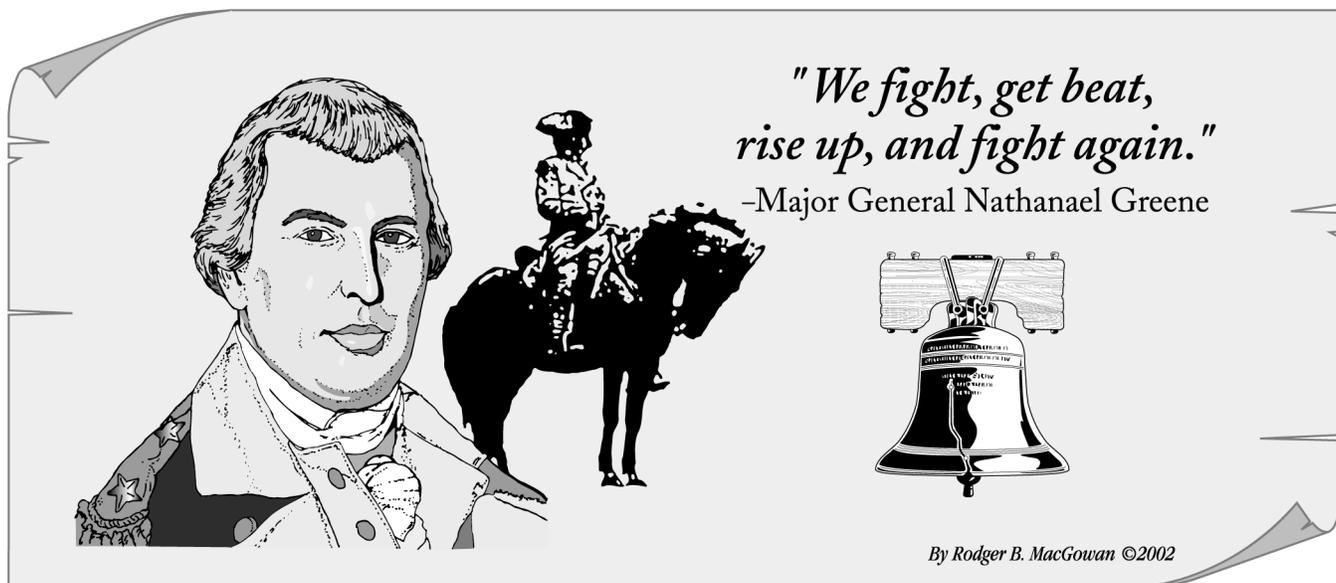


GUILFORD COURTHOUSE & EUTAW SPRINGS

Game Design by Mark S. Miklos



EXCLUSIVE RULEBOOK

TABLE OF CONTENTS

GUILFORD COURTHOUSE CAMPAIGN GAME

1. Prepare for Play	2
2. How to Win	2
3. Special Rules	3
Guilford Courthouse Historical Scenario.....	4
Guilford Courthouse Order of Battle	5

EUTAW SPRINGS CAMPAIGN GAME

1. Prepare for Play	6
2. How to Win.....	6
3. Special Rules	6
Eutaw Springs Historical Scenario	9
Eutaw Springs Order of Battle	10
Historical Commentary	12



GMT Games, LLC
P.O. Box 1308, Hanford, CA 93232-1308
www.GMTGames.com

2nd Edition

GUILFORD COURTHOUSE

1. PREPARE FOR PLAY

1.1 Color Bands and Counter Information

1.11 COLOR BANDS: The color bands that run across the top of each unit defines the following in Guilford Courthouse:

BRITISH:	AMERICAN:
Red = Regulars	No Stripe = Continentals
Green = Germans	Dk. Blue = State Troops
Yellow = Loyalists	Lt. Blue = Virginia Militia
	Green = N.C. Militia

1.12 WHITE STRIPE: All Guilford Courthouse units have a thin white stripe across their counter to help distinguish them from Eutaw Spring counters.

1.13 LEE'S VANGUARD: The following four units constitute "Lee's Vanguard": Lee's Legion Horse, Lee's Legion Foot, Campbell, and N.C. Independent Volunteers. Their 'at start' locations are shown in parenthesis on the counters.

1.2 Setup

- **American:** The American player sets up units according to their "at start" locations printed on the counter.
- **British:** The British player puts units on the Game Turn Track according to their turn of entry.

1.3 Scenario Length

The scenario begins on turn 1, (6:00 AM), and ends on turn 13, (6:00 PM), unless either side achieves a Decisive or Substantial Victory.

1.4 Player Order

The player order for turn 1 is British player followed by the American player. Thereafter, all turns will be random (determined by Initiative die rolls).

1.5 Army Morale Levels

At start levels are 14 for both players.

1.6 Momentum Chits

The British start with 1 momentum chit.

1.7 Retreat Direction Priority

- **British:** South, Southwest, West,
- **American:** North, Northeast, East,

2. HOW TO WIN

2.1 British Decisive Victory

The British can win a decisive victory in two ways:

2.11 As soon as they exit six SPs of British or British allied combat units, excluding artillery, off the board between hexes 2429 and 2433 inclusive (designated by infantry silhouettes).

DESIGN NOTE: If the British player can exit the stipulated units off the board on the designated hexes he is considered to have gotten behind the American army and astride the road to Speedwell's Iron Works. This was the primary American depot in the region and was located approximately 12 miles from the battlefield. If taken by the British, the American Army would have been crippled, its militia dispersed and its effectiveness neutralized. Short of annihilating the Americans on the field of battle this would have been the kind of setback Cornwallis hoped to deliver.

2.12 As soon as they capture or eliminate General Greene and eight SPs of Continentals, excluding artillery.

DESIGN NOTE: No previous American commander proved as successful as Greene. His loss, together with the cadre of veteran Continentals that comprised the Southern Army, would break the back of American resistance in the south.

2.2 American Decisive Victory

The Americans win a decisive victory as soon as they capture or eliminate General Cornwallis and 16 SP's of British or British allied combat units, excluding artillery and the Royal North Carolina Provincial Regiment.

DESIGN NOTE: Eliminating Cornwallis and half of the remaining British forces in the army would be a crushing defeat, leaving only garrison forces in the south to be mopped up.

2.3 Substantial Victory

See 16.3 in the Series rules.

2.4 Marginal Victory

2.4.1 American Marginal Victory: Assuming no Decisive or Substantial victory, a Marginal victory will be awarded if the British fail to meet their Marginal Victory conditions.

2.4.2 British Marginal Victory: Assuming no Decisive or Substantial victory, a Marginal victory will be awarded if he has a margin of 2 or more VPs than the American player.

2.5 Leader Loss VPs

The American player earns VPs for the capture or casualty of the following British leaders:

Cornwallis:	2 VPs	O'Hara:	1/2 VP
Leslie:	1 VP	Webster:	1/2 VP
Tarleton:	1 VP		

The British player earns VPs for the capture or casualty of the following American leaders:

Greene:	3 VPs	Stevens:	1/2 VP
Lee:	1 VP	Eaton:	1/2 VP

2.6 Victory Hexes:

The following hexes are worth 1 VP to the player who controls them at game end: Hexes 1718, 0927 and 1832. All 3 are con-

sidered American controlled at start.

Control is defined as either occupying them with a non-artillery combat unit, or being the last to pass through them. Enemy ZOC will negate control of these hexes.

Exception: If the British control the Guilford Courthouse hex (1832), the American player gets no points for *any* victory hexes he controls.

3. SPECIAL RULES

3.1 Special British Artillery Fire

On any ONE TURN in the game in which the American player is conducting Close Combat against British player units that are within range and line of sight of a Parade Order British artillery unit, the British player may ‘fire’ into the melee. This is abstracted, however, and no actual British artillery fire takes place. Instead, the odds in that American attack are reduced two column shifts to the left. This rule can be used even if the British guns already fired during the defensive artillery fire phase of the current game turn.

DESIGN NOTE: At the height of the battle, after the British Guards had overrun the 2nd Maryland and captured its artillery, the 1st Maryland and Washington’s Dragoons launched a ferocious counterattack. Victory or defeat hung in the balance. This was the deciding moment of the battle as Cornwallis sought to breach Greene’s 3rd and final line of defense. Seeing his Guards getting the worst of the melee he ordered his own artillery to fire canister and grape into the swirling mass of men, over the protests of his own officers. While the resultant slaughter was indiscriminant, and many British Guardsmen fell among their American adversaries, the fire had the desired effect. The American counterattack was broken. With more British units coming up and forming for assault Greene decided to give up the field and retire to his base twelve miles away.

3.2 British Loyalists and Virginia State Troops

Neither the British Loyalists nor the Virginia state troops suffer a negative modifier when in Close Combat with enemy regulars. (N.C. and/or Virginia militia does, however, as in other games.)

3.3 Tarleton



Tarleton is a demi-leader for the play of tactics chits for himself only. If stacked with any other units, or if involved in a multi-hex attack, he loses this capability.

3.4 Lee’s Legion



Lee’s Legion Horse, representing Light Horse Harry Lee, is a demi-leader for the play of tactics chits for himself and the other units in Lee’s Vanguard (see 1.13). If stacked with any other units, or if involved in a multi-hex combat with any other units, he loses this capability.

3.5 Generals Eaton and Stevens

• General Eaton may only command N.C. militia, including the Marquis de Bretigny and the N.C. Independent volunteers.

• General Stevens may only command Virginia militia, including Campbell, and Lynch.



SENIORITY: If N.C. and Virginia militia is stacked together, and if the same stack also contains both Generals Eaton and Stevens, then General Stevens may command the mixed stack.

SINGLETON’S CONTINENTAL ARTILLERY: This unit is ‘attached’ to the militia. It can draw command and control from either General Eaton or Stevens throughout the game.

3.6 The Marquis de Bretigny



COMBAT EFFECTS:

- Has one (1) SP when defending alone in a hex
- Cannot attack when alone in a hex, even if participating in a multi-hex combat
- If stacked with other units, contributes 1 SP to the combat
- Cannot be the lead unit if other Parade Order units are in the combat

MOVEMENT RESTRICTIONS: The Marquis de Bretigny may not move west of hex grid xx11.

