

# AWI SCENARIO

# BATTLE OF

# GUILFORD

# COURTHOUSE

## March 15, 1781

### The Scenario

The scenario recreates the entire battle of Guilford Courthouse. It can be played by two or three British and American players, takes about five hours to play, and requires a 5-ft. wide by 6-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.** The terrain consists of a series of 1 and 2-level ridges. Elevations have a continuous slope marked by a crest line. The elevations along the east table edge are the slopes of a ridge located off the table. Elevations block 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 a slope.

**Woods.** Woods are rated broken ground for movement. The lack of foliage in winter extends the line of sight out to 10". Firing stands suffer a -1 modifier for a target in partial cover when firing through woods, or a -2 if the target is in open order. In charge combat, a defending unit in woods receives a +1 modifier for favorable ground. The modifier is not cumulative when defending in both woods and on higher ground.

**Streams.** All streams are rated broken ground to cross. In charge combat a defending unit receives a +1 modifier for favorable ground if the attacker charged across a stream. The modifier is not cumulative when also defending in woods or on high ground.

**Cultivated Fields.** The fields were recently plowed. They are open ground and have no effect on movement, line of sight, or combat.

**Fences.** Wood fences are rated broken ground to cross. A section of rail fence may be dismantled equal to the width of the formation crossing the fence. A unit in open order cannot dismantle a fence. Once dismantled, a fence does not affect movement or fire combat. Fences do not block line of sight. In a maneuver check, a unit in line or open order aligned behind



The British assault the American militia in the first line. Note, the rules for open order had not been developed at the time this photo was taken.

a fence receives a +1 modifier. Firing stands suffer a -2 if the target is in open order aligned behind a fence. Fences do not provide a cover modifier for infantry in other formations or for cavalry in open order, and have no defensive modifier in charge combat.

**Roads.** Roads are in good condition. Units in march column or broken, limbered guns, and leaders may move at the road movement rate. They may cross a stream at the road movement rate.

