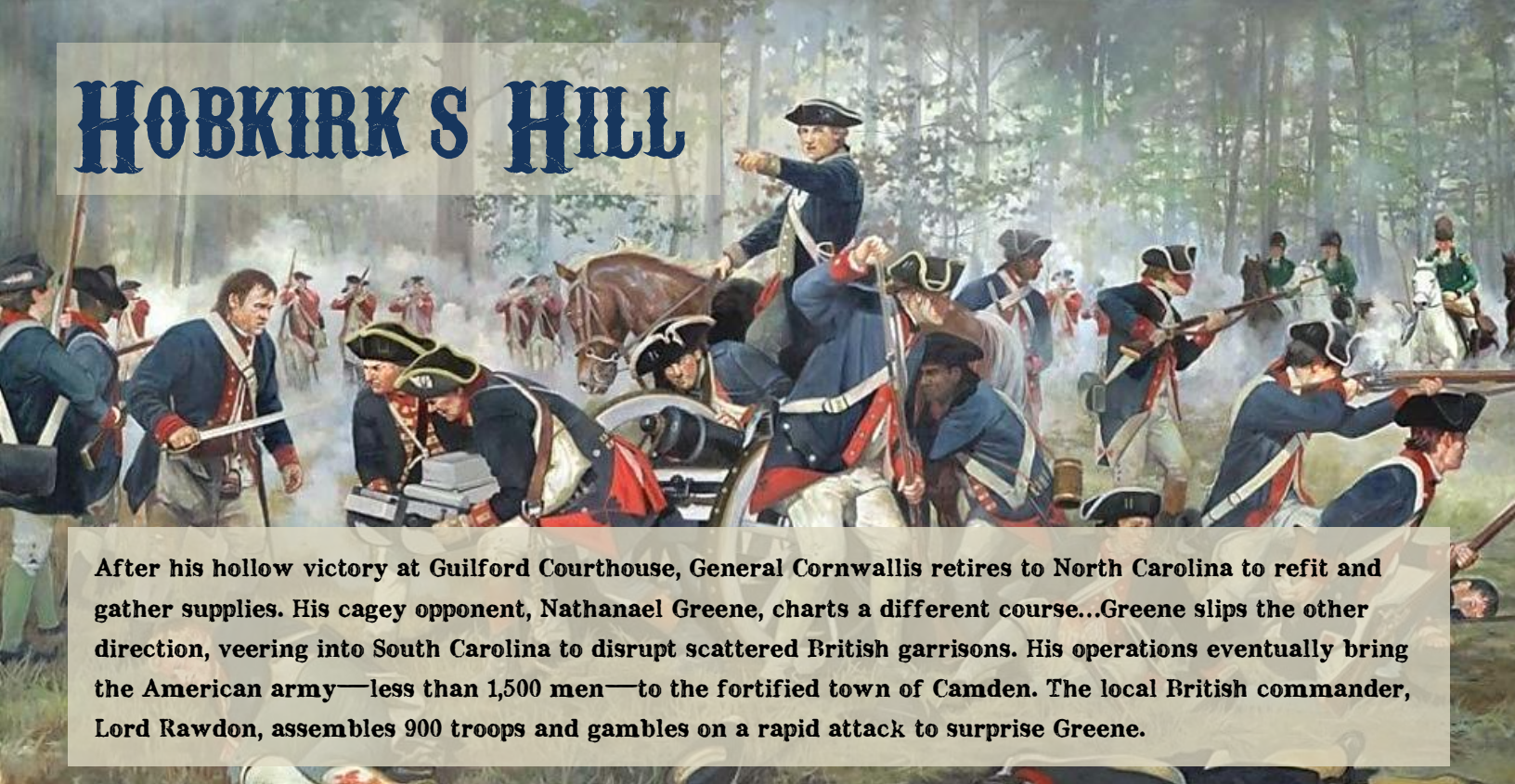


# HOBKIRK'S HILL



After his hollow victory at Guilford Courthouse, General Cornwallis retires to North Carolina to refit and gather supplies. His cagey opponent, Nathanael Greene, charts a different course...Greene slips the other direction, veering into South Carolina to disrupt scattered British garrisons. His operations eventually bring the American army—less than 1,500 men—to the fortified town of Camden. The local British commander, Lord Rawdon, assembles 900 troops and gambles on a rapid attack to surprise Greene.

LIVE FREE OR DIE SCENARIO

APRIL 25, 1781

## SCENARIO SET UP

Hobkirk's Hill, or the "Second Battle of Camden," is a small introductory scenario suitable for 2 players on a 4'x4' tabletop. One base of figures in this scenario is scaled to represent 40 men. To play the scenario, players will require a British force with 2 commanders, 30 bases of infantry, 1 cavalry, and 1 artillery base. The Americans field 2 commanders, 29 bases of infantry, 2 cavalry, and 1 artillery.

## OBJECTIVES

The game begins at 11am and lasts 10 turns. The Americans must end the game in control of both camps to win. If the British capture one camp, they have earned a minor victory. If the British capture both camps and suffer fewer losses than the Americans, they earn a major victory.

## GAME NOTES

The British automatically win the Initiative Turns 1 & 2.

Historically, Greene had sent "Light Horse Harry" Lee to support Francis Marion and intercept a column of British troops under Lt. Col. John Watson. The rebels succeeded and Watson did not arrive at Camden until the battle was over. This scenario provides some uncertainty, allowing for the possibility that Lee and Marion fail to delay part of Watson's column! Special rules for this appear next.