SCREENING ROAD MOVEMENT: If the Marquis is alone and exerting a ZOC over the road net, and if Tarleton, using regular movement rate, is able to move adjacent, then the Marquis is considered screened. Any British infantry units coming up from behind would be permitted to use road movement to move adjacent and attack him that turn (This is an exception to Series Rule 9.5 (Strategic Movement)). In this case the attacking British infantry have their strength reduced by half, rounded down. Each British unit is rounded down individually. Thus, 1 SP units would not be permitted to attack. The British attack receives a –1 DRM for ‘hasty assault.’

DESIGN NOTE: The French Marquis de Bretigny was in command of an assortment of N.C. mounted militia units assigned to vidette and outpost duty along the expansive road net surrounding the community of Guilford Courthouse. These troops were of inferior fighting quality and could offer only minimal resistance when operating alone.

3.7 American Sortie Restrictions

Except for Lee’s Vanguard and the Marquis de Bretigny, Greene’s army may not move until released. Release occurs after contact with the enemy or on turn 6, whichever occurs first.

CONTACT: Contact with the enemy is defined as fire combat, close combat, or LOS from any American unit to a British or British allied unit, excluding light infantry or dragoons. If contact occurs, Greene will release two turns after the turn of contact, unless this would occur after turn 6. Mark the turn track to remind players when Greene’s army can sortie.

AUTOMATIC SORTIE: Greene sorties automatically on game turn 6 (This is when Lee historically returned to the main Amer-

ican lines). Once released, neither the N.C. and Virginia militia nor the Continental artillery may move west of Little Horse Pen Creek or south of Sawpit Branch.

NOTE: Lynch's rifles are Virginia militia but are not restricted by this rule. All other American units are free to move anywhere.

DESIGN NOTE: Greene deployed his army in a defensive posture upon the advice of Daniel Morgan, who had used this 3-line array to such decisive effect at The Cowpens. Greene knew the British were coming toward him and was committed to awaiting their assault. These rules are designed to somewhat restrict the American player from selecting a course of action that would be ahistorical with the advantages of 20/20 hindsight. (This rule does not apply to the Historical Scenario since it picks up the action at the point of the British assault and eliminates the opportunity for early maneuver).

3.8 Reinforcements

Arriving units appear on hex 0201, marked "B," at no cost and may move off normally. They may use Strategic Movement rates. If this hex is occupied by American units, British units may appear in adjacent hexes and move at 1/2 MPs, rounded down. Reinforcements may be delayed if desired per Series Rule 9.61.

3.9 Guilford Courthouse, McCuiston Plantation House and the New Garden Meeting House

MOVEMENT EFFECTS: Movement into these hexes is prohibited to artillery and dragoons. It cost 1 MP for all others.

COMBAT EFFECTS: Units defending in these three hexes receive a -1 DRM against Rifle and Artillery Fire and a -1 DRM in Close Combat.

NOTE: All other buildings on the map have no effect.

3.10 N.C. Militia



Neither the British player nor the American player receives Army Morale adjustments, (positive or negative), for captures and casualties inflicted upon N.C. militia combat units, including the Marquis de Bretigny. Singleton's 'attached' artillery is not included in this special calculation; It is treated in the standard way.

N.C. militia combat units are worth 1/2 VP to the British player for every two units, round down, regardless whether captured, eliminated, or shattered.

EXAMPLE: 1 unit = 0 VP, 2 or 3 units = 1/2 VP, etc.

MOMENTUM CHITS: Momentum cannot be gained by the British player in Close Combat against an all-N.C. Militia force.

DESIGN NOTE: These were the most "suspect" units in Greene's army. They were untrained and undisciplined and were asked to only stand long enough to fire a volley or two. With the exception of the Surry County Militia they performed as both commanders expected and melted away into the forest.

3.11 Lee's Vanguard Optional Deployment

Lee's Vanguard may deploy anywhere north of hex row 08xx and east of Little Horse Pen Creek. If you use this rule, accelerate

the arrival of all British units by 1 turn. (Turn 2 units arrive with Tarleton on turn 1, turn 3 units arrive on turn 2, etc.).

4. Guilford Courthouse Historical Scenario

4.1 British Setup:

Hex	Unit
1720	Brigadier General O'Hara, 2nd Bn Guards, MacLeod's Artillery
1619	Major General Leslie, 2Bn Fraser's Highlanders
1520	v. Bose Regiment
1819	Colonel Webster, Royal Welsh Fusiliers
1920	33rd Regiment of Foot
1519	1st Bn Guards
1719	Lieutenant General Cornwallis, Grenadiers
1818	Light Infantry, Jaegers
1718	Tarleton's Legion

British Units Not Used: Royal North Carolina Loyalists and the Royal Fusiliers

4.2 American Setup:

Set up units per their "at start" hex designations except for the following units:

Hex	Unit
1523	Campbell's VA Militia, Lee's Legion Ft
1223	Lee's Legion Dragoons
1726	N.C. Independent Volunteers (reduced)

American Units Not Used: Marquis de Bretigny

4.3 Scenario Length

The game begins on Turn 8 (1 PM) and ends on Turn 12 (5 PM).

4.4 Momentum

The British begin the scenario with 1 Momentum Chit.

4.5 Army Morale

The at-start Army Morale is 14 for both sides.

4.6 Initiative Order

The British move first on Turn 8. The initiative is determined randomly on all other turns by Initiative die roll.

4.7 Special Rules

4.7.1 N.C. Militia: Army Morale and Victory Points for eliminated or captured N.C. Militia units are handled the same as in the campaign game (see 3.11).

4.7.2 British Army Morale Bonus: The British receive a +1 Army Morale bonus IF:

- There are no American combat units on the fence line along the east edge of Hoskin's field (hexes 1523, 1623, 1723, 1823, 1923, and 2022) by the end of Turn 8 (i.e., the first turn of the scenario) AND:

- At least two of the six hexes are occupied by British Combat units.

The British player receives +1 Army Morale as soon as the conditions above are met.

4.7.3 Victory Points

- No VPs are awarded for control of hexes 0927 or 1718.
- Guilford Courthouse (hex 1832) is worth 1 VP to the player controlling it at the end of the scenario. The American player controls this hex at the start of the scenario.

- The British player controls Guilford Courthouse if they occupy it with a Parade Order combat unit (excluding artillery) and there is no American ZOC in the hex.

4.7.4 Victory conditions are the same as in the campaign game (see Section 2).

4.7.5 Rule 3.7, American sortie restrictions, is not used in this scenario.

ORDER of BATTLE GUILFORD COURTHOUSE

Grand Army of the Southern Department

Major General Nathanael Greene

CONTINENTALS

Maryland Brigade (*Col. Otho Williams*)

1st Maryland Regiment (*Col. John Gunby*)

2nd Maryland Regiment (*Lt. Col. Benjamin Ford*)

Delaware Infantry Company (*Captain Peter Jacquet*)

Washington's Legion (*Lt. Col. William Washington*)

1st & 3rd Continental Dragoons [elements]

N.C. and Virginia Mounted Militia [elements]

Delaware Infantry Company (*Captain Robert Kirkwood*)

Lee's Legion (*Lt. Col. Henry "Light Horse Harry" Lee*)

1st Continental Artillery (*Major Harrison*)

Singleton's Battery (*Captain Anthony Singleton*)

Finley's Battery (*Captain Samuel Finley*)

STATE TROOPS

Virginia Brigade (*Brigadier General Isaac Huger*)

Green's State Regiment (*Lt. Col. John Green*)

Hawes' State Regiment (*Lt. Col. Samuael Hawes*)

MILITIA

Butler's N.C. Brigade (*Brig. General John Butler*)

Orange County

Granville County

Guilford County

Rowan County

Surry County

Eaton's N.C. Brigade (*Brig. General Pinkertham Eaton*)

Warren County

Halifax County

Edgecombe County

N.C. Independent Rifle Corps (*Colonel William Preston*)

Stevens' Virginia Brigade (*Brig. General Edward Stevens*)

Augusta County

Rockbridge County

Berkeley County

Lawson's Virginia Brigade (*Brigadier General Robert Lawson*)

Henry County

Botetourt County

Pittsylvania County

Mecklenburg County

Goochland County

Prince Edward County

Nottoway County

Campbell's Rifle Regiment (*Col. William Campbell*)

Lynch's Rifle Regiment (*Col. Charles Lynch*)

British Southern Army

Lt. General Charles (2nd Earl) Cornwallis

Major General Alexander Leslie

REGULARS

Brigade of Guards (*Brig. General Charles O'Hara*)

1st Battalion Guards (*Lt. Col. Norton*)

2nd Battalion Guards (*Lt. Col. Stewart*)

Light Infantry

Grenadiers

British Legion Infantry [attached]

71st "Highland Scots" Regiment of Foot (*Col. Fraser*)

2nd Battalion

23rd "Royal Welch Fusiliers" Regiment of Foot (*Col. James Webster*)

33rd Regiment of Foot ("Cornwallis")

Remnants of 17th Dragoons and 7th "Royal Fusiliers" Regiment of Foot [Cowpens survivors]

4th Battalion Royal Artillery

Section (*Lt. John MacLeod*)

(GERMAN MERCENARIES)

Musketeer Regiment Von Bose (*Lt. Col. De Buiy*)

Jaeger Battalion

Anspach-Beyreuth Company

Hesse-Kassel Company

LOYALISTS

British Legion (*Lt. Col. Banastre "Bloody" Tarleton*)

Royal N.C. Regiment (*Lt. Col. John Hamilton*)

EUTAW SPRINGS

1. PREPARE FOR PLAY

1.1 Color Bands

The color bands that run across the top of each unit defines the following in Eutaw Springs:

BRITISH:

- Red = Regulars
- Yellow = Loyalists
- Brown = Militia

AMERICAN:

- No Stripe = Continentals
- Dk. Blue = State Troops
- Lt. Blue = Militia
- Green = Partisans

1.2 Setup

- **British:** The British Player sets up units according to their “at start” locations printed on their counter. The 19th and 30th regiments are optional reinforcements (see 3.20).
- **American:** The American Player places all units on the Game Turn Track according to their turn of entry.

1.3 Scenario Length

The scenario begins on turn 1 (7:00 AM) and ends on turn 10 (4:00 PM), unless either side achieves a Decisive or Substantial victory.

1.4 Army Morale

At start army morale is 14 for the Americans and 13 for the British.

1.5 Momentum Chits

The Americans start with 1 momentum chit.