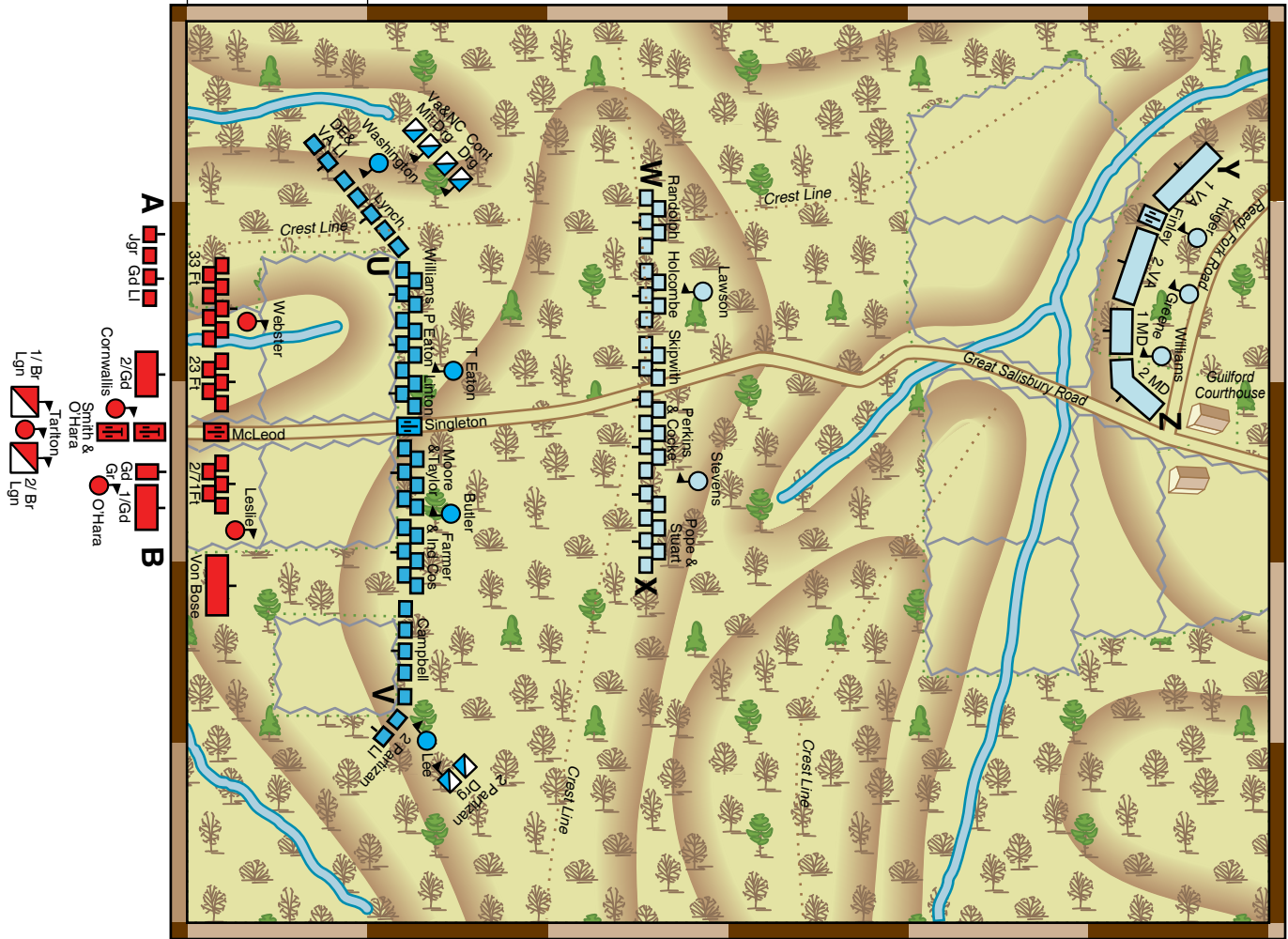
**Buildings.** All buildings are rated broken ground for movement. They have no effect on line of sight or combat.

**Friendly Table Edge.** Broken American units must retreat toward the east table edge. Broken British units must retreat toward the west 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.

300-yards  
12" / 15mm  
18" / 25mm  
9" / 6mm



## Guilford Courthouse Scenario Map



## Order of Battle

The following number of stands is needed:

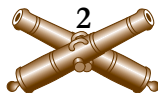
STAND	AMERICAN	BRITISH
Infantry	77	35
Infantry command	21	9
Cavalry	3	2
Cavalry command	3	5
Artillery (gun with limber)	2	3
Army leader	1	1
Brigade leader	8	4
Exceptional colonel	1	0
Total	116	58

**American Forces.** Total stands represent a force of 4,360 men and 4 guns. All units and leaders start on the table and are deployed in three successive lines.

