Hill, which was considered of more tactical importance. The American assault column was comprised of Laurens' own Corps of Light Infantry, Colonel Francis Marion's 2nd South Carolina Continental Regiment, and the 1st Battalion of Charlestown Militia (an unusually well-disciplined and well-equipped militia outfit).



Laurens' Corps of Light Infantry stormed through the ditch--which was by that time filled with hundreds of dead and wounded French soldiers--and quickly charged up the earthwork berm. Yet again, vicious and bloody hand-to-hand combat ensued as the American light infantry attempted to push the British from the fort with their bayonets. Lt. Colonel Laurens led his men from the front, but was unable to force a breach. Soon the light infantry was joined by the 2nd South Carolina and Colonel Maurice Simmons' 1st Battalion of Charlestown Militia. Colonel Richard Parker's Virginia Continental Levies and Colonel William Thompson's 3rd SC Continentals also threw themselves wholeheartedly into the fray.

A Homeric drama unfolded as the color guard of the 2nd South Carolina struggled to plant the regiment's banners on the ramparts of the redoubt. Two officers of the guard were killed on the spot. A third, Sergeant William Jasper, was mortally wounded, but lived long enough to rescue one of the regiment's two flags. The British musket fire, and the intense hand-to-hand fighting, killed or wounded hundreds of American troops, forcing them back in disarray. As Colonel Laurens walked away from the redoubt he is said to have looked back on his fallen comrades and, throwing his sword to the ground, exclaimed: "Poor fellows, I envy you!"

While the first American column under Laurens was assaulting the Spring Hill redoubt, the second American column, consisting of the 1st, 5th, and 6th South Carolina Regiments under Brigadier General Lachlan McIntosh, was making its way toward the Carolina redoubt. However, McIntosh's troops became bogged down in the Yamacraw swamp which protected the long flank of the British defenses in that quarter. Stuck in the swamp for most of the battle, McIntosh's column accomplished nothing before it had to withdraw.

While d'Estaing was attempting to rally a group of grenadiers for yet another assault on Spring Hill, a British marksman shot and wounded him seriously in the leg. The Count's white uniform was already soaked in blood from the wound in his arm; after this second, more serious, wound the general had to be carried from the field. D'Estaing's second in command, the Viscount de Fontanges, had also been wounded and removed from the field. Command of the army now devolved onto the Irish general, Count Arthur Dillon. With his own column smashed and the situation obviously hopeless, Dillon wasted no time in ordering a general withdrawal.

On seeing the tide of the enemy assault turned, British grenadiers were ordered to counter attack. This prompted Major General Viscount de Noailles to order his reserves into no man's land in order to cover the withdrawal of the battered French army. The maneuver appeared to have the desired effect, since the British did not pursue the retreating French further than the abatis. The battle was over.

The French had suffered appalling casualties, and d'Estaing wasted little time preparing his battered army to leave Georgia. General Lincoln pleaded with the Count to stay, arguing that they could still successfully besiege the British. However, d'Estaing could not be dissuaded. Over the next two weeks the French shuttled their troops back to the ships of the fleet, and by 20 October the evacuation was complete.

The attack on the Spring Hill was sanguinary by any standard. The French officially reported 521 casualties; however, other reputable sources put French losses at more than 800. Official American casualties were reported at 234, though some sources put them as high as 457. British losses for the day, according to General Prevost's

official report, were only 16 killed and 39 wounded for a total of 55 casualties. Among the dead was Captain Tawse, who commanded the Spring Hill redoubt. Prevost eulogized him as "a good and gallant officer... who nobly fell with his sword in the body of the third he had killed with his own hand."

Only about 252 British soldiers had actively fought in the engagement, with another 165 or so providing supporting fire. It was an astoundingly small number of defenders, considering that they were assailed by nearly 4,000 French and American soldiers. That the assault was made piecemeal and in daylight certainly gave the defenders a great advantage. Even so, it was an astonishing action that must have been awesome to behold: Captain Tawse's defense of Spring Hill deserves to be remembered as one of the great achievements in the history of the British Army.

When General Clinton in New York finally received word of the victory, he proclaimed it, "the greatest event that has happened the whole war." Clinton, Commander-in-Chief of all Crown forces in America, had earlier decided that if the Americans and French took Savannah, he would abandon his plans to invade South Carolina the following year. This would have meant the end of the southern campaigns of 1780 and 1781 before they had begun. No siege of Charleston, no vicious partisan warfare, no Camden, Cowpens, or Guilford Courthouse. It is impossible to say how the war would have progressed had the French and Americans succeeded at Savannah. As it was, success at Savannah allowed Clinton to pursue a campaign that would ultimately lead to Yorktown.

These notes are excerpted from the chapter on the siege of Savannah in The Southern Strategy: Britain's Conquest of South Carolina and Georgia, 1775-1780 ©2005 University of South Carolina Press.

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ORDER of BATTLE

Savannah - 1779

American Southern Army (Camp Organization)*Major General Benjamin Lincoln*Cavalry (*Brigadier General Count Casimir Pulaski*)

Pulaski's Legion

1st Virginia Light Dragoons

South Carolina Light Dragoons

Light Infantry (*Colonel John Laurens*)1st Brigade (*Brigadier General Lachlan McIntosh*)

1st South Carolina

3rd South Carolina

6th South Carolina

Georgia Militia

2nd Brigade (*Brigadier General Isaac Huger*)

2nd South Carolina

5th South Carolina

1st Virginia Levies

South Carolina Militia

Williamson's Militia Brigade (*Brigadier General Andrew Williamson*)

South Carolina Militia

Charlestown Militia (*Colonel Maurice Simons*)

1st Battalion

2nd Battalion

Artillery (*Colonel Barnard Beekman*)**French Expeditionary Forces***Admiral Le Comte d'Estaing**Vicomte de Fontanges*Dragoons of Conde (*M. Dejean*)Division de Noailles (*General Vicomte de Noailles*)

Regiment de Champagne

Regiment d'Auxerrois

Regiment de Foix

Regiment de Guadeloupe

Regiment de Martinique

Division de Comte d'Estaing (*Admiral d'Estaing*)

Regiment de Cambresis

Regiment de Hainault

Regiment d'Agenois

Regiment de Gatinais

Regiment de Le Cap

Regiment de Port au Prince

Division de Dillon (*General Count Arthur Dillon*)

Dillon's Irish Regiment

Regiment d'Armagnac

Grenadier Volunteers

Volunteers of San Domingo (*M. De Rouvrai*)

Royal Corps of Marines & Naval Bombardiers

Artillery

British Southern Army*Major General Augustine Prevost*Light Infantry (*Major Graham*)Light Dragoons (*Captain Thomas Tawes*)Fraser's Highlanders (*Lt. Colonel John Maitland*)

1st Battalion

2nd Battalion

Royal Americans

2nd Battalion

3rd Battalion

4th Battalion

Royal Marines & Seamen

Grenadier Regiment von Trumbach

Garrison Regiment von Wiessenbach (*Lt. Colonel von Porbeck*)New York Volunteers (*Major Sheridan*)

DeLancy's Regiment

1st Battalion

2nd Battalion

New Jersey Volunteers (*Lt. Colonel Allen*)

3rd Battalion

King's Florida Rangers (*Lt. Colonel Thomas Brown*)South Carolina Royalists (*Colonel Innes*)

1st Battalion

2nd Battalion

North Carolina Volunteers (*Lt. Colonel John Hamilton*)Georgia Loyalists (*Major Wright*)

Georgia Militia

Savannah Militia

Negro Volunteers

Royal Artillery



CAMPAIGN GAME REINFORCEMENT SCHEDULE

Turn 1

BRITISH: 1st Bn. DeLancy, 2nd Ga. Militia [At hex 1723 "B-1"], and Battery A. [At HQ].

