The Battles of

Rhode Island & Newport

EXCLUSIVE RULEBOOK

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Counter Sheets Notes for Vol. 9

The Battle of Rhode Island and *The Battle of Newport*

Volume 9 in the *Battles of the American Revolution Series* contains two separate games; the *Battle of Rhode Island* and the *Battle of Newport*. The first thing you will notice about your counter sheets is that we have distinguished the combat units and leaders for these two games by drawing a thin horizontal white line across those units used in the title game; the *Battle of Rhode Island*. Those units are located on the half-sheet of counters.

Markers (such as Disruptions, Rally on Me, Momentum, Game Turn etc.) are meant to be shared between the games. Space limitations prevented us from duplicating these markers.
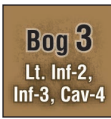
Certain markers are game-specific for Newport-only. These include French Resolve, British Army Sortie, Bog Status, entrenchments, breach markers and Mortar Status. The game also includes British and American Strength Points Lost markers. Both are used in the *Battle of Rhode Island* but only the American SP Lost marker is used in Newport. The exclusive rules make clear which markers are used in which game and where and how to use them. .

Replacement Counters

It has been a tradition in the BoAR series to publish replacement counters for previous games when new information becomes available. Volume 9 includes eleven-such replacement counters as specified below:
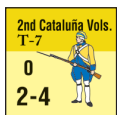
Pensacola:

El Tigre. This combat unit replaces the Guadalajara infantry regiment. "El Tigre" was its fighting nickname. Simply exchange this unit for the original Guadalajara unit.

España. The uniform specs for this unit have been corrected. Simply exchange this unit for the original.

2nd Cataluña Volunteers. The designation "Vols" was added to the unit's name and the uniform specs have been corrected. Simply exchange this unit for the original.
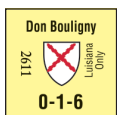
Don Bouligny. This is a new leader for the Spanish player. The Don was the commander of the Luisiana Regiment. He begins on the board in the hex designated on his counter and is restricted to the command of Luisiana units-only as indicated on his counter. This includes any unit, including dragoons, with "Luisiana" in its name.

Savannah:

Indian Withdrawal. This marker should be added to the Savannah counter mix and used by the British player if and when circumstances allow his Creek Indians to withdraw from combat as specified in series rules.
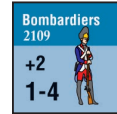
Bombardiers. The unit morale of this French unit has been increased to +2. Bombardiers were elite marines in the French naval service. Simply exchange this unit for the original.

Pulaski's Legion. This American unit has been augmented with an additional strength point designation of (2) shown in red ink. When *attacking alone* Pulaski's combat strength is deemed to be 2. For all other purposes his strength remains 1. He continues to be worth "1" for stacking purposes as well. Simply exchange this unit for the original.

DESIGN NOTE: Pulaski, when attacking alone, will charge the enemy in heavy-cavalry shock fashion after the norms of European cavalry usage. Players who have already augmented their games of Guilford Courthouse or Eutaw Springs with the replacement unit for William Washington's dragoons will be familiar with this new strength point designation.

Germantown:

Scotch Willie Maxwell. This leader replaces the original Maxell leader unit in the game which did not include Maxwell's portrait nor his fighting nickname. Simply exchange this unit for the original.

Brandywine:
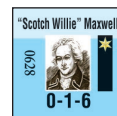
Scotch Willie Maxwell. This leader replaces the original Maxwell leader unit in the game. Players with the 2nd edition of Brandywine (from the Tripack) will already have a portrait of Maxwell while those with the first edition who may never have upgraded their game with a prior replacement unit will have Maxwell's unit indicated by a shield. In either case simply exchange the original counter with this one that also includes Maxwell's fighting nickname.
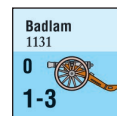
Badlam. This American artillery unit's name was misspelled as Bedlam. The spelling has been corrected. Simply exchange the units.

Amusettes. The Hessian amusette unit's name was misspelled with two "m's." The spelling has been corrected. Simply exchange the units.
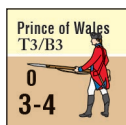
RHODE ISLAND

I. Prepare for Play

British Units
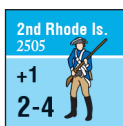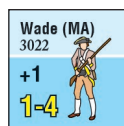
British Regulars

American Loyalists

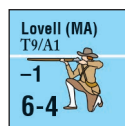**German Hessians**

Tory Militia

American Units

Continental Regulars

State Troops

Patriot Militia

1.1 Game Length

The game begins at 7:00 AM (Turn 1) and ends at 7:00 PM (Turn 13). The game ends immediately if a Decisive or Substantial Victory is achieved prior to Turn 13.

Exception: It is possible for the game to be extended one additional turn (Turn 14) by the play of an Opportunity Card. This additional turn is considered a "night" turn and has special limitations printed on the card.

1.2 Player Order

The British player moves first on Game Turn 1. Thereafter, player order is determined randomly per Series Rule 6.0.

1.3 At-Start Army Morale

American: 13; British: 14

1.4 Momentum

The American player begins the game with one Momentum Chit.

1.5 Deployment

Both sides deploy their units either in the at-start hex number or on the turn of entry (as indicated on the counters).

NOTE: Several units in the game are designated as "Opportunity Units" (indicated by "Opp" on their counters). These units should be placed in the Opportunity Units Box. They enter play as a result of card play.

1.6 Opportunity Cards

Players should shuffle one another's Opportunity Card decks and then draw two cards each from their own decks.

II. How to Win

2.1 British Decisive Victory

Control Butt's Hill Fort (hex 2802) at the end of any game turn. See rule 4.2 for the definition of control.

2.2 American Decisive Victory

As soon as the American player eliminates or captures 16 SPs of British, Hessian or Loyalist combat units (excluding artillery, militia and dragoons), the American player instantly wins a Decisive Victory.

Important: Lost SPs are tracked even for flipped units on the map.

2.3 Substantial Victory

Either side can achieve Substantial Victory as indicated in Series Rule 16.3.

2.4 Marginal Victory

If neither player achieves a Decisive or Substantial Victory by the end of the game, the player with the most Victory Points wins a Marginal Victory. If tied, the game ends in a draw.

2.5 Victory Point Schedule

2.5.1 Combat Unit and Leader Casualties: See the Victory Point Schedule and the Leader Summary Table on the Player Aid Card.

2.5.2 The Artillery Redoubt (hex 2306) is worth 1 VP to whichever player controls it at the end of the game. See rule 4.2 for the definition of control.

2.5.3 Objective Hexes 2512 & 2813 (together) are worth 1 VP to the American player if he controls them both at the end of game turn 6. See rule 4.2 for the definition of control.

NOTE: Players should use control markers to indicate control status for all victory hexes.

III. Series Rules Variations

3.1 Leaders

3.1.1 British Seniority *(rank denoted by #)*

#1 Major General Baronet Pigot and **#2** Major General Prescott (the latter enters through card play only) may command any British player unit.

Prescott's Close Combat modifier of "1" is parenthesized – this is *only* used when leading the Night Turn attack that occurs through card play. Otherwise, his value is "0".

#3 Major General von Lossberg may only command German or Loyalist units. ***Exception:*** *von Lossberg may command British and Tory Militia units IF he and General Smith are stacked together in the same hex.*

#4 Brigadier General Smith may only command British, Loyalist or Tory Militia units.
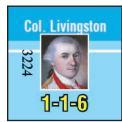
Captain von der Malsburg is a Demi-Leader (denoted by the yellow star on his counter) for Tactics Card play for himself only.

3.1.2 American Seniority *(rank denoted by #)*

#1 Major General Sullivan, **#2** Major General Greene and **#3** Brigadier General Glover may command any American player unit.

#4 Colonel Livingston may only command units belonging to Livingston's Advanced Guard. For ease of recognition, these units have their SPs and MPs printed in yellow.

Colonel Laurens is a Demi-Leader (denoted by the yellow star on his counter) for Tactics Card play for units belonging to Laurens' Advanced Guard only. For ease of recognition, these units have their SPs and MPs printed in orange.

The 1st Rhode Island Regiment is a Demi-Leader (denoted by the yellow star on its counter) for Tactics Card play for itself and the 2nd Rhode Island Regiment only and *only* when in the Artillery Redoubt (hex 2306).

3.2 Initiative Considerations

• The British player goes first on the night turn.

• Player order may be determined by the play of Opportunity Cards.

3.3 Retreat Priorities

BRITISH PLAYER: The British player retreats toward the south, southeast or southwest edges of the map if possible. See retreat priority illustration on the map.

AMERICAN PLAYER: The American player retreats toward the north, northeast or northwest edges of the map if possible. See retreat priority illustration on the map.

3.4 Limited British Intelligence

The British player, but not the American, is subject to Limited Intelligence rules. See Series Rules 7.42.

3.5 American Sortie Restriction

Units belonging to Livingston's and Laurens' Advanced Guards are not restricted in movement. Remaining American units may not move until they are allowed to sortie as follows:

• Turn 5 - Only the American units whose SPs and MPs are printed in white may move.

• Turn 7 - All remaining American units may move.

3.5.1 Garrison Requirements: The American player must occupy hexes 2704, 2904 and 3104 (denoted by the stacked arms graphic in the hex) with at least one non-artillery combat unit per hex. This garrison requirement is checked at the end of each American player movement phase only.

• The American player may voluntarily violate this garrison requirement; however he loses 1 point of Army Morale per turn if any of the three specified hexes is un-garrisoned.

• Garrison requirements are lifted as soon as any of the three specified hexes is attacked in Close Combat by British player combat units, regardless of the outcome of the attack.

• Place the Garrison Requirements Lifted marker on the next turn of the Game Turn Track to remind players that the requirements have been lifted.

3.6 Variable Reinforcements

The Hessian Ditfurth Fusiliers and Landgraf Regiment have variable turns of entry depending on die roll. Beginning on the friendly Movement Phase of Game Turn 8, the British player rolls one die and compares the result to the range printed on the Game Turn Track. If the correct die is rolled, both units enter play on entry hex B-1. These units enter automatically on turn 10 if not already in play.

3.7 Strategic Movement Restriction

• The von Huyn Regiment, the King's American Regiment and the Royal Artillery Detachment may not use strategic movement on game turn 1. Their MPs are highlighted in a white box on the counters to remind players of this restriction.

• British player reinforcements entering on Game Turn 3 at hex B-3 may not use strategic movement on their turn of entry.

