



The American army under General Nathanael Greene suffered a major defeat at Hobkirk's Hill.

AWI SCENARIO BATTLE OF HOBKIRK'S HILL April 25, 1781

The Scenario

The scenario recreates the entire battle of Hobkirk's Hill, using the smaller 30-men per stand scale. It can be played by one or two British and American players, takes about four hours to play, and requires a 4-ft. wide by 4-ft. deep gaming area when using 15mm figures.

Terrain

Terrain should be laid out as shown in the scenario map. Terrain effects for the scenario are as follows:

Elevations. Hobkirk's Hill is a single-level elevation with the entire length of the hill marked by a crest line. The hill has a continuous slope from the base of the elevation to the crest line

at the top. The hill blocks line of sight for any stand over 1" beyond the crest line. A defending unit in charge combat receives a +1 modifier for favorable ground against an attacker charging up the slope, however the hill is also wooded which applies the same non-cumulative modifier for favorable ground. Artillery positioned on Hobkirk's Hill can fire further through woods (see special scenario rule).

Woods. The battlefield is covered by uninterrupted pine woods and dense underbrush. Line of sight through woods is reduced to 4" and units move through woods at the broken ground rate. In fire combat, the firing stands suffer a -1 modifier for partial cover when firing through woods, or a -2 for full cover if the target is in open order. In charge combat a unit defending in woods receives a non-cumulative +1 modifier for favorable ground.

Roads. The Waxhaws Road is in good condition. Units in march column or broken, limbered guns, and leaders may move at the prorated road-movement rate. The road was described as being 90-feet wide near the base of the hill. This is represented by a narrow clearing between two parallel paths. The clearing has no effect on movement, line of sight, or combat. A unit with half or more stands located on and between the divided road does not receive the fire or charge combat modifiers.

Friendly Table Edge. Broken American units must retreat



toward the north table edge. Broken British units must retreat toward the south table edge. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count towards heavy casualties.

Order of Battle

The following number of stands is needed:

STAND	AMERICAN	BRITISH
Infantry	42	21
Infantry command	6	7
Cavalry	1	1
Cavalry command	1	1
Artillery (gun with limber)	3	1
Army/division leader	1	1
Brigade leader	2	0
Total	56	32

American Forces. Total stands represent a force of 1,530 men and 3 guns.

1) All units and leaders start on the table:

Army leader Greene; Brigade leader Williams with 2 Continental infantry regiments (1st Maryland and 2nd Maryland) in line; Brigade leader Huger with 2 Continental

infantry regiments (1st Virginia and 2nd Virginia) in line; 1 militia regiment (North Carolina Militia) in line; 1 light infantry unit (Kirkwood's Delaware Lt. Inf.) in open order; 1 Continental cavalry regiment (Washington's Light Dragoons) in field column; and 1 unlimbered Continental artillery company (Harrison).

- 2) Continental infantry and light infantry are armed with muskets with bayonets. Troops fire buck and ball when charging or being charged. They may charge with cold steel and cannot deploy in open order.
- 3) North Carolina militia are armed with muskets, but without bayonets. Troops fire buck and ball when charging or being charged. In charge combat, they cannot charge with cold steel and suffer a -1 modifier for no bayonets. Militia cannot deploy in open order. The militia unit cannot be commanded by the Continental brigade leaders. They only can be placed under provisional command of the army leader, Greene.
- 4) Continental Light Dragoons are armed with sabers and may charge with cold steel. They may deploy in any formation, but cannot dismount.
- 5) The small, 2-stand units are not eliminated when reduced to one stand (see special scenario rule).
- 6) The two gun stands from Harrison's artillery company may

only be positioned within the command radius of the army or a brigade leader, or by unlimbering within 4" of or by attaching to any unit. Note, one gun stand is at half-strength.

