

Tarleton's Quarter

By Jan Spoor

Like the winning scenario in the Sharp Practice competition, this entry from Jan Spoor of Maryland, USA, is set in the American War of Independence. Here Jan shows just how flexible the rules can be by adding some ideas of his own to cover that conflict with plenty of period flavour.

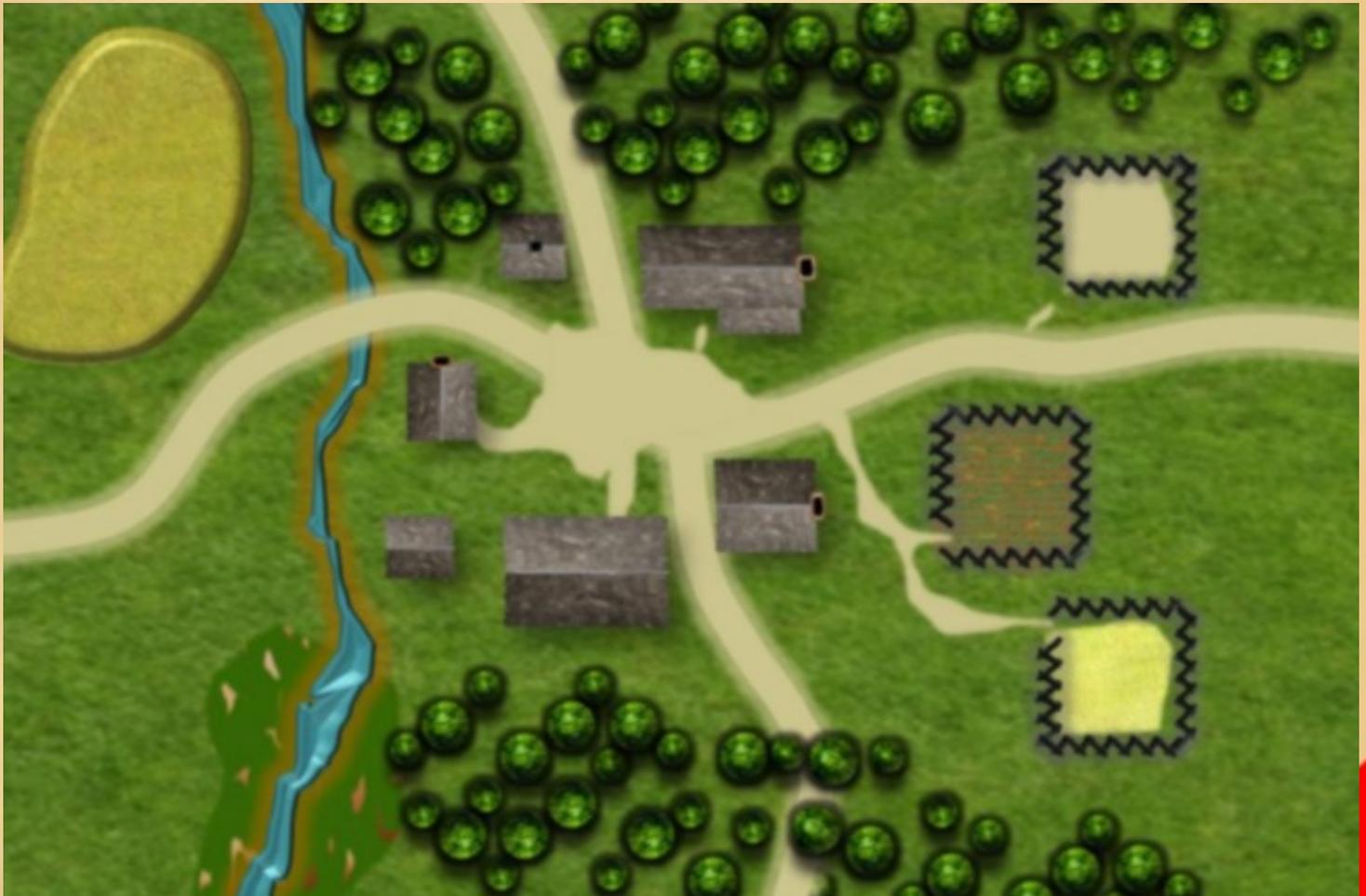
Scenario Introduction

The basic plot is a raid on a farm in the South Carolina countryside by a combined force of British and Loyalist troops, which is interrupted by a force of local partisans, subsequently reinforced by Continental troops.

