

Black Powder Scenario: Yorktown, 1781 The American Assault

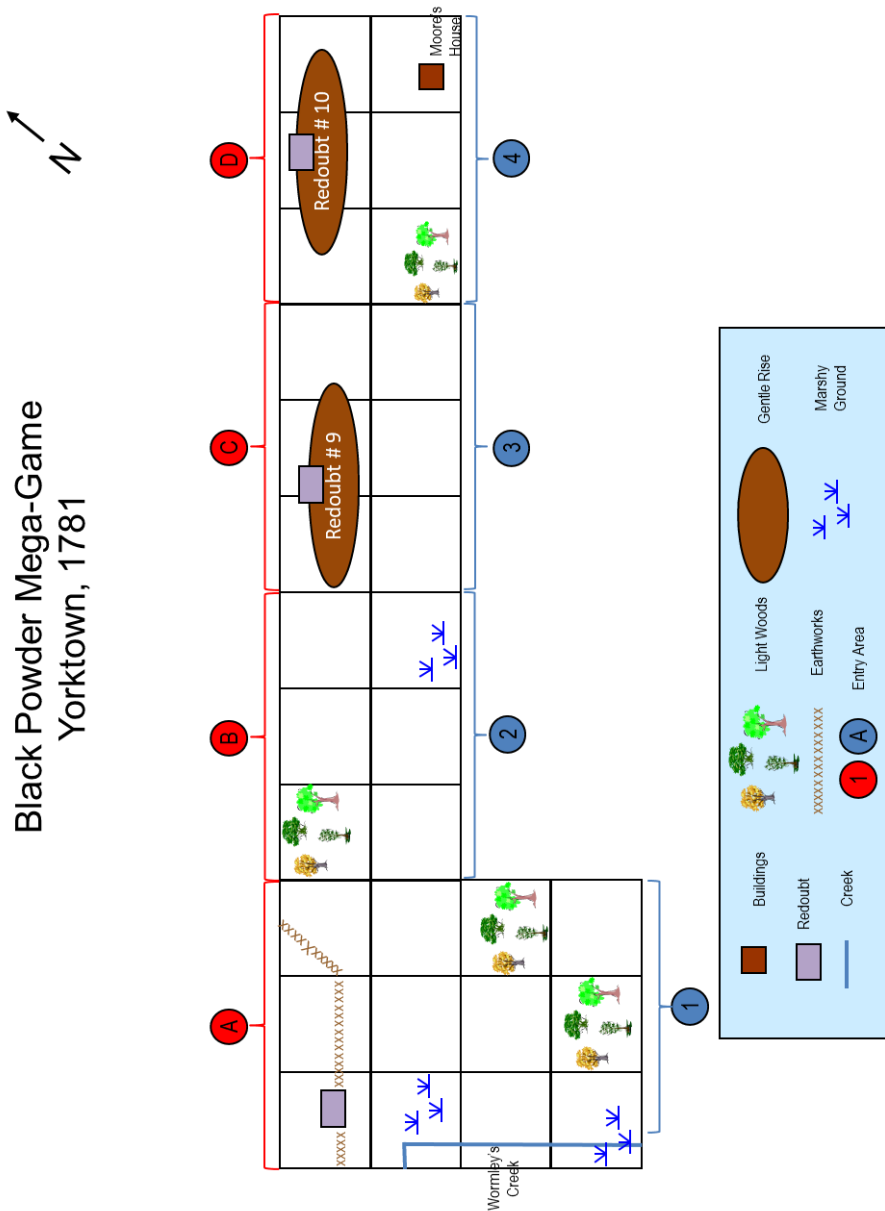
With Lord Cornwallis trapped at Yorktown, the AWI entered its final phase. His forces occupied a strong position, but they were dependent on seaborne resupply. The French fleet's victory over the British fleet in the Battle of the Chesapeake cut him off from resupply, and when Washington's main army arrived, the game was up.

This allowed the Americans and French to methodically conduct a siege, steadily pushing forward until the British position was untenable.