Turn 2

FRENCH: Champagne Chasseurs, and Avant-Garde. [At hex 3123 "F"].

Turn 3

BRITISH: King's Fl. Rangers, 1st Ga. Militia [At hex 1023 "B-2"], and Battery B. [At HQ].

AMERICAN: McIntosh, 1st S.C., 3rd S.C., 6th S.C., Twigg, and Dooly and GA "Combined" Militia. [At hex 1014 "A"].

FRENCH: von Stedingk, Auxerrois, Foix, Guadaloupe Flank Companies, and Guadaloupe Fusiliers. [At hex 3123 "F"]

Turn 4

BRITISH: Royal Marines, Royal Navy, Naval Battery, and Fort Battery. [At HQ].

AMERICAN: Pulaski [Enters with French]

FRENCH: d'Estaing, Conde, Cambresis, and Hainault. [At hex 3123 "F"]

Turn 5

BRITISH: Loyal Savannah Militia, and Battery D. [At HQ].

AMERICAN: 1st Va. Levies, and 1st Va. Light Dragoons. [At hex 1014 "A"].

FRENCH: Colonial Chasseurs, DuCap Fusiliers, Port-au-Prince, and Martinique. [At hex 3123 "F"].

Turn 6

FRENCH: Dillon, Dillon's Irish Regt., Armagnac, Grenadier Bn., Grenadier Volunteers, de Noailles, Reserve Bn., Reserve Artillery, Grenadiers de San Domingue and San Domingue Volunteers. [At hex 3123 "F"].

Turn 7

BRITISH: Maitland, and 1st Bn. Fraser's Highlanders. [At HQ: May only move 1-space on turn of arrival].

AMERICAN: Lincoln, Beekman's S.C. Artillery, Horry's S.C. Horse, Laurens, S.C./Ga. Light Corps, 1st Bn. Charlestown Militia, 2nd Bn. Charlestown Militia, Huger, 2nd S.C., 5th S.C., Harden, Garden, Skirving, Reed, and S.C. "Combined" Militia. [At Hex 1014 "A"].

Turn 8

BRITISH: von Trumbach, and Royal N.C. [At HQ: May only move 1-space on turn of arrival].

FRENCH: Marine Bn., Naval bombardiers and Mortar Battery. [French variable entry die roll: 0-4 = "V-1," 5-7 = "V-2," 8 = "V-3," 9 = "F"].

Turn 9

BRITISH: Invalid Battery. [At HQ].

FRENCH: Marine Company, Battery A (rt.) and Battery B (rt.). [French variable entry die roll: 0-4 = "V-1," 5-7 = "V-2," 8 = "V-3," 9 = "F"].

Turn 10

BRITISH: Negro Volunteers, and Augusta Rd. Battery. [At HQ].

FRENCH: Battery A (lft). [French variable entry die roll: 0-4 = "V-1," 5-7 = "V-2," 8 = "V-3," 9 = "F"].

Turn 11

BRITISH: Carolina Battery. [At HQ].

FRENCH: San Domingue Volunteer Detachment and Battery B (lft). [French variable entry die roll: 0-4 = "V-1," 5-7 = "V-2," 8 = "V-3," 9 = "F"].

Turn 12

BRITISH: Convalescents, and Grand Battery. [At HQ].

NOTES:

- A.) American units arriving at hex 1014 "A" have no strategic movement on turn of arrival.
- B.) Units arriving at hex 3123 "F" have no strategic movement on turn of arrival.
- C.) French reinforcements on turns 8, 9, 10, and 11 roll for variable entry:

Die Roll Entry Location

- 0 - 4 Enter at either 3822 or 3920 "V-1". All units have +2 MPs and all artillery units also have double MPs, on turn of arrival.
- 5 - 7 Enter at 4214 "V-2". All artillery units have double MPs on turn of arrival.
- 8 Enter at 4105 "V-3". All artillery units have double MPs on turn of arrival.
- 9 Enter at hex 3123 "F". Apply restrictions cited in case "B" above.

CAMPAIGN GAME AT-START DEPLOYMENT

- von Porbeck in hex 1805
- Graham's Light Infantry in hex 1803
- All other British units not scheduled as reinforcements are deployed according to their at-start location number.

OTHER UNITS

The Chatham County Militia, Creek Indians, and replacement counters for the Negro Volunteers, Pulaski's Legion and Tawes are units that come into play during the Campaign Game as a result of Random Events. They deploy as directed on the Random Events cards.

Savannah Player Aid Card

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 (see Leader Casualty Summary)	+/-?
Loss of Reinforcements (British only [4.5])	0/-1
Sortie outside the Savannah Def. Per. (4.10)	0/-1

Leader Casualty Summary

Leader	Army Morale Adjustment	Victory Points
Prevost	+2/-2	2
Maitland	+1/-2	1/2
von Porbeck	+1/-1	—
d'Estaing	+2/-2	2
de Noielles	+1/-1	1
Dillon	+1/-2	1
von Stedingk	+1/-1	—
Lincoln	+2/-2	2
Huger	+1/-1	1
McIntosh	+1/-1	1
Laurens	+1/-2	1/2

If Prevost, d'Estaing, or Lincoln is a casualty, the owning player must surrender a momentum chit back to the counter mix. If he has none to surrender his opponent may instead gain one from the counter mix if one is available.

Victory Point Schedule

VPs	Description
2	Each enemy 2-step unit eliminated
1	Each enemy 1-step unit eliminated
1/2	Each enemy 2-step unit reduced
1 1/2	Each enemy reduced unit eliminated
1	Each enemy unit captured
1/2	Each enemy unit shattered
#?	Leader casualty (see Casualty Summary)
1/2	(Allied Only) Creek Indian casualty
1	Spring Hill Redoubt (end of game)
#?	Random Event Cards
#?	Siege & Bombardment Table

SEQUENCE OF PLAY

JOINT PLAYER SEGMENT

I. Initiative Phase

Initiative is predetermined for game turns 1-16 and random thereafter.

II. Weather Phase (as indicated on Game Turn Track)

Allied player rolls 1 die. Weather conditions and modifiers, if any, apply to both players for the entire game turn.