IV. Special Rules

4.1 Opportunity Cards

4.1.1 Setting Up

Each player possesses a deck of 26 Opportunity Cards. After your opponent shuffles your deck, you draw two cards prior to the beginning of play.

4.1.2 Obtaining Additional Cards

There are several ways that players may receive additional Opportunity Cards during the course of play:

Method 1: Both players draw an Opportunity Card at the beginning of Game Turn 10. Players also draw cards at the beginning of the Night Turn if night is in play. (See British Opportunity Card #18.)

Method 2: During each friendly Rally Phase, prior to making Rally rolls, players may spend one Momentum chit to draw a new card from their decks. This is an additional use of momentum as indicated in Series Rule 12.62.

Method 3: Both players may earn additional Opportunity Cards according to the Opportunity Card Casualty Track printed on the map board. Players should advance their Strength Point Lost markers along this track each time *non-militia infantry* SPs are lost; including steps lost to units still in play, and draw Opportunity Cards on the spaces indicated.

NOTE: The American 1st Rhode Island Regiment and Wade's Massachusetts state troops do not lose a strength point when they flip—do not advance the marker on the Opportunity Card Casualty Track until the unit is eliminated. See Exclusive Rule 5.5.

Method 4: BRITISH PLAYER ONLY. The British player draws one Opportunity Card at the end of game turn 7 IF he controls *either* hex 2512 or hex 2813. He draws two Opportunity Cards IF he controls both hexes. See rule 4.2 for the definition of control.

Method 5: AMERICAN PLAYER ONLY. The American player draws one Opportunity Card the first time that any British player artillery unit is captured or eliminated.

DESIGN NOTE:

Method 1: Historically the fighting ended at about 3:30 PM (Bottom half of turn 9.) Players are allowed to draw cards on Game Turn 10 to equip themselves for the final third of the game.

Method 3: Historically the British lost 11% and the Americans 7.8% of their forces engaged. The British player has 37 infantry SPs, not including his Turn 8 reinforcements or Opportunity Units, none of which saw action. The American player has 39 infantry SPs, not including his turn 9 & 10 reinforcements or Opportunity Units which also did not see action. As a base calculation to match the historical casualty rates I multiplied the percentages lost by the SPs available; for the British that equaled 4 and for the Americans it equaled 3. I established those numbers as trigger points for card-draw and then gave the players additional draws as follows. Since the British lost more troops in the actual battle, I wanted to reward the American player. He draws when British infantry SP losses reach half way to the trigger point and again when they exceed the trigger point by half; at 2, 4 & 6 British SPs lost respectively. The British player draws when the American infantry SPs lost equal 3, their historical percentage, and again when the British player doubles the number of American SPs lost historically.

4.1.3 Card Usage
The cards are self-explanatory—follow the directions as indicated.

- There is no limit to the number of cards a player may hold in his hand; however some cards may not be held, as indicated on the card.
- Cards may be played by either player at any moment and during any phase, unless specifically disallowed by card text.

- Once a card is played it is discarded permanently.

4.2 Control of Victory Locations
- For the purposes of rules 2.1, 2.5 and 4.1.2 (Method 4), the Americans control all victory hexes at the start of the game.
- In order to take control of any of these hexes, the British player must occupy or pass through the given hex with a combat unit other than artillery. Place a British control marker in this case.
- The American player can regain control in the same manner. Flip the control marker to the American side in this case.
- Control is checked for effect at the following times:
  ◊ End of any game turn (rule 2.1).
  ◊ End of Game Turn 6 (rule 2.5.3).
  ◊ End of Game Turn 7 (rule 4.1.2 Method 4).
  ◊ End of Game (rule 2.5.2).
- Control is temporarily nullified for all four of these situations if there is an enemy combat unit adjacent to the hex(es) in question. VPs or cards are not gained by the owning player.

NOTE: Adjacency does not grant control of an empty enemy-controlled hex. If friendly combat units do not actually enter the hex in question, then control remains with the enemy player once/if adjacency no longer applies.

V. Special Units

5.1 Graeme's Squadron

 Beginning on Game Turn 5, the British player may attempt up to two offshore bombardments against American combat units. However, only one bombardment may be attempted per Game Turn.

5.1.1 Target Selection
- During friendly or enemy Close Combat, place one of Graeme's Squadron markers in a navigable hex in the Middle Channel.
- Select an enemy occupied hex that is within 4-hexes of the squadron marker.

DESIGN NOTE: Graeme's Squadron consisted of five vessels; the 20-gun frigate HMS Sphynx, the 20-gun armed ship Vigilant, the former Rhode Island Navy 10-gun row galley Spitfire, a Loyalist brig and an unidentified armed vessel. While the Sphynx and Vigilant carried some 24-pound guns the other vessels were lightly armed. This, together with the ineffectiveness of Graeme's squadron in action on August 29, is the reason I attenuated the range of this collection of naval artillery from five hexes to four and why the odds of achieving a modifier on the Offshore Bombardment Table are low.

- Enemy units in the target hex must be either attacking or defending in the current Close Combat phase in order to be fired upon.
- Standard line-of-sight rules apply.

5.1.2 Offshore Bombardment Table

The British player rolls one die on the Offshore Bombardment Table located on the map and player aid card and applies the results to the Close Combat. The modifier, if any, is cumulative with other Close Combat modifiers in this Close Combat.

5.1.3 Two Shots Only

At the conclusion of Close Combat, place the squadron marker on the current turn of the Game Turn Track to indicate it has fired and is no longer available. Once the second squadron marker is moved to the Game Turn Track the British player may not conduct offshore bombardment for the rest of the game.

5.1.4 Night

Offshore bombardment may not be conducted during the night turn.

5.2 Dragoons
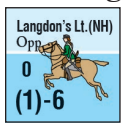
Langdon's NH Light Horse and the British 17th Light Dragoons have their SP ratings shown in parenthesis to indicate they cannot attack when alone in a hex, even if participating in a multi-hex combat. *Exception:* They may always attack enemy dragoons even when alone.

- This rule supersedes any other rule requiring units to attack.
- Dragoons cannot be the lead unit if other Parade Order units are in the combat.
- Otherwise, they behave like any other combat unit when stacked with other units.

NOTE: The NH Light Horse enters through card play only.

5.3 Butt's Hill Fort Battery

5.3.1 Movement

This battery cannot move. It is considered "dug in".

5.3.2 Adverse Combat Results

- The battery ignores Retreat results.
- If it suffers a Disruption result, it disrupts in place.
- Other units in the hex are *not exempt* from combat results and follow normal procedures.

5.3.3 Fire Combat

- The battery is heavy artillery, with a range of 4 hexes.
- Due to "pre-sighting", it receives an automatic +1 DRM when firing on the Ranged Fire To-Hit Table.
- Damage die rolls ARE NOT modified.

5.3.4 Spiking

During the friendly Rally Phase, the American player may spike the guns in the Butt's Hill Fort Battery. Additional friendly units are not required in the hex in order to spike the guns.

PROCEDURE:

- Simply remove the unit during the Rally Phase.
- Spiking may occur even if enemy combat units are adjacent.
- Place the battery to the side so it is not confused with normally captured or eliminated units.

EFFECTS:

- The American player suffers –1 Army Morale when the guns are spiked.
- The British player does not gain Army Morale and no VPS are awarded.

5.4 Sullivan's Life Guards

The Sullivan's Life Guards unit has its SP rating shown in parentheses to indicate it cannot attack when alone in a hex, even if participating in a multi-hex combat.
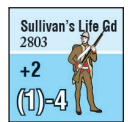
- This rule supersedes any other rule requiring units to attack.
- Otherwise, it behaves like any other combat unit when stacked with other units.

5.5 1st Rhode Island and Wade
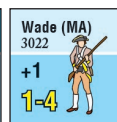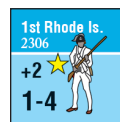
The American 1st Rhode Island Regiment and Wade's Massachusetts state troops are special one step units with combat values on their reverse side.

When these units takes their first step loss, they are flipped as usual. However, the following cases apply:

- There is no Army Morale adjustment.
- There is no Victory Point awarded.
- There is no change to the Opportunity Card Casualty Track.

5.6 Webb's Regiment

When Webb takes a step loss, the unit becomes known as Huntington.
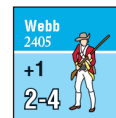
A complete game of *The Battle of Rhode Island & The Battle of Newport* contains:

- This Exclusive Rulebook
- One Series Rulebook
- One 2-sided 22" x 34" mounted map
- One full sheet of die cut counters
- One half sheet of die cut counters
- Two identical player aid cards
- 16 Tactics cards (8 British, 8 American)
- 52 Opportunity cards (26 British, 26 American)
- Two 10-sided dice

NEWPORT

DESIGN NOTE: The Battle of Newport *is a hypothetical scenario. See the "Newport Commentary" on page 18 for rationale, and read "The Battle of Rhode Island" beginning on page 14 for complete context.*

I. Prepare for Play

British Units

22nd Foot 2419 · +1 · 3-4
Prince of Wales 2621 · 0 · 2-4
Landgraf 3324 · +1 · 3-4
Loyal New England 3218 · −1 · 1-4

British Regulars · American Loyalists · German Hessians · Tory Militia

American Units

2nd Rhode Island Z-1 · +1 · 3-4
Wade (MA) Z-3 · +1 · 4-4
Boston Cadets 1314 · +1 · 1-4
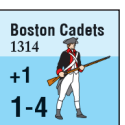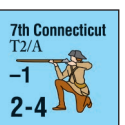**7th Connecticut** T2/A · −1 · 2-4
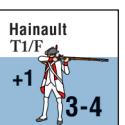**Hainault** T1/F · +1 · 3-4
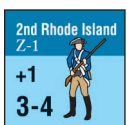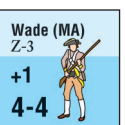
Continental Regulars · State Troops · Volunteer Troops · Patriot Militia · French Troops

1.1 Game Length

The game begins at 11:00am August 10th (Turn 1), and ends at 6:00pm August 11th (Turn 20). The game ends immediately if a Substantial or Decisive victory is achieved prior to Turn 20.

Exception: The game may end at the end of Game Turn 8 if special victory conditions have been met (see rule 2.1.1).

1.2 Player Order

The American player moves first on Game Turn 1. Thereafter, player order is determined randomly per Series Rule 6.0.