Complicating factors include decision-making on what elements of the farm's produce to destroy and what to carry away, the possible discovery of a notable rebel political leader, and conflicts between the allies on both sides.

The Loyalist commander will seek to destroy as much as possible of the farm (it belonging to personal enemies) while the British commander will seek to leave the farm and its inhabitants intact while taking away as much of the livestock and destroying as much of the crops as possible in order to supply the local Crown forces.

The partisan commander will make killing Loyalist troops and preserving the farm his priority, with local rivalries coming to the fore, while the Continental commander will seek to prevent the destruction of supplies above all else.



Rebel Briefings

Carolina Partisan Briefing

You are William Rutledge, a South Carolina land owner and militia commander. You are currently acting in concert with a Continental officer sent down from Up North (somewhere distant and foreign, like Virginia), who is under the illusion that you are under his command. You humour him in this fantasy, as it doesn't much matter—you'd do the same things he "orders" you to anyway.

But word has reached you that the British may have come out from Charleston to raid your farm. You have pointed out to the Continental officer that this would be an excellent opportunity to smash a force of regulars, but your primary interest is to preserve your home and livelihood. The two of you have coordinated the movement of your troops to the area that the British are believed to strike; you are closest to your own farm, the Continentals are a little way off, poised to intercept the British at one of several different possible targets.

You want above all else to prevent as much damage to your family and farm as possible. You are also aware that Arthur Middleton, a friend and member of the Continental Congress, is hiding out at your farm; the Continentals do not know this. It would be a bad thing for South Carolina and the Revolution were Middleton captured, and it would be a shame and embarrassment to you if he were taken under your roof.

But almost equal to your desire to preserve your farm is your desire to slay and ravage the ranks of the wicked Tory traitors (all hick Upcountry people, to be sure) who have enlisted with the British. Crush the defectors!

The partisan force consists of

Colonel (militia) William Rutledge (Big Man, Status 3, Influence range 14")

Two units of 10 militia: poor quality, weedy, shoot as line troops with fowling pieces, cannot "form up" into formations

Line troops with fowling pieces (1D6 per figure, -1D per 5)	0-12"	12-24"
	5-6	6

Captain (militia) George Wilson (Big Man, Status 1, Influence range 6")

One unit of 10 scouts: poor quality, weedy, shoot as light infantry, can spot at -1, cannot "form up" into formations.

Light troops with muskets (1D6 per figure, -1D per 5)	0-12"	12-24"
	4-6	5-6

Militia and scouts add an extra pip per movement die and may add a die if retiring.

The partisans receive one blind for each unit (the big men go on blinds with a unit) and two dummy blinds.

Victory Points

1 point for each herd remaining onboard or moved off-board by farm people or partisans; 2 points if most buildings undamaged; 1 point if crops not burnt; 1 point if congressman not found or rescued from British; 1 point for each British big man killed or captured, 2 points if Loyalist; 1 for each British unit that loses more than half its men or retires off the board, 2 points if Loyalist; 2 points for each British unit eliminated or that routs off board, 3 if Loyalist.

Continental Army Briefing

You are Andrew Monroe, a Virginian serving as an officer in the Continental Army. You have been detached with a small force of regular troops to stiffen local resistance to the British in Charleston. "Stiff" is how you have found local necks; the low country Carolina farmers think they are some sort of aristocracy (as opposed to the gentry of your own country, who know they are...) You've found locals to be difficult to lead and fixated on all sorts of petty feuds. Your orders are to see that as little in the way of supplies as possible are taken by the British (and, if possible, consolidated at your camp: after all, the Continental Army will be needing those supplies...) and as much damage as possible is done to British regular forces (the real danger down here—the Tory militias are as useless as your own allies).

The Continental force consists of

Captain Andrew Monroe (Big Man, Status 3, Influence range 14")

Lieutenant Horace Pinckney (Big Man, Status 1, Influence range 6") with drummer

Two units of 10 Continental infantry: average quality, shoot as line troops with muskets. The drum may be sounded to order all Continental infantry within 18" to do one of the following: Advance, Retire, Halt, Form Line, Load, or Fire & Reload

Line troops with musket (1D6 per figure)	0-9"	9-18"
	5-6	6

Lieutenant Tobias Wythe (Big Man, Status 1, Influence range 6")

One unit of 10 Continental light infantry: average quality, shoot as light infantry with muskets.