1.6 Player Order

Turns 1 & 2 are American Player turns only. The player order for turn 3 is conditional pending the outcome of close combat between American forces and the British foraging party on turn two (see 3.2). Turns 4–10 are random player order (determined by Initiative die roll).

1.7 Retreat Direction Priority

British: East, Northeast, Southeast

American: West, Northwest, Southwest

2. HOW TO WIN

2.1 American Decisive Victory

The Americans win a decisive victory at the end of any game turn in which they occupy hex 1108, without the presence of a British ZOC, and eliminate or capture 14 SPs of non-artillery British and/or Provincial combat units, excluding militia. A minimum of 8 of these SPs must be British regulars.

2.2 British Decisive Victory

The British win a decisive victory the moment they eliminate or capture Greene and 12 SPs of non-artillery American combat units, excluding militia. A minimum of eight of these SPs must be Continentals.

2.3 Substantial Victory

See 16.3 in the Series Rules.

2.4 Marginal Victory and Draw

Assuming no automatic victory, a marginal victory will be awarded to the player with a margin of victory of 3 or more points. A tie, or a margin of victory of 1 or 2, will be considered a draw.

2.5 Leader Loss VPs

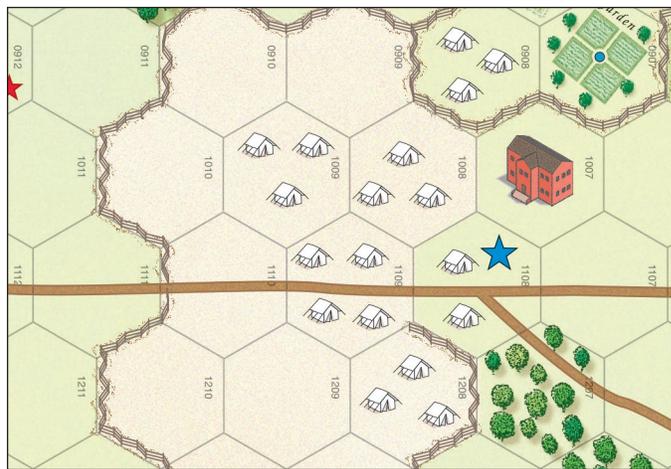
The American player earns VPs for the capture or casualty of the following British leaders:

Stuart:	2 VP
Majoribanks:	1 VP
Coffin:	1/2 VP

The British player earns VPs for the capture or casualty of the following American leaders:

Greene:	2 VP
Hampton:	1/2 VP
Swamp Fox:	1 VP

NOTE: This VP is *in addition to normal adjustments for elimination or capture of the unit. For example, if the Swamp Fox were eliminated it would be worth 2 VPs per the Victory Point Schedule found on the Player Aid Card and worth an additional 1 VP for the loss of the leader.*



2.6 British Encampment Victory Hexes

Whichever player controls the majority, (4/7), of the encampment hexes at the end of the game gets three VPs. Control is defined as occupying, or being the last to pass through, with a combat unit, (exception: artillery) regardless of ZOC. The Wantoot Plantation house is considered to be an encampment hex. All seven hexes are British controlled at start.

3. SPECIAL RULES

3.1 Turns 1 and 2

Turns 1 and 2 are American Player turns only. On turn 1, however, the American player *does not* get to use Strategic Movement.

3.2 Turn 3 Player Order

The player order for turn 3 is conditional pending the outcome of close combat between American forces and the British foraging party on turn two. If the combat result is “no effect,” or if the foraging party successfully retreats, the British Player gets the initiative on turn 3 (Members of the foraging party escape and raise the alarm). Any other result and the Americans get the initiative on turn 3 (The foraging party is overrun and the British are caught napping).



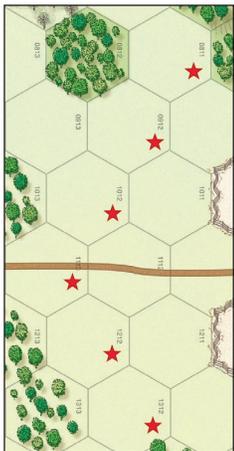
3.3 The Foraging Party

The sole function for this unit is to determine the initiative for turn 3 as explained in 3.2 above. It has the following characteristics:

- May not attack, but may defend, (SPs are in parenthesis)
- May not move until attacked, (MPs are in parenthesis)
- Has a ZOC
- Causes no gain or loss of AM points, is worth no victory points, and does not cause the American player to gain momentum.

DESIGN NOTE: Despite reports from American deserters, the British commander gave testimony after the battle that he was completely surprised by the appearance of the American Army. Sensing no threat he sent an unarmed “rooting” party with a small mounted escort to forage for sweet potatoes on the morning of the battle. This work detail was overrun by the American vanguard. A handful of survivors made it back to the British camp to raise the alarm. British forces scrambled into line of battle just west of their encampment where they met the fury of the fully deployed American attack.

3.4 The British Perimeter



The following 7 hexes constitute the British Perimeter: 1113, 1012, 0912, 0811, 1212, 1312, and 1411. As soon as American combat units (except artillery) occupy or pass through any 4 of the 7 hexes, the British player loses 1 step of Army Morale. The adjustment occurs immediately and is a one-time event. Subsequent maneuver by both armies, relative to the British perimeter, will not affect British Army Morale.

DESIGN NOTE: The British perimeter was added to the design as an inducement for the British player to attempt a stand west of or within his encampment area, which is historically accurate, rather than defending “behind” his encampment in order to “mis-use” the rules governing looting. In other words, Lt. Col. Stuart couldn’t know and certainly wouldn’t have planned

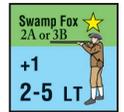
on American units breaking ranks and to allow the British player this luxury, without penalty, would be to “game” the history in a way totally out of context with the historical reality.

3.5 American Surprise Attack

On the first turn in which any American units have close combat with any British Player unit(s), with the exception of the foraging party, shift one column left or right on the Close Combat table in the American player’s favor for that close combat phase only (i.e.: 1:1 becomes either 3:2 or 1:2 depending on whether the American is attacking or defending). Fire combat is not affected.

3.6 The Swamp Fox

- The Swamp Fox is a demi-leader for the play of tactics chits for himself and any militia with whom he is stacked. If stacked with any other units, or if involved in a multi-hex combat with any other units, he loses this capability.
- Has a Leadership DRM of +1 as a modifier on the looting table (see 3.11).
- Provides a Leadership DRM of +1 during attempts to rally from Disordered status for himself and any Militia unit he is stacked with.



NOTE: If the Swamp Fox is Disrupted he loses the ability to modify the looting and rally from disorder die rolls. If disordered, however, he still applies the +1 Leadership DRM to the disorder rally attempt for himself and any Militia he is stacked with.

3.7 Coffin and Majoribanks

John Majoribanks (pronounced “March-banks”) and John Coffin are both Majors, but Majoribanks is a Regular. If stacked together, Majoribanks will be in command.

MAJOR COFFIN: May only command Loyalists and/or Tory militia.

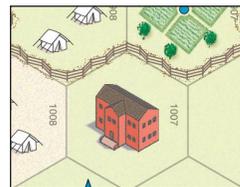


3.8 Wade Hampton



May only command State Troops, Partisans, and/or militia. Exception: if the force is *all* dragoons, it may contain Continentals.

3.9 The Wantoot Plantation House



3.9.1 MOVEMENT EFFECTS: Movement into this hex is prohibited to artillery and dragoons. It cost 1 MP for all others.

3.9.2 ZOC And Line Of Sight: ZOCs extend out of this hex, but not into. This hex blocks LOS.

3.9.3 Combat Effects: Close combat is not mandatory for units inside. Units defending in this hex receive the following benefits:

- +1 to morale checks
- 2 to fire combat against units inside
- 1 to the attacker in close combat against units inside

3.9.4 Retreat & Disruption:

- For Retreat results the lead unit is not required to retreat and other units in the hex do not have to make morale checks.
- Units suffering a Disrupt result must retreat three hexes per Series Rule 13.3. Other units in the hex have to make morale checks normally per Series rule 13.1.

TERRAIN NOTE: The garden (hex 0907) has no effect on play.

3.10 British Encampment Hexes

Tent encampment hexes do not block line of sight, but the plantation house does. When an American unit enters a British encampment hex for the first time it ends all movement for the turn. Place an encampment marker on the hex with the American control side up and check for looting (see 3.11). If an encampment hex is re-occupied by the British player, flip the encampment marker over to its British control side.

NOTE: Looting can only occur one time (i.e., the first time an American Unit or stack enters the hex) for each Encampment Hex. Any American units that subsequently enter an encampment hex are not subject to 3.11.

LOOTING TABLE

American Unit Type	Disordered die roll
Lee's Legion, (foot and horse), and Kirkwood	0
Maryland Bde.	0-2
Virginia Bde., Washington's Drgns, and Browne's Artillery	0-4
N.C. Bde, Gaines' Artillery, Swamp Fox and State Troops, (foot and horse)	0-6
Militia	0-8

3.11 Looting Procedure

- The first American combat unit, including artillery, that enters a previously unlooted British controlled encampment hex must immediately check for "LOOTING". Note: this can occur either during the movement phase or during advance after combat, but not during retreat.
- The unit or units entering the Encampment Hex roll on the LOOTING TABLE to see if they become Disordered. The Leadership DRM of a commanding leader may be added to the die roll. The Swamp Fox has a +1 Leadership DRM if moving with Militia.

NOTE: Unit morale *is not* taken into account on the looting table.

- Units that roll within the range or specific number on their line of the Looting Table become Disordered and should have a Disordered marker placed on them.

3.11.1 DISORDER EFFECTS:

- Cannot move or attack
- Defend at 1/2 SPs, rounded up (a 1 SP unit would still be a 1)
- Has no ZOC
- Disordered rifles and artillery cannot fire
- -1 modifier in close combat
- Cannot be the lead unit if stacked with Parade Order combat units
- Is captured if it suffers a PIN result in Close Combat
- If the unit suffers a Retreat, Disrupt, or step loss result it does so normally and the disorder marker is removed

NOTE: Units may remain Disordered indefinitely.

3.11.2 RALLY FROM DISORDER: A player may attempt to rally his disordered units during his Rally Phase of the next game turn. Friendly leaders may assist in the rally attempt in the normal way. Whereas unit morale was not considered on the looting table, it is used in the normal way during the rally from disorder die roll.