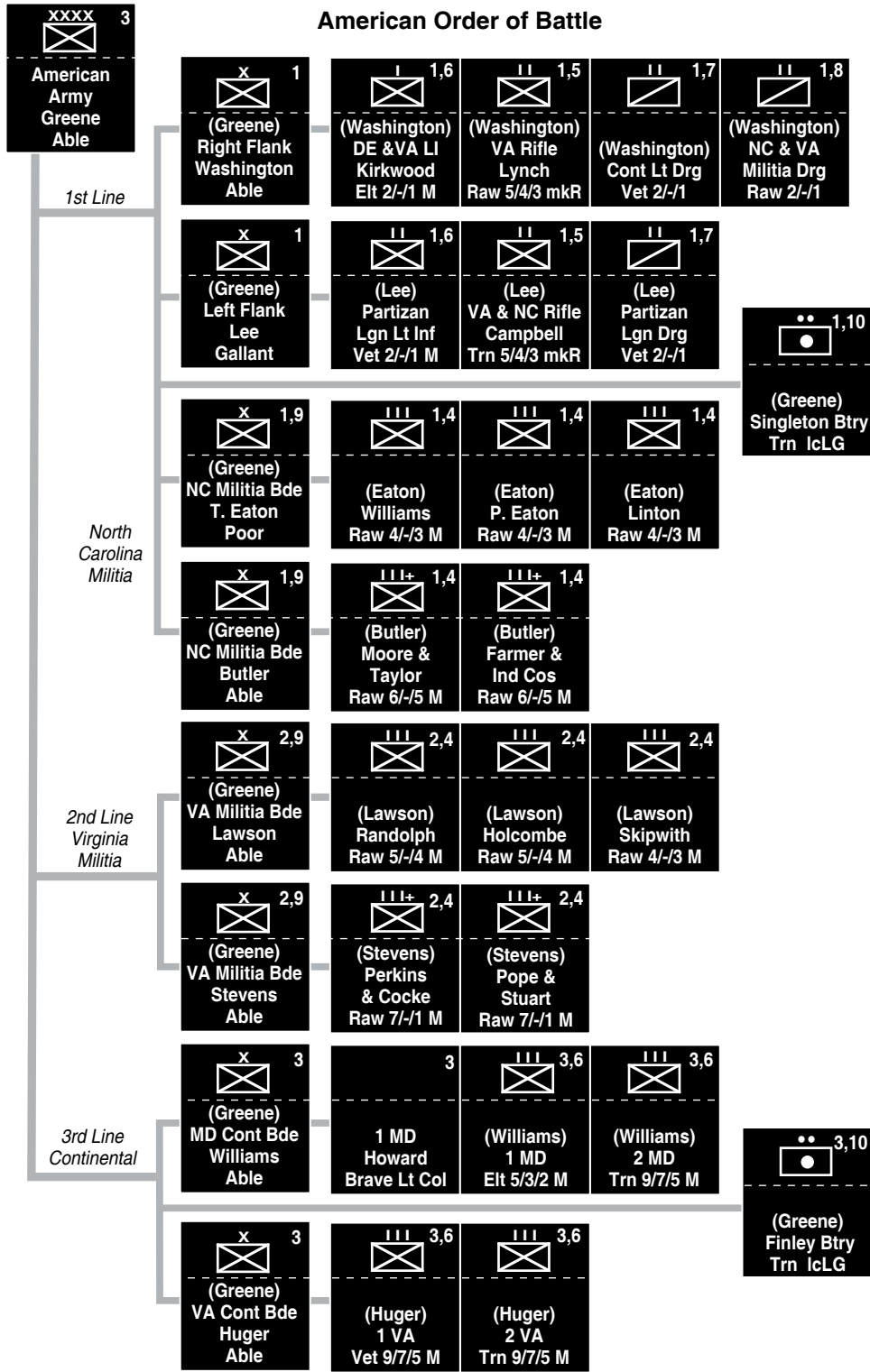
1) Only units and leaders in the 1st line are activated on turn

1: brigade leader T. Eaton with 3 NC militia regiments (Williams, P. Eaton, and Linton); brigade leader Butler with 2 NC militia regiments (combined Moore & Taylor, and combined Farmer & independent militia companies); brigade leader Washington with 2 infantry battalions (Kirkwood's DE & VA Continental Lt. Infantry, and Lynch's VA Militia Rifle Battalion), and 2 cavalry battalions (Continental Lt. Dragoons, and combined VA & NC Militia Dragoons); brigade leader Lee with 2 infantry battalions (2nd Partizan Continental Lt. Infantry, and Campbell's combined VA & NC Militia Rifle Battalion), and 1 cavalry battalion (2nd Partizan Continental Lt. Dragoons); and 1 artillery company (Singleton) unlimbered on the road. All troops are in open order.

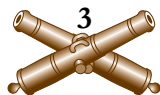
2) All units and leaders in the 2nd line are activated after an enemy unit moves within the line of sight of any one unit in the line: brigade leader Stevens with 2 VA militia regiments (combined Perkins & Cocke, and combined Pope & Stuart); brigade leader Lawson with 3 VA militia regiments



## Battle of Guilford Courthouse Scenario American Order of Battle



Photocopy and cut out labels





(Randolph, Holcombe, and Skipwith). All troops are in open order.