Exception: See rule 4.5 (last two bullets) to determine Initiative for Turn 9 if the game continues into the second day.

1.3 At-Start Army Morale

American: 20; British: 19

1.4 Momentum

The American player begins the game with one momentum chit.

1.5 Initial Deployment

1.5.1 British Deployment

von Lossberg 1-1-6
Smith 1-1-6

The British player sets up his units according to the at-start locations printed on their counters. Two of the British player's leaders have four asterisks in lieu of at-start locations. They set up as follows:

- Major General von Lossberg with the 1st Ansbach, the 2nd Ansbach or the von Huyn regiments.
- Brigadier General Smith with the 22nd Foot, the 43rd Foot, or at the British Field Headquarters (hex 2617).

1.5.2 American Deployment

The American player deploys in one of three ways:

- Some units have at-start locations printed on their counters and should be set up in those hexes.
- Some units have zone designations (Z-1, Z-2, Z-3 or Z-4) on their counters in lieu of an at-start hex. These units deploy in any hexes corresponding to their specific zone. Zones are located on the map as lightly shaded areas bounded by dashed lines.

  Exception: Infantry MAY NOT STACK with each other when deploying in zones. This stacking restriction only applies to the initial deployment, and does not affect stacking with artillery or leaders. Once the game begins, this stacking restriction is lifted.

- Some units have a turn-of-entry designations on their counters and arrive as reinforcements on the turn and in the hex specified on the counter. They should be placed on the Game Turn Track accordingly.

II. How to Win

2.1 American Decisive Victory

2.1.1 Day 1

Control any three of the following locations in the British outer defenses (indicated by the dashed red line on the map) at the end of Game Turn 8: Tomini Hill Redoubt, Irish's Redoubt, Bannister's Redoubt, Dudley's Redoubt or Card's Redoubt. Control is defined as occupying with a Parade Order combat unit other than artillery regardless of the presence of adjacent enemy units. If this condition is not met the game continues into the Night Interphase (see rule 4.5).

2.1.2 Day 2

Control any three of the following locations in the British inner defenses (indicated by the solid red line on the map) at the end of any game turn on Day 2: Barrier Redoubt, Easton Redoubt or Batteries #1, #2 or #3. Control is defined as occupying with a Parade Order combat unit other than artillery regardless of the presence of adjacent enemy units.

2.1.3 British Surrender

If at least one space of the City of Newport is occupied by a Parade Order American player combat unit at the end of any British player turn, the British player must perform a "Surrender Die Roll." The following DRMs apply:

−2	if the British army is wavering
−1	if the British army is fatigued
−1	if Major General Pigot is a casualty
−1	for each city hex that is occupied by the American player at the time of the die roll
−1	for each British objective hex defined in rule 2.1.2 above that is controlled by the American player at the time of the die roll

The British surrender on a modified die roll of −1 or less.

2.2 British Decisive Victory

As soon as the British player eliminates or captures 18 SPs of American and/or French combat units (excluding artillery, militia, engineers and dragoons), the British player instantly wins a Decisive Victory.

The British player can track American player SP losses on the American/French Infantry Strength Points Lost Track located on the map using the American Strength Point Lost marker.

Important: Lost SPs are tracked even for flipped units on the map.

2.3 Substantial Victory

2.3.1 American Player

On Day 1, the moment British Army Morale wavers the American player wins a Substantial victory. On Day 2, the American player can achieve Substantial Victory as indicated in Series Rule 16.3.

2.3.2 British Player

The British can achieve Substantial Victory as indicated in Series Rule 16.3 on either day.

2.4 Marginal Victory

If neither player has achieved a Decisive or Substantial Victory by the end of game turn 20 the British player is awarded a Marginal Victory regardless of the number and value of both players' casualties in the eliminated and captured boxes.

NOTE: A Marginal Victory is not available to the American player during either day's fighting.

2.5 Victory Point Schedule

Victory points are not calculated, but may be utilized as a tie-breaker in tournament play.

III. Series Rules Variations

3.1 Leaders

3.1.1 British Seniority *(rank denoted by #)*

#1 Major General Baronet Pigot and **#2** Major General Prescott may command any British-player units.

#3 Major General von Lossberg may only command German or Loyalist units. *Exception:* von Lossberg may command British and Tory Militia units IF he and General Smith are stacked together in the same hex.

#4 Brigadier General Smith may only command British, Loyalist or Tory Militia units.

#5 Major General von Bose may only stack with and command German units.

#6 Captain Brisbane may only command British maritime units (naval and marines) indicated by small anchor symbols.

#7 Captain von der Malsburg is a Demi-Leader (denoted by the yellow start on his counter) for Tactics Card play for himself only.

3.1.2 American Seniority *(rank denoted by #)*

#1 Major General Sullivan and **#2** Major General Greene may command any American units.

#3 Major General Marquis de Lafayette may command any American and French units.

#4 Brigadier General Glover and **#5** Brigadier General Varnum may command any American units.

#6 Major General Hancock may only command Massachusetts militia units. Hancock and the units he may command are identified by the thin brown stripe over their names.

3.1.3 French Seniority *(rank denoted by #)*

#1 Vice Admiral-General Comte d'Estaing may command any French units.
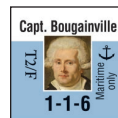
#2 Captain Bougainville may only command French maritime units (naval and marines) indicated by small anchor symbols.

3.2 Retreat Priorities

3.2.1 British Player

The British player retreats toward either HQ hex (2617 or 3513) if possible. See retreat priority illustration on the map.

3.2.2 American Player

American units retreat toward the northeast or north map edges if possible. French units retreat toward the north map edge if possible. See retreat priority illustration on the map.

3.3 British Sortie Restriction

No British player units stationed on or behind the inner defensive line (indicated by the solid red line on the map) may move north or east of it until the first friendly movement phase after at least one hex along the outer defensive line has been attacked in close combat (or occupied if vacant) by enemy combat units. The outer defensive line is indicated by the dashed red line on the map.

- Units affected by this rule have their MPs highlighted in a white box for ease of recognition.

NOTE: Although not directly connected with it, Card's Redoubt (hex 2220) and Little Tomini Hill (hex 3427) are considered part of the outer defensive line.

- Place the British Army Sortie marker on the Game Turn Track (corresponding to the next British player turn) to remind players that British inner line units are free to move.

- Prior to sortie restrictions being lifted British units stationed on or behind the inner defensive line are free to move anywhere along or behind that line without restriction.

3.3.1 Garrison Requirements: The British player must occupy hexes 3113, 3115, 3118 and 3420 (indicated by the stacked arms graphic in the hex) with at least one artillery AND one non-artillery combat unit per hex. This garrison requirement is checked at the end of each British-player movement phase only.

- The British player may voluntarily violate this garrison requirement; however he loses 1 point of Army Morale per turn if any of the four specified hexes is un-garrisoned.

- Garrison requirements are lifted if any of the four specified hexes are attacked in Close Combat by American or French units, regardless of the outcome of the attack.

- Place the Garrison Requirements Lifted marker on the next turn of the Game Turn Track to remind players that the requirements have been lifted.

3.4 Strategic Movement Restriction

French & American reinforcements arriving on Game Turns 1 & 2 and American reinforcements arriving on Game Turn 3 may not use strategic movement on their turns of entry.

3.5 Variable Reinforcements

American reinforcements scheduled to arrive on Game Turns 6 & 15 must roll a die to determine if they enter the game on that turn. Consult the Game Turn Track to determine the die roll needed to enter. If the unit does not arrive, advance it to the next turn on the Game Turn Track and roll again then.

Exception: No units can enter the game during the Night Interphase but may try to enter the game again on the following day.

NOTE: The 2nd Brigade of New Hampshire Volunteers automatically enters on Game Turn 11 if it has not already entered play.

NOTE: The 1st Brigade of New Hampshire Volunteers might never enter play, depending on die roll.

3.6 French Considerations

3.6.1 Stacking and Movement
- French and American combat units may never voluntarily end a movement phase stacked unless Lafayette is stacked with them.

- French and American units that begin a movement phase stacked without Lafayette must maneuver to unstack if possible.

3.6.2 Combat
- Franco-American stacks without Lafayette that are involved in Close Combat are penalized by a (+/-) 1 DRM whether attacking or defending.

- French and American combat units may not cooperate in attacks originating from separate hexes against a common enemy hex unless Lafayette is commanding the attack, after which they may advance together into the vacated hex subject to stacking limits.

3.6.3 Morale Check
The first time the American player's Army Morale falls to 8 or below he rolls a die and consults the French Morale Impact Table located on the map and applies the results immediately.

- This is a one-time event and is not repeated if American Army Morale climbs above 8 and subsequently falls back to 8.

- Place the French Morale Check marker on the Army Morale Track to remind players that this one-time requirement has been met.

IV. Special Rules

4.1 Bog Transit Procedure

DESIGN NOTE: Major General Pigot ordered a dam built where Bailey's Brook empties into Easton Pond. The goal was to turn the valley below Honeyman Hill into a bog that would discourage a direct attack against his right flank. Since the Battle of Newport never actually happened, however, the bog was never tested and we can't now for certain how effective it might have been. Meanwhile Major Frederick Mackenzie of Pigot's staff writes skeptically about the potential effectiveness of the bog. Given the uncertainly I designed the Bog Transit Table to represent low odds of extreme outcomes; completely passable or completely impassable. Other outcomes are equally distributed leaving it entirely up to chance as to how effective the bog will be and guaranteeing variation in outcomes from game to game.

Once during the game, *only the American player* may attempt to learn the transit status of the bog. Utilize the following procedure:

Step 1: A single parade order combat unit other than artillery that begins its movement phase adjacent to a bog hex may expend its entire movement to enter the bog. This cannot occur at night.

Series Rule 9.3 Exception: In this case, entering otherwise prohibited terrain is allowed.

Step 2: The American player checks the transit status of the bog immediately after British Defensive Artillery Fire if his combat unit still occupies the bog hex. American units forced to retreat during British Defensive Artillery Fire may not do so into another bog hex.

Step 3: The American player rolls a die and consults the Bog Transit Table on the map to determine if the bog is passable and the movement point cost per unit-type to enter the hex.

NOTE: Engineers are treated as infantry for this purpose.

Step 4: Place the Bog Status Marker that corresponds to the die roll result on the next turn of the Game Turn Track to remind players that bog transit status has been determined and the turn on which either player may begin transiting the bog if permitted.