DESIGN NOTE: After initial British resistance, especially on the American left flank, their lines began to break en echelon from their left to their right. American pursuit swept the retiring British right through their encampment. With utter victory within it's grasp the American army now faltered as tired, hungry and thirsty men broke ranks to help themselves to the spoils of war that were everywhere plentiful among the British tents. Indeed many breakfasts were still on the cook fires. American officers tried in vain to restore order, a task made even more difficult when the rank and file discovered the cache of British rum in the camp. This interlude gave the British time to rally and counterattack with great effect. Greene was forced to give up the field.

3.13 Black Jack Oak

MOVEMENT EFFECTS: Artillery and dragoons are prohibited from entering these hexes.

ZONE OF CONTROL: ZOCs extend out of but not into Black Jack Oak hexes.

COMBAT EFFECTS:

- Units defending in a Black Jack Oak hex receive a -1 fire DRM and a -2 Close combat DRM.
- All cavalry units as well any additional units participating in an attack into Black Jack Oak when cavalry is the lead unit, are prohibited from advancing after combat if the defender's hex is vacant. *Note: this is an exception to Series Rule 12.2, Step 9.*

DESIGN NOTE: This represents near impenetrable thickets of scrub oak, briars, brambles and vines located on the British right along the banks of the Santee River. Here British Major Marjoribanks (pronounced, March-banks), anchored the British line and held even after the rest of the forward British position had collapsed. He repulsed several American attempts to dislodge him, even wounding and capturing American cavalryman William Washington, before eventually retiring in good order to the Wantoot Plantation house.

3.14 Swamp hexes

- The only unit that may enter swamp hexes is the Swamp Fox.
- ZOCs extend out of but not into swamp hexes.
- **COMBAT EFFECTS:** The Swamp Fox receives a -1 DRM for Close Combat when defending in a swamp hex. This is the only unit that can receive this benefit.



3.15 Santee River

MOVEMENT EFFECTS: Units may enter Santee River hexes and move up and down the river paying the terrain cost of the other terrain in the hex. The only unit that may cross the River on a non-ferry hex is the Swamp Fox. The Swamp Fox can cross the River at any point by starting his movement phase in a River hex and spending all his movement points to cross (place the “Swamp Fox is Crossing the Santee River” marker on the Swamp Fox counter to denote this). He can exit normally on the opposite shore the following turn.

COMBAT EFFECTS: While on a river hex in the act of crossing, the Swamp Fox provides the attacker with a +1 fire DRM, and a +2 Close Combat DRM.

3.16 Nelson’s Ferry

MOVEMENT EFFECTS: Entering the Nelson’s Ferry hex cost Lt. Infantry, Infantry, Militia and Leaders 2 MPs. It cost artillery 3 MPs, and dragoons 4 MPs to enter. It does not cost any extra MPs to exit the Nelson’s Ferry hex.

COMBAT EFFECTS: Units defending in the Nelson’s Ferry hex provide the *attacker* with a +1 Close Combat DRM.

3.17 Morale Adjustments

Leader Casualties/Capture

Stuart	+1/-1
Majoribanks	+1/-2
Coffin	+0/-1
Greene	+2/-3
<i>Plus American player surrenders 1 Momentum chit</i>	
Hampton.....	+0/-1
Swamp Fox	+1/-2

NOTE: The Army Morale adjustments listed are *in addition* to standard adjustments for elimination or capture of the unit. For example, if the Swamp Fox was captured the Army Morale adjustment would be +1/-1 per the Army Morale Adjustment table found on the Player Aid Card **and** there would also be an additional Army Morale adjustment of +1/-2 for the loss of the leader.

3.18 Variable Entry

The Swamp Fox and the S.C. Militia rifles have variable entry as indicated on the counters. They may enter together or separately.

3.19 Close Combat DRMs

Neither Partisans, State troops, nor Loyalists suffer a negative modifier when in close combat with enemy regulars. Militia alone do, however, as in the other games.

3.20 Optional British Reinforcements

The British have two partial regiments of reinforcements heading their way from Charleston. They arrive on turn 7 at either entry hex C or D, but must enter together at the same hex. The entry hex costs no MPs. They *may not* use road bonus on the turn of entry. The British player must secretly declare, at the start of the game, whether to use these troops. If so, this should be noted on a piece of paper and be revealed on the British half of Turn 7. If using these reinforcements one point of Army Morale is surrendered upon entry.

DESIGN NOTE: Historically, they arrived the next day and took no part in this battle. This optional rule allows the British player to force-march the reinforcements at the cost of an Army Morale point.

4. EUTAW SPRINGS HISTORICAL SCENARIO

4.1 British Setup:

<i>Hex</i>	<i>Unit</i>
0913	Irish Buffs
1013	NY Volunteers
1113	de Lancey, Lt. Artillery
1213	Skinner’s Greens
1313	63rd
1412	64th
1310	Coffin, Ninety Six District Militia, Charleston Horse

Majoribanks & Lt. Infantry: In any Blackjack Oak hex.

Grenadiers: With or east of any British unit.

Sheridan’s Rifles: With or east of any British unit.

Stuart: With any British player unit.

Not Used: 19th, 30th, and the Foraging Party

4.2 American Setup:

<i>Hex</i>	<i>Unit</i>
0817	Palmetto Foot
1016	Pickens/Sumter
1116	NC Militia, Gaines Artillery
1216	Swamp Fox
1417	Lee’s Legion Foot, Lee’s Legion Horse
0919	Maryland Brigade
1119	Virginia Brigade, Browne Artillery
1319	NC Brigade
0820	Hampton, Palmetto Horse
1022	Washington’s Dragoons
1122	Kirkwood

SC Militia Rifles: Anywhere with or west of another American unit.

General Greene: With any American player unit.

4.3 Scenario Length

The game begins on Turn 4 (10:00 AM) and ends on Turn 10 (4:00 PM).

4.4 Momentum

The American player begins the scenario with 1 Momentum Chit

4.5 Army Morale

At start Army Morale is 14 for the Americans and 13 for the British

4.6 Initiative Order

The American player goes first on turn 4. After that, the turns are random player order (determined by Initiative die roll).

4.7 Rules Not Used

- Optional British Reinforcements (3.20)
- Foraging Party (3.3)

4.8. The British Perimeter

Rule 3.4 is in effect

4.9 Victory

Victory is determined the same way as in the campaign game.

ORDER of BATTLE EUTAW SPRINGS

Grand Army of the Southern Department

Major General Nathanael Greene

CONTINENTALS

Maryland Brigade (*Col. Otho Williams*)

1st Battalion (*Lt. Col. John Eager Howard*)

2nd Battalion (*Major Henry Hardman*)

Delaware Light Infantry Company (*Capt. Robert Kirkwood*)

Virginia Brigade (*Lt. Col. Richard Campbell*)

1st Battalion (*Major Sneed*)

2nd Battalion (*Capt. Thomas Edmunds*)

Va. Continental Cavalry (*Lt. Col. William Washington*)

Va. Artillery Detachment (*Capt. William Gaines*)

N.C. Brigade (*General Jethro Sumner*)

1st Battalion (*Col. Ashe*)

2nd Battalion (*Major Armstrong*)

3rd Battalion (*Major Blount*)

Lee's Legion (*Lt. Col. "Light Horse Harry" Lee*)

Browne's Independent Artillery (*Captain Browne*)

STATE TROOPS

S.C. "Palmetto" Battalion (*Col. Wade Hampton*)

Foot (*Col. William Henderson*)

Horse (*"Hampton"*)

MILITIA & PARTISANS

S.C. Combined Brigade (*Brigadier General Andrew "Fighting Elder" Pickens*)

Pickens' Brigade (*"Pickens"*)

Sumter's Brigade (*Brigadier General Thomas "Gamecock" Sumter*)

N.C. Brigade (*Col. Francis the Marquis de Malmedy*)

Marion's Brigade (*Brigadier General Francis "Swamp Fox" Marion*)

S.C. Militia Rifles

British Garrison Forces

Lt. Col. Alexander Stuart

REGULARS

Flank Companies (*Major John Majoribanks **pronounced "March-banks"*)

Light Infantry

Grenadiers

3rd "Irish Buffs" Regiment of Foot (*"Stuart"*)

63rd Regiment of Foot

64th Regiment of Foot

Royal Artillery

Light Artillery Battery

LOYALISTS

N.Y. Brigade (*Lt. Col. John Harris Cruger*)

De Lancey's Battalion

N.Y. Volunteer Battalion

Sheridan's Rifles (*Major Sheridan*)

N.J. Volunteer Battalion (*Major Joseph Greene*)

S.C. Loyalist Cavalry Regiment (*Major John Coffin*)

Charleston Horse Troop

MILITIA

S.C. Tory Militia

Ninety-Six District

WAR COMES TO THE SOUTH

By: Mark S. Miklos

I

From April 1775 to June 1778 well over 70% of the fighting in the American Revolution, including virtually all the major battles, occurred in the northern states or Canada. From June 1778 until the end of the war, however, that theater witnessed only 11% of the conflict. 89% of the fighting had shifted to the south where 130 actions occurred in South Carolina alone. What accounted for this change in emphasis?

The war entered a new phase following the Battle of Monmouth Courthouse New Jersey in June 1778. Despite American successes at Trenton, Princeton and Saratoga there were also defeats on the balance sheet. After 3-years of war a general stalemate prevailed in the north. The British held the major cities and much of the countryside. But Washington had kept the American army, and thus the cause, intact. This was his greatest genius. When France entered the war in 1778 the British realized that a new strategy was called for.

From 1779 to 1781 the British would concentrate their primary efforts in the south. Their motivation was as much political as it was military. The home government was convinced that large segments of the southern population were Tory. They hoped to rally this segment and in so doing at least partially offset the growing costs of the war. The war was expensive and hiring thousands of German mercenaries increased the cost still further with no end in sight. How could the war be won and Britain's honor redeemed without bankruptcy? The hoped for answer was that the American Loyalists would win it once provided with leadership and support.

The British had naval supremacy. Canada was firmly in British hands. Allied Indians to the west provided a constant threat to the frontier. A successful southern campaign would complete the encirclement of the northeast and middle states and wins the war. These were the rationales for the southern campaign of 1780-81.