Light troops with musket (1D6 per figure)	0-12"	12-24"
	4-6	5-6

Infantry in line (a formation of 2+ units) moves at a rate equal to its movement dice. An infantry unit that is not in formation adds an extra pip per movement die and may add a die if retiring.

Lieutenant Benjamin Newton (Big Man, Status 1, Influence range 6")

One light gun unit with four crew: fires with 10 dice, -1 per 2 shock points; if reduced to 2 crew, takes an extra action to load.

Light gun (10D6)	0-9"	9-18"	18-27"	27-36"	Over 36"
	4-6	4-6	5-6	6	6

The gun moves at a rate equal to its crew's movement dice. A crew that is not in moving its gun adds an extra pip per movement die and may add a die if retiring.

The Continentals receive one blind for each unit (the big men go on blinds with a unit) and one dummy blind.

Victory points

1 point for each herd taken off by rebels; 1 point if farm crops not burnt, 1 point if stores not burnt; 1 point for each British big man killed or captured, 2 points if a regular; 1 for each British unit that retires off the board or loses more than half its men, 2 points if regulars; 2 points for each British unit eliminated or that routs off board, 3 if regulars.

Crown Briefings

Loyalist Militia Briefing

You are Captain Archibald Campbell, a loyal servant of the King and a former landholder in the Colony of South Carolina. In reward for your showing your allegiance to the true government, your farm up country was burned by rebels, your livestock stolen, and your family forced to flee to Charleston for refuge. You are doing your best to see that traitorous locals suffer as you and your kinsmen have done.

You are providing the advance scouts for a raiding force commanded by a high-faluting English officer. His regulars drill well and march in lock step, but they are babes in the woods when it comes to operating in rough country. The English officer has his priorities for the raid, but yours are your own: to do as much damage to the damned rebels as you and your men can—it's that simple!

Captain Archibald Campbell (Big Man, Status 2, Influence range 14")

Sergeant Ian Forbes (Big Man, Status 1, influence range 6")

Three units of 8 North Carolina Highland light infantry: good quality, aggressive, shoot as light infantry with muskets, spot at -1.

Light troops with musket (1D6 per figure +1D6 per five men)	0-12" 4-6	12-24" 5-6
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Infantry in line (a formation of 2+ units) moves at a rate equal to its movement dice. An infantry unit that is not in formation adds an extra pip per movement die and may add a die if retiring.

The Loyalists receive one blind for each unit (the big men go on a blind with a unit) and two dummy blinds.

Victory Points

2 points for burning all or most crops and for burning stores, 1 point for each herd taken off board by Crown Forces; 1 per building destroyed; 1 for each rebel big man killed or captured, 2 points if partisan; 1 for each rebel unit that retires off the board or is reduced below half strength, 2 points if partisan; 2 points for each rebel unit that routs offboard or is eliminated, 3 if partisan.

British Regular Briefing

You are Major Francis Cholmondeley (pronounced "Chumley", which the locals don't seem to quite understand), the officer commanding this raiding party. You have been given a hodgepodge of crack units and a smattering of local provincials (who have proven to be useful in their rough and ready way). It's not proper soldiering, like what you were used to in Europe in the late war, but it keeps things interesting.

You have orders to capture or destroy whatever supplies you find and generally deny any provisions to the rebels you can without excessive damage to structures or harm to the civilian population: we need to teach them a lesson, but at the end of the day, they're still His Majesty's subjects. There's also a rumour that a rebel political type is hiding out in the area; if you can find him and bring him in, that would be a feather in your cap. Don't get too closely engaged in firefights with the rebels if possible, as there will be more of them than there are of you, but if you can't avoid a fight, do as much damage as possible to the Continentals—they are the real threat.

Major Francis Cholmondeley ("Chumley") (Big Man, Status 3, Influence range 14")

Captain Robert St John ("Sin-Gin") (Big Man, Status 2, Influence range 6") with drummer

Two units of 8 British infantry: good quality, shoot as line troops with muskets. The drum may be sounded to order all British infantry within 18" to do one of the following: Advance, Retire, Halt, Form Line, Load, or Fire & Reload

Line troops with musket (1D6 per figure +1 per 5)	0-9"	9-18"
	5-6	6

Lieutenant Gerald Majoribanks ("Marchbanks") (Big Man, Status 1, Influence range 6")

One unit of 8 British grenadiers: elite quality, shoot as line troops with muskets.