Series Rule 9.2 Exception: Units must always be able to pay the cost to enter terrain in the bog.

NOTE: If the result of the bog transit check was "impassable" the American unit performing the check must exit the bog during the friendly Movement Phase of the turn indicated by the Bog Status Marker.

The outcome of the Bog status check is permanent for the duration of play.

4.2 ZOCs & Fieldworks

4.2.1 Movement
French or American units which begin their movement phase adjacent to British fieldworks hexsides may not cross those hexsides during friendly movement if in so doing they move directly from one British ZOC into another. *This is an exception to Series Rule 8.32.*

NOTE: Fieldworks include: Abatis, battery, flechette, redoubt, siegeworks, stone wall, and trench hexsides.

4.2.2 Combat
British lead units are never required to advance after combat if the following two conditions exist:

- All attacking British player units are positioned behind the outer or inner defensive lines (as defined in rule 3.3) AND

- All defending American player units are outside those same perimeters.

4.2.3 Zones of Control
ZOC's extend out of but not into unbreached fieldworks hexsides.

4.3 American Siegeworks
Siegeworks are a type of fieldworks that can be constructed by the American player. Completed siegeworks have the following attributes:

- Enemy fire combat and close combat suffers a –1 DRM against friendly units occupying completed siegeworks.

- Enable American siege artillery to fire and increase the range of the American mortar to 6 hexes.

- Completed siegeworks cannot be moved or destroyed.

- Siegeworks under construction offer no defensive advantage to American player units that occupy them, nor do they enable siege artillery to fire or increase the range of the mortar.

4.3.1 Construction Procedure
During the friendly movement phase, the American player can construct siegeworks in any eligible hex according to the following procedure:

Step 1: The American player may place one construction marker per turn on any clear or crops hex that is not adjacent to an enemy combat unit.

Exception: On Turn 1 the American player MUST place a construction marker in hex 1622. The Boston Artificers unit that begins in that hex may not move until the siegeworks are completed. *This is an exception to the note in Step 3 below.*

> **OPTIONAL RULE:** For play balance against a superior British player consider hex 1622 to have a fully constructed siegework (Siege Battery B) at the start of the game. The Artificers can move on Turn 1.

Step 2: To place a construction marker, the Boston Artificers unit must begin the movement phase in Parade Order in the hex under construction and may not move that turn.

Step 3: At the end of the next American player movement phase the marker is flipped to its completed side and aligned so that the hexsides to be entrenched are portrayed by the white symbols.

NOTE: It is not necessary for the Artificers to remain in the hex in order to complete the construction. See Step 1 exception.

Step 4: When constructing siegeworks the American player is limited by the counter mix and by the ability of the Artificer unit to initiate construction.

Step 5: Siegeworks hexsides *do not* need to be connected.

> *DESIGN NOTE:*
>
> *Historically, the siegeworks in hexes 1620 & 1622 were not begun until August 15, five days after the date set for the grand assault and after d'Estaing had sortied the French fleet to engage Admiral Howe. Progressively the western slope of Honeyman Hill and the area below it to a distance of 700 yards from the British right at Green End were dug in comprising four batteries; two of four guns and one each of five and seven guns. The at-start siegeworks in hex 1620 and the ability of the American player to construct additional ones within which to mount his siege artillery is provided in this hypothetical scenario for play balance.*
>
> *Players wishing to conduct the assault in its purest form, or for play balance against a superior American player, may treat Rules 4.3 and 5.1.2 as OPTIONAL. In such a case the American mortar would still be available but its range would be restricted to 5 hexes only. The capabilities of the Boston Artificers and the British Labor Battalion would likewise be limited to providing a +1 DRM when attacking enemy-occupied fieldworks.*

4.3.2 Siegework Interdiction
Siegeworks under construction cannot be flipped to their completed side if a Parade Order enemy combat unit, including artillery, is adjacent.

- Siegeworks under construction are automatically removed if entered by a Parade Order enemy combat unit.

Exception: Siegeworks under construction are not removed if entered solely by enemy artillery.

4.4 Spiking Guns

During the friendly Rally Phase, the phasing player may spike any of his artillery units. Additional friendly units do not need to be stacked with the gun(s) in order to spike them.

PROCEDURE

- Simply remove the desired artillery unit(s) during the Rally Phase.
- Guns may be spiked on multiple game turns and any number of guns may be spiked at one time.
- Spiking may occur even if enemy combat units are adjacent.
- Place the spiked artillery unit(s) to the side so they are not confused with normally captured or eliminated units.

EFFECTS

- The phasing player suffers –1 Army Morale on the turn in which any guns are spiked. *NOTE: It doesn't matter how many guns are spiked in a turn; only 1 point of Army Morale will be surrendered each turn in which any guns are spiked.*
- The non-phasing player does not gain any Army Morale nor do the spiked guns count for VPs.

4.5 Night Interphase

The following modifications to the Sequence of Play apply to the Night Interphase:

- Initiative is determined normally.
- Movement and ZOCs: Units may not enter an enemy ZOC. Units that begin in an enemy ZOC must move away if possible.
- MPs are determined by several factors:
  - ◊ Units that begin adjacent to enemy combat units.

  - ◊ Units that are not adjacent to enemy combat units and are not on a road hex.
  - ◊ Units that are not adjacent to enemy combat units and begin on a road hex.
- Strategic movement is permitted according to series rules.
- See the Night Interphase Movement Table printed on the map for a summary of available MPs per unit type (also shown on the Player Aid Card).
- Pinned units may break pin at night at no cost in Army Morale Points. *This is an exception to Series Rule 13.1.*
- The Boston Artificers may not place new construction markers, however construction markers already on the board may be flipped to their completed side according to rule 4.3.1, Step 3.
- The British Labor Battalion may repair breaches according to rule 5.1.2.5.
- All rally attempts add +1 DRM, in addition to standard modifiers.
- Spiking artillery is permitted according to rule 4.4.
- Fire Combat is not allowed.
- Close Combat is not allowed even among adjacent units. *This is an Exception to Series Rule 12.12.*
- After both players have completed their player-turns, each player adjusts his Army Morale as follows:
  - ◊ If Army Morale is already high no adjustment is made.
  - ◊ If Army Morale is fatigued, add 3 Army Morale points.
  - ◊ If Army Morale is wavering, add 1 Army Morale point.
- After any Army Morale adjustments are made, the player with the higher total automatically has the Initiative on Game Turn 9. If Army Morale is tied determine Initiative in the standard way.

Series Rule 12.62 Exception: Spending three momentum chits to dictate player order is NOT permitted on Game Turn 9.

Artillery Characteristics Matrix

	Characteristic or Capability				
Artillery Type	*Fire with other Artillery?*	*LOS Required?*	*Targeting*	*Stacking allowed during Movement?*	*Range*
Field Artillery	Yes	Yes	Unit	No	1-3
Heavy Artillery	Yes	Yes	Unit	No	1-4
Howitzers	No	No	Unit	No	1-4
Coehorn Mortar (Br)	Yes*****	Yes	Unit	Yes****	1-4
Naval Guns (Br)	Yes	Yes	Unit	No	1-5
Mortar (Am)	No	No	Hex	Yes***	2-5/6*
Siege Artillery (Am)	No	Yes**	Hex, then Hexside	Yes***	1-7

* Range when the mortar is in a siege works hex
** Combat units *do not* block LOS, terrain DOES block LOS
*** Allowed when the mortar or siege artillery unit is in a siege works hex –moving artillery can pass through the hex
**** Stacking is permitted with field or heavy artillery only. If the coehorn mortar is alone in any hex, other artillery units may pass through the coehorn unit's hex.
***** With field or heavy artillery only

V. Special Units

5.1 Artillery

The Battle of Newport features various types of field guns and heavy weapons, many with special capabilities. These capabilities are summarized in the rules that follow.

ALL artillery fire is conducted in the owning player's defensive artillery fire phase. This differs from other games in the series which feature siege rules.

NOTE: Review the Player Aid Card for the various charts and footnotes pertaining to artillery, while key items are summarized below.

5.1.1 American Mortar

5.1.1.1 Movement
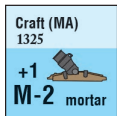
On each game turn, the mortar may either move OR fire. Use the "Moved/Fired" marker to keep track of which function the mortar has performed during each game turn. Remove the "Moved/Fired" marker at the end of the current game (not player) turn.

Series Rule 7.1 Exception: Friendly artillery may move through a hex occupied by the mortar during the movement phase ONLY when the mortar is in a completed siegeworks hex.

5.1.1.2 Targeting and Range

- Unlike other artillery, the mortar does not target enemy units but instead directs its fire into a (non-adjacent) target hex.
- The mortar may not combine fire with other types of artillery.
- The range of the mortar is 5 hexes and does not require a LOS to the target hex. *This is an exception to Series Rule 11.4.*

NOTE: Mortar range is increased to 6 hexes if it is firing from completed siegeworks.

5.1.1.3 Scatter and Drift

Mortar fire is subject to Scatter & Drift (See Scatter & Drift diagram on the map). Follow the process outlined below:

Step 1: Select a target hex and roll 1 die, comparing the result to the diagram to determine where the shells actually land. Refer to the Mortar Fire Scatter and Drift table on the Player Aid Card for applicable modifiers when rolling.

Step 2: If units occupy the resulting impacted hex, the owning player selects the unit to receive potential damage.

Step 3: Damage is determined by rolling on the Mortar Fire Damage Table on the Player Aid Card.

Step 4: If the mortar has suffered a step-loss, apply a –1 DRM on the Mortar Fire Damage Table. If a breach result is achieved, see rules 5.1.2.4 and 5.1.2.5 regarding breaches and repairing them.

5.1.2 American Siege Artillery

5.1.2.1 Movement

Series Rule 7.1 Exception: Friendly artillery may move through a hex occupied by siege artillery during the movement phase ONLY when the siege artillery is in a completed siegeworks hex.

5.1.2.2 Targeting and Range

- American siege artillery may ONLY fire at British fieldworks hexsides in an effort to cause breaches.
- American siege artillery has a range of 7 hexes and must be located under an American siegeworks marker in order to be eligible to fire. (See rule 4.3.1 for siegeworks construction). Note that there is a completed siegework at the start of the game in hex 1620.
- After choosing the target hex, the American player selects a hexside facing the firing hex for resolution.

Series Rule 11.4 Exception: Combat units do not block LOS for this purpose. Terrain blocks LOS normally.