The British considered sending another fleet to break the blockade, but they decided against it. If they had, it would have forced the Americans and French to hurry, necessitating an assault on Cornwallis rather than a siege.

This scenario is based on that possibility, and it assumes the most likely case – a massive assault on the British left, led by the Marquis de Lafayette. The scenario recreates the critical assaults by the Patriots, aimed at unhinging the British main line of defense. Victory in this effort would force a British capitulation.

Map:



Order of Battle – Patriots:
CiC – Marquis de Lafayette [8]

Brigade - [Clinton / 8] (from Lincoln's Division)								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
1 st New York	12 / std	Smoothbore musket	7	3	18"	3+	4	First fire, steady
2 nd New York	12 / std	Smoothbore musket	7	3	18"	3+	4	First fire, steady
6# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	

Brigade - [Muhlenburg / 8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Mass Lt Infantry	12 / std	Smoothbore musket	7	3	18"	3+	4	First fire, steady
Conn Lt Infantry	12 / std	Smoothbore musket	7	3	18"	3+	4	First fire, steady
NJ Line & Lt	12 / std	Smoothbore musket	6	3	18"	4+	4	First fire
6# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	
6# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	

Brigade - [Hazen / 9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Scammel's LI	12 / std	Smoothbore musket	7	3	18"	3+	4	First fire, steady
Hamilton's LI	12 / std	Smoothbore musket	7	3	18"	3+	4	First fire, steady
Canadian Regt	12 / std	Smoothbore musket	6	3	18"	4+	4	First fire
6# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	
6# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	

Brigade - [Nelson / 8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Weedon's Militia	16 / lg	Smoothbore musket	6	4	18"	6	4	Wavering
Lawson's Militia	16 / lg	Smoothbore musket	6	4	18"	6	4	Wavering
Steven's Militia	16 / lg	Smoothbore musket	6	4	18"	6	4	Wavering
Dabney's Legion	12 / std	Smoothbore musket	4	3	18"	6	3	Wavering
3# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	

Brigade - [Gist / 9] (from Von Steuben)								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
3 rd Maryland	12 / std	Smoothbore musket	7	3	18"	3+	4	First fire, steady
4 th Maryland	12 / std	Smoothbore musket	7	3	18"	3+	4	First fire, steady
VA Battalion	12 / std	Smoothbore musket	6	3	18"	4+	4	First fire
6# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	
6# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	

Generic Brigade – Generic General*								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Continental std	12 / std	Smoothbore musket	6	3	18"	3+	4	First fire, steady
Continental lg	16 / lg	Smoothbore musket	8	4	18"	3+	5	First fire, steady
Militia std	12 / std	Smoothbore musket	4	3	18"	6	3	Wavering
Militia lg	16 / lg	Smoothbore musket	6	4	18"	6	4	Wavering
6# Battery	1 gun	Light Smoothbore	1	3/2/1	36"	4+	2	

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

* Generic unit ratings are included for use if player's wish to expand the historical forces available for a larger game, but keep the feel of the era

Order of Battle – British / Loyalist:
CiC – Lord Cornwallis [7]

Brigade – Lt. Col. Abercromby [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
1 st Light Infantry	12 / std	Smoothbore musket	7	4	18"	3+	4	Skirmish, Elite 4+, ferocious charge, first fire
2 nd Light Infantry	12 / std	Smoothbore musket	7	4	18"	3+	4	Skirmish, Elite 4+, ferocious charge, first fire
82 nd Foot	12 / std	Smoothbore musket	6	3	18"	4+	4	First Fire
Royal Artillery 6#	1 gun	Medium Smoothbore	1	3/2/1	48"	4+	2	

Brigade – Lt. Col. Dundas [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
43 rd Foot	12 / std	Smoothbore musket	6	3	18"	4+	4	First Fire
76 th Foot	12 / std	Smoothbore musket	6	3	18"	4+	4	First Fire
80 th Foot	12 / std	Smoothbore musket	6	3	18"	4+	4	First Fire
Royal Artillery 6#	1 gun	Medium Smoothbore	1	3/2/1	48"	4+	2	

