# TABLE OF CONTENTS

1. Prepare for Play .................................................... 2
2. Victory Conditions ............................................... 3
3. Sequence of Play .................................................. 4
4. Special Rules ........................................................ 4
   Historical Scenario .................................................. 9
   The Siege of Savannah Historical Article ................... 10
   Campaign Game Reinforcement Schedule ................. 15
   Sequence of Play .................................................. 16
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:
- Continentals—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.

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.

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

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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 ...................... 2 VPs
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.

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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

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.

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: Same as case above.

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 **Ne 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.

**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.
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, “Poor Fellows, I Envy You!”

The Siege of Savannah, 1779

by

David K. Wilson

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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 defensive 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, pause 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 soldiers. 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

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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 avante-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 against 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 Charleston 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 Charleston 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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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*)

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

ORDER of BATTLE

Savannah - 1779
CAMPAIGN GAME REINFORCEMENT SCHEDULE

Turn 1

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].
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].

Turn 8
BRITISH: von Trumbach, and Royal N.C. [At HQ: May only move 1-space on turn of arrival].

Turn 9
BRITISH: Invalid Battery. [At HQ].

Turn 10
BRITISH: Negro Volunteers, and Augusta Rd. Battery. [At HQ].

Turn 11
BRITISH: Carolina Battery. [At HQ].

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:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Entry Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 – 4</td>
<td>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.</td>
</tr>
<tr>
<td>5 – 7</td>
<td>Enter at 4214 “V-2”. All artillery units have double MPs on turn of arrival.</td>
</tr>
<tr>
<td>8</td>
<td>Enter at 4105 “V-3”. All artillery units have double MPs on turn of arrival.</td>
</tr>
<tr>
<td>9</td>
<td>Enter at hex 3123 “F”. Apply restrictions cited in case “B” above.</td>
</tr>
</tbody>
</table>

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.

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