5.1.2.3 Resolution: Siege artillery fire is resolved using the Siege Bombardment Fire "To Hit" Table and the Siege Fire Damage Table located on the Player Aid Card.

5.1.2.4 Breaches

- If a breach is achieved place a breach marker with its arrow facing the breached hexside. If a breach is caused by mortar fire, the American player has the option of selecting ANY hexside to receive the breach.
- Any combat units in a hex whose hexside was breached must make an immediate morale check without applying the +1 DRM available to units checking morale behind unbreached fieldworks.
- British artillery may only fire across un-breached fieldworks hexsides. This restriction does not apply to Abatis.

5.1.2.5 Repairing Breaches

- Breaches caused by siege artillery or mortar fire may only be repaired by the British Labor Battalion.
- Only one hexside can be repaired per turn.
- To repair a breached hexside, the Parade Order Labor Battalion must begin its movement phase adjacent to the breach and may not move that turn.
- Breaches may be repaired even if enemy combat units are adjacent.
- Remove the breach marker at the end of the movement phase.

5.1.3 Howitzers

- Howitzers may not combine fire with other types of artillery.
- Howitzers do not require line of sight to their target. *This is an exception to Series Rule 11.4.*
- Howitzers have a range of 4 hexes, and fire combat is resolved normally.
- Damage is resolved on the Howitzer Fire Damage Table on the Player Aid Card.
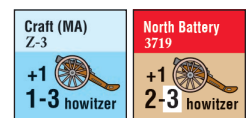
5.1.4 Heavy Artillery & Naval Artillery
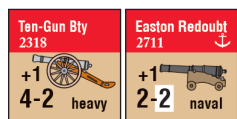
Both players have heavy artillery, traditionally 12-pound field guns. In addition, the British player has four batteries of naval artillery transferred to shore when the British scuttled their fleet in and around Narraganset Bay. These guns were traditionally 18-pound and 24-pound ordnance. Heavy artillery and naval artillery *may* combine fire with standard field guns and have the following ranges:

Heavy Artillery — 4 hexes
Naval Artillery — 5 hexes

DESIGN NOTE: The British also deployed a few massive 32-pound guns in their fixed fortifications at the North Battery, Fort George and Brinton's Point. Some of these guns are shown artistically on the map for historical reference but have no effect on play as they were deployed as shore batteries against enemy shipping only.

5.1.5 British Coehorn Mortar

The British Coehorn mortar is a special artillery enhancement unit that augments damage against non-artillery targets.

5.1.5.1 Stacking: The Coehorn only confers this special enhancement when stacked with a British heavy or field artillery unit. The coehorn mortar never counts against stacking limits. *This is an exception to Series Rule 7.1.*

5.1.5.2 Combat Effect: An artillery unit stacked with the coehorn mortar adds +1 DRM to the damage die roll if it scored a hit against a non-artillery target. This modifier applies even if British artillery is combining fire on the same target so long as the coehorn is stacked with one of the firing units.

5.1.5.3 Other Coehorn Unit Specifics

- Friendly artillery units may pass through a hex if the only artillery unit in the hex is a Coehorn mortar.
- The coehorn has a ZOC.
- If moving while stacked with British artillery, the two units move at the movement rate of the artillery unit.
- The coehorn may be targeted by enemy fire combat.
- Even though the coehorn has no Close Combat strength, it must be attacked during the close combat phase to be captured when alone in a hex.

5.2 Engineers
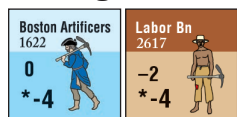
Each player has engineers; the Boston Artificers and the British Labor Battalion. These units *do not* count against stacking limits which is an Exception to Series Rule 7.1, but they *do* project a ZOC.

5.2.1 Combat

- The two engineer units have an asterisk in place of their SP value. When alone Engineers defend with a provisional strength of 1 SP.

- Engineers may not be selected as lead units when stacked with friendly units in close combat.
- When stacked with friendly units that are *attacking* enemy fieldworks, these units provide a +1 DRM to the attack.

5.2.2 Usage Summary

- The Boston Artificers are used to construct siegeworks. See rule 4.3.1.
- The British Labor Battalion is used to repair breaches caused by enemy siege bombardment. See rule 5.1.2.5.
- Either unit can be used to provide a +1 DRM when participating in an attack upon enemy occupied fieldworks. See above (rule 5.2.1, 3rd bullet.)

5.3 Dragoons

The 17th Light Dragoons, Captain-General's Cavaliers and Langdon's NH Light Horse may not move across or attack across unbreached abatis hexsides except at roads. They have their SP values shown in parenthesis to indicate they cannot attack when alone in a hex, even if participating in a multi-hex combat. *Exception:* They may always attack enemy dragoons even when alone.

- This rule supersedes any other rule requiring units to attack.
- They cannot be the lead unit if other Parade Order units are in the combat.
- Otherwise, they behave like any other combat unit when stacked with other units.
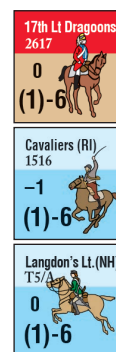
5.4 Sullivan's Life Guards

The Sullivan's Life Guards unit has its SP rating shown in parentheses to indicate it cannot attack when alone in a hex, even if participating in a multi-hex combat.

- This rule supersedes any other rule requiring units to attack.
- Otherwise, it behaves like any other combat unit when stacked with other units.
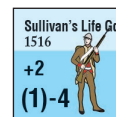
5.5 1st Rhode Island Continental Regiment

The 1st Rhode Island is a special one step unit with a combat value on its reverse side. When this unit takes its first step loss, it is flipped as usual. However, the following cases apply:

- There is no Army Morale adjustment.
- There is no Victory Point awarded (used only for Tournament tie-breakers in *Newport*).
- No SP loss is recorded on the American/French Infantry Strength Points Lost Track.

The Battle of Rhode Island
August 29, 1778

By Mark S. Miklos

Preface

It might have ended the war five years sooner. The loss of a British army at Saratoga in 1777 was the predicate to French intervention, universally agreed to be the turning point of the American Revolution. Now, one year later, what if a second British army had been forced to surrender?

The gathering Franco-American forces had the potential to achieve victory. In the cadre of the army were 2,500 Continentals, trained at Valley Forge and battle-tested at Monmouth Courthouse earlier that summer. These were augmented by 1,700 men in state regiments from Rhode Island, Massachusetts and New Hampshire who were well-equipped and disciplined if not battle-tested. The American army also included over 4,500 New England militia as well as 1,700 volunteers, some of them first-rate.

The Rhode Island campaign is significant because it was the first attempt by the French to cooperate with their new American allies. The French expeditionary force included 1,000 Regulars, 1,500 marines and another 1,500 naval personnel who would be put ashore, armed with muskets and pikes and organized into naval-infantry battalions. The size of the combined armies approached 16,000 men, nearly triple the forces available in the British garrison at Newport.

Those British defenders were an eclectic mix as was often the case for the British in America. Fewer than 6,000 British Regulars, Hessian mercenaries, American Loyalist infantry, Tory militia plus sailors and marines manned the defenses. Each side had a wide array of artillery from standard field guns to 24-pound naval guns brought ashore by the British for the defense of the town. Total ordinance on the field exceeded 112 pieces; a staggering sum for the period.

We will never know what might have been because circumstances that will be described in this essay conspired to prevent the grand assault by the Allies from occurring. There was, of course, a Battle of Rhode Island as history has recorded. It was a running fight in its opening stages as a British pursuit sought to overrun a withdrawing American rear guard. It ended up a stalemate over a no-man's land late in the day. There were heroics but history has relegated the Battle of Rhode Island to a footnote because what occurred involved only portions of the forces and only after the American's had decided to lift the siege of Newport and withdraw to the safety of the mainland.

I
The British in Newport

"The honor of New England is concerned. If they are not crushed I will never again glory in being a N.E. man"

—*John Adams*

The British occupied Newport on December 8, 1776 after brushing aside American militia. As an ice-free deep water port Newport was a prize worth taking. From here the British could intercept American commerce and command the approaches to Long Island Sound. Newport was also the fourth largest city in America and could comfortably quarter an occupying garrison.

Inhabitants of New England bristled at the occupation as reflected by John Adams who wrote on January 7, 1777, "The honor of New England is concerned. If they are not crushed I will never again glory in being a N.E. man." Emotion led to action but a very preliminary effort to dislodge the British in the early months of 1777 failed due primarily to the challenges of campaigning with an all-militia force. New Englanders had to be content for the time being with small scale raiding or petite guerre.

Meanwhile British command in Newport was evolving. In May, 1777 Lieutenant General Hugh Percy was replaced by Major General Richard Prescott. Prescott was captured at his forward headquarters during a night raid on July 10 and was replaced by Major General Robert the Baronet Pigot. Prescott would be held in captivity for nine months and later exchanged for American Major General Charles Lee who had been captured during Washington's retreat to the Delaware River in 1776. Prescott would be back in Newport as second-in-command in time for the battle.

In Philadelphia the Continental Congress passed resolutions calling upon the New England states to support offensive action against Newport while in Boston Samuel Adams said, "I fear New England will be charged with the loss of her former military pride if it is not done." Urged into action by a rising chorus of clamoring voices Connecticut, Rhode Island and Massachusetts pledged support for an expedition promising to raise 8,000 troops.

This second effort, known as "Spencer's Expedition" after its commander Major General Joseph Spencer, held some promise but also collapsed due to a perfect storm of expiring militia enlistments, lack of supplies and bad weather. There was even a comic-operetta quality to the affair. As regiments arrived at the rendezvous on October 16 a hot-bed of confusion arose at the waters-edge because the manifest for coordinating the embarkation of troops onto assault boats was missing. The day wore on, the manifest was never provided and by late in the day the invasion was called-off. One can't help but be reminded of Benjamin Franklin's famous passage; "For want of a nail, the shoe was lost. For want of a shoe, the horse was lost. For want of a horse, the rider was lost. For want of a rider, the battle was lost. For want of a battle, the kingdom was lost."

The next day it rained. Worsening weather led to three more postponements. With surprise no longer possible, with sickness taking its toll, with enlistments expiring, desertions mounting and morale plummeting, Spencer and his officers decided the New England Army should be dismissed. Sizing up the previous month's endeavors Minister Ezra Stiles said, "It was not the design of heaven that we should now take Rhode Island."

II
Campaign

"They talked like women disputing precedence in a country dance, instead of men engaged in pursuing the common interest of two great nations."

