



The British begin their assault upon the American militia in the second line. *Photos by Rick Schofield*

AWI SCENARIO BATTLE OF COWPENS January 17, 1781

A special thanks to two separate playtest groups hosted by Rick Schofield and Lowell Hamilton.

The Scenario

The scenario recreates the entire battle of Cowpens. It can be played by one or two British and two or three American players, takes about three hours to play, and requires a 4-ft. wide by 6-ft. deep gaming area when using 15mm figures. The game uses the finer detailed scale of 20-men or 1-gun per stand. It's

smaller ground scale of 12.5-yards per inch uses the larger 25mm QRS with 15mm figures.

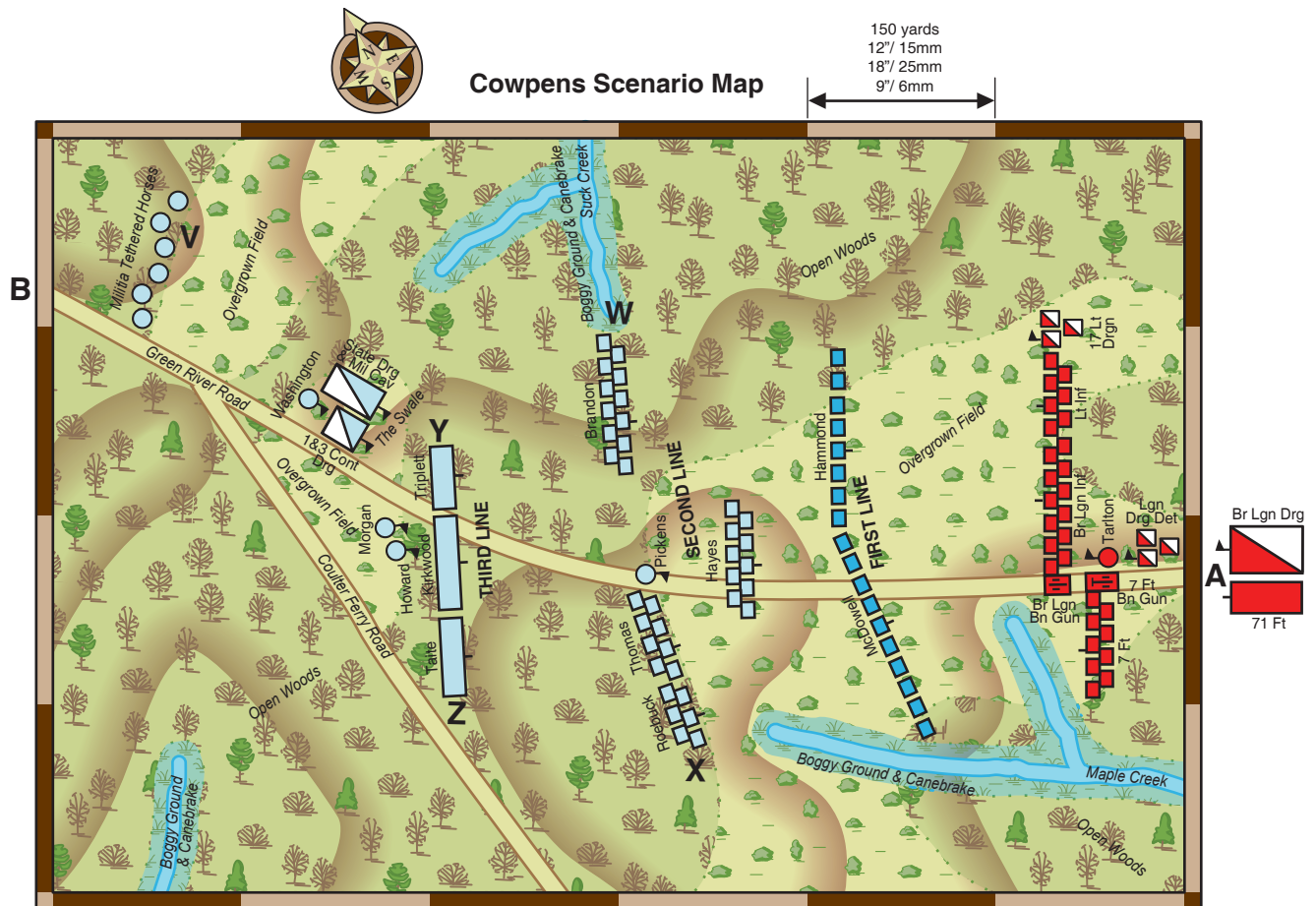
Terrain

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

Elevations. The high ground consists of a 1 and 2-level ridge. The low and gently sloping ridge has no crest line that blocks line of sight. Each elevation level only blocks line of sight when it lies between two units. Only the first 6" along the edge of the elevation is considered a slope. A defending unit in charge combat receives a +1 modifier for favorable ground only if the attacker charged up the slope.

Overgrown Field. Overgrown fields are rated broken ground for movement and do not block line of sight. In fire combat there is no cover modifier when firing through an overgrown field. An overgrown field has no defensive modifier in charge combat.

Open Woods. Open woods are rated broken ground for



movement. Open woods extends the line of sight out to 20". Firing stands suffer a -1 modifier for a target in partial cover when firing through open woods, or a -2 if the target is in open order. There is no charge combat modifier for defending in open woods.

Creek, Buggy Ground & Canebrake. The headwater of three creeks flow away from the high ground. Recent winter rains overflowed the creeks into boggy ground, where dense canebrake also grow along the banks. The three overlapping terrain features cause multiple effects. The creek and adjacent boggy ground are rated rough ground for infantry and dismounted leaders to cross. They are impassable to cavalry, artillery, and mounted leaders. Units forced to retreat through this terrain must lose formation and full retreat broken.

Line of sight through the canebrake is reduced to 10". Firing stands suffer a -1 modifier for a target in partial cover when firing through the canebrake, or a -2 if the target is in open order. In charge combat a defending unit receives a +2 modifier for strong position if the attacker charged across a creek or through the adjacent boggy ground. The modifier is not cumulative when also defending in woods or on high ground.