British Forces. Total stands represent a force of 920 men and 2 guns.

a) All units and leaders start on the table:

Army leader Rawdon with 1 regiment of regulars (63rd Foot), 4 provincial regiments (King's American, Volunteers of Ireland, New Your Volunteers, and South Carolina Royalists), 1 detachment of regulars (Convalescents), 1 detachment of light infantry (Flank Companies), all in open order; 1 provincial cavalry regiment (New York Dragoons) in field column; and 1 limbered artillery company

b) All British regulars and provincial infantry are armed with muskets with bayonets. Troops fire buck and ball when charging or being charged. They may charge with cold steel, and may deploy in any formation.

c) The small light infantry unit of Flank Companies unit may only deploy in open order or march column.

d) Dragoons are armed with sabers and may charge with cold steel. The small 2-stand unit may deploy in any formation, but cannot dismount.

e) The three, 2-stand units are not eliminated when reduced to one stand (see special scenario rule).

f) The single-stand artillery company may only be positioned within the command radius of the army leader, or by unlimbering within 4" of or by attaching to any unit.

g) Rawdon is rated Gallant.

Game Length

The time scale for each game turn represents 10-minutes. The game is 12 turns long, starting at 10:00 AM with the British player turn, and ends after the American player turn at 11:50 AM.

Victory Conditions

One side must acquire more victory points than their opponent to claim victory. Victory points are awarded at the end of the game for inflicting heavy casualties and greater losses on the opposing side, and for controlling the key position.

Heavy Casualties. The American player receive one victory point after the British army loses 11 (35%) troop or gun stands. The British player receive one victory point after the American army loses 8 (15%) stands. After each army reaches its threshold for heavy casualties, all units in that army receive a -1 modifier in subsequent maneuver checks.

Greater Losses. An army is at greater losses when its total troop and gun stands lost exceed the total stands lost in the enemy army. The modifier for heavy casualties increases to a -2 to the army that currently is at greater losses. The side that inflicts greater losses on the enemy at the end of the game is awarded a victory point.

Key Position. The crest line on Hobkirk's Hill directly behind the American army and between points Y-Z is a key position. The British player achieves one victory condition if at least one friendly infantry unit occupies Y-Z at the end of the game. The American player achieves one victory condition if no enemy units occupy the key position at the end of the game.

In addition to this victory condition, each turn after one British infantry unit occupies the key position, all American units receive a -1 modifier in subsequent maneuver checks. The modifier is reversed and all British units suffer the -1 modifier if they lose control of the key position in a later turn. The modifier applies to the side that last lost the key position.

Special Scenario Rules

Artillery Plunging Fire Through Woods. Artillery positioned on the crest line or forward slope of Hobkirk's Hill can fire further through woods. The gun must use plunging fire to fire at any target located on or below the slope and beyond its maximum 4" line of sight through woods. The gun may fire over intervening friendly and enemy units located on or below the downward slope and over 4" from the gun. Also, the gun must fire at a point on the target that is over 4" from a friendly unit. The gun must fire with shot & shell and suffers a -2 modifier for full cover if half or more of the fire points are from the artillery.

Open Order. All British units may deploy in open order. Only the 2-stand American Kirkwood's Delaware Lt. Inf. and Washington's Continental Dragoons may deploy in open order.

Small Units. There are several small 2-stand units on both sides. The British have three 2-stand units (Flank Companies, Convalescents, and the New York Dragoons). The Americans have two 2-stand units (Kirkwood's Delaware Light Infantry, and Washington's Continental Light Dragoons).

The units are not eliminated when reduced to one stand. The modifiers for a single stand unit cannot be used as the best unit when there are more than one participating units in the charge combat. A single-stand unit is counted when determining which side receives the outnumbered modifier, however it can no longer contribute a modifier for cold steel, enfilade, or outflank. A single-stand unit may only deploy in open order or march column.

Fallen Leader Check. Due to the dense woods and underbrush, only roll for a Fallen Leader check for a leader attached to the targeted unit. A detached leader within 4" of the unit is safe from any Fallen Leader effects.

Ammunition Supply. No units can suffer from a low on ammunition effect during turns 1-4. Starting on turn 5, units cannot replenish ammunition after suffering a low on ammunition effect.



