

# Black Powder Scenario: Camden, 1780

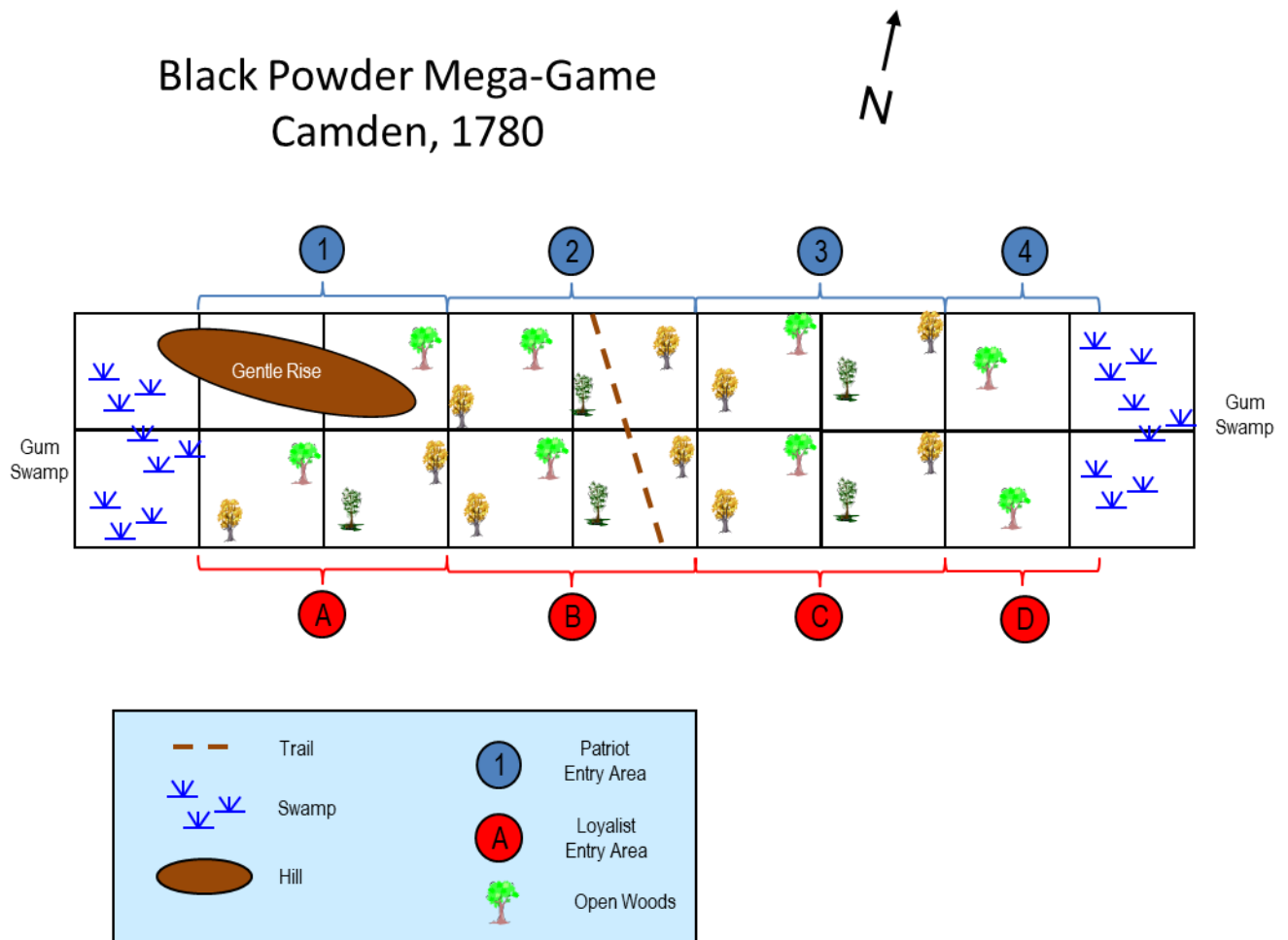
## Gates' Debacle

With the situation in the southern colonies looking dire after the fall of Charleston, the Continental Congress authorized a new commander and significant reinforcements to be sent south. Horatio Gates, lauded as a hero after Saratoga, assumed command and marched south with a core of veteran Continentals.