II

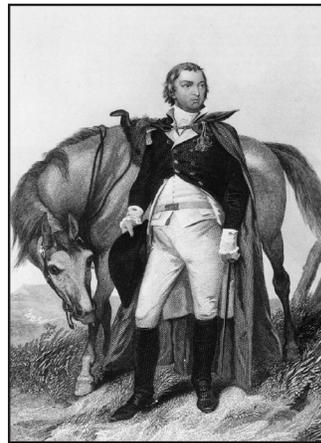
The grand campaign began in December 1778 with the capture of Savannah Georgia. Using this lodgment as a springboard they successfully besieged Charleston in May 1780, capturing an American army of over 5,000 men. Afterward, Lieutenant General Charles Cornwallis quickly overran the South Carolina hinterland. He defeated the only other American army in the south at the Battle of Camden in August of that year. Overrunning the state was one thing, but pacifying it proved to be another.

Partisan forces emerged to constantly harass British outposts, depots and supply lines. Famous leaders such as Francis Marion, (the Swamp Fox), Thomas Sumter, (the Gamecock), and Andrew Pickens, (the Fighting Elder), rode into legend at the head of their makeshift forces. The Patriots also dealt serious blows to elements of the British army at King's Mountain and Hannah's

Cowpens. A new commander, Major General Nathanael Greene, was at last sent south to rebuild and revitalize the Grand Army of the Southern Department in December 1780.

Greene was a master of the fighting retreat. After the Battle of Cowpens, in January 1781, he led Cornwallis on a chase across North Carolina toward the Dan River and Virginia. He crossed over just hours ahead of his British pursuers. Frustrated and weary after losing the "Race to the Dan," the British fell back to Hillsborough in central North Carolina. Here they issued a proclamation for all Loyalists to rise up and join the King's army. Meanwhile, freshly reinforced, Greene now took his turn at following. Ultimately the two forces clashed at the crossroads hamlet of Guilford Courthouse on March 15th 1781.

Cornwallis' veteran army was dwindling daily due to lack of supply. The bulk of its elite light troops had been lost at Cowpens. To compensate he styled his remaining 2,000 man force as light infantry, burned his supply train and set the example by having his own baggage put to the torch. He was gambling on local Tory support and felt the increased mobility would enable him to catch the Americans. Local support, however, did not materialize as anticipated. He therefor sought a battle of annihilation in which he hoped to crush the American army before his own forces withered away.



Major General Nathanael Greene

Greene also sought a major battle for the first time since taking command. He now had over 4,000 troops including approximately 1,000 Continentals. His army was as strong as it was ever likely to be. Militia forces came and went, as he was painfully aware, and he might not have another opportunity to outnumber his opponent two to one. After weighing the alternatives, including the clear understanding that the outnumbered redcoats were

well-disciplined veterans, he decided to offer battle. E a c h commander hoped to deliver the coup de grace.

While Guilford Courthouse is considered a British victory, the toll of battle nearly wrecked Cornwallis' army. No longer capable of sustaining offensive operations and literally in doubt as to the source of its next meal, the British army disengaged and marched to the coast at Wilmington to be resupplied. Thereafter Cornwallis advanced to meet his destiny at Yorktown leaving British forces in South Carolina to fend for themselves. Greene let Cornwallis go and re-entered South Carolina to begin the great liberation.

The Battle of Eutaw Springs on September 8th, 1781, was Greene's last major engagement in the Deep South. This time it was the American army that had the initiative, having driven the British from post to post. Eutaw Springs was a mere 40 miles northwest of the British base at Charleston. Once again the battle is considered a British victory and once again the strategic outcome was the same. This time the British withdrew fully into their perimeter around Charleston never to re-emerge again. After a year and a half of campaigning they were right where they had started.

Greene said it best. "We fight, get beat, rise up, and fight again."

III

"Guilford Courthouse"

Sources disagree on the precise number of troops present at the Battle of Guilford Courthouse. Estimates range between 4,000 to 4,500 Americans and between 1,950 and 2,300 British. At any rate it can safely be said that the Americans outnumbered the British by 2:1.

Three-quarters of the American force, however, were militia. From North Carolina came two 500-man brigades commanded by Brigadier Generals Eaton and Butler, an assortment of independent rifle companies and a contingent of mounted militia infantry under the French adventurer Major the Marquis de Britegney.

The Virginia militia included the 600-man brigades of Brigadier Generals Lawson and Stevens. Stevens had fought at the Battle of Camden where his troops fled in panic. He was anxious to redeem his reputation and that of his men. There were also militia rifle companies from Virginia organized under Colonels Campbell and Lynch. This was the same Colonel Campbell who had obliterated Patrick Ferguson's Tory army at King's Mountain. Colonel Lynch's treatment of Tories, meanwhile, was so ruthless that it led to the expression, "lynching," still used to this day.

Previous histories cited two Continental regiments from Virginia in Greene's Order-of-Battle. Recent scholarship has proven that these two units were in fact state of Virginia troops on loan from Governor Thomas Jefferson. They were made up of new recruits for whom this would be their baptism of fire.

Approximately one quarter of Greene's army was Continentals. Colonel Otho Williams commanded the Maryland Brigade. It included the crack 1st Maryland Regiment. Captain Kirkwood's veteran Delaware infantry had been converted to light troops while campaigning in the south. At Guilford Courthouse the light infantry of Lee's Legion joined them.

Lee's Legion also consisted of three sections of dragoons. Together with the cavalry of Colonel William Washington these troopers made up the bulk of the American mounted arm. While in pure numbers the mounted troops on both sides were roughly equal, the Americans rode upon distinctly superior horses. Their mounts were fresh from Pennsylvania and Virginia while the British Legion under Tarleton rode used-up draft horses commandeered from farms in the Carolinas.

Colonel Washington was the cousin of the American Commander-in-Chief. His home in Charleston South Carolina still stands within the historic district of that city. Legend has it that his wife sewed the scarlet battle flag carried by his troops from draperies that had hung in their dining room.

Lt. Colonel Lee, and his opponent in the British camp Lt. Colonel Tarleton, were the two most renowned and colorful cavalry commanders of the war. Their similarities were striking. Henry Lee and Banastre Tarleton have been described by one historian as, "Young, handsome, wellborn, educated, proud, vain, rugged and at times ruthless." Lee, of Virginia, had gone to Princeton. Tarleton, whose father had been Mayor of Liverpool, was an Oxford man. Each preferred a short-fitting green jacket and plumed helmet. These were the 'boy colonels': Tarleton at 26 and Lee who just turned 25.

American artillery at Guilford Courthouse consisted of four 6-pounders. A 2-gun section of Virginia artillery under Captain Singleton was attached to the North Carolina militia. The other 2-gun section was Maryland artillery under Captain Finley and was deployed with the Maryland Brigade.

It is an oddity of history that when Cornwallis captured the American artillery it was discovered that two of the guns were originally British pieces. The Americans had captured them at Saratoga. The British recovered them after their victory over General Gates at Camden. They switched hands again with the American victory at Cowpens. Now, amazingly, they found their way back into the custody of the British in the aftermath of Guilford Courthouse.

IV

Although outnumbered 2:1 Cornwallis commanded a veteran army. Greene himself wrote, "The quality of these troops was the very best. Most of them had been in America since 1776 and had fought in the battles around New York, Philadelphia, at Charleston and at Camden."

British units included the 23rd and 33rd Regiments. The 23rd, or "Royal Welsh Fusiliers," had once been commanded by Sir William Howe. The 33rd was Cornwallis' own crack Regiment. At Guilford Courthouse command of the 33rd belonged to Colonel James Webster who led several valiant charges only to fall mortally wounded at days end.

The distinctive skirl of bagpipes heralded the 71st, or "Fraser's Highland Regiment." The 71st was organized as two battalions but only the 2nd Battalion fought at Guilford Courthouse. The 1st had been destroyed at Cowpens.

There was also a German mercenary regiment in the army. It was the Regiment von Bose, (formerly the Regiment von Trumbach.) This Regiment had already distinguished itself three times in battle. It stormed Fort Clinton in the Hudson Highlands, fought the rear-guard action at Stono Ferry and repulsed the Franco-American assault against Savannah. At Guilford Courthouse the Regiment wore a distinctive high red color symbolizing these battle honors.

The remainder of Cornwallis' force consisted of two battalions of Guards, Grenadiers and Light Infantry and 2 companies of Jaeger riflemen. Lt. Colonel Banastre Tarleton commanded nearly 200 cavalry of the British Legion. Although the Legion had been mauled at Cowpens its ranks were once again full with disciplined Loyalist recruits from South Carolina. As pointed out earlier, however, they were poorly mounted.

Commanding the Royal Artillery of four 6-pounders and two 3-pound "grasshoppers" was Lt. John MacLeod. This same John MacLeod, who under direct orders from Cornwallis would fire canister into a melee at the height of the battle though it meant killing British troops in the process, would go on to serve Wellington as a general of artillery at the Battle of Waterloo.

A 350-man rear guard was left at Deep River MeetingHouse to watch the British camp. Lt. Colonel John Hamilton's Royal North Carolina Regiment, a few dragoons and the Cowpens survivors of the British 7th Regiment made up this force.

V

The following statements, typical of contemporary accounts, describe the terrain around Guilford Courthouse. "The greater part of this country is wilderness." "A deep forest of lofty trees, often thick with underbrush." "A virgin forest of large trees."

In this part of North Carolina the coniferous forests of the south are just beginning to merge with the deciduous forests of the north. Only 20% of the trees were evergreen pines. The rest of the forest was leafless in the late Carolina winter. Nevertheless the forest was dark, even in daylight. Low growth further obscured view and would entangle any attempt to maintain formations while the smoke of battle exaggerated the gloom.

Under these circumstances the bayonet was often useless although from the point of view of buckskin clad backwoods riflemen, who preferred to fire from behind cover, the conditions were ideal. As events would unfold the entire British right flank would be drawn off and engulfed by these thickets and encircled

Although all German mercenaries were not from Hesse-Cassel, 57% of the German troops sent to America were. As a result every German regiment was generically referred to as "Hessian."

German Principalities that sent troops to America and the numbers sent:

Hesse-Cassel	16,992
Brunswick	5,723
Hesse-Hanau	2,422
Anspach-Bayreuth	2,353
Waldeck	1,225
Anhalt-Zerbst	1,152
Total	29,867

The Regiment von Bose was from Hesse-Cassel and could properly be called Hessian.

by riflemen firing literally from every side.