III. Random Events Phase (as indicated on Game Turn Track)

Each side draws a Random Events Card. British draw 1st. Cards may be held or played, at players' discretion, at any time during the game whether the player is the phasing player or not. Follow directions on the cards.

IV. Construct Siege Works Phase (French Only)

Beginning on turn 9.

V. Siege & Bombardment Phase (as indicated on the Game Turn Track)

Each player rolls on the Siege & Bombardment Table and applies the results. French roll 1st.

INITIATIVE PLAYER SEGMENT

VI. Reinforcement Phase (as indicated on Game Turn Track)

Units arrive according to the Campaign Game Reinforcement Schedule.

VII. Movement Phase

VIII. Rally Phase

IX. Defensive Artillery Fire Phase

Includes mortar fire when Allied player is phasing. Mortars may not combine fire with other artillery units and follow separate mortar fire procedure.

X. Close Combat Phase

XI. Victory Determination / Advance Game Turn Marker

NOTE: All phases are used in the Campaign Game. Those phases underlined are not used in the Historical Scenario.



Close Combat DRMs (cumulative)

Attacker Benefit

- +2 Turns 1-7: Incomplete British defenses.
- +1 Turns 8-11: Incomplete British defenses.
- +1 (British Only) When attacking a Franco-American stack. *Exception: Pulaski may stack without penalty.*
- +1 (Allied Only) Any cavalry attacking solely disrupted and/or shattered units.
- +1 Any defending unit is disrupted or shattered.
- +1 Defender occupies swamp and the attacker does not.
- +1 Defender occupies causeway.
- +1 All defending units are militia attacked by at least 1 non-militia unit. *Exception: Charleston Militia is not penalized.*
- +1 Defender is surrounded.
- +? Adjusted unit morale of attacker's lead unit.
- +? Close Combat DRM of attacker's commanding leader.
- +1 (Allied Only) Irish ferocity

Defender Benefit

- 2 Defender occupies a non-destroyed City of Savannah hex.
- 2 (British Only) If a Franco-American stack is forced to attack. *Exception: Pulaski may stack without penalty.*
- 2 Weather is Gale.
- 1 Weather is Squall.
- 1 (British Only) If stacked French Regulars and Colonial Militia are forced to attack.
- 1 Defender occupies the "Covered Way."
- 1 Defender occupies the Old Savannah Fort.
- 1 All attacking units are attacking across dyke, stream, up-slope, up-slope/stream or bridge/ford hexsides.
- 1 All attacking units are attacking into fieldworks.
- 1 All attacking units are militia attacking at least 1 non-militia unit. *Exception: Charleston Militia is not penalized.*
- 1 Creek Indians when defending alone in a forest hex.
- 1 Attacker is surrounded.
- 1 (Historical Scenario Only) French attacks lack cohesion.
- ? Adjusted unit morale of defender's lead unit.
- ? Close Combat DRM of defender's commanding leader.

General Benefit

- /+? Result of Random Events card play.
- /+? Result of Tactics Chit play.

Morale Check DRMs

Positive

- +1 Behind non-breached fieldworks.
- +? Leadership modifier of commanding leader.

Negative

- 1 If Random Events or Siege & Bombardment destroy a city hex.
- 1 (Allied Only) Within the British Naval Bombardment Zone.
- 1/-2 if weather is Gale or Hurricane

General

Individual unit morale as adjusted by Army Morale.

NOTE: All modifiers are cumulative

Tactical Matrix

Defender ▼	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

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.

Combat Results (For Fire and Close Combat)

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

Artillery Fire "To Hit" Table

<i>SPs Firing</i>	<i>Adjacent* (Mortars Prohibited)</i>	<i>2-3 Hexes</i>	<i>4 Hexes</i>	<i>5 Hexes* (Mortars Only)</i>
1	7	9	-	-
2	6	8 (Artillery) / 6 (Mortar)	9 (Artillery) / 7 (Mortar)	8
3 to 5	4	7 (Artillery) / 5 (Mortar)	8 (Artillery) / 6 (Mortar)	7
6 to 9	2	6	7	-
10 plus	1	5	6	-

Notes:

- 1.) Naval artillery has a range of 4 hexes.
- 2.) Mortars have a range of 5, but may not fire at a target while adjacent to it.
- 3.) Mortars do not require a line of sight.

Fire Combat DRMs (cumulative)

- 1 Target is Light Infantry.
- 1 Target occupies forest, light forest, city hex or the 'covered way'.
- +1 Target is fired upon entirely across redoubt, revetment, siege works, or dyke hexsides.

- 1 Squall, Storms or Heavy Rain.
- 1 Fog (Turn 16, Historical Scenario only).
- +1 Target is artillery or mounted dragoon.
- +1 Target is in rice field or on causeway.
- +1 Mortar firing for 1st time in the game.

LINE OF SIGHT SUMMARY: Field and naval artillery must have a Line of Sight (LOS) to the target according to standard Series Rules. In addition to the blocking terrain listed in the Series Rules, LOS is also blocked by the Covered Way and City of Savannah hexes.

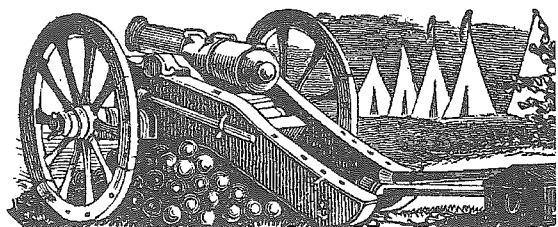
Artillery Fire Damage Table

<i>Die Roll vs. Non-Arty</i>		<i>Die Roll vs. Arty</i>	
0-3	R	0-4	R
4-6	D	5-7	D
7-8	1	8	-1 AM
9	1*	9	1

Mortar Disable Table

<i>Die Roll</i>	<i>Result</i>	<i>Comment</i>
0	1 step damage	Exploded barrel
1-3	Disrupted (in place)	Recoil destroys gun platform
4-9	No effect	

Standard Army Morale and VP Adjustments Apply.



French Variable Entry Table

Roll on Turns 8, 9, 10, and 11 for French reinforcements.

<i>Die roll</i>	<i>Entry Hex</i>	<i>On Turn of Arrival</i>
0-4	V-1	all units receive a +2 MP bonus and all artillery receive x2 MPs.
5-7	V-2	all artillery receive x2 printed MPs.
8	V-3	all artillery receive x2 printed MPs.
9	F	Normal movement

British Surrender Table

If at least one (1) space of the City of Savannah is occupied by a Parade Order Allied combat unit at the end of any British player turn, the British player must perform a 'Surrender Die Roll'.

<i>Die Roll</i>	<i>Effect</i>
-1 or less	British Surrender
0-9	No Effect

DRMs:

- 2 if British Army is Wavering
- 1 if British Army is Fatigued
- 1 if Prevost is a casualty
- 1 for each city hex that is occupied by the Allied player(s), as described above, at the time of the die roll.

Covered Way Lost Table

For every hex entered along the Covered Way, roll 1 die per stack of moving units to determine if the units get lost.