## BRITISH ARMY

The British army includes one Leader, Lt. Col. Francis Rawdon, commanding a single, ad hoc brigade. They may enter anywhere between Entry Z & Y Turn 1. John Watson could arrive with two additional regiments under his command. Starting on Turn 4, the British player rolls 2d6. On a result of 10+, the light infantry appears at road Z. This roll may be attempted every subsequent turn and a second success will bring on the 64<sup>th</sup> Foot and Watson himself as an available Lieutenant at Z.

## AMERICAN ARMY

The American army includes one Leader, Gen. Nathanael Greene and a Lieutenant (Huger), with three brigades and a single, independent light infantry regiment.

## HISTORICAL OUTCOME

American pickets detected the British attack just in time to alert Greene, who promptly ordered a counter-charge. The American attack faltered when both Maryland regimental commanders were hit. The Marylanders broke and Greene withdrew from the field, suffering about 250 casualties (6 bases) to an equal number of British (6 bases). In the ensuing weeks, Greene and Francis Marion's South Carolina militia harassed Rawden's supply lines around Camden, forcing the British to retire to the safety of Charleston.

FREE SCENARIO

# HOBKIRK'S HILL ORDERS OF BATTLE



Lt. Col. Francis Rawdon

(1 Leader)

## RAWDON'S BRIGADE

63 <sup>rd</sup> Foot.....	2 <sup>nd</sup> Class	(5 bases)
King's American Regt.....	2 <sup>nd</sup> Class	(4 bases, <i>Skirmish optional</i> )
SC Provincial Regt.....	4 <sup>th</sup> Class	(4 bases, <i>Skirmish optional</i> )
Ireland Volunteers.....	2 <sup>nd</sup> Class	(4 bases)
NY Volunteers.....	3 <sup>rd</sup> Class	(4 bases)
Coffin's Dragoons.....	3 <sup>rd</sup> Class	(1 base, <i>Cavalry</i> )
6-lber.....	2 <sup>nd</sup> Class	(1 field gun)

Lt. Col. John Tadwell-Watson

(1 Lieutenant)

64 <sup>th</sup> Foot.....	2 <sup>nd</sup> Class	(5 bases)
Provincial Light Infantry.....	2 <sup>nd</sup> Class	(4 bases, <i>Skirmish optional</i> )



# HOBKIRK'S HILL ORDERS OF BATTLE



**Maj. Gen. Nathanael Greene** (1 Leader)

## MARYLAND BRIGADE

1<sup>st</sup> MD.....2<sup>nd</sup> Class (6 bases)

2<sup>nd</sup> MD.....2<sup>nd</sup> Class (6 bases)

**Brig. Gen. Isaac Huger** (1 Lieutenant)

## VIRGINIA BRIGADE

1<sup>st</sup> VA..... 2<sup>nd</sup> Class (6 bases)

2<sup>nd</sup> VA..... 2<sup>nd</sup> Class (7 bases)

## RESERVE

Read's NC Militia..... 4<sup>th</sup> Class (5 bases)

Washington's Legion.....3<sup>rd</sup> Class (2 bases, *Cavalry*)

6-lber..... 2<sup>nd</sup> Class (1 field gun)

**Kirkwood's Advance Guard**..... 2<sup>nd</sup> Class (3 bases, *Skirmish*)



## WASHINGTON'S CAVALRY

Historically, Greene ordered Washington's small cavalry command to swing around the swamps on a wide flanking effort to sack the British camp and take the enemy in the rear. This bold stroke almost paid off — Washington did ransack the British camp but failed to reach the battlefield in time to panic Rawdon's troops.

In this scenario, the American player may elect to enact Greene's plan or simply retain the cavalry on the battlefield. This option is presented here on the American OOB with the hopes that you might be able to keep it secret from the British! If you wish to order Washington on his flanking maneuver, spend 1 CP on Turn 2 and remove his cavalry from the tabletop. You need not inform the British player — in fact, it's more fun if he has no idea what's going on!

At the start of Turn 8, roll 1d6. On a result of 5+, this is the last turn of the game. If failed, repeat this attempt on Turn 9. If failed again, Washington's mission did not succeed. But it is possible with lucky dice that you could reduce the time available to the British to win the scenario!



# HOBKIRK'S HILL MAP & UNIT LABELS



## TERRAIN NOTES

The creeks and swamps are rough ground. Artillery and cavalry may not enter swamps. Woods are rough ground and do provide cover.

Most of the open areas shown on the map should be dotted with tall pines, as much of the area north of Camden was lightly forested without much underbrush. Only the wooded areas depicted on the map are rough going/cover in the game. Any other scattered trees are strictly for visual purposes.

Two American camp areas should be noted with clusters of tents or other suitable terrain. They are not rough going or cover and only represent objectives.

*"This was perhaps the most important victory of the whole war..." - Gen. Henry Clinton*

63 <sup>rd</sup> Foot	2	King	2	SC Prov.	4	Ireland	2	NY Vols.	3	Coffin	3	6-lber	2	Lt. Infantry	2
64 <sup>th</sup> Foot	2														

1 <sup>st</sup> MD	2	2 <sup>nd</sup> MD	2	1 <sup>st</sup> VA	2	2 <sup>nd</sup> VA	2	NC Militia	4	Washington	3	6-lber	2	Kirkwood	2
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