—*Colonel John Laurens*

On February 6, 1778 France signed the Treaty of Alliance and by April 13 the Comte d' Estaing was en route to North America with sixteen warships and 4,000 troops. While somewhat discretionary, his objectives were rank-ordered Philadelphia, New York and Newport after which he was to sail to the Caribbean to protect France's interests

there. With France in the war the British took two significant and immediate steps. Admiral "Foul Weather Jack" Byron with 13 ships of the line was directed to reinforce Admiral Howe and General Clinton at Philadelphia was ordered to evacuate the town and consolidate his forces upon New York; a movement that began on June 18.

The French fleet arrived at the Delaware Bay on July 9. On that same day General Clinton, now in New York, sent 1,850 troops under the recently paroled Prescott to reinforce Pigot in Newport. Foiled in hopes to oppose the British in Philadelphia d'Estaing next sailed for New York but discovered that his heaviest ships were unable to pass the bar at Sandy Hook outside New York Harbor. While d'Estaing was at Sandy Hook, General Washington suggested a joint operation against Newport. Major General John Sullivan was already in Providence, Rhode Island raising troops. Soon, 2,500 Continentals under the command of Major General the Marquis de Lafayette were en route. A week later Washington sent Major General Nathanael Greene to serve under Sullivan.

The French fleet arrived in Narragansett Bay on July 29. A clear impression of the scene is recorded by Captain Friedrich von der Malsburg of the Ditfurth Fusiliers who wrote of, "The noble spectacle afforded by the stately squadron as it approached. All at once the white flag with the three lilies waved at the mastheads, and everyone was assured as to whom they had before them." As the fleet approached, Sullivan sent word to d'Estaing that he only had 1,600 militia on hand and recommended they wait until the Continental troops then en route had time to arrive and more New England militia could be mustered. D'Estaing agreed although it is worth noting that in this initial exchange of communication between Sullivan and d'Estaing there was a foreshadowing. D'Estaing was offended by Sullivan's tone, complaining later that Sullivan had, "Shown toward me the manner of a commander to his servant." As events would prove, the acrimony between the two allied commanders would escalate until the alliance itself was put in potential jeopardy. Only skillful diplomacy and intervention by Washington himself led to an eventual de-escalation.

Demoralization began to set-in among the British and Loyalists in Newport now that the French were on the scene. We can point to both civilian and military diaries to attest to this but the scuttling of the British fleet between July 30 and August 8 stands out as a testimony. The day the French arrived the British had eleven ships on station. After noting that the British force was overmatched, all vessels were ordered to pre-determined stations at different points around Aquidneck Island to off-load guns, ammunition and stores. Then, as the French began to penetrate the waters around the island British captains began burning or scuttling their ships to avoid capture; three on July 30, five on August 5 and three more on August 8. At least twelve transports were also scuttled to form a barrier of hulks blocking the ship channel into Newport harbor. Major Frederick Mackenzie on Pigot's staff wrote that it was, "A most mortifying sight to see so many fine frigates destroyed in so short a time, without any loss to the enemy." As Christian M. McBurney notes in his book, *The Rhode Island Campaign: The First French and American Operation in the Revolutionary War,* "The British had been so busy disposing of their ships and everything useful aboard them that they had not fired a single shot." These nine days represent a truly dark chapter in the history of the Royal navy.

Pigot, meanwhile, was focusing on his defenses. He deployed 5,750 troops in two concentric arcs. The first of these was two-miles outside of town and extended from Coddington Cove to Easton Pond. This line took advantage of high ground and was stiffened with five artillery redoubts. Abatis ran its entire length. The second line closer to town included entrenchments, batteries and redoubts extending from the North Battery to Easton Beach. Fatigue parties bolstered by some 400 civilians labored on the earthworks. A dam was constructed to flood a stream and turn a portion of the approach to the British right into a bog to discourage an attack from that quarter. Livestock, camp followers and baggage were ordered within the defensive perimeter. Drinking wells in Middletown were spoiled to deny them to the enemy. Work parties felled trees to block roads. And, when few slaves responded to his offer for freedom in exchange for taking up arms for the King, General Pigot organized them into a labor battalion instead. Standing orders were issued to British troops posted in the north end of Aquidneck Island to return to Newport immediately if the French fleet sortied up the Middle Channel.

While Pigot prepared, New England was on the march. McBurney writes, "The thrilling reality of d'Estaing's arrival transformed New England into a beehive of activity." By August 8 troops, supplies and ammunition stood in readiness at the staging area at Tiverton. Enough flatboats had been either commandeered or built and an ad hoc brigade of boatmen was organized under none other than Brigadier General John Glover whose heroics in the New York and Trenton campaigns were already legendary. After several iterations a final Allied plan had taken shape which called for simultaneous landings on both sides of the island two days hence on August 10 in order to isolate British units in the north prior to a combined assault on Newport. Lafayette was given command of 1,200 troops who were to cooperate with the French on the right flank of the combined army.

On the eighth, d'Estaing ordered his fleet to locations approximately 2-miles north of Newport harbor in order to be in position for the landings. Obeying the standing order, British troops in the north returned to the main British lines. General Pigot next ordered twenty houses burned in front of his outer defensive line to deny cover to the enemy. The best impression of the scene is left us by Major Mackenzie who wrote, "The burning of the houses, the sinking of our only remaining frigates, the sight of the enemy's fleet within the harbor, the retreat of the troops within the lines, and the dismay and distress so strongly impressed upon the countenances of the inhabitants, who concluded that the rebels were on the point of landing, and that their lives and property were in the utmost danger, formed altogether a very extraordinary scene."

The next day a Hessian deserter told Sullivan about the British withdrawal south and Sullivan decided to cross immediately in order to occupy the abandoned British works. He sent word to d'Estaing and requested that the French also begin their landings. The news that the American's had landed first, a day ahead of schedule, upset d'Estaing and his staff. Colonel John Laurens who witnessed the scene wrote, "They talked like women disputing precedence in a country dance, instead of men engaged in pursuing the common interest of two great nations." In spite of what the French considered to be an affront to their honor, d'Estaing ordered those troops who were stretching their legs on nearby Conanicut Island to immediately convey to Aquidneck Island or, if still with the fleet, to go directly there.

In the midst of all this activity, at approximately 1:00 p.m., a lookout in the masthead of d'Estaing's 90-gun flagship Languedoc spotted the sails of Admiral Howe's relief force. Howe had waited in New York for reinforcements and by July 30 he had augmented his force with four additional ships. Contrary winds and tides kept him at bay until August 6. Now, still outnumbered, he was no longer over-matched.

That night Howe's fleet was at anchor five miles west of Newport Harbor. D' Estaing had three options: Stay and follow through with the next day's assault and risk blockade or possible attack, leave his expeditionary force behind to cooperate in the attack and sortie the fleet or re-embark the troops and then sortie. He chose the latter and immediately recalled the troops back to the fleet who, in their haste, left all six pieces of their field artillery behind. D'Estaing notified Sullivan that after he defeated the British fleet he would return for the planned assault.

In hindsight we know this never happened yet it warrants reflection. From the moment d'Estaing left Toulon precious time was lost. First an extra week was spent in the Mediterranean to deceive the British as to the fleet's destination. Next, a slow crossing was rendered slower by the pursuit of enemy prize ships. Time was lost sailing first to Delaware Bay, then to New York and only then to Newport; too late to prevent British reinforcements from arriving there. Even the eventual crossing from New York to Newport took six days when the norm was closer to three.

The Americans were no less guilty: slow commitments from the New England states to raise troops and those troops' subsequent tardiness, the need to find supplies for many of the militia once they did arrive, the lack of small boats - all contributed to a virtual conspiracy of fate, time and tides. Yet, in spite of all this, the Allies were within 24 hours of their planned assault when British sails were sighted at 1:00 p.m. on August 9. If a greater sense of urgency had been shown at almost any point during the preceding four months the outcome could have been decisive and perhaps ended the war.

On August 10 the French fleet put to sea. Admiral Howe responded by putting on as much sail as he could carry. With the French in pursuit the fleets crested the horizon and were out of sight from those on shore by 3:30 p.m. By sunset the French had closed four-mile's distance but the British were still six-miles ahead.

When dawn broke on August 11 an ominous sky and a churning sea were noted. Known to history as "The Great Storm," the weather that was about to descend upon the opposing fleets would have the force to alter history. Lasting two full days the nor'easter (some say hurricane) not only dispersed but also savaged the two fleets. Ships' logs attest to gale-force winds lasting two days. Several ships in both fleets lost masts that snapped like match sticks. Languedoc lost her bowsprit, all her masts and her rudder. Several men were washed overboard as they worked to clear wreckage.

The weather which was tormenting the fleets was also manifesting itself back on land. Diarists wrote of pelting cold rain, muddy camps and militia more often than not without tents or shelter of any kind. On August 13 the weather at last turned calm and on August 15 the American army began the march south toward Newport.

Owing to recent arrivals the army now numbered nearly 12,000. By 5:00 p.m. its leading elements had a clear line-of-site to the British lines from the heights of Honeyman Hill. Sullivan deployed in a four-mile long arc fronting the enemy but he left his right flank open in full expectation of d'Estaing's return. As evening descended on August 15 he ordered the opening of formal siege works on the western face of Honeyman Hill. On the morning of August 17 the British opened the dance by firing on the American fatigue parties to interdict their work. Soon American and British gunners were exchanging fire but ranges were still extreme so the effects were minimal. Nevertheless General Pigot ordered his front-line regiments to move their camps rearward, out of harm's way.

On August 20 twelve crippled French ships hove into view ending the anxiety over which fleet would be the first to return. Feelings of unbridled joy in the American camps and dashed hopes in Newport were soon to be reversed. General Sullivan was informed that the fleet would depart for Boston as soon as possible in order to undergo repairs and so would not remain on station to cooperate with the Americans. McBurney writes, "D'Estaing's stunning decision to pull out of the Newport campaign crushed Sullivan and his officers." On August 21 Sullivan sent Nathanael Greene and Lafayette to persuade d'Estaing to change his mind but to no avail. At 7:30 p.m. the French fleet set sail for Boston.

