

**EXCLUSIVE RULEBOOK**

Game Design by Mark Miklos & Don Hanle

# Pensacola

The Struggle for Florida *in the American Revolution, 1781*



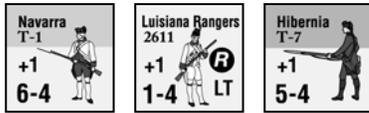
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This is the "Living Rules" document for the game. It includes errata and clarifications to the original rules. To aid readability, errata is indicated in blue text.

## Pensacola Combat Units

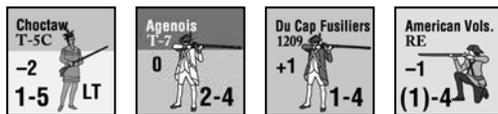
### SPANISH Player



**Yellow with gold stripe:** Spanish Regulars (Spanish Regulars with their unit names printed in *red* can be broken down into skirmishers (also printed in red) based on the play of a Random Event card.)

**Yellow with no stripe:** Spanish Colonial Regulars

**Yellow with green stripe:** Irish Mercenaries



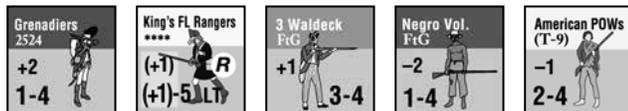
**Yellow with tan stripe:** Militia & Spanish-allied Indians

**Light blue with dark blue stripe:** French Regulars

**Light blue with no stripe:** French Colonial Regulars

**Light blue with light blue stripe:** Patriot Militia

### BRITISH Player



**Tan with red stripe:** British Regulars

**Tan with yellow stripe:** Provincials

**Tan with green stripe:** Hessians

**Tan with brown stripe:** Tory Militia & British-allied Indians

**Tan with light blue stripe:** American Prisoners of War

## CREDITS

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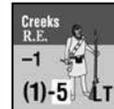
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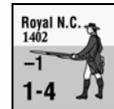
## Replacement Counters

The counter sheet includes 10 replacement counters for previous games in the *Battles of the American Revolution* series.

### Savannah



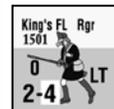
1. *Creeks*: The icon and traditional dress have been updated to match the correct style used in Pensacola.



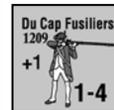
2. *Royal N.C.*: Unit Morale has been degraded from 0 to -1.



3. *Martinique*: Uniform specs have been corrected.



4. *King's FL Rangers*: Icon has been changed to match *Pensacola*.

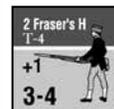


5. *Du Cap Fusiliers*: Uniform specs have been corrected.



6 & 7. *1st & 2nd Fraser's Highlanders*: Uniform coats have been altered from red to garnet and unit name has been spelled correctly as "Fraser's."

### Guilford Courthouse



8. *2nd Fraser's Highlanders*: Uniform coat has been altered from red to garnet.

### Brandywine Creek



9 & 10. *1st & 2nd Fraser's Highlanders*: Uniform coats have been altered from red to garnet.



## I. PREPARE FOR PLAY

### 1.1 Fortified Hexes & Hexsides (Definition)

Pensacola includes several types of hexes and hexsides that are considered fortified.

- **For the British:** Ft. George, British Redoubts & British Earthworks (see Terrain Key)
- **For the Spanish:** Stockades (see Terrain Key) and Spanish & French Redoubts (available as both armed and unarmed redoubt counters that can be constructed during the game.)

These hexes and hexsides will be collectively referred to as “fortified” throughout the rules. Features of fortified hexes and hexsides are summarized on the Fortified Hexsides & Hexes Matrix found on the Player Aid Cards.

#### 1.1.2 British & Spanish Players (Definition)

The British player controls all units on the British side including Indians, Hessians, Tories, Civilians & American POWs. These units are collectively referred to as “British” unless the rules specify otherwise. The Spanish player controls all units on the Spanish side including French, Irish, Indians and American Militia. These units are collectively referred to as “Spanish” unless the rules specify otherwise.

### 1.2 Player Order

#### 1.2.1 Siege Turns

Spanish followed by British

##### 1.2.1.2 Siege Turn Restrictions

The Spanish player may not move adjacent to British fortified hexsides during Siege Game Turns. (see 3.4)

- Exception: Red Cliffs Fort (see 3.14.2)

#### 1.2.2 Coup de Main Turns

- Turn 1: Spanish followed by British
- Turns 2-10: Random player order.

### 1.3 Game Length

The game begins on April 7-8, 1781, on the Siege Turn Track and ends on the 4:00 PM turn of the Coup de Main Turn Track unless either side achieves an automatic victory.

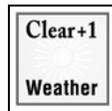
### 1.4 Army Morale

British: 18, Spanish: 19

### 1.5 Momentum

The Spanish player starts with 1 Momentum chit.

### 1.6 Weather



Place the “clear” weather marker on Turn 1 of the Siege Turn Track. The Spanish player rolls for weather on the turns indicated on the track. (See Weather Table.)

### 1.7 Random Events

Remove the following sixteen cards from the deck: #'s 3, 6, 7, 8, 11, 16, 18, 19, 20, 25, 28, 30, 32, 34, 46, & 55. These cards are easily identified by a green stripe across the top of the card. Shuffle the remaining cards and deal one to each player. Return all previously removed cards back to the deck, reshuffle, and set the deck aside.