<i>Die Roll</i>	<i>Effect</i>
0-7	NE
8-9	Lost (Mark units with a "Lost" marker)

DRMs:

- +1 for every 2 hexes of Covered Way previously entered (round down).
- +1 if previously lost.

TERRAIN EFFECTS CHART

HEXES						ATTACKER MODIFIERS	
	<i>Inf.</i>	<i>Lt. Inf.</i>	<i>Dragoon</i>	<i>Artillery</i>	<i>Leader</i>	<i>Fire</i>	<i>Combat</i>
Clear/Crops/Stubble	1	1	1	1	1	N/E	N/E
Lt. Forest	1	1	1 1/2	2	1	-1	N/E
Forest	1 1/2	1	2	2	1	-1	N/E ⁽¹¹⁾
Salt Marsh	P	P	P	P	P	P	P
Swamp	3	2 ⁽¹²⁾	4	P	2	N/E	+1 ⁽⁹⁾
Covered Way ⁽³⁾	1	1	2	P	1	-1	-1
Rice Fields	3	2	4	P	2	+1	N/E
Pond	P	P	P	P	P	P	P
Savannah ⁽¹⁾	1	1	1	1	1	-1	-2
River / St. Augustine Creek ⁽¹⁰⁾	P	P	P	P	P	P	P
Houses / Refugee Camp	OTIH	OTIH	OTIH	OTIH	OTIH	N/E	N/E
Old Savannah Fort "Ruins"	1	1	1	1	1	N/E	-1
Causeway ⁽²⁾	1	1	1	1	1	+1	+1
HEXSIDES							
Road ⁽²⁾	1	1	1	1	1	N/E	N/E
Dyke	+1	+1	+1	P	+1	-1	-1 ⁽⁵⁾
Stream ⁽⁴⁾	+1	+1	+1	+1	+1	N/E	-1 ⁽⁵⁾
Up Slope ⁽⁴⁾	+1	+1	+1	+1	+1	N/E	-1 ⁽⁵⁾
Down Slope ⁽⁴⁾	+1	+1	+1	+1	+1	N/E	N/E
Bridge / Ford	0	0	0	0	0	N/E	-1 ⁽⁵⁾
Fence	N/E	N/E	N/E	N/E	N/E	N/E	N/E
FIELD WORKS HEXSIDES ⁽⁸⁾							
Revetment	+1	+1	+2	P ⁽⁶⁾	+1	-1	-1 ⁽⁵⁾
Redoubt	+1	+1	+2	P ⁽⁶⁾	+1	-1	-1 ⁽⁵⁾
Siege Works	+1	+1	+2	P ⁽⁶⁾	+1	-1	-1 ⁽⁵⁾
Abatis ⁽⁷⁾	+1	+1	P ⁽⁶⁾	P ⁽⁶⁾	+1	N/E	-1 ⁽⁵⁾

P = Prohibited; N/E = No Effect; OTIH = Other Terrain in Hex

Notes:

- (1) City of Savannah hexes are treated as connected road for movement purposes.
- (2) Roads negate other terrain. Strategic (double) movement along connected road or causeway.
- (3) See Savannah Exclusive Rules for details concerning movement along the Covered Way.
- (4) Moving across a stream-slope hexside costs only +1 MP. Units attacking across a stream and up a slope still only suffer -1. These two terrain features are not cumulative.
- (5) All attacking units must be attacking across one of these hexsides.
- (6) May only cross if breached. If breached, treat as clear terrain.
- (7) Mounted units may not conduct Close Combat across non-breached abatis hexsides.
- (8) Penalties to cross fieldworks apply only when crossing into, not out of, enemy fieldworks hexsides.
- (9) +1 applies only if attacker is not in a swamp hex. If both are in swamp, treat as N/E.
- (10) Partial river hexes are playable and treated as OTIH.
- (11) -1 against Creek Indians defending alone.
- (12) MP is 1 for Creek Indians.

All modifiers are cumulative.

Weather Track

0 = Reroll. If 0 again, Hurricane. If 1 or 2, Gale. If 3–5, Squall, If 6–9, Storms.			1	2 or 3	4 to 9	
Hurricane		Gale	Squall	Storms	Heavy Rain	Favorable Conditions
Strat Move	P	P	P	P	1/2 Bonus MPs*	Normal
Reg Move	P	1/2 MP*	1/2 MP*	1/2 MP*	Normal	Normal
Fire Combat	P	P	–1 drm ‘to hit’	–1 drm ‘to hit’	–1 drm ‘to hit’	Normal
Close Combat	P	–2 drm	–1 drm	Normal	Normal	Normal
Other Effects	1) Eastern-most Fr., Am., & Br. units take 1 step loss each. Owner decides by priority: cavalry, infantry, artillery. No VPs. Standard negative Army Morale adjustments. 2) Weather is Heavy Rain next turn. 3) R.E. cards may be drawn but not played. 4) No S&B 5) No Reinforcements 6) –2 to Rally die roll. 7) Allies cannot build or complete siege works.	1) Weather is Heavy Rain next turn. 2) R.E. cards may be drawn but not played. 3) No S&B 4) No Reinforcements 5) –1 to Rally die roll. 6) Allies cannot build or complete siege works.	1) Weather is Heavy Rain next turn. 2) –2 to S&B die roll. 3) Allies cannot build or complete siege works.	1) Minus 1 to S&B die roll. 2) Allies cannot build or complete siege works.	Allies may complete siege works under construction but may not build new ones.	+1 on next Weather die roll.
	Die Roll Modifiers 1) Turn 2, –1 to weather die roll unless turn 1 was Hurricane, Gale or Squall. 2) Turn 4, –2 to weather die roll. 3) All weather die roll modifiers are cumulative 4) On turns w/o weather die rolls: continue same weather as previous turn unless previous turn was Hurricane, Gale or Squall. In those cases, the next turn is Heavy Rain.				5) Campaign Game turns 16-25 will be last prevailing weather or Heavy Rain. 6) For the Historical Scenario no weather die is rolled. A) Turn 16 is Fog . No Strategic Movement. Regular Movement on roads is normal. Regular Movement off roads is 1/2 MP (round up). –1 drm to Fire Combat. Close Combat is normal. B) Turns 17 to 25 are Favorable Conditions.	