Roads. The Green River Road and Coulter Ferry Road are in good condition. Units in march column or broken, limbered guns, and leaders may move at the road-movement rate.

Tethered Horse Line. Some American militia units were mounted infantry, but all fought the battle on foot. They left their horses in the rear, tethered inside a wood line at location V, near the northwest corner of the map. The tethered horse line can be represented by a half dozen or so horse holder markers distributed along and just inside the wood line. The marker can be represented by two or three riderless horse figures tied to a bush, log, or stunted tree, on a round base.

The tethered horse line is a secondary key position. If the key position is occupied by a British unit, it causes all militia units to suffer a negative maneuver check modifier for the remainder of the game (see special scenario rule).

Friendly Table Edge. Broken American units must retreat toward the west table edge. Broken British units must retreat toward the east 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	75	36
Infantry command	9	4
Cavalry	7	12
Cavalry command	2	3
Artillery (gun with limber)	0	2
Army leader	1	1
Brigade/ Regimental leader	3	0
Total	98	58

American Forces. Total stands represent a force of 1,860 men. All units and leaders start on the table and are deployed in three successive lines.

- Units in the 1st line are activated on turn 1: McDowell's NC Militia and Hammond's combined SC & GA Militia, both in open order of a single-rank (skirmishers).
- All units and a leader in the 2nd line are activated after an enemy unit moves within 16" of the line **W-X**: brigade leader Pickens with 4 militia battalions (Roebuck's 1/ Spartanburg, Thomas's 2/Spartanburg, Hayes's Little River, and Brandon's Fair Forest), all in open order of 2-ranks.
- All units and leaders in the 3rd line are activated after an enemy unit moves within 16" of the line **Y-Z**: army leader Morgan and brigade leader Howard with 3 infantry regiments (combined DE & MD Continentals, Taite's combined VA Continentals & Militia, and Triplett's VA Militia), all in line; cavalry leader Washington with 2 cavalry units (combined 1&3 Continental Light Dragoons and combined State Dragoons & Militia Horse), both in field column.
- All Continental infantry and Virginia militia are armed with muskets with bayonets, and may charge with cold steel. Muskets fire buck and ball when charging or being charged. They may deploy in any formation, including open order.
- All militia in the 1st and 2nd line are armed with rifles. Rifle armed units do not carry bayonets and cannot charge with cold steel. Militia rifle-

men are well acquainted with the use of firearms, therefore in fire combat, the -1 modifier for Raw troops firing does not apply. Militia may deploy in any formation, including open order.