### 1.8 British Deployment

- Hex 1103 (Red Cliffs Fort Inset Map): Pentzel
  - » Pentzel is a demi-leader on hex 1103 only (see 3.7.1.2).
- Hex 2524: 3rd Bn. Royal Americans, Grenadiers, HMS Mentor Seamen & HMS Port Royal Seamen.
- Queen’s Redoubt (including earthwork extensions): 16th Foot, Lt. Infantry, Howitzer, PA Loyalists, MD Loyalists & McDonald.
- Fort George (including earthwork extension): 3rd Waldeck, Waldeck Artillery, Marines, Negro Volunteers, von Horn and Campbell.
  - The optional leader unit, von Hanxladen, is also placed in Fort George if both players agree (see 3.7.1).
- Hex 1824: Civilian Volunteers

- Garrison Artillery: Per at-start designations on the counters.
- Franchimastabe, Choctaw 1 + 2 and the King's Florida Rangers (KFR) are placed anywhere within 2-hexes of British fortified hexes or the Indian Village on the main map.
- Units scheduled to arrive on turns 2, 5, 9 & 11 are placed on the Siege Turn Track as reinforcements (see 3.7.8.2 & 3.7.8.2.1).
- Units marked "RE" enter play as a result of Random Events and should be set aside.

## 1.9 Spanish Deployment

- Santa Rosa Island Inset Map: Spanish Seamen, Naval Artillery and Sappers
- Hex 2611: Luisiana Grenadiers, Luisiana Rangers & Corduroy Road Trail Head Marker
- Hex 2313: Luisiana Dragoons
- Hex 2011: New Orleans Militia
- Remaining Turn-1 units must first undergo Red Cliffs Fort fire (see 1.10). Surviving units may be placed on or within 2 hexes of either Spanish Stockade or on entry hex "A" on the Red Cliffs Fort Inset Map and may move no further that turn. (See 3.7.7.2 for Spanish movement to and from the RCF Inset Map.)
- Exceptions:
  - » The Spanish Mortar must arrive on hex 2409.
  - » Artillery may over stack in a stockade but only a single battery may perform game functions (see 3.7.3.1).
  - » de Galvez may never be deployed to the Red Cliffs Fort Inset Map.
- Units scheduled to arrive on turns 5 & 7 are placed on the Siege Turn Track as reinforcements (see 3.7.8.1).
- Units marked RE enter play as a result of Random Events and should be set aside.

## 1.10 Red Cliffs Fort (RCF) Artillery Fire

Spanish units arriving on Turns 1 and 7 must receive RCF Artillery Fire.

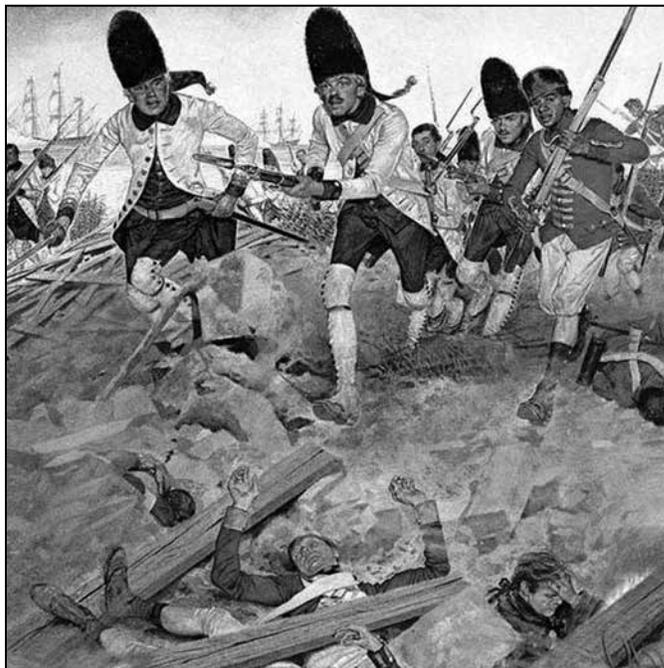
- See Player Aid Card for RCF fire and damage tables.

### 1.10.1 RCF Procedure

- If British fire achieves one or more hits, the Spanish player places all arriving units in an opaque container and the British player draws a number of units corresponding to the number of hits.
- If a Leader is drawn he does not count as a unit, but is placed instead on any one of the combat units drawn from the cup before rolling for damage.
- The British player rolls for damage results individually. A leader suffers the same results as the unit to which he is attached.

**Design Note:** *In what has to be one of the worst examples of gunnery in British history, British naval gunners at the Red Cliffs fired over 180 rounds of 24-pound solid shot at incoming Spanish vessels on 17 and 18 March causing only superficial damage. This abysmal record was repeated with the arrival of French and Spanish reinforcements from Havana on 19 April.*

*No official account for this was ever given, though anecdotal evidence suggests that on each occasion British gunners had been blinded for minutes at a time by the smoke from their own fire, causing every shot to be a ranging-shot against moving targets. It is also likely that the British batteries were located too far up the cliff causing each shot to be a plunging shot requiring not only correct azimuth but perfect range to achieve a direct hit. The Spanish later moved the battery to a lower elevation after they took possession of the works. They were able to skip their shots along the surface of the water the same way a flat stone skips across the top of a pond precluding the need for absolute range accuracy.*



## II. HOW TO WIN

### 2.1 British Decisive Victory

British player controls hexes 2825, 2524 & 2325 at the end of Coup de Main turn 10.

- All are British controlled at-start and are considered automatically British controlled unless controlled by the Spanish Player.

### 2.2 Spanish Decisive Victory

Spanish player controls hexes 2825, 2524 & 2325 at the end of Coup de Main turn 10.

#### 2.2.1 Spanish Control

Control is achieved the moment a Spanish Parade Order combat unit, other than Indians or artillery, occupies the hex.

- The Spanish receive +1 Army Morale adjustment each