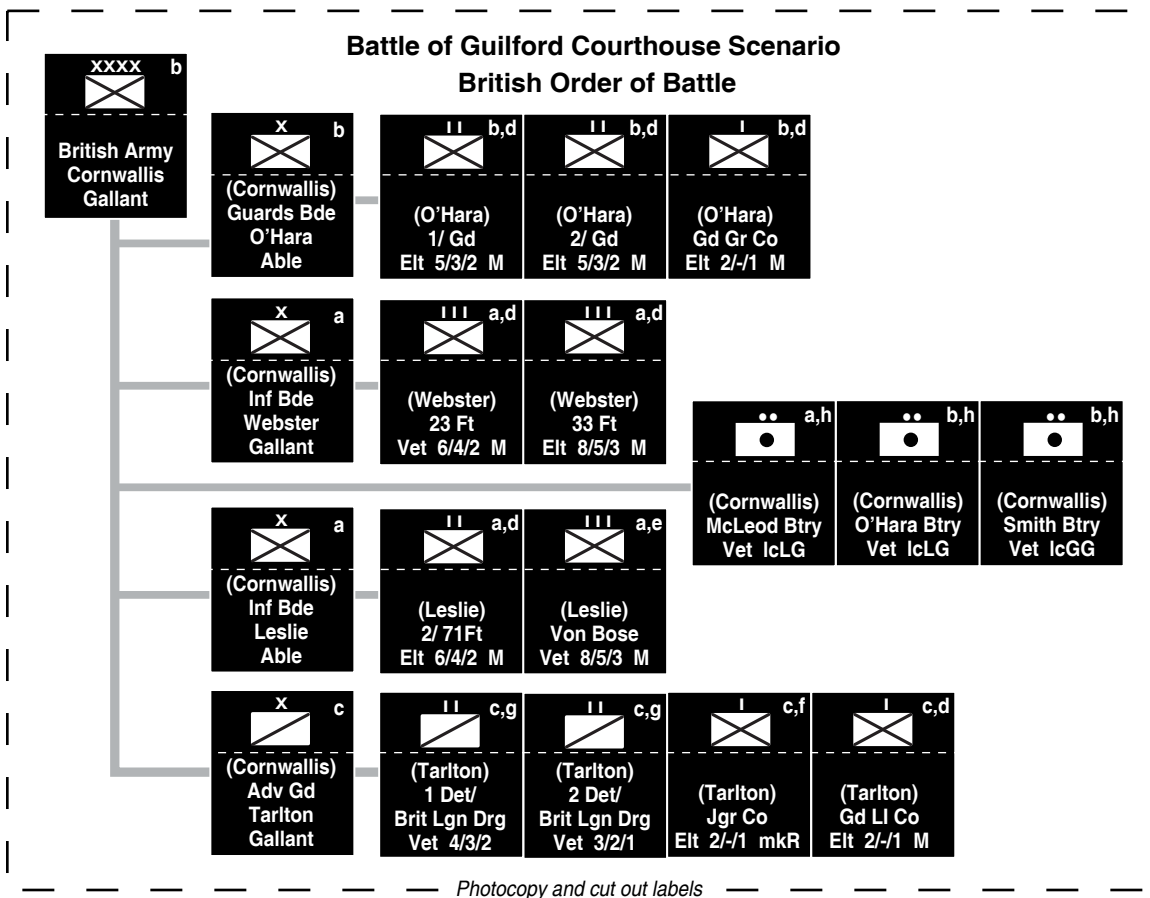
- 3) All units and leaders in the 3rd line are activated after an enemy unit moves within the line of sight of any one unit in the line: army leader Greene; brigade leader Huger with 2 Continental infantry regiments (1 VA and 2 VA); brigade leader Williams with 2 Continental infantry regiments (brave colonel Howard with the 1 MD, and 2 MD), and 1 unlimbered artillery company (Finley). All troops are in line.
- 4) Militia units armed with muskets do not carry bayonets and cannot charge with cold steel. Muskets fire buck and ball when charging or being charged. Militia only can deploy in open order or march column (see special scenario rule).
- 5) Lynch's and Campbell's militia battalions are armed with rifles and rated as marksmen (mkR). Rifle armed units do not carry bayonets and cannot charge with cold steel. They may only deploy in open order or march column (see special scenario rule).
- 6) All Continental infantry and light infantry 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.
- 7) Continental Dragoons and the 2nd Partizan Dragoons are