Siege & Bombardment Table I

Die Roll Result

0	Wet Powder, no bombardment this turn.
1	FR: Sappers repair breach in 1 hexside of field works. Otherwise, no effect. BR: Slaves repair breach in 1 hexside of fieldworks. Otherwise, no effect.
2	FRENCH: British ammunition depletion. British fire slackens. -1 to British Defensive Artillery Fire this turn. BRITISH: British "harvest" spent French shot and fire it back. +1 to British Defensive Artillery Fire this turn.
3	FRENCH: Mortars drop incendiary bombs on the heart of the city. -1 to British Army Morale. Roll again on Table II. BRITISH: French mortar crews are drunk. Shells land on friendly units. -1 to French Army Morale.
4	FRENCH: Shells rain on refugee camp. -1 to British Army Morale. BRITISH: Shells hit supply depot. -1 to Fr. or Am. Army Morale, British choice. Roll again on Table II.
5	FRENCH: French frigates shell Savannah. +1 to Fr. Army Morale. Roll again on Table II. BRITISH: Shore batteries drive off French frigates. +1 to British Army Morale. Roll again on Table II.
6	FRENCH: British artillery accident. Reduce 1 British artillery unit, French choice. BRITISH: French artillery accident. Reduce 1 French artillery unit, British choice.
7	Faulty construction. Breach 1 hexside of enemy field works. (If none, remove 1 from counter mix)
8	FRENCH: Zealous gun crews. Breach 1 hexside of enemy fieldworks. Roll again on Table II. BRITISH: Zelous gun crews. Breach 1 hexside of enemy siege works. (If none, -1 to French Army Morale) Roll again on Table II.
9	FRENCH: Massive bombardment. Destroy 1 city hex, French choice, subject to Scatter & Drift. Roll again on Table II. BRITISH: Massive bombardment. Breach 2 hexsides of enemy field works. (If none, -1 to French Army Morale) Roll again on Table II.

Siege & Bombardment Table II

Die Roll Result

0 or 1	Wet Powder, no further effect.
2 or 3	FRENCH: Sappers repair breach in 1 hexside of fieldworks. Otherwise, no effect. BRITISH: Slaves repair breach in 1 hexside of fieldworks. Otherwise, no effect.
4	FRENCH: French foragers commandeer fresh oxen. Double French artillery MPs this turn. BRITISH: Reserves to the front. Double MPs for Graham's Light Infantry this turn.
5	FRENCH: Efficient American artillery. Beekman may immediately conduct artillery fire in addition to regular Defensive Artillery Fire this turn. BRITISH: British navy offers powder cache. +1 DRM to British Defensive Artillery Fire this turn.
6	FRENCH: French fire rafts. Roll die. 0-7 = contrary winds, no effect. 8-9 = fire rafts damage waterfront, -1 to British Army Morale. BRITISH: Efficient bucket brigades control fires. +1 to British Army Morale.
7	FRENCH: Influx of refugees strains supply cache. -1 to British Army Morale. BRITISH: Tory sympathizers smuggle food through Allied encirclement. +1 to British Army Morale.
8	FRENCH: Patriot sympathizers spread misinformation to the garrison. -1 to British Army Morale. BRITISH: Rumors of Indian uprising. -1 to American Army Morale.
9	FRENCH: Patriotic fervor. +2 to American Army Morale. BRITISH: Lack of Allied cohesion. -1 each to French and American Army Morales.

Treat breached hexsides or destroyed city hexes as clear. Road net in destroyed city hexes is interdicted. Units adjacent to breached hexsides take a morale check. Normal results apply. One unit in a destroyed city hex loses a step (owner's choice). All units then take a morale check subtracting 1 from the die roll. All normal Army Morale and VP adjustments apply to casualties suffered on the Siege & Bombardment Table. Siege & Bombardment is rolled by the French player first, after he has completed construction of at least 1 siege work hexside. Random Event Cards may further modify die rolls.

SAVANNAH Countersheet 1 (Front Side)

0508

1 Frazer H. 2004 +2 3-4	2 Frazer H. 1604 +1 4-4	Graham 1904 +2 3-4 LT	Grenadiers 1503 +1 1-4	4 Ryl Americans 1404 +1 1-4	Convalescents 1806 -1 2-4	Tawes 1404 +1 1-4 LT	Ryl Marines 1503 +2 1-4
Royal Navy 1501 0 1-4	Fort Battery 2003 +1 4-2	River Battery 2103 +1 1-3	Battery A 2104 +1 3-3	Battery B 2105 +1 6-3	Battery C 2006 +1 4-3	Grand Battery 1906 +1 7-3	Battery D 1705 +1 2-3
Invalid Battery 1806 +1 4-3	Battery E 1504 +1 2-3	Spring Hill 1404 +1 2-3	Augusta Rd 1403 +1 3-3	Carolina Battery 1402 +1 1-3	Naval Battery 1501 +1 2-2	v. Trumbach Gren 2005 +2 3-4	v. Wissenbach 1805 0 5-4
N.Y. Vol 1905 0 2-4	1 Delancey 2105 +1 1-4	2 Delancey 1905 0 2-4	3 N.J. Vol. 2006 0 3-4	1 S.C. Ryl 1605 0 3-4	2 S.C. Ryl 1404 0 1-4	Royal N.C. 1402 0 1-4	Georgia Vol 2103 0 1-4
King's FL Rgr 1501 0 2-4 LT	1 Georgia 1504 -1 1-4	2 Georgia 2006 -1 1-4	Loyal Savannah *** -1 2-4	Negro Vol 1906 -2 2-4	Chatham Co R.E. 0 2-4	Creeks R.E. -1 (1)-5 LT	Negro Vol R.E. 0 2-4
Tawes R.E. 0 1-4 LT	Maj Gen Prevost 1803 1-2-6	Lt Col Maitland 2004 2-1-6	Lt Col v. Parbeck 1404 1-1-6	Leslie T-4 1-2-6	O'Hara T-4 1-1-6	Grant 1A or 2B 0-1-6	Knyphausen T-1 1-2-6

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	Markers	Markers	Markers	Markers	Markers	Markers	Markers
Markers	Markers	Markers	Markers	Markers	Markers	Markers	Weather

Momentum	Momentum	Momentum	Momentum	Momentum	MORALE	MORALE	MORALE
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Horry's SC Horse 1107 0 1-6	1 VA Lt. Dragoons 1107 0 1-6	Pulaski's Lgn 1107 +2 1-6	SC/GA Lt Corps 1108 +2 2-4 LT	1 SC 1008 +1 1-4	2 SC 1108 +2 2-4	3 SC 1009 +1 2-4	5 SC 1008 0 2-4
6 SC 1008 0 1-4	1 VA Levies 1009 0 1-4	Beekman's SC 1809 0 2-3	1 Charlestown 1108 +1 2-4	2 Charlestown 1809 0 1-4	Skirving (SC) 2609 -1 3-4	Harden (SC) 2707 -1 1-4	Garden (SC) 2507 0 1-4
Reed (SC) 1809 -2 1-4	SC 'Combined' 1214 -2 3-4	Dooly (GA) 2507 -1 1-4	Twigg (GA) 2507 0 1-4	GA 'Combined' 2507 -2 2-4	Grenadier Vols 1408 +1 2-4	Avant-Garde 1408 +2 2-4	Grenadier Bn 1307 +2 4-4
Pulaski's Lgn R.E. +1 1-6	Mjr Gen Lincoln 1214 0-2-6	Brg Gen McIntosh 1008 0-1-6	Brg Gen Huger 2507 1-2-6	Lt Col Laurens 1108 1-1-6	Champagne Chas 1307 +1 LT	Hainault 1207 +1 2-4	Armagnac 1208 +1 2-4
Foix 1208 +1 2-4	Cambresis 1207 +1 1-4	Auxerrois 1208 +1 1-4	Reserve Bn 1409 0 4-4	Conde 1308 0 1-4	Marine Bn 2411 +2 3-4	Marine Co 2108 +1 1-4	Nv. Bombardiers 2109 0 1-4
Reserve 1409 0 1-3	Battery A (right) 2208 0 2-2	Battery B (right) 2108 0 6-2	Battery A (left) 2009 0 3-2	Battery B (left) 1909 0 3-2	Mortar Battery 2109 0 4-2	Dillon's Irish 1207 +2 3-4	Guadeloupe Fink 1308 0 1-4
Colonial Chas. 1307 0 LT 1-4	Guadeloupe 1209 0 1-4	Port-au-Prince 1209 0 1-4	Du Cap Fusiliers 1209 +1 1-4	Martinique 2015 -1 1-4	Gren St. Domin. 1707 0 1-4	Vol St. Domingue 1709 -1 5-4	Vol St. Dom (Det) 1909 -1 1-4
Comte d'Estaing 1801 0-3-6	Vis. de Noailles 6011 1-2-6	Mjr Gen Dillon 1307 1-2-6	Baron v. Steingek 1207 0-1-6	Count Pulaski 1727 +2 1-6	Swamp Fox 2A or 3B +1 2-4 LT	Lee's Legion Hrs (0804) +1 1-6	Tarleton T-1 0 2-5