Line troops with musket (1D6 per figure +1 per 4)	0-9"	9-18"
	5-6	6

Infantry in line (a formation of 2+ units) moves at a rate equal to its movement dice. An infantry unit that is not in formation adds an extra pip per movement die and may add a die if retiring.

Coronet Frederick Choyne ("Chainy") (Big Man, Status 2, Influence range 10")

One unit of 8 British light dragoons: average quality, can fire mounted or dismounted as line troops.

Light Dragoons with Carbine (mounted) (1D6 per figure)	0-9"	
	6	
Light Dragoons with Carbine (dismounted) (1D6 per figure)	0-9"	9-18"
	5-6	6

The troop has a trumpeter attached. The trumpet may be sounded to order all dragoons within 24" to do one of the following: Advance to the front, Advance right, Advance left, Charge, Walk, Trot, Gallop, Halt, Mount, Dismount, Fire & Reload, or Recall.

Movement		
Walk	As per dice	Cavalry moving from or slowing to a halt must take their first and last whole turn at a walk
Trot	+3 per die	
Gallop	Add one die and +3 per die	More than one turn of galloping will break up any formation

A cavalry unit that is moving toward an enemy at trot or gallop may choose to move on Rum! if it did not activate on that turn. This will break formation.



The British regulars receive one Blind per unit.

Victory Points

1 point for burning all or most crops, burning stores, each herd taken off board; 2 points for congressman if found and taken off board; -1 per building destroyed; 1 for each rebel big man killed or captured, 2 if Continental; 1 for each rebel unit that retires off the board or loses more than half its men; 2 points for each rebel unit eliminated or that routs off board, 3 if Continental.





Umpire's Notes

The scenario begins with the Loyalist and British scouts approaching the farm from the east (the top of the map is north); their cavalry blinds set up on the east board edge on the first turn. On the second turn, blinds for the light infantry troops are set up on the east board edge. On the third turn, blinds for the line troops and artillery are set up. Any turn that the British blinds card does not come up pushes back the next set of reinforcements a turn.

The British players have the option to set up his light infantry blinds on the first turn instead of his cavalry, and have the cavalry arrive on the north or south edges (no further forward than the side roads) on the third turn.

The only rebel forces on board at start are the farm's inhabitants and their livestock. A child will start to run off the rebel side of the board as soon as British/Loyalist blind (not figure) is visible from the farmhouse. At the beginning of the second turn after he leaves the board, or the sixth turn in any event, the partisan force will be available to enter. Two turns after that, the main Continental force will be available to enter.

The farm consists of a house and several outbuildings. One of these should be a barn, while others may be kitchens, offices, storehouses, piggens, chicken coops, laundries, etc. There should be several inhabitants, to include women and children, an old man or two, and some slaves. The farm property should include several fields, including one for grazing and a couple for crops (corn or wheat).

The umpire is free to improvise interactions between the players and the farm's inhabitants. The men and older boys from the farm are off with the partisan forces, but the farm inhabitants will seek to deny/obscure this, insisting they are at market, visiting relatives, conducting business in Charleston, etc. To the British, they will deny that they have been in contact with the partisans or have rebel sympathies. If they interact with the rebels, they will insist they are rebel sympathizers, ask for help in preserving their farm, and reveal any information that would be helpful.

The goods of the farm consist of stored crops (tobacco, grain, local-made liquor) and seasoned timber, field crops, and livestock. The British can burn the stored crops and timber; they are too bulky to be carried away. It will require 30 task points to move the goods out of the barn and 24 to prepare them to be burnt, or 24 only to prepare the entire barn for burning. Other buildings will take 12 (smokehouse, also full of food that can be abstracted and carried by troops at no great extra effort) to 36 (house, office) points to prepare for burning. Field crops can be burned. Doing so will take only 12 task points. Crops can't be stopped from burning once lit. Building fires can be put out if troops fighting fires can accumulate as many task points as it took to set the fire; water cards add 2D6 to task points (once) when used on the fire. A building fire that has burned for three or more turns cannot be put out, no matter how many fire fighting points are accumulated.

If doubles are rolled at any point while searching or preparing to burn the house, the office, or the barn and its stores, soldiers will find liquor. A unit that has found liquor generates only 1D6 task points from then forward and if it comes into combat will either double or ignore (50/50 chance) the first shock it takes. Unless an officer takes the liquor away from the unit (cost of 1 initiative), there is a 1/6 chance each turn the unit will become drunk and immediately acquire as many shock points as it has men. These points have to be rallied off as normal.