Gathering his forces, Gates marched on the British depot at Camden, South Carolina, expecting to face only a garrison under Lord Rawdon. Gates elected a forced march, causing his forces to suffer from a lack of supplies and arrive weakened, only to find the main British army under Lord Cornwallis moving out to meet him.

Refusing to lose face and retreat, Gates stumbled into battle, deploying his forces foolishly and dithering as the British launched a well-executed attack. Believing the field lost, he set a land speed record fleeing back to North Carolina, while his veteran Continentals fought heroically to allow the rest of the army to escape, before being overwhelmed.

Map:



Order of Battle – Patriots:  
 CiC – Horatio Gates [7]  
 2iC\* – Baron DeKalb [9]

Brigade - [Smallwood / 9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
1 <sup>st</sup> Maryland	12 / std	Smoothbore musket	7	3	18"	3+	4	First fire, steady
3 <sup>rd</sup> Maryland	12 / std	Smoothbore musket	6	3	18"	4+	4	First fire
5 <sup>th</sup> Maryland	12 / std	Smoothbore musket	6	3	18"	4+	4	First fire
7 <sup>th</sup> Maryland	12 / std	Smoothbore musket	6	3	18"	4+	4	First fire
3# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	[optional **]

Brigade - [Gist / 9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
1 <sup>st</sup> Delaware	12 / std	Smoothbore musket	7	3	18"	3+	4	First fire, steady
2 <sup>nd</sup> Maryland	12 / std	Smoothbore musket	6	3	18"	4+	4	First fire
4 <sup>th</sup> Maryland	12 / std	Smoothbore musket	6	3	18"	4+	4	First fire
6 <sup>th</sup> Maryland	12 / std	Smoothbore musket	6	3	18"	4+	4	First fire
6 <sup>th</sup> Maryland**	16 / lg	Smoothbore musket	8	4	18"	4+	5	[optional **, replaces line above]

Brigade - [Caswell / 8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Butler's NC Militia	12 / std	Smoothbore musket	4	3	18"	6	3	Wavering
Rutherford's NC Militia	12 / std	Smoothbore musket	4	3	18"	6	3	Wavering
Gregory's NC Militia	12 / std	Smoothbore musket	4	3	18"	6	3	Wavering
Detached NC Militia	12 / std	Smoothbore musket	4	3	18"	6	3	Wavering, [optional **]
6# Battery	1 gun	Medium Smoothbore	1	3/2/1	48"	4+	2	
6# Battery	1 gun	Medium Smoothbore	1	3/2/1	48"	4+	2	
3# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	

Brigade - [Stevens / 8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Stevens' VA Militia	16 / lg	Smoothbore musket	6	4	18"	6	4	Wavering
Virginia State Regt	12 / std	Smoothbore musket	6	3	18"	5+	3	First fire
N Carolina Lt Inf	8 / sm	Smoothbore musket	4	2	18"	4+	2	First fire
2# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	

Brigade - [von Ottendorf / 8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Armand's Legion Inf	8 / sm	Smoothbore musket	4	2	18"	4+	2	
Armand's Legion Cav	4 / sm	Sabre	4	-	-	4+	2	
S Carolina Mtd Militia	4 / sm	Sabre	4	-	-	6	2	Wavering

Steady – auto pass first break test of the battle  
 Wavering – unit takes a break test on taking a casualty  
 First Fire – add +1 dice on the first shot of the game

Order of Battle – British / Loyalist:  
CiC – Lord Cornwallis [9]

Brigade – Lt. Col. Webster [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
23 <sup>rd</sup> Foot	16 / lg	Smoothbore musket	8	4	18"	3+	5	Elite 4+, ferocious charge, first fire
33 <sup>rd</sup> Foot	12 / std	Smoothbore musket	6	3	18"	3+	4	Elite 4+, ferocious charge, first fire
Light Infantry	8 / sm	Smoothbore musket	4	2	18"	3+	3	Skirmish, Elite 4+, ferocious charge, first fire