Breach	Breach	Breach	Breach	S&B			
Breach	Breach	Breach	Breach	Fired			

VPs	VPs	VPs	Defenses Complete	Turn	Lost	Lost	Lost
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SAVANNAH Countersheet 1 (Back Side)

0508

<div>5 SC</div> <div>-1 1-4</div>			<div>3 SC</div> <div>0 1-4</div>			<div>2 SC</div> <div>+1 1-4</div>			<div>SC/GA Lt Corps</div> <div>+1 1-4 LT</div>								
						<div>1 Charlestown</div> <div>0 1-4</div>		<div>Beekman's SC</div> <div>0 1-3</div>									
<div>Grenadier Bn</div> <div>+1 2-4</div>			<div>Avant-Garde</div> <div>+2 1-4</div>			<div>Grenadier Vols</div> <div>0 1-4</div>											
<div>Armagnac</div> <div>0 1-4</div>			<div>Hainault</div> <div>0 1-4</div>			<div>Lt Colonel Laurens</div>			<div>Brg. General Huger</div>			<div>Brg. General McIntosh</div>					
						<div>Marine Bn</div> <div>+1 2-4</div>			<div>Reserve Bn</div> <div>0 2-4</div>			<div>Foix</div> <div>0 1-4</div>					
<div>Dillon's Irish</div> <div>+1 2-4</div>			<div>Mortar Battery</div> <div>-1 2-2</div>			<div>Battery B (left)</div> <div>0 2-2</div>			<div>Battery A (left)</div> <div>0 2-2</div>			<div>Battery B (right)</div> <div>0 3-2</div>					
						<div>Voi St. Domingue</div> <div>-2 3-4</div>											
<div>Tarleton</div> <div>0 1-5</div>			<div>Swamp Fox</div> <div>+1 1-4 LT</div>			<div>Baron von Stedingk</div>			<div>Major General Dillon</div>			<div>Viscomte de Noailles</div>					
												<div>Comte d'Estaing</div>					
<div>Previously Lost</div>									<div>Previously Lost</div>								
<div>Previously Lost</div>									<div>Previously Lost</div>								
<div>Turn</div>									<div>VPs +15</div>								
<div>Breach Abatis Only</div>									<div>Breach Non-Abatis</div>								

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Savannah

EVENT DECK



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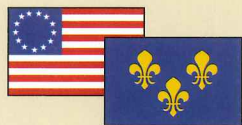
1

STRATEGIC GAME TURNS ONLY

Partisans Intercept British Dispatches

Beaufort Garrison does not arrive.
Remove Maitland, 1st Highlanders, v. Trumbach & Royal N.C. Decrease British Army Morale by 2.

If these units are already deployed, discard and draw again.



2

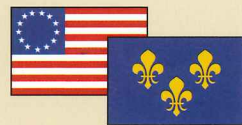
STRATEGIC GAME TURNS ONLY

French Patrol Boats Cut Off 'Wall's Cut'

Some of Maitland's reinforcements are isolated. Remove v. Trumbach & Royal N.C.

Decrease Br. Army Morale by 1.

If these units are already deployed, discard and draw again.



3

Hungry French Troops Ravage Countryside

Deploy the Chatham County Militia in any building(s) hex outside the Savannah Defensive Perimeter, not adjacent to enemy combat units. May be used normally on turn of arrival.



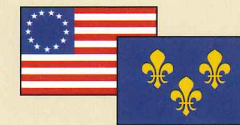
4

STRATEGIC GAME TURNS ONLY

Naval Victory

French Navy defeats HMS Victory and HMS Experiment and captures supplies and payroll.

Decrease British Army Morale by 1. Increase French Army Morale by 1.



5

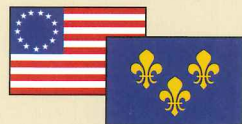
STRATEGIC GAME TURNS ONLY

Shore Bombardment

French frigate La Truite bombards Savannah.



Damage is minimal but the action serves to increase French Army Morale by 1.



6

Indians!

Deploy the Creeks in any heavy woods hex, not adjacent to enemy combat units. May be used normally on turn of arrival.

Note: The Creeks may never enter the Savannah Defensive Perimeter.



7

Local Superiority

Use this card to trump the play of any 1 Random Event card played by your opponent. The effects of that card are simply ignored.

Important Exception: The 3 cards printed in red may not be trumped (Intelligence coup [#17, #18] and Espionage [#45]).



8

STRATEGIC GAME TURNS ONLY

Allies Blame Each Other for Arrival of British Reinforcements

Decrease French & American Army Morale by 1 each.



9

STRATEGIC GAME TURNS ONLY**British Sortie Against French Sappers**

No French Siege & Bombardment die roll this turn.



10

TACTICAL GAME TURNS ONLY**American Deserter Reveals Allied Attack Plans**

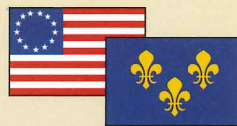
+1 drm to British Defensive Artillery Fire this turn.



11

STRATEGIC GAME TURNS ONLY**d'Estaing and Lincoln Refuse British Plea to Evacuate Women and Children**

Decrease British Army Morale by 1.



12

TACTICAL GAME TURNS ONLY**French Columns Led Astray by American Guides**

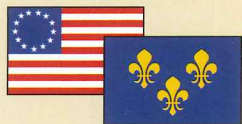
Key units miss jump-off points.
-1 drm to all French Close Combat this turn.



13

TACTICAL GAME TURNS ONLY**"Soldats en avant, suives moi! Vive le Roi!"**

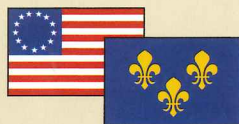
+2 drms for French units that attack this turn while commanded by d'Estaing.