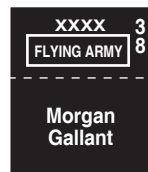
- Dragoons and militia horse are armed with sabers and may charge with cold steel. They may deploy in any formation, including open order, but cannot dismount.
- The South Carolina Militia units can only be placed in-command by their state leader, Pickens, and only he can command these units. They may also be placed under provisional command of army leader Morgan. Pickens cannot be replaced if he is removed due to a Fallen Leader effect.
- Morgan is rated Gallant.

British Forces. Total stands represent a force of 1,140 men and 2 guns.

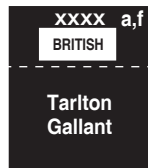
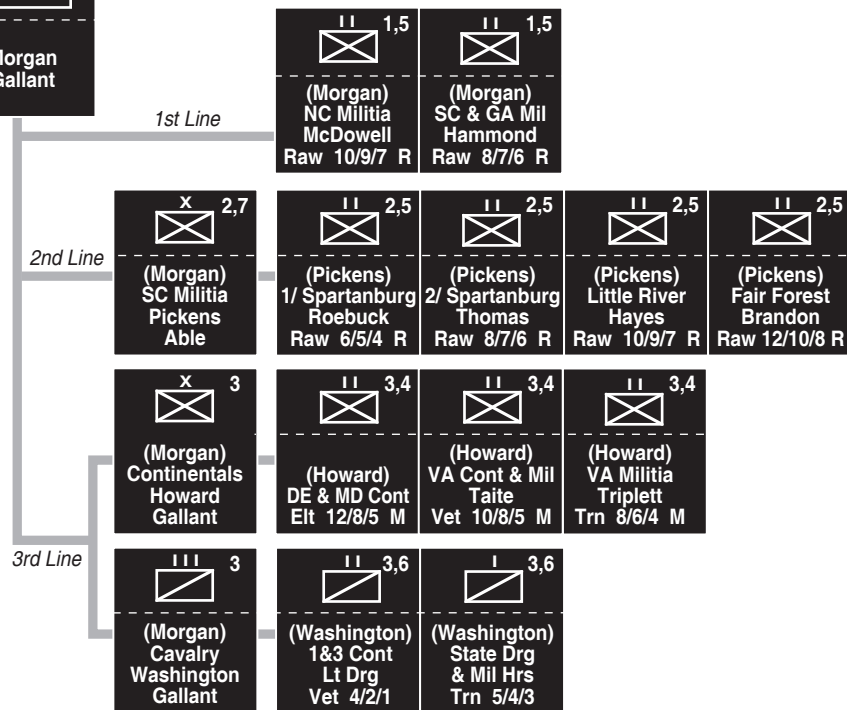
- Starting units and leaders: army leader Tarlton with 3 infantry units (Light Infantry, 7th Foot, and British Legion Infantry), 2 cavalry units (17 Light Dragoons and Legion Dragoon Detachment), all in open order, and 1 unlimbered battalion gun (British Legion Gun) and 1 limbered battalion gun (7th Foot Gun), on the road.
- Enter at **A** on turn 2: 1 infantry unit (71st Foot) and 1 cavalry unit (British Legion Dragoons), both in field column.
- All British infantry are armed with muskets that fire buck and ball when charging or being charged. All units carry

American Continentals wait in the third line.