Brigade – Col. Lord Rawdon [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Volunteers of Ireland	16 / lg	Smoothbore musket	8	4	18"	4+	4	First fire
Royal North Carolina Regt	16 / lg	Smoothbore musket	8	4	18"	4+	4	First fire
British Legion Infantry	8 / sm	Smoothbore musket	4	2	18"	4+	2	First fire
Bryan's North Carolina Militia	12 / std	Smoothbore musket	5	3	18"	6	3	Unreliable, wavering
Royal Artillery 6#	1 gun	Medium Smoothbore	1	3/2/1	48"	4+	2	
Royal Artillery 3#	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	

Brigade – Lt. Col. Tarleton [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
British Legion Cavalry	8 / lg	Sabre	8	-	-	4+	4	
1 <sup>st</sup> Bn 71 <sup>st</sup> Foot (Highland)	8 / sm	Smoothbore musket	4	2	18"	3+	3	Elite 4+, ferocious charge, first fire
2 <sup>nd</sup> Bn 71 <sup>st</sup> Foot (Highland)	8 / sm	Smoothbore musket	4	2	18"	3+	3	Elite 4+, ferocious charge, first fire
Royal Artillery 6#	1 gun	Medium Smoothbore	1	3/2/1	48"	4+	2	

Unreliable – no move on equal command roll

Wavering – unit takes a break test on taking a casualty

Elite 4+ - may remove a disorder at the start of their turn on a 4+

Ferocious Charge – may re-roll misses in combat the turn they charge

First Fire – add +1 dice on the first shot of the game

## Terrain Notes:

Very Light Woods – the area of the battle was covered with scattered, mature trees far enough apart to allow good visibility. The only effect of the very light woods is as follows:

- Movement is not affected
- the maximum visibility in or through very light woods is 24". There is no penalty to firing through very light woods.

Gentle Rise – a gentle rise was present on the right of the Patriot position. It blocks line of sight to targets behind it, but otherwise has no effect on shooting. A unit on the rise which receives a charge by a unit not on the rise adds +1 to its combat resolution.

Gum Swamp – the marshy areas on each flank of the road prevented easy maneuver and restricted both forces. Only infantry units in skirmish order may enter or traverse the swamp, and units moving through it may move only d6", regardless of the number of moves rolled for.

## Weather:

The engagement started at dawn, with limited visibility due to mist. Maximum visibility on turn one is limited to 12".

## Patriot Command:

Gates – General Gates is deployed at start, but provides no benefit normally associated with a higher-level commander. He will automatically flee the field if an enemy unit gets within 12" of him.

Baron DeKalb – De Kalb was the divisional commander for the two brigades of Continentals, and he was everything Gates was not on the day. DeKalb may act as a higher-level commander, but only for either of the Continental brigades.

## Patriot Focus **[\*\*]**:

During his march south, Gates detached a force to reinforce Sumter's command, which was conducting guerilla actions against the loyalists. This weakened his force for very limited benefit. To improve balance, players can elect to keep these forces with the army. To do so, add the units shown as **[optional \*\*]** on the Patriot OOB. Note that the 6<sup>th</sup> Maryland replaces its standard unit with a large unit, only one of these may be used.

## Deployment:

Units are deployed as follows:

Patriots – each Patriot brigade must be assigned a sector (1-4) by whoever has the dubious honor of playing General Gates. The brigade commander will then deploy their forces within 12” of their deployment edge.

Loyalist – after the Patriots have deployed, the Loyalists are assigned an arrival area (A-D) by Cornwallis. Loyalist forces arrive during turn one from their assigned sector.

## Arrivals:

Arriving forces dice for orders as per normal Black Powder. Units failing their command roll may still make one move, unless a blunder is rolled.

## Winning the Game:

The goal of each side was to break the opposing army. Whichever side breaks their opponent wins the game.

If both armies become broken, the game is a draw.

## Optional – Added Historical Handicaps:

Gates managed to lose the battle in the first five minutes, so in the interest of playability, certain factors that affected the historical battle have been abstracted away in this scenario.

If players prefer, they may add back in one or both of the following historical factors:

- Restricted deployment – the Patriot players must deploy all of their troops before the Loyalist players decide the sectors for their forces. The two Continental brigades must be deployed within 18” of each other.
- Grueling March – Gates ignored supply considerations on his approach march, and his army arrived weakened and fatigued due to poor food and dysentery. Reduce the stamina of all Patriot units by 1.