The livestock can be killed or driven off. Killing the animals will take one unit a card's worth of activation per herd. A single man herding gets 1D6 of movement from the animals (a Big Man 2D6), and each man after the first helping adds a die. If two or more 1s are rolled on a task roll, the animals either stop (50%) and don't move at all that turn or scatter (50%), requiring 12 task points to gather them back up again. If two or more 6s are rolled, the animals move an additional D6 and will not stop or scatter any more.

The slaves will be only too happy to leave on their own power. They will even arm themselves with makeshift weapons from the farm if given the opportunity. They can be used to herd animals and may ignore the "more ones than sixes" rule (they are used to herding).



If the office is searched for at least 12 points, seditious papers will be found indicating the owner is in correspondence with a member of the Continental Congress. If the house is searched for at least 24 points, the member will be found hiding in a women's wardrobe.

The following rule changes apply to better reflect the American Revolution.

INITIATIVE

When their card comes up, Big Men get one initiative per level +1 for each 'Grasp the Nettle' card. With one Initiative, a Big Man can:

Activate self	He, or the group he is with, may activate and take their turn.
Activate nearby group	He may activate a nearby group under his command and within influence range.
Activate musician	Activate an attached musician to issue a command (range: 18" for drum or whistle, 24" for trumpet or bugle).
Make a formation	Form two adjoining groups or formations together into a larger formation.
Remove shock	Remove one point of shock from a group he is with.
Charge	He may lead a charge.
Encourage	Encourage a group within his influence range to charge.
Add Fervour	He may add fervour to a charge.
Action	He may attempt to perform a task or act of derring-do.
Merge groups	Combine any two groups of 6 men or fewer into a larger group.
Chosen Man	Call forth a specialist to perform a task.
Make ready!	Order a group or formation to 'Make Ready' and prepare to fire later in the turn.

ACTIONS

When activated, each group, formation, or Big Man has 2 Action points. A group may often use 2 action points to perform the same action (such as spotting or attempting a task), which gives them a +1.

ACTION	COST
Move 1D6 inches	1 Point
Cross a low obstacle	1 Point
Cross a high obstacle	2 Points
Enter a building	1 Point
Dismount	1 Point
Fire	1 Point
Reload rifle	2 Points
Tap reload rifle	1 Point
Reload musket	1 Point
Spot	1 Point
Open ranks	1 Point
Attempt a task	1 Point
Form up	1 Point

RUM! CARD

On the Rum! card, any units that have not yet been activated this turn may do one of the following:

Spot
Fire
Reload
Continue with an ongoing task
Deploy 1D6" into a terrain feature that they occupy

Bonus Cards

Card	Effect	Number in Deck
Water	Used for putting out fires, drinking, and washing off unpleasant things	3
Stand Fast!	A Big Man may rally 1D6 shock from a unit	3
Ammunition	Replenishes stocks of ammunition and powder	3
Forced March	Any unit on road may take an additional move in column or on a Blind	2
Indecision!	This counters any card with extra movement	2
God Save the King!	A bonus move for a British Big Man.	2
God Save General Washington!	A bonus move for a Rebel Big Man.	2
Damnation!	The player must immediately surrender all his bonus cards but one	1
At the Double!	One Group or Formation may add one die to its movement.	2
Poor Fire Discipline!	Poor fire discipline. If the player commands units with poor fire discipline that have not been activated in this turn one unit must fire a ragged volley at the enemy, irrespective of range. If all his units have been activated he may discard the card. If the player does not have any such units he may retain the card and play it when an enemy unit with poor fire discipline fires, removing any Big Man bonus they would normally get. Any unit firing on this card will end its turn unloaded.	2
Ambuscade	Any unit uncloaking from a blind and firing or entering fisticuffs may, for this turn, count as ambushing their opponent	2
Beat the Troop!	Any two British units within 6" of each other may move to create a formation.	2
Rebel Duck Hunter	The rebel player may snipe at any one British officer. Roll on the Hits on Big Men Table at +1	2
Gad, What a Thirst!	Play on an enemy that has force marched or moved at the double. It moves at half speed until it plays a water card or is adjacent to a source of drink (a well, stream, dairy, tavern).	2
Who Has the Extra Rounds?	Play on an enemy unit that has just fired. It can't reload until it plays an ammunition card	2