Brigade – Lt. Col. Yorke [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
17 th Foot	12 / std	Smoothbore musket	6	3	18"	4+	4	First Fire
23 rd Foot	12 / std	Smoothbore musket	6	3	18"	4+	4	First Fire
33 rd Foot	12 / std	Smoothbore musket	6	3	18"	4+	4	First Fire
2 nd Bn 71 st Foot (Highland)	12 / std	Smoothbore musket	7	3	18"	3+	4	Elite 4+, ferocious charge, first fire
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. Von Fuchs [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Erbprinz Regiment	12 / std	Smoothbore musket	6	3	18"	4+	4	
Von Bose Regiment	12 / std	Smoothbore musket	6	3	18"	4+	4	
Jagers	12 / std	Rifles	5	4	24"	4+	4	Sharpshooters
Hessian 6# Bty	1 gun	Medium Smoothbore	1	3/2/1	48"	4+	2	

Generic Brigade* – Generic Added Commander [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Hardened Loyalists / Lg	16 / lg	Smoothbore musket	8	4	18"	5+	4	First Fire
Hardened Loyalists / Std	12 / std	Smoothbore musket	6	3	18"	5+	3	First Fire
British Line Lg	16 / lg	Smoothbore musket	8	4	18"	4+	5	First Fire
British Line Std	12 / std	Smoothbore musket	6	3	18"	4+	4	First Fire
Royal Artillery 6#	1 gun	Medium Smoothbore	1	3/2/1	48"	4+	2	

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
 Sharpshooters – may re-roll 1 die when shooting

* Generic unit ratings are included for use if player's wish to expand the historical forces available for a larger game, but keep the feel of the era

Terrain Notes:

Light Woods – the area of the battle had several areas 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 light woods is 12". Any firing through very light woods suffers a -1 to hit.

Gentle Rise – the left of the British position was anchored on a pair of gentle rises, on which they constructed redoubts 9 and 10. A gentle rise 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.

Marshy Ground – the area around Wormly's Creek had several areas of marshy ground, which prevented easy maneuver. Only infantry units in skirmish order may enter or traverse them, and units moving through them may move only d6", regardless of the number of moves rolled for.

Redoubts – a redoubt can be occupied by one unit. A unit occupying a redoubt receives a +2 to its morale saves against shooting, and a +1 to combat resolution in melee.

Earthworks – a unit occupying earthworks receives a +1 to its morale saves against shooting, and a +1 to combat resolution in melee.

Preliminary Bombardment:

The French and Americans had amassed large batteries to bombard the British works. They would be able to conduct a thunderous bombardment before an assault.

Prior to the start of the game, roll a d6 for each British unit:

- 1-2 = 1 disorder marker
- 3-5 = 2 disorder markers
- 6 = 3 disorder markers

A unit is disordered if it has any disorder markers. The British players may remove 1 disorder marker from each unit at the end of their turn as normal, so a unit with 3 disorder markers will be disordered through turn 3.

Deployment:

Units are deployed as follows:

Loyalist – before the Patriots have deployed, the Loyalists are assigned a deployment area (A-D) by Cornwallis. The brigade commander will then deploy their forces within 12" of their deployment edge.

Patriots – each Patriot brigade should be assigned a sector (1-4) by whoever is acting as Lafayette. The brigade commanders will then deploy their forces within 12" of their deployment edge.

Winning the Game:

The Patriots need to storm the British position before the British are relieved. They receive victory points as follows:

- Each unit exiting the north table edge = 2 pts
- Each redoubt taken = 2 pts
- Each unshaken unit within 12" of the north table edge at the end of the game = 1 pt

A Patriot score of 7 or more is a decisive victory, a score of 6 or less indicates that the loyalists have survived. If either side breaks their opponent, they win the game. If both armies become broken, the game is a draw.