14

TACTICAL GAME TURNS ONLY**Captain Tawes is Killed Defending the Spring Hill Redoubt**

Tawes unit loses demi-leader capability.
(Use replacement counter).

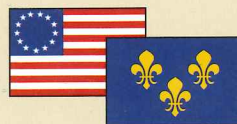


15

STRATEGIC GAME TURNS ONLY**French Bombard Savannah for 4 Days**

Decrease British Army Morale by 1.
Destroy 1 city hex, French player's choice, subject to Scatter & Drift.

One unit on a destroyed hex (British choice) loses one step.
All units make morale checks with -1 drm. Normal Army Morale and VP adjustments.

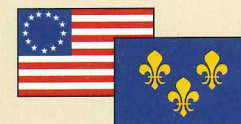


16

Loyalist Slave Holders Resent Arming Slaves

Some GA & SC Loyalist companies desert. If Negro Volunteers are in play, invert the 1st SC Royalist Infantry and remove the GA Volunteers. Decrease British Army Morale by 1.

If both of these units are already captured or eliminated, discard and draw again.



17



Intelligence Coup

Immediately look at the top 3 cards in the Random Events deck and select 1. It may be played this turn.

Reshuffle the remaining 2 cards into the deck. Do not reshuffle previously played cards.



18



Intelligence Coup

Immediately look at the top 3 cards in the Random Events deck and select 1. It may be played this turn.

Reshuffle the remaining 2 cards into the deck. Do not reshuffle previously played cards.



19

Enemy Troops Killed by Friendly Fire

Decrease enemy Army Morale by 1. If played by the British, roll 1 die:

Even = French Army Morale.

Odd = American Army Morale.



20

STRATEGIC GAME TURNS ONLY

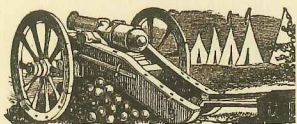
Severe Weather Forces French Fleet Out to Sea

Delay arrival of next French reinforcements by 1 game turn.

If all reinforcements are already in play, discard and draw again.

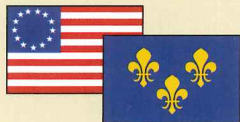


21



British Artillery Ammunition Depletion

If Strategic Game Turn, no British Siege & Bombardment die roll this turn. If Tactical Game Turn, -1 drm to all British Defensive Artillery fire this turn.



22

Commander's Initiative

Choose double MPs or +1 drm to Rally die roll this turn for all units that begin the turn stacked with a leader. Individual leaders may choose separately.

If played by the Allies, use American leaders.



23

STRATEGIC GAME TURNS ONLY

Negro Volunteers Defeat the Chevalier du Romain on Hutchinson's Island

Increase Negro Volunteers unit morale by 2, whether deployed on the board or not.

(Use replacement counter).



24

STRATEGIC GAME TURNS ONLY

British Deserters Report Minimal Damage from Allied Bombardment

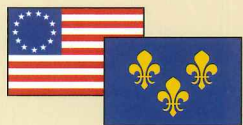
Decrease French Army Morale by 1.



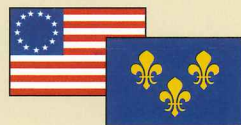
TACTICAL GAME TURNS ONLY**Major L'Enfant
Clears Abatis**

Breach any one abatis hexside within two hexes of Col. Laurens.

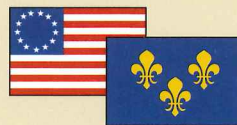
Note: Only the abatis itself is breached. Use 'Breach Abatis Only' marker.

**TACTICAL GAME TURNS ONLY****Vigorous American
Feint**

+1 drm for American Militia (only) that attack this turn while commanded by Huger.

**TACTICAL GAME TURNS ONLY****Furious French
Melee**

+1 drm for French units that attack this turn while commanded by Dillon.

**Engineers**

Repair one breached hexside of fieldworks.

After this card is played, return it to the deck and reshuffle. Do not reshuffle previously played cards.

**TACTICAL GAME TURNS ONLY****Chaos on the
Battlefield**

All attacking enemy units make a pre-attack morale check. Units that fail are withdrawn one space by their owner. ALSO: -1 drm to all enemy attack die rolls this turn.

**TACTICAL GAME TURNS ONLY****"Follow my Lancers!"**

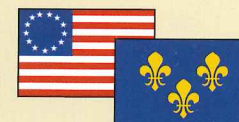
Pulaski is mortally wounded. Pulaski unit loses demi-leader capability. Decrease American Army Morale by 1. (Use replacement counter).

**TACTICAL GAME TURNS ONLY****Sgt. Jasper is Killed
Rescuing the Colors
of the 2nd SC**

Decrease American Army Morale by 1.

**STRATEGIC GAME TURNS ONLY****Spanish Atrocities
in Florida**

Remove the King's Florida Rangers whether deployed on the board or not. No Army Morale or VP adjustments.



STRATEGIC GAME TURNS ONLY**Riots in Haiti**

Remove all San Domingue militia units whether deployed on the board or not.

No Army Morale or VP adjustments.

**STRATEGIC GAME TURNS ONLY****Heavy Rain Damages Defenses**

Play on any turn when weather is other than favorable. Breach one enemy hexside.

Note: Damage never affects abatis. Use 'Breach Non-Abatis' marker.

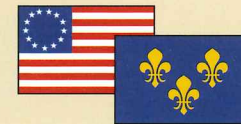
**TACTICAL GAME TURNS ONLY****Virginia Levies Take 60% Casualties**

Remove 1st Virginia Levies unit. Normal Army Morale and VP adjustments.

If this unit is already captured or eliminated, discard and draw again.

**TACTICAL GAME TURNS ONLY****Allied Attack Achieves Surprise**

Improve odds 1 column for Allied attacks this turn.

**American Militia Deserts**

Remove all American Militia with unit morale of -2. Increase British Army Morale by 1. If this results in leaders left alone in a hex, they may retreat 1, 2 or 3 hexes.

If all American Militia with -2 morale is already captured or eliminated, discard and draw again.

**Dillon Sacked for Criticizing d'Estaing**

Remove the Dillon leader unit. Decrease French Army Morale by 1.

If Dillon is already a casualty, discard and draw again.

**TACTICAL GAME TURNS ONLY****Last Full Measure**

Play any turn in which there is an Allied unit within the revetment line. British make Rally attempts before the Movement Phase. Rallied units can move and attack as normal. Units stacked with Prevost gain +1 drm to any close combat this Game Turn.

**STRATEGIC GAME TURNS ONLY****Spoiled Rations**

Decrease British or French Army Morale by 1.

After this card is played, return it to the deck and reshuffle. Do not reshuffle previously played cards.



TACTICAL GAME TURNS ONLY

Sniper!

Choose any enemy leader that is adjacent to a friendly combat unit.

Roll one die:

0-5 = No Effect

6-8 = Leader Retreats

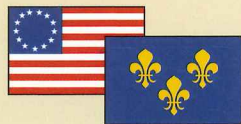
9 = Leader Killed

Normal Army Morale and VP adjustments.