Not every square foot over which the armies fought was so densely wooded, however. The battlefield was approximately 1 1/2 miles long, bordered on the west by Little Horse Pen Creek and on the east by Hunting Creek, and 1/2 to 3/4 of a mile wide from north to south. The British advance was west to east along the New Garden Road over steadily rising ground.

There were two areas where the ground was cultivated and open. The first was a series of old cornfields near the Hoskins Homestead. These fields were 600 yards long and 800 yards wide. Although the British could assume their formations here they would be exposed to fire from covered positions around the edges of the fields. Greene therefore chose to post his first line at a rail fence where the eastern edge of these fields met the forest.

Greene's second line was 400 yards behind the first and designed to take advantage of the thick forest through which the British would have to pass. To improve their position the Americans felled trees and improvised an abatis. Brigadier General Stevens placed riflemen behind his brigade with orders to shoot down any soldier attempting to flee. The Virginians intended to be stout.

The other significant clearing was around the hamlet of Guilford Courthouse itself. Here the prow of a forested hill overlooked an irregularly shaped series of fields and pastures ranging from 200 to 1,000 yards wide and from 200 to 400 yards long. There was a scattering of buildings and the Courthouse itself stood near the intersection of the New Garden and Reedy Fork Roads. The Reedy Fork Road led toward the American depot at Speedwell's Ironworks and would provide the path of retreat for Greene's army if necessary.

Greene posted the Maryland Brigade and the Virginia state troops here. Erroneous early scholarship placed this third line some 500 yards beyond the second but recent analysis by ground penetrating radar, exhaustive study of artifacts and first hand accounts place Greene's main position between 800 to 1,000 yards beyond the second line. Behind Hunting Creek and atop the covered high ground near the Courthouse the Americans could dominate the cleared area below.

This defense-in-depth was modeled after the deployment used to such great effect by Colonel Dan Morgan at Cowpens. Greene concentrated his North Carolina militia in the first line where they could fire from cover at the exposed British in the fields. The militia had no bayonets and with or without orders they would probably run when the battle became close.

Greene decided to give them a limited objective similar to what Morgan had asked of his militia at Cowpens. He asked them to fire two rounds and then retire. If 1,000 muskets could fire twice with determination the British advance might just become disrupted.

Morgan wrote to Greene, "Select the riflemen and fight them on the flanks, under enterprising officers who are acquainted with that kind of fighting." Greene took this advice. To support Eaton

on the right of the American line he placed Lynch's riflemen, the Delaware Light Infantry and Washington's dragoons. On the left, in support of Butler were Campbell's rifles and the infantry and cavalry of Lee's Legion. Captain Singleton with his two 6-pounders was stationed in the road with orders to hold and fire until the action became close, and then withdraw to preserve the guns.

VI

The first shots of the Battle of Guilford Courthouse were actually fired several hours earlier and miles away. In most histories it's simply referred to as a skirmish between Cornwallis' vanguard and American pickets. In fact a sharp engagement, involving over 1,400 troops and unfolding in three distinct phases, was fought in the early morning hours in the vicinity of the New Garden MeetingHouse.

The opposing commanders were "Light Horse Harry" Lee and "Bloody" Tarleton. Their youth and flair masked a ruthless side. Tarleton's British Legion had slaughtered surrendering Patriots at the Waxhaws following the fall of Charleston. Lee's Legion did the same to Tories a month before the Battle of Guilford Courthouse during an incident known as Pyle's Hacking Match. At Guilford Courthouse the opposing armies sought to destroy one another and at New Garden neither Lee nor Tarleton had any other objective.

Cornwallis broke camp on March 15th. By 5:30 AM the army was on the march along the New Garden Road with Tarleton commanding the vanguard. To protect his army against surprise attack Greene had directed Lee to post the New Garden Road approximately 3 miles west of Guilford Courthouse. After Lee's forward videttes reported a general advance he passed the message on to Greene. Greene then instructed Lee to, "Proceed with his entire command and ascertain the truth." Lee led his dragoons forward with orders for the infantry to follow as rapidly as possible.

Eight miles from their camp the British vanguard approached the New Garden MeetingHouse. As they followed a bend in the road around the MeetingHouse, a ragged volley of carbine fire from American pickets greeted them. Tarleton returned fire and Lee fell back upon his trailing infantry supports. Tarleton, misinterpreting this tactical withdrawal as a rout, ordered his men to press forward.

Lee's dragoons entered a section of the roadway with high curved fences on each side. When the British Legionnaires pressed tightly into this narrow alley Lee ordered his men to wheel about and charge. He later recalled, "The whole of the enemy's section was dismounted, and many of the horses prostrated: some of the dragoons killed, the rest made prisoner: not a single American soldier or horse was injured. Tarleton retired with celerity."

Now it was Tarleton who sought the security of his infantry. He turned off along an obscure path through MacAdoo's Woods in order to avoid being overtaken by the hotly pursuing Lee. Lee, meanwhile, rode straight on toward the MeetingHouse. As he arrived he encountered the leading elements of redcoat infantry

that checked his advance with volley fire.

Once again the American dragoons retreated. Falling back about a mile the American's paused at "The Crossroads" where their infantry met them, coming up at a dead run. In Lee's words, "The action became sharp and was bravely maintained on both sides." The din of battle could be heard by Greene's troops three miles away. The scale was finally tipped when the British threw in the Royal Welsh Fusiliers. Lee ordered a general retreat. His men reached the main American lines shortly before noon where they took positions on the left of the North Carolina militia.

Over 30 men were killed or wounded in the morning's actions, including 3 British and 2 American officers. Tarleton himself was severely wounded. Both the index and middle fingers of his right hand were shot away. He had the wound dressed and stayed in the saddle throughout the rest of the day. He fought the Battle of Guilford Courthouse with his mutilated hand in a sling, unable to use a weapon of any kind, and even led a cavalry charge where he was again slightly wounded.

VII

Around noon the head of the British column appeared across the fields 600 yards from the American first line. As ordered, Captain Singleton opened fire with his two 6-pounders. Lt. MacLeod replied with the British artillery and a 30-minute duel ensued while the British emerged from the forest and formed for the attack. MacLeod deployed in the road with orders to follow the advance and provide support for the infantry.

To the right, with its left resting on the road, Cornwallis placed Fraser's Highland Regiment. This unit wore plaid pants rather than the kilt but continued to wear its distinctive Highland bonnets. To their right was the blue-coated Regiment von Bose. In support of the right the 1st Battalion of Guards formed a second line. This wing of over 750 men was placed under the army's second in command, Major General Alexander Leslie.

To the left, or north of the road, was the Royal Welsh Fusiliers with Colonel Webster's 33rd Regiment of Foot extending the line. In support of this flank were Jaeger companies from Hesse-Cassel and Anspach-Bayreuth as well as the Light Infantry Battalion. Webster himself was put in command of this wing of nearly 800 men.

In immediate reserve Cornwallis placed Brigadier General Charles O'Hara with the 2nd Battalion of Guards and the Grenadier Battalion whose forces numbered nearly 400 men. Tarleton's British Legion of 200 Horse was held in the road behind the British army in a general reserve.

The British lines moved out at 1:00 PM with drums beating, bagpipes skirling and regimental banners snapping in the brisk March wind. The high temperature that day would only reach 42 degrees. A hoary frost had covered the ground that morning and it was wet and gray. The freshly plowed and muddy ground was challenging yet the British regiments moved on with parade ground precision.

After the action Lt. MacLeod wrote of Cornwallis' decision to attack saying, "He had on the field about 1,950 men to oppose Greene's 4,440, but that did not deter him. He was ignorant of the terrain too, but that did not deter him. Except for what he could see in the distance across the old cornfield, he lacked intelligence on Greene's dispositions. Nor did that deter him. What he had been seeking since January, had marched hundreds of miles for, had driven his army to rags and hunger to effect, was finally at hand. The reason Lord Cornwallis was a soldier lay before him, and he did not hesitate."

At 140 yards to the fence the nervous militia opened fire. Since the killing range of a smooth bore musket was only 80 yards their fire had little effect. On came the British until, at 40 to 50 yards, they noticed the militia resting arms upon the fence and taking deliberate aim. At this terrible moment a general pause ensued as each side surveyed the other with an anxious suspense. Just then Colonel Webster galloped to the front and shouted, "Come on my brave fusiliers!" Both lines erupted with massed volleys, British bayonets were presented and Fusiliers, Highlanders and Hessians rushed forward with a shout.

Pockets of militia attempted to resist, notably the Surrey County Militia on the left near Lee's Legion. For the most part, however, the 1,000-man front simply collapsed as frightened men ran for their lives leaving weapons and equipment behind and disregarding the pleas and threats of their officers.

While the center was breaking, the flanks held firm, raking the British lines with an accurate fire. To counter these threats the British extended their lines to the right and left, pushing up all of their infantry reserves to fill the gaps. On the left the 33rd Regiment changed facing from front to flank. With help from the Jaegers and Light Infantry it was able to drive Lynch, Kirkwood and Washington back to pre-assigned positions on the right of the American 2nd line.

On the British right the 1st Battalion of Guards moved up to support the Regiment von Bose against Lee's flank command. As Lee gave ground his troops veered off to the southeast, closely followed by the Guards and Hessians. Here Lee and Leslie became locked in separate battle for the rest of the day, isolated from the actions taking place on the rest of the battlefield.

In the main theater of action the British had routed the first American line but suffered some casualties and disruption in the process. All of their reserves except the cavalry and artillery had already been committed. Their right flank was separated. Ahead lay heavy forest concealing a much more combative Virginia militia. As Thomas Baker, former Park Historian at the Guilford Courthouse National Battlefield wrote, "For the British, the real battle was just beginning."

VIII

As the British advanced the forest accomplished what the North Carolina militia could not. It broke the British battle formations into fragments. The fighting along the second line became a series of small unit actions in which handfuls opposed handfuls and confusion reigned from end to end along the front.

On the right only the Highlanders, now less than 300 strong due to casualties taken while crossing the cornfield, were left to confront Stevens' entire 600-man brigade. Better progress was made by the British on their left where although the Fusiliers were temporarily bogged down, the 33rd and the 2nd Guards pushed steadily on through Lawson's Virginians. Farther out on the left the Jaegers and Light Infantry were heavily engaged with Lynch, Kirkwood and Washington. Pressed hard, Lynch and Kirkwood fell back again to the right flank of the final American line while the dragoons rode clear across the rear of the American army to take post on the American left.