McBurney states it aptly when he says, "D'Estaing's decision infuriated American officers and sent shockwaves through the ranks of Sullivan's army." Contemporaries described the French departure as "rascally," "inexplicable," and an "unexpected desertion." Some even questioned the point of the French alliance in the first place. General Sullivan lost his temper and wrote a document on August 22 entitled, "Protest of the General Officers on Rhode Island" in which he besmirched French honor. There were other statements either penned by Sullivan or endorsed by him which, taken together, threatened to cause a diplomatic breach between the nascent allies. Even within the American officer corps there was mounting acrimony as voices of protest against the French nation offended Lafayette. A rumor circulated that he and Sullivan would meet on the field of honor to fight a duel. Congress became alarmed at the prospect of permanent damage being done to the alliance and directed Washington to personally intercede. Washington wrote four letters; to Sullivan, Greene, Lafayette and d'Estaing urging calm and reminding them of their greater purpose and common enemy.

Although siege operations were continuing Sullivan had to face the new reality and called a council of war. Three distinct opinions emerged; an immediate retreat, a flank attack at the extreme right-rear of the British inner line and maintenance of the status quo were all proposed. Everyone was alarmed at the rate with which both militia and volunteer units were departing following the news that the French had pulled out of the operation. Sullivan decided to press the siege for the time being but out of prudence Colonel Paul Revere of the Massachusetts artillery was ordered to transfer six 18-pounders from the front lines to Butt's Hill Fort in the north.

When news arrived on August 26 that British reinforcements were gathering on Long Island, Sullivan at last decided to lift the siege and withdraw. By 9:00 p.m. on August 28 the American army was marching north with Greene commanding one wing moving up the West Road and Glover the other wing moving up the East Road. By 3:00 a.m. on August 29 the army which by now consisted of only 5,400 men had reoccupied defensive positions at the north end of Aquidneck Island.

III
Battle

"To behold our fellows, chasing the Hessians off the field of battle, afforded a pleasure which you can better conceive than I describe."

—*Major General Nathanael Greene*

When dawn broke on August 29 the American camps in front of Newport were deserted. An astonished Pigot immediately ordered a pursuit hoping to catch the American army strung out along the roads heading north or better still, in the act of crossing to the mainland at Howland's Ferry. He sent 1,000 Hessians under Major General Friedrich Wilhelm von Lossberg up the West Road and 1,100 British Regulars under Brigadier General Francis Smith up the East Road.

At about 7:00 a.m., 150 Chasseurs of the Hessian vanguard made contact with elements of Colonel John Laurens' rear guard near the Overing House where months earlier General Prescott had been captured. (See Rhode Island hex 2326) Captain von der Malsburg ordered his Chasseurs forward in a series of bayonet charges which drove the American pickets back from two successive positions and finally upon Laurens' main body approximately three miles south of Turkey Hill. With the Hessian vanguard engaged Pigot pushed in reinforcements; the von Huyn Regiment and Colonel Fanning's King's American Regiment which give the attackers 1,800 men compared to Laurens' 300.

Laurens fell back in good order. He was in constant jeopardy of having his flanks turned yet he held firm against the 1st and 2nd Ansbach Regiments. For their part the Chasseurs were continuously in the thick of the fighting. Von der Malsburg himself was wounded in the hand and shot through his hat but still maintained pressure on the retiring Americans.

Sullivan sent Webb's 255 Continentals and two pieces of artillery to support Laurens on Turkey Hill. Not wishing to lose the initiative von Lossberg attacked the Turkey Hill position with the von Huyn Regiment, Fanning's Loyalists and the ubiquitous von der Malsburg and his crack Chasseurs. Laurens and Webb gave way under this pressure and withdrew the last mile and a half to Greene's main line west of Butts Hill. By 8:30 a.m. a lull settled over this portion of the battlefield.

Meanwhile, on the East Road, General Smith's column encountered Colonel Henry Beekman Livingston's rearguard at approximately 8:00 a.m. Having received information that the Americans were in force on Quaker Hill further up the East Road, Pigot had reinforced Smith's column with the British 54th and the Prince of Wales Regiments shortly after Smith stepped off. Smith now had 1,800 troops to oppose some 950 that Livingston had access to in his sector.

With the bulk of his men falling back Livingston set an ambush. He posted Colonel Nathaniel Wade's 91-man picket guard behind some stone walls on the flank of the British approach. As the 22nd Regiment drew near, Wade's pickets jumped up and fired two rapid volleys into its flank and then retired in good order. The ambush was effective with the 22nd suffering thirteen dead and fifty eight wounded.

Undeterred General Smith resumed the pursuit with bayonets fixed. Unable to slow the British advance with artillery fire from his two-gun battery, Livingston fell back all the way to Quaker Hill where

Colonel Edward Wigglesworth's Massachusetts Continentals were drawn up in line. By 9:00 a.m. Livingston, Wade and Wigglesworth were consolidated on Quaker Hill. Sullivan saw an opportunity to reinforce the Quaker Hill position and ordered Shepard's Regiment and the Sullivan Life Guard forward. These fresh troops gave the Americans a temporary advantage in manpower and they counter-attacked. Fierce and close action swirled around two pieces of British artillery which changed hands three times.

Recognizing that his forward units would soon be overwhelmed by mounting British numbers, however, Sullivan sent a staff officer with orders for Wigglesworth and the others to withdraw. Wigglesworth would hear none of it. "I know your errand, but don't speak; we will beat them in a moment" he said. Only after it was pointed out to him that the blue-clad troops he saw approaching his right flank from the direction of Turkey Hill were Hessians and not Continentals did Wigglesworth agree to withdraw. Those troops were in fact the von Huyn Regiment which had been sent from Turkey Hill precisely to pin and perhaps entrap the beleaguered Americans on Quaker Hill.

Unlike the action to the west where von Lossberg had halted on Turkey Hill, the British in this sector were in hot pursuit of the retreating Americans across the one-mile meadow separating Quaker Hill from Butts Hill. As they came on the six 18-pounders in the Butts Hill Fort opened fire and together with Glover's resolute line, stopped the charge in its tracks. General Smith could see the strength of the American line to his front and recalled his troops. By 9:30 a.m. both the Hessians on the West Road and the British on the East Road had gained the heights of Turkey and Quaker Hills respectively and paused to open an artillery duel with American gunners in the distance.

The American position was a good one. Sullivan had posted 3,200 troops in a line nearly two-miles long from shore to shore across the island. The key positions were 200-foot high Butts Hill with an imposing earthwork fort at the top originally built by the British and 220-foot high Durfee's Hill that also had a British earthwork on top called the Artillery Redoubt. Durfee's Hill was about a half-mile forward of the main line and at a 45°angle to it. It was held by the 1st Rhode Island Regiment of Continentals; the first colored regiment in American military service comprising free men and former slaves as well as Indians under the command of Major Samuel Ward. The 1st Rhode Island was destined for greatness this day. The entire front was stiffened with artillery while Sullivan kept militia in reserve.

At 10:00 a.m., without waiting for additional infantry support, the irrepressible von der Malsburg and his Chasseurs charged the 1st Rhode Island in the Artillery Redoubt. The 1st took this charge in stride and compelled the Hessians to veer off. Von der Malsburg told of meeting, "Obstinate resistance…by chiefly wild-looking men." At 11:30 a.m. von Lossberg ordered the Chasseurs to try the redoubt again, this time supported by a five-vessel flotilla of British ships in the Middle Channel commanded by Captain Alexander Graeme of the 20-gun frigate HMS Sphynx. The flotilla was to enfilade the rear of the American position in a combined-arms operation with the attacking Chasseurs. Despite the fact that one vessel, the converted transport Vigilant, carried fourteen 24-pounders the bombardment had little effect and the Chasseurs again retreated; their attack blunted by the Rhode Islanders and by effective American defensive artillery fire which was well-served all day.

Von Lossberg was determined to try a third time to break Greene's line. At 2:00 p.m. the Vigilant sailed closer to shore and dropped anchor to stabilize her broadsides but she was in for a surprise. Having experienced the flotilla's fire earlier that day General Greene had placed several 18-pounders in a masked battery on the shore. They found the range easily against the stationary Vigilant and hulled her three times in the opening barrage. Graeme ordered the entire flotilla withdrawn beyond artillery range and to von Lossberg's chagrin, the navy was out of the action. He nevertheless sent the Chasseurs forward yet again in combination with the King's American Regiment and 100-men each from the two Ansbach Regiments. The battle swayed as the American's were initially pushed until the 2nd Rhode Island reinforced the line. In a final bid von Lossberg committed the von Huyn Regiment which had recently returned from its foray against Wigglesworth on Turkey Hill. In all some 1,200 men were now surging forward. The von Huyn Regiment actually penetrated a hundred yards beyond the Artillery Redoubt where the 1st Rhode Island continued to hold out in its forward position.

Greene responded by also feeding-in reinforcements until he had some 1,600 engaged. Jackson's Continentals finally checked the Hessian advance with a bayonet charge and the von Huyn Regiment found itself all but surrounded in its advanced position. Sensing blood in the water Greene called up Lovell's Brigade of Massachusetts militia from the reserve and sent those 850 men into the left flank of the Hessian position. That was the breaking point. Even before these militia could fully engage von Lossberg ordered a general retreat. By 3:30 p.m. the action on this front was over; the Hessians having retreated back to Turkey Hill. Greene summed up the fighting most aptly for posterity when he said, "To behold our fellows, chasing the Hessians off the field of battle, afforded a pleasure which you can better conceive than I describe."

Meanwhile, at 4:00 p.m. on Glover's front of the battlefield, a feint by Massachusetts and Connecticut militia failed to lure the British into renewing their attack. Smith's troops were content to remain on high ground prompting an American officer to write, "The enemy seemed not to want to have anything to do with us after getting such a sore flogging."

Epilogue

The day ended with both sides glaring at one another. Sullivan's objective was still to get off Aquidneck Island before British reinforcements arrived. Pigot could not risk Newport where only three regiments had been left behind. He feared the Americans, whose numbers he consistently overestimated, might turn to attack from another quarter and so he was content to let Sullivan go. After seven hours the Battle of Rhode Island was over.

Having won the running-fight up the island and thus possessing the majority of ground the British could claim victory. By contrast the American's could claim that Glover and Greene had held against everything that was thrown at them, particularly by the Hessians in Greene's sector and especially in front of the Artillery Redoubt where the 1st Rhode Island made its heroic stand. History records the Battle of Rhode Island as a tactical draw. Casualties were comparable with a slight advantage to the Americans who caused 260 total casualties, or 11% of British forces engaged, compared with 211 casualties, or 7.8 % of American forces engaged.