**TACTICAL GAME TURNS ONLY**

HMS Germaine Runs Aground

British naval bombardment zone is inactive this Turn.



Accidental Detonation

Play immediately after enemy declares a specific Defensive Artillery Fire. One firing artillery unit of your choice suffers immediate step loss, but may still fire using reduced strength if any. No Army Morale or VP adjustments.



C'est La Guerre

Senior officer is injured. Place at own HQ. May not move, rally units, influence tactics chits or add combat modifiers this turn only.

Allied player rolls one die.

Even = French senior officer

Odd = American senior officer



Espionage

Immediately draw one card at random from your opponent's hand and add it to your hand.

The card you draw *may not* be played this turn.

If opponent has no cards, draw top card from deck.

**STRATEGIC GAME TURNS ONLY**

Local Guides

The next scheduled reinforcements may arrive one turn early. Allied player(s) choose French or American reinforcements.

If all reinforcements are already in play, discard and draw again.

**TACTICAL GAME TURNS ONLY**

Initiative Shift

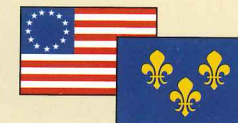
The owning player may take initiative this turn.



Gold and Rum

D'Estaing offers teamsters gold and rum to hurry the movement of artillery

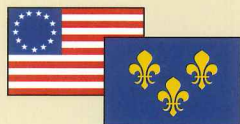
If Strategic Turn, triple French artillery MPs this turn. If Tactical Turn, double French artillery MPs this turn.



Gold and Rum

D'Estaing offers teamsters gold and rum to hurry the movement of artillery

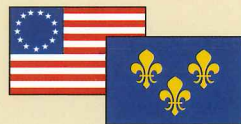
If Strategic Turn, triple French artillery MPs this turn. If Tactical Turn, double French artillery MPs this turn.



Gold and Rum

D'Estaing offers teamsters gold and rum to hurry the movement of artillery

If Strategic Turn, triple French artillery MPs this turn. If Tactical Turn, double French artillery MPs this turn.



STRATEGIC GAME TURNS ONLY

Light Infantry Attempts to Spike Enemy Guns

Designate a friendly Lt. Inf. unit within four hexes of an enemy artillery unit and roll one die:

0-4 = No Effect; 5-7 = Artillery unit Disrupted, but remains in place.
8-9 = Artillery unit step loss.

Lt. Inf. now checks for casualties using the same die roll:

0-5 = No Effect; 6-7 = Lt. Inf. unit Disrupted, but remains in place; 8 = Lt. Inf. unit step loss; 9 = Lt. Inf. unit captured.

Normal Army Morale and VP adjustments.



STRATEGIC GAME TURNS ONLY

High Surf Buffets French Longboats

Reduce movement allowance of next French reinforcements by 1 MP each on turn of entry.

If all reinforcements are already in play, discard and draw again.



TACTICAL GAME TURNS ONLY

French Officers Quarrel

Impose Tactics Chit Use Restriction (tactics #1-4 only) on all French Close Combat this turn.



Commander's Initiative

Choose double MPs or +1 drm to Rally die roll this turn for all units that begin the turn stacked with a leader. Individual leaders may choose separately.

If played by the Allies, use French leaders.



STRATEGIC GAME TURNS ONLY

Capt. Moncrief Completes Defenses Ahead of Schedule

May only be played on turns 10 or 11.
If turn 10, defenses completed on die roll of 7-9 otherwise completed on turn 11. Place 'British Defenses Complete' marker on the Turn Track.

If drawn after turn 11, discard and draw again.



Army Morale Track

0

1

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ARMY MORALE TRACK KEY

DEMORALIZED

WAVERING: Initiative -1, Unit Morale -2

FATIGUED: Initiative 0, Unit Morale -1

HIGH MORALE: Initiative +1, Unit Morale Normal



Savannah 1779

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www.GMTGames.com
Game Design: MARK MIKLOS • Map Art: MARK SIMONITCH

Strategic Game Turn Track				
1	2	3	4	5
Br. Rein.	Br. Rein.	Br. Rein.	Br. Rein.	Br. Rein.
10 Sept	11 Sept	12 Sept	13 Sept	14 Sept
British Only	Fr. Rein.	Fr. Rein. Am. Rein.	Fr. Rein. Am. Rein.	Fr. Rein. Am. Rein.
Weather: Weather (-1) (Roll 1-7) Roll 1-7: 1-3: No Strategic Movement on Turn of Entry 4-7: Random Events				
6	7	8	9	10
Br. Rein.	Br. Rein. May Only Move 1 Hex on Turn of Entry	Br. Rein. May Only Move 1 Hex on Turn of Entry	Br. Rein.	Br. Rein.
15 Sept	16 Sept	17-18 Sept Fr. Rein. (roll)	19-20 Sept Fr. Rein. (roll)	21-23 Sept Fr. Rein. (roll)
Fr. Rein.	Am. Rein.	Fr. Rein. (roll)	Fr. Rein. (roll)	Fr. Rein. (roll)
Random Events: Weather: Random Events				
11	12	13	14	15
Br. Rein.	Br. Rein.	Br. Rein.	Br. Rein.	Br. Rein.
24-26 Sept Fr. Rein. (roll)	27 Sept-3 Oct	4-5 Oct	6 Oct	7-8 Oct
Fr. Rein. (roll)	Fr. Rein. (roll)	Fr. Rein. (roll)	Fr. Rein. (roll)	Fr. Rein. (roll)
Random Events: Weather: Random Events				

French Build Siege Works	French Variable Entry Table	Incomplete Defenses
Turns 10, 11, & 12	Roll on Turns 8, 9, 10, and 11 for French reinforcements.	Roll on Turns 8, 9, 10, and 11 for French reinforcements.
● Begin placement of Siege Works	Die roll	Entry Hex
● Build 1 hex	0-4	V-1
● Build 3 hexes	5-7	V-2
● Build 2 hexes	8	V-3
	9	F

Tactical Game Turn Track (Oct. 9)				
16 5:30	17 6:30 AM	18 7:30 AM	19 8:30 AM	20 9:30 AM
16 5:30	17 6:30 AM	18 7:30 AM	19 8:30 AM	20 9:30 AM
21 10:30 AM	22 11:30 AM	23 12:30 PM	24 1:30 PM	25 2:30 PM
21 10:30 AM	22 11:30 AM	23 12:30 PM	24 1:30 PM	25 2:30 PM

Victory Point Track					
0	1/2	1	1 1/2	2	2 1/2
3 1/2	4	4 1/2	5	5 1/2	6
7	7 1/2	8	8 1/2	9	9 1/2
10 1/2	11	11 1/2	12	12 1/2	13
14	14 1/2	15			

Map Key

Causeway

Stubble

Salt Marsh

Swamp

Road

Light Woods

Heavy Woods

Rice fields

Crops

Pond

River

City

Stream

Slope

Siege Works

Revetments

Redoubt

Clear