armed with sabers and may charge with cold steel. They may deploy in any formation, including open order, but cannot dismount.

- 8) Militia dragoons are armed with sabers and may charge with cold steel. They may only deploy in open order or march column, and cannot dismount.
- 9) The four militia brigade leaders cannot be replaced if they are removed due to a Fallen Leader effect.
- 10) Singleton and Finley maneuver as separate Continental artillery companies, each with only one gun stand. An artillery company receives a +2 modifier in its maneuver check. It only can unlimber within the command radius of an army or brigade leader. The guns are 6-pounders rated as light carriage/light gun (lcLG). The two gun stands must be adjacent and within the command radius of a leader to mass their fire on the same target.

**British and Canadian Forces.** Total stands represent a force of 2,160 men and 6 guns.

- a) Starting units and leaders: brigade leader Webster with the 23rd Foot and 33rd Foot in open order; brigade leader Leslie with the 2nd Battalion/71st Foot in open order, Von Bose Regiment in line; and 1 Artillery Company (McLeod) unlimbered on the road.
- b) Enter between A and B on turn 2: Hessian Jaeger Company





In the last phase of the battle, the British come up against the American Continentals in the third line.

- and Guards Light Infantry Company in open order behind the 33rd Foot; army leader Cornwallis with the 2nd Battalion/Guards in line behind the 23rd Foot; brigade leader O'Hara with the Guards Grenadier Company, and 1st Battalion/Guards in line behind the 71st Foot; and 2 artillery companies (O'Hara and Smith) limbered on the road.
- c) Enter between **A** and **B** on turn 3: brigade leader Tarlton with two mounted detachments of the British Legion in field column.
  - d) All British infantry, grenadiers, and light infantry are armed with muskets that fire buck and ball when charging or being charged. All units carry bayonets and may charge with cold steel. They may deploy in any formation, including open order.
  - e) The Von Bose Regiment are Hessian infantry are armed with muskets that fire buck and ball when charging or being charged. They carry bayonets and may charge with cold steel. The unit only may deploy in line, field column or march column.
  - f) The Hessian Jaeger Company are light infantry armed with rifles and rated as marksmen (mkR). They are not equipped with bayonets and cannot charge with cold steel. They only may deploy in open order or march column.
  - g) The British Legion Dragoons are armed with sabers and may charge with cold steel. They may deploy in any formation, including open order, but cannot dismount. The unit

includes one stand of the 17th Light Dragoons.

- h) McLeod, O'Hara and Smith are separate artillery companies, each with only one gun stand. An artillery company receives a +2 modifier in their maneuver check. McLeod and O'Hara are armed with 6-pounders rated as light carriage/light gun (lcLG). Smith has a light carriage, 3-pounder galloper guns (lcGG). Gun stands must be adjacent and within the command radius of a leader to mass their fire on the same target.

## Game Length

The time scale for each game turn represents 10-minutes. The game is 14 turns long starting with the British player turn at 12:10 PM, and ends after the American player turn at 2:20 PM.