Webster broke through Lawson's line exposing the right flank of Stevens' men. Stevens too eventually gave way as the Highlanders and the Fusiliers pushed forward. Once their lines were breached most of the Virginians scattered like the North Carolinians had done. Militia Colonel James Martin of North Carolina, however, successfully rallied a mixed force of some 500 militiamen near the Courthouse. Among the Virginians who congregated there was Brigadier General Stevens himself. He had taken a musket ball in the thigh. As his wound was dressed he reflected with pride that on this day his Virginians, "Behaved with the greatest bravery and stood till I ordered their retreat."

Most of the Virginia militia had fought well. They stood against the brunt of Cornwallis' army and dealt it a heavy blow. By the time the British reached the third American line they were exhausted, partially scattered and certainly depleted. Ahead lay Nathanael Greene and the main American position.

IX

Greene's men stood waiting. The forest hid their view but they could hear the gunfire creep closer. At last, handfuls of militiamen appeared scampering for safety, a sure sign that the second line had given way. The first redcoats to emerge from the woods were the left flank units under Colonel Webster. Without waiting for the rest of the British army to come up, he advanced his wing across the clearing and up the slope toward the center of the American line held by Hawes's Virginians and the troops of the 1st Maryland. The Jaegers, Light Infantry and the 33rd Regiment approached to within 20 yards when the Americans unleashed a murderous volley that swept the British back down the hill, across the clearing and into the safety of the trees, shattering Webster's knee in the process.

The next British unit on the scene was the 2nd Battalion of Guards that appeared just north of the New Garden Road. Brigadier General O'Hara who had been in personal command of the Guards had received two wounds thus far in the day. Command passed to Lt. Colonel James Stuart. Stuart now led the Guards against the 2nd Maryland Regiment on the left of the American line. Also posted here were the guns that Captain Singleton had successfully withdrawn earlier in the day.

Otho Williams, commander of the Maryland Brigade, expected the 2nd Maryland to stand as resolutely as the 1st Maryland had done. He was appalled to see that after firing one volley the 2nd broke in a panic and routed off the battlefield. The Guards, all

at once, had captured the American guns, dispersed a 300-man regiment, gained the left of the American line and threatened to either role up or encircle the entire American position.

Battles are often decided, not by the master plan of the commanding general, but rather by individual initiative. Two American officers responding independently, yet simultaneously, saved the day for the Americans at this crucial moment. Lt. Colonel John Eager Howard, second in command of the 1st Maryland and one of the most distinguished field officers in the American army, ordered the 1st to wheel about and charge the Guards. At precisely the same moment, from his vantage point on the left of the American line, Colonel Washington ordered a cavalry charge. It crashed into the Guards just as the 1st Maryland hit them on the other flank.

The fighting was close and vicious. Opposing muzzle flashes seemed to touch as volleys were fired at point blank range. The fighting was a frenzy of clubbed muskets and bayonets. Washington's dragoons rode through and back again cutting down every redcoat within a saber's reach. Lt. Colonel Stuart was among the many killed in this merciless melee.

Cornwallis arrived on the ridge opposite the clearing and witnessed the scene. He determined that only radical measures would save the Guards from total annihilation. He ordered Captain MacLeod, who had just arrived with two 3-pounders, to fire grapeshot into the boiling mass of men. The wounded O'Hara was lying nearby and complained bitterly that to do so would kill many of his own guardsmen but Cornwallis refused to countermand the order.

Several rounds were fired with the desired effect as Cornwallis looked on dispassionately. Although some redcoats were cut down by the indiscriminate scattergun effect of the grapeshot, the Marylanders and the dragoons were stopped in their tracks. The surviving Guards escaped back to the British lines.

X

More British units emerged from the woods. The Highlanders appeared along with the Grenadier Battalion. Next the Fusiliers appeared. The Guards and the 33rd were attempting to rally. Sensing that the pendulum of battle had swung back to the British Greene ordered a general retreat. He asked Colonel John Green to pull his Virginia regiment out of line to cover the army's withdrawal. Cornwallis ordered the Highlanders and Fusiliers forward in a limited pursuit and these units overran all four guns that the retreating Americans could not bring off.

Cornwallis was left master of the field but at what price? Of Cornwallis' victory Lee wrote, "So maimed was the British army... nearly 1/3 of his force slaughtered, many of his best officers killed or wounded, and that victory for which he had so long toiled, and at length gained, bringing in its train not one solitary benefit. No body of Loyalists crowding around his standards, no friendly convoys pouring in supplies, his wants pressing, and his resources distant."

General Greene wrote, "The battle was long, obstinate and bloody. We were obliged to give up the ground, and lost our artillery, but the enemy has been so soundly beaten that they dare not move toward us since the action. The enemy gained his cause, but is ruined by the success of it."

Perhaps Charles James Fox gave the most succinct summary. He was a member of the House of Commons who said upon hearing of Cornwallis' victory that, "Another such victory would ruin the British Army."

XI

The British had eaten their last meager rations on March 14th. Since then they had marched 12 miles, skirmished heavily then fought a major battle. There was no food and no shelter from the cold rain that fell on the night of the 15th. On the 16th the British buried the dead and studied the casualty lists. 93 were killed, 413 wounded and 26 missing. This amounted to 27% of the troops engaged. Of 100 officers in the army, 29 were down including Colonel Webster and Lt. Colonel Stuart, both killed, and Brigadier General O'Hara who was seriously wounded. On the 17th Cornwallis began his march toward Wilmington where his army could rest, refit and re-supply. His convoy included 17 wagonloads of wounded.

By contrast Greene reported 79 killed and 185 wounded. He also reported 1,046 missing militia that had scattered into the forest to avoid capture. Since militia was transient, however, the latter was not considered an alarming statistic. He hoped for another opportunity to fight the British and followed their retreating columns until March 29th. At Ramsey's Mill along the banks of the Deep River he decided to break off the chase.

Cornwallis had entered the Pine Barrens of eastern North Carolina where there were precious few provisions to support one army let alone two. In addition the area was predominantly Tory. Greene decided to reenter South Carolina and campaign there with the Partisans before Cornwallis could return. He need not have worried. Cornwallis chose to leave the defense of South Carolina in the hands of Lord Rawdon whose forces he believed to be strong enough for the task.

Having convinced himself that Virginia was the key to victory in the south, Cornwallis elected to turn north and carry the war into that area. A Patriot Virginia would make any British attempt to control the Carolinas untenable. He was now convinced that the only way to end the war was to concentrate British forces in Virginia where, "A successful battle may give us America." It was the greatest mistake of his long and distinguished military career.

XII

"Eutaw Springs"

In August British command in South Carolina passed from Lord Rawdon to Lt. Colonel Alexander Stuart of the "Irish Buffs," (3rd Regiment of Foot.) He decided to establish a forward base about 40 miles northwest of Charleston at Eutaw Springs. While

most of the battlefield today lies beneath Lake Marion, it is remembered in contemporary accounts as a delightful spot not far from Nelson's Ferry on the Santee River. Two springs located here formed Eutaw Creek. The creek ran a short distance between steep banks and emptied into the river near the ferry crossing.

A fine 2-story brick house, the Wantoot Plantation, stood by the head of the creek and looked out over a large clearing of about 8 acres. Near the house was the junction of the River Road and the Wassamasaw Road that led toward Charleston. Stewart's 2,300 men were encamped within the clearing. The terrain was wooded yet open with oaks, cypress trees, magnolias, palmettos and white pine. Along the river, however, were impenetrable thickets of briars, brambles and blackjack scrub oak.

Greene's road to Eutaw Springs, meanwhile, took him to places with names like "Hobkirk's Hill" and "Ninety Six." The effect of his campaign, together with the successes of numerous Partisan bands, caused British outposts to fall like so many dominoes: Forts Balfour and Watson in April. Camden on May 10th. Orangeburg on May 11th. Forts Motte, Granby and Galphin by May 21st.

As the hot Carolina summer bore down Greene encamped his army for 6 weeks in the "High Hills of Santee" south of Camden. Then on August 22nd he broke camp rested and refreshed and headed south. By September 7th the Americans were at Burdell's Tavern only 7 miles from Eutaw Springs. On that day Brigadier General Francis Marion's Partisan Brigade arrived bringing total American strength to nearly 2,300.

Marion's men joined a force that already included the regulars of Lee's Legion, the Delaware Light Infantry under Kirkwood, William Washington's dragoons and 3 small brigades of Continentals from North Carolina, Virginia and Maryland supported by two 3-pounders and two 6-pounders. There were also militia from both North and South Carolina, the latter commanded by Brigadier General Andrew Pickens. Finally, the State of South Carolina provided the Palmetto (State) Horse & Foot under Colonel Wade Hampton.



Francis Marion

XIII

Stuart's battle tested force was roughly equal in size. His regulars included his own Irish Buffs as well as the veteran 63rd and 64th Regiments. His army also contained Lt. Colonel John Harris Cruger's Loyalist Battalions from New York and New Jersey, fresh from their successful defense of Ninety Six. Rounding out his army was Major John Coffin's Charleston Horse and some marginal quality South Carolina Tory militia.

Stuart forever claimed that he was unaware of the proximity and approach of Greene's men despite reports from several American deserters. As an interesting footnote there were so many deserters serving in the opposing forces by this point in the campaign that Greene remarked, "We fought the enemy with British soldiers and they fought us with those of America."

Considering himself secure Stuart ordered out a foraging party at first light on September 8th. They were to dig for sweet potatoes in fields approximately one mile west of the British camp. It was an unarmed "rooting party" with a small escort. Around 8:00 AM the vanguard of Greene's approaching column made contact with them. They were easily overrun but Greene assumed he had met the van of an approaching British force and halted to deploy in line of battle.

Through the sun-dappled woods came the Americans. The first line consisted, from left to right, of the Palmetto Horse and Foot on the flank, South Carolina militia under Pickens, North Carolina militia under French Colonel the Marquis de Malmedy, Marion's Partisan Brigade and Lee's Legion on the right flank. This line was supported by a 2-gun section of Virginia artillery under Captain Gaines.