Strategically the Allies failed to retake Newport which the British were able to continue using as a base until they abandoned it in October, 1779. In a larger sense the first attempt at cooperation between the Franco-American Allies was a failure, whether through happenstance or as a result of the conscious decisions made by the principle actors. The war, it seems, would drag on.

Sullivan's withdrawal to the mainland was completed in the wee hours of the morning on August 31. In perhaps a final example of how close-run all the critical elements of the Rhode Island campaign had been, a British fleet arrived at 7:00 a.m. on September 1 carrying General Clinton and 4,300 fresh British troops.

Newport Commentary

This is a hypothetical scenario that presupposes the French land forces participated with the Americans in the planned assault on Newport. Historically Comte d'Estaing reembarked his troops prior to his sortie against Admiral Howe's fleet. The so-called "Great Storm" then wrecked both fleets and d'Estaing decided to forego the Newport expedition in favor of sailing to Boston to refit prior to going to the Caribbean to protect French interests there.

The potential for a land attack against Newport certainly existed. Here are just a few of the variables. The French could have made better speed arriving at Newport and thus the timetable for the attack could have been moved up. The Americans likewise could have moved with more determination, especially the legislatures of New England whose responsibility it was to authorize the raising of militia. Admiral Howe might have been delayed just a few hours longer in New York thus arriving a day later than he did. It was his arrival midway through the French landings that caused d'Estaing to reevaluate his circumstances.

Even allowing for circumstances to unfold as they did d'Estaing still might have chosen to sortie without reembarking his expeditionary force which could have joined in the planned assault as scheduled on August 10. He might also have elected to remain on station with his fleet while the troops were ashore although that course of action risked his fleet being blockaded within Narragansett Bay.

The Battle of Newport allows players to model what might have been because we know the precise location of British fortifications and their deployments within them. We also know the overall Allied plan of attack and the general deployment of the American army. We know where the French would fall into the line of battle and which American units would be cooperating with them. We also know the location of the eventual American siege works.

This was the first attempt by the French to cooperate with their new American allies and despite delays the grand assault came within 24-hours of being launched. A victory here, coming just one year after the great victory at Saratoga had the potential of ending the war 5-years sooner. For these reasons it is well worth our time as players and historians to model it.

The Battle of Rhode Island
August 29, 1778
Order of Battle

American Army
Major General John Sullivan
> Sullivan's Life Guard, Lieutenant Aaron Mann
> Captain-General's Rhode Island Cavaliers, Colonel Benjamin Slack
> 3rd Continental Artillery, Colonel John Crane
> Massachusetts State Artillery Regiment, Colonel Thomas Craft
> Rhode Island State Artillery Regiment, Colonel Robert Elliot
> Providence Train of Artillery, Colonel Daniel Tillinghast
> Salem and Marblehead Volunteer Artillery, Captain Thomas Thomas

Major General Nathanael Greene (Right Wing)
> Laurens' Advanced Guard, Colonel John Laurens
> Varnum's Continental Brigade: Brigadier General James Varnum
>> 2nd Rhode Island, Colonel Israel Angell
>> Sherburne's Regiment, Colonel Henry Sherburne
>> Webb's Regiment, Lt. Colonel William Livingston
>> 1st Canadian, Colonel James Livingston
> Cornell's Brigade
>> 1st Rhode Island State Regiment, Colonel John Topham
>> 2nd Rhode Island State Regiment, Colonel Archibald Crary
>> Jacobs' Massachusetts State Regiment, Colonel John Jacobs
> Lovell's Massachusetts Militia Brigade, Brigadier General Solomon Lovell
>> 1st Bristol County, Colonel Thomas Carpenter
>> 3rd Worcester County, Colonel Benjamin Hawes
>> Suffolk County, Colonel William McIntosh

Brigadier General John Glover (Left Wing)
> Livingston's Advanced Guard, Colonel Henry Beekman Livingston
>> Jackson's Continental Detachment, Colonel Henry Jackson
>>> Jackson's, Lee's & Henley's Regiments
>> Picket Guard, Colonel Nathaniel Wade
> Glover's Continental Brigade: Brigadier General John Glover
>> Shepard's Regiment, Colonel William Shepard
>> Wigglesworth's Regiment, Colonel Edward Wigglesworth
>> Vose's Regiment, Colonel Joseph Vose
>> Bigelow's Regiment, Colonel Timothy Bigelow
> Greene's Brigade, Colonel-Commandant Christopher Greene
>> 1st Rhode Island Continental, Major Samuel Ward
>> Wade's Massachusetts State Regiment, Colonel Nathaniel Wade
>> New Hampshire State Regiment, Lt. Colonel Stephen Peabody
> Tyler's Connecticut Militia Brigade, Brigadier General John Tyler
>> 22nd Connecticut, Colonel Samuel Chapman
>> 7th Connecticut, Colonel William Worthington
> Titcomb's Massachusetts Militia Brigade, Brigadier General Jonathan Titcomb
>> 2nd Worcester County, Colonel Josiah Whitney
>> Essex County, Colonel Peleg Wadsworth
>> 4th Bristol County, Colonel John Dagget

Rhode Island Militia Reserves, Militia Brigadier General William West
> Bristol County, Colonel Nathan Miller
> 2nd Newport, Colonel John Cooke
> 1st Providence, Colonel John Matthewson
> 2nd Providence, Colonel Chad Brown
> 1st King's County, Colonel Joseph Noyes
> 2nd King's County, Colonel Charles Dyer

British Army
Major General the Baronet Robert Pigot
> Marines & Sailors, Captain John Brisbane
> 17th Light Dragoons (Detachment)
> Royal Artillery, Lt. Colonel John Innes

Von Lossberg's Column, Major General Friedrich von Lossberg
> —FIRST WAVE
> Chasseurs, Captain Friedrich von der Malsburg
> 1st Ansbach-Bayreuth Regiment, Colonel Voit von Salzburg
> 2nd Ansbach-Bayreuth Regiment, Colonel Christian von Seybothen
> —SECOND WAVE
> Garrison Regiment von Huyn, Lt. Colonel Franz Kurtz
> King's American Regiment, Colonel Edmund Fanning
> —THIRD WAVE
> Landgraf Regiment, Major Ludwig August von Hanstein
> Ditfurth Fusiliers, Colonel Max von Westerhagen

Smith's Column, Brigadier General Francis Smith
> —FIRST WAVE
> Light Infantry & Grenadiers, Captain Thomas Coore
> 22nd Regiment of Foot, Lt Colonel John Campbell
> 43rd Regiment of Foot, Lt. Colonel James Marsh
> —SECOND WAVE
> 54th Regiment of Foot, Lt. Colonel Andrew Bruce
> Prince of Wales American Regiment, Colonel Montforte Brown

Reserves, Major General Robert Prescott
> 38th Regiment of Foot, Lt. Colonel William Butler
> Garrison Regiment von Bunau, Colonel Rudolph von Bunau
> Loyal New Englanders, Militia Colonel George Wightman

SEQUENCE OF PLAY

Rhode Island

A. Initiative Determination (Series Rule 6.0)
See Exclusive Rule 3.2 for initiative considerations

Flip the game-turn marker to indicate the correct player turn.

B. Initiative Player Turn
1. Movement Phase (Series Rule 9.0)
- American sortie restrictions (3.5)
- Strategic movement restrictions (3.7)
- Butt's Hill Fort Battery impact (5.3.1)

2. Rally Phase (Series Rule 15.0)
- Gaining Opportunity Cards (4.1.2)
- Spiking the Guns (5.3.4)

3. Defensive Artillery Fire Phase (Series Rule 11.0)

4. Rifle Fire Phase (N/A – No Rifle Units)

5. Close Combat Phase (Series Rule 12.0)
- Graeme's Squadron bombardment (5.1)

Advance the game-turn marker to the bottom half of the game turn and flip it over.

C. Second Player Turn
1. Movement Phase
2. Rally Phase
3. Defensive Artillery Fire Phase
4. Rifle Fire Phase (N/A)
5. Close Combat Phase

D. End-of-Turn Segment
- Check for Decisive Victory (Exclusive Rules 2.1 and 2.2)
- If it is the last game turn of the scenario, determine a winner (Exclusive Rules 2.3 through 2.5)
- Advance the game-turn marker to the top half of the next game turn.

Note: See the Expanded Sequence of Play on the back cover of the Series Rules for a listing of all action steps.

Newport

A. Initiative Determination (Series Rule 6.0)
- American Player has initiative on T1 (1.2)
- Player with higher adjusted AM has initiative on T9 (4.5)

Flip the game-turn marker to indicate the correct player turn.

B. Initiative Player Turn
1. Movement Phase (Series Rule 9.0)
- British sortie restrictions (3.3)
- Franco-American stacking considerations
- Strategic movement exceptions (3.4)
- ZOC and Fieldworks (4.2)
- Construct siegeworks (4.3.1)
- Night Turn Interphase impacts (4.5)
- American mortar (5.1.1.1)

End of Movement Phase:
- Repair breaches (5.1.2.4)
- Complete siegeworks placed last turn (4.3.1)

2. Rally Phase (Series Rule 15.0)
- Spiking the Guns (4.4)
- Night Interphase modifier (4.5)

3. Defensive Artillery Fire Phase (Series Rule 11.0)
- Various artillery impacts (5.1)
- All non-phasing player artillery fires during this phase, including American siege artillery, mortars and howitzers
- Bog Transit check (American only, once/game)

4. Rifle Fire Phase (N/A – No Rifle Units)

5. Close Combat Phase (Series Rule 12.0)
- Fieldworks benefit (4.2.2)
- Engineer benefit (5.2.1)

Advance the game-turn marker to the bottom half of the game turn and flip it over.

C. Second Player Turn
1. Movement Phase
2. Rally Phase
3. Defensive Artillery Fire Phase
4. Rifle Fire Phase (N/A)
5. Close Combat Phase

D. End-of-Turn Segment
- Remove the Moved/Fired marker from the American mortar
- Turn 8: Possible American Decisive Victory (2.1.1)
- Night Interphase: Players adjust AM (4.5)
- Any Game Turn: British Surrender check (2.1.3)
- If it is the last game turn of the scenario, determine a winner (Exclusive Rules 2.4 and 2.5)
- Advance the turn marker to the top half of the next game turn.

Note: See the Expanded Sequence of Play on the back cover of the Series Rules for a listing of all action steps.