## Victory Conditions

One side must achieve more victory conditions than its opponent to claim victory. Victory conditions are achieved by inflicting heavy casualties and greater losses on the enemy, and occupying the key position, as follows:

**Heavy Casualties.** The American threshold for heavy casualties is determined separately for three division-size higher commands as follows: after the North Carolina Militia, which include Eaton's and Butler's brigades in the 1st line, lose 5 troop stands (15%); after the Virginia Militia, which include Steven's and Lawson's brigades in the 2nd line, lose 6 troop stands (20%); and after the Continentals, which include Huger's and William's brigades in the 3rd line, Washington's and Lee's

commands, and include the two militia rifle battalions attached to Washington and Lee on the flanks of the 1st line, and the two artillery stands, lose 11 (25%) troop and gun stands rated as Continentals, or 14 stands lost when counting the. Losses from attached militia do not affect the Continentals. The British player achieves one victory condition only after all three American higher commands reach their threshold for heavy casualties. After each higher command reaches its threshold for heavy casualties, all units in that command receive a -1 modifier in subsequent maneuver checks.

The American player achieves one victory condition after the British forces lose 19 (35%) troop or gun stands. After the British army reaches its threshold for heavy casualties, all units 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 by the enemy army. The modifier for heavy casualties increases to a -2 for each higher command in the American army or for the entire British army when the army is currently at greater losses. The side that inflicts greater losses on the enemy at the end of the game achieves an additional victory condition.

**Key Position.** The high ground behind 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 the area above the 3" slope between 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.

## Special Scenario Rules

**Deployment and Movement Restrictions.** General Greene, after heeding the tactical advice given by General Morgan, the victor of the Battle of The Cowpens, deployed the American army in three successive lines. Only 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. All units in the 2nd line are activated after at least one enemy unit moves into line of sight, which is limited to 10" through woods with sparse foliage. All units in the 3rd line are activated after at least one enemy unit moves into line of sight. Units in the 3rd line are on a wooded elevation, which extends their line of sight to the edge of the tree line across the cleared fields to their front.

Greene ordered the militia in each line to fire two volleys before retreating. Militia units cannot voluntarily perform any rearward movement, other than to refuse a flank, until one of the following conditions are met: either the unit fired at a target at least once, or an enemy unit has advanced past east of U-V

in the 1st line, or W-X in the 2nd line, or if the unit must retreat involuntarily due to a maneuver or combat effect. There are no restrictions on any forward movement by militia, nor on any movement by Lee's and Washington's commands deployed on each flank of the 1st line.

On the first game turn, British units cannot change formation or march by the flank.

**Open Order.** The extended line formation used in the basic rules is now called **open order**. Only designated units may deploy in open order. Open order has a faster movement rate and better cover in fire combat, but receives a negative modifier in charge combat. Open order looks, maneuvers, and fights the same as an extended line. Poorly drilled units are limited to either open order or march column formations. All American militia infantry, rifle and dragoon units are poorly drilled.

Well-drilled units may deploy in all standard formations to include line, open order, field and march column. All British infantry, grenadier, light infantry and dragoons and Hessian Jaegers, American Continental infantry, light infantry and dragoons are well-drilled. Tactical doctrine does not allow the Hessian Von Bose Regiment to deploy in open order. Dragoons cannot dismount.

**Bayonets and Buck and Ball.** All American militia and rifle units do not have bayonets. They suffer a -1 modifier in charge combat and cannot charge with cold steel.

All British infantry, light infantry and grenadiers, and American infantry, light infantry and militia, are armed with muskets that fire buck and ball ammunition when charging or being charged. Lynch's and Campbell's American Rifle battalions, the Hessian Jaegers Company and Von Bose Regiment do not fire buck and ball.

**Small light infantry and cavalry units.** There are several 2-stand units on both sides. They are the two Continental light infantry companies and three dragoon troops in the American army, and the light infantry, jaeger and guard grenadier companies in the British army. These 2-stand units are not eliminated after being reduced to one stand. They may continue to maneuver and fight as a 1-stand unit. However, they may only deploy in march column or open order, and 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. The 1-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.

**Ammunition Supply.** No units can suffer from a low on ammunition effect during turns 1-5. Starting on turn 6, units cannot replenish ammunition after suffering a low on ammunition effect.