The second line consisted of Continentals. Colonel Otho Williams commanded Maryland on the left. Lt. Colonel Richard Campbell commanded Virginia in the center. General Jethro Sumner commanded North Carolina on the right. Supporting the Continental line was the other 2-gun section of artillery under Captain Browne. The Dragoons and Light Infantry were held in reserve.

Fugitives from the rooting party returned to camp and raised the alarm. Stuart formed a single line of battle in the woods just west of camp while Greene's men were changing formation from column to line. The army's right was anchored on the Santee. Here the Light Infantry and Grenadiers under the command of Major John Majoribanks, (Pronounced March - Banks), were protected by the nearly impenetrable blackjack thickets. Majoribanks was the most capable British officer on the field.

On his left were the Irish Buffs. In the center was Cruger's Loyalist Battalions including de Lancey's Brigade, one of the finest Provincial Regiments in the British service. On their left were the 63rd and 64th Regiments. The left flank of the 64th was "in the air" so Stuart placed the Charleston Horse there in a slightly withdrawn position. The only British reserves were the Tory militia who remained behind in camp. The British artillery was distributed in the line.

XIV

The battle opened shortly after 9:00 AM with an artillery duel between the Virginia section under Gaines and a single artillery piece that the British had advanced a short way up the River Road. Each side had its guns dismantled in the exchange.

By now Greene's first line was up and volley fire ran from flank to flank as both sides began to pour it on. The American militia pushed forward, shouting, into a steady disciplined fire taking losses without faltering. Greene later said that this militia, "Would have graced the veterans of the great King of Prussia."

Suddenly, on the British left, the 64th counterattacked with the bayonet. Stuart confessed the move was made without orders however it succeeded in staving-in the North Carolina militia. Its departure forced the rest of the first line to retreat albeit in good order and not before it had delivered a total of 17 rounds, an astonishing feat for militia in a set-piece battle.

To stabilize the situation Greene ordered the North Carolina Continentals forward. They reestablished the line with the Palmetto Horse & Foot still on the far left and Lee's Legion on the right. Again the Americans pressed forward this time driving the exposed 64th Regiment back to its original place in the British line. As the American line pushed on the Palmetto Foot on the left became exposed to raking fire from Majoribanks. Wade Hampton displayed cool battlefield leadership and rallied his men to continue the attack. In the center, however, the North Carolina Continentals proved unable to withstand the disciplined fire of the enemy and began to waiver. It was the crisis of the battle.

XV

Greene had thus far held back his best troops, the Virginia and Maryland Continentals. Now he sent them forward with orders to take the field with the bayonet. They charged at the double quick with officers in front. When they came within 40 yards of the British line they halted, fired a single volley and went in with cold steel. The fighting was so close that after the battle numerous bodies of Americans and British were found mutually transfixed by their bayonets.

Greene pressed all along the line, ordering Lee to charge the British left and Washington's fresh dragoons to charge the British right. Under this intense pressure the British line began to give way and finally broke en echelon from left to right, one Regiment at a time. Even Stuart's own Irish Buffs were eventually borne down.

When writing to Congress about the valor displayed by his troops on this occasion Greene said, "I think myself principally indebted for the victory we obtained to the free use of the bayonet by the Virginians and Marylanders."

The retreat carried Stuart's men through their encampment and beyond. Major Sheridan of the New York Provincial Volunteers managed to halt some units in the plantation house. Like the Chew House at Germantown, it was a natural fort in the middle of the battlefield. From its windows the British were able to maintain

a steady aimed fire that arrested the pursuit of the Americans.

Meanwhile things were not going so well on the American left. Washington's dragoons were unable to penetrate the blackjack from which Majoribanks continued to pour fire into the American flank. The dragoons had gone forward without waiting for support from the Delaware Light Infantry. Their attack was broken with half the command either killed or wounded. Washington himself became pinned under his fallen horse. He was bayoneted and taken prisoner.

Wade Hampton came up with the State Troops, rallied Washington's survivors and was joined by Kirkwood's Delawares. This combined force attacked again and, in desperate short-range fighting, succeeded in forcing the British out of their covered positions. Majoribanks retreated in good order and took up a new defensive position in the garden adjoining the plantation house. Together with Sheridan in the house, these two officers made a determined stand while Stuart attempted to rally and reform his battle line anchored upon his unbroken right wing.

XVI

At this point in the battle, with the Americans pressing their advantage, an event occurred that completely reversed the fortunes of the combatants. Greene later wrote to George Washington that, "Victory was ours, and had it not been for one of those incidents that frequently happen in the progress of war, we should have taken the whole British army."

Colonel Otho Williams described this turn of events as follows:

"The retreat of the British army lay directly through their encampment where the tents all stood and presented many objects to tempt a thirsty, naked and fatigued soldiery...Here it was that the American line got into irretrievable confusion...Everything now combined to blast the prospects of the American commander. The fire from the house showered down destruction upon the Amer-

Francis Marion is one of the most colorful and romantic characters of the Revolution. He had been a junior officer in the 2nd South Carolina Regiment serving in the defense of Charleston. Prior to the fall of that city, in May 1780, Marion was evacuated with other refugees, having broken his leg in an accident. He was not present when General Benjamin Lincoln surrendered the city and the 5,000-man army that defended it.

Marion was able to return to the pages of history as the fabled guerilla leader whom Tarleton aptly named "The Swamp Fox." His exploits frustrated the British at every turn. He contributed in no small way to keeping Patriot hopes alive in South Carolina. The toll of his victories reads: Blue Savannah, Black Mingo, Halfway Swamp, Georgetown, Fort Motte and Quinby Bridge to name but a few.

Now he was attached to the main Patriot army and about to fight a set-piece battle. It would prove to be the last major battle in Greene's re-conquest of South Carolina.

ican officers...and the men, perhaps thinking the victory secure and bent on the immediate fruition of its advantages, dispersed among the tents and fastened upon the liquors and refreshments they afforded. They became utterly unmanageable. Majoribanks and Coffin, watchful of every advantage, now made simultaneous movements...By this time General Greene, being made acquainted with the extent of his misfortune, ordered a retreat.”

A bright spot for the Americans was the conduct of Lee’s Legion. They didn’t participate in the looting and they very nearly overran the Wantoot Plantation house in hot pursuit of Sheridan’s refugees. Although they didn’t gain their objective they were able to withdraw in good order while taking fire from the house as they gave ground. Kirkwood’s Delaware Light Infantry and portions of the Maryland Brigade also maintained order. The rest of the American force essentially became a drunken, gluttonous mob.

In *Rebels & Redcoats* George F. Scheer writes, “Back through the swirling dust and eddying smoke dove the rebels, to rally and come to some sort of order in the woods straddling the road along which they had marched so confidently a little earlier.”

Before giving up the ground the Americans had advanced Browne’s two 6-pounders into the clearing in order to shorten the range to the plantation house. Their intention was to breach its walls in preparation for an assault. Unfortunately, the artillerymen had taken the guns too close and paid the price. Browne and most of the gunners were killed or wounded. Majoribanks infantry rushed the remainder, captured the guns and rolled them into the garden under protection of the riflemen in the house. Majoribanks himself, however, was seriously wounded in the action.

XVII

Each side now regrouped and stared at one another across the 8-acre No-Mans-Land that had been the British encampment. Who would blink? The British had taken the worst of it to this point, suffering 693 casualties or nearly 1/3 of their force. But Greene knew that in a defensive posture the grizzled veterans would be tough to dislodge particularly since they held the plantation house so resolutely.

Greene assessed his situation. He had suffered 554 casualties. More telling, from the point of view of renewing the attack however, was the fact that 17 officers were dead and another 43 wounded. Many of these were shot down while attempting to reestablish order among the chaos that prevailed during the wholesale looting of the British camp. The day was hot and his troops were thirsty. The nearest well was all the way back at Burdell’s Tavern, 7 miles away.

Greene decided in the end to preserve his army as he had done at Guilford Courthouse. The troops would be needed for a fall campaign. He ordered a general retreat, to be covered by cavalry, and his army marched back to Burdell’s.

As with his other “defeats” however, the strategic objective was accomplished. The day after the battle Stuart destroyed a thousand stands of arms and twenty-five hogsheads of rum and began a retrograde march back to the perimeter around Charleston. 70

of the 351 wounded were in such serious condition that they had to be left behind. Many eventually died. Among them the gallant Majoribanks who succumbed to his wounds on October 22. He was buried on the battlefield.

Some of Lee and Marion’s troops shadowed the retreat until British reinforcements from Charleston arrived shortly after midday on the 9th. Greene’s army then returned to the High Hills of Santee satisfied that only three British garrisons were left in the Carolinas and Georgia: Savannah, Charleston and Wilmington. “The conquered states were regained, and our exiled countrymen were restored to their deserted homes...Sweet rewards of our toil and peril,” proclaimed Light Horse Harry Lee.

XVIII

Greene’s campaign had been astonishing. In the 10 months since taking command of the Grand Army of the Southern Department he had marched his ragged, shoeless and hungry men 2,600 miles, fought 5 major battles though only winning once and crossed countless streams and rivers in the process. The latter achievement was due in no small part to the engineering genius of Polish Colonel Tadeusz Kosciuszko. He designed wagons that were tapered at both ends and fitted with removable axles. These vehicles became boats at every river crossing while the British had to rely on conventional watercraft.

Eutaw Springs was the last great battle in the Deep South, though Patriot and Tory militia continued to murder each other for another year. On the day following the battle a French fleet sailed into Chesapeake Bay in Virginia to seal the fate of the errant Cornwallis at Yorktown. Greene eventually came down again from his bivouac in the High Hills and placed a cordon around Charleston itself. The British evacuated that city on December 14, 1782.

American victory, in the end, was due to skillful maneuver, Partisan effectiveness and success in scores of minor skirmishes. The south, at long last, was free.

GUILFORD COURTHOUSE CREDITS

Special Thanks: John L. Durham, Historian and Curator of the Guilford Courthouse National Military Park

Playtesters: Dr. Donald Hanle (USAF ret.), Tony Curtis

Research Assistant: David Hall

Historian: Michael Zatarga

2nd Edition Developer: Dave Stiffler

2nd Edition Proofreader: Rob Doane

EUTAW SPRINGS CREDITS

1st Edition Playtesters: Hank Burkhalter, Jim Lawler and Tony Curtis

2nd Edition Developer: Dave Stiffler

2nd Edition Proofreader: Rob Doane