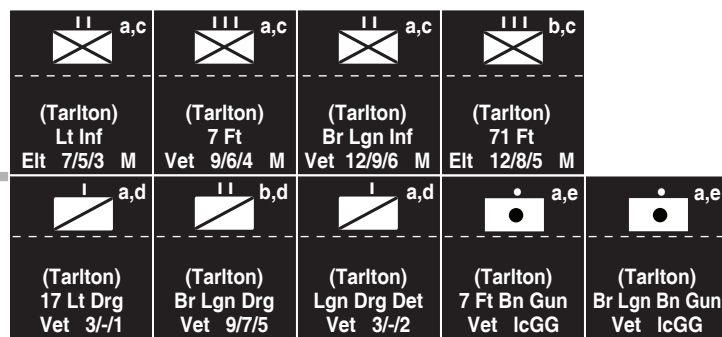




Cowpens Battle Scenario American Order of Battle



British Order of Battle



- Photocopy and cut out labels -

bayonets and may charge with cold steel. They may deploy in any formation, including open order.

- d) Dragoons are armed with sabers and may charge with cold steel. They may deploy in any formation, including open order, but cannot dismount.
- e) Two light carriage, 3-pounder galloper guns (1cGG) are rated battalion guns. Each battalion gun is assigned to a separate regiment and may unlimber within 8" of or by attaching to its regiment, or within the command radius of the army leader. The two battalion guns may only fire at the same target when within the command radius of the army leader.
- f) Tarlton is rated Gallant.

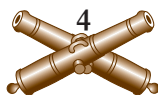
Game Length

The time scale for each game turn represents 10-minutes. The game is 10 turns long, starting at sunrise with the British player turn at 7:30 AM, and ends after the American player turn at 9:00 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 a key position.

Heavy Casualties. The American threshold for heavy casualties is determined separately for two brigade-sized commands: after the militia units in the 1st and 2nd line lose 9 (15%) troop





British Highlanders and Legion Cavalry in reserve.

stands; and after the Continental, state and militia units in the 3rd line, lose 12 (30%) stands. The British are awarded one victory point only after both American commands reach heavy casualties. The American player receive one victory point after the British army loses 18 (30%) troop or gun stands.

After the British army and each American command reaches its threshold for heavy casualties, all units in that command 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 for each command increases to a -2 when the army has suffered 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 3rd line between points Y-Z is a key position. The British player achieves one victory condition if at least one friendly 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 or more British units occupy the key position, all American units receive a -1 modifier in subsequent maneuver checks. If all British units are pushed out of the key position in a later turn, the modifier is reversed and all British units suffer the -1 in subsequent checks. The -1 modifier always applies to the last

side to lose the key position.

The tethered horse line inside the wood line at V is a key position that only affects the American militia from the 1st and 2nd line. Each turn after a British unit occupies V, all militia from the 1st and 2nd line receive an additional -1 modifier in subsequent maneuver checks. The negative modifier still applies to all militia units even if the British are pushed out of the key position in a later turn. The British do not suffer a negative modifier if they lose control of V on a later turn, and there is no victory point awarded for controlling the key position at the end of the game.

Special Scenario Rules

Deployment and Movement Restrictions. General Morgan deployed the American army in three successive lines. Only the two militia units in the 1st line may move at the start of the scenario. Units and leaders in the 2nd and 3rd lines must first be activated before they can move. Unactivated units do not conduct a maneuver check, unless they suffer a disorder effect from enemy artillery fire. All units in the 2nd line are activated after an enemy unit moves within 16" of the line between W-X. All units in the 3rd line are activated after an enemy unit moves within 16" of the line between Y-Z.

Historically, Morgan ordered the militia in the 1st and 2nd lines to fire two volleys before retreating. To simulate Morgan's orders, each militia unit cannot voluntarily perform rearward movement, other than to refuse a flank, until one of the following conditions are met:

- The unit fired at an enemy target at least once.
- An enemy unit has advanced past the unit's flank.
- The unit must retreat involuntarily due to a maneuver or combat effect.

An exception is made for Hayes's regiment, which temporarily occupied a forward position to support the 1st line. Hayes may voluntarily fall back before it fires to fill the gap between Thomas's and Brandon's regiments in the 2nd line. There are no restrictions on any forward movement by militia.

Open Order. In this late stage of the war, all units on both sides are trained to deploy in open order. American militia in the 1st and 2nd line may only deploy in open order or march column.

Ammunition Supply. No units can suffer from a low on ammunition effect during turns 1-6. Starting on turn 7, units cannot replenish ammunition after suffering a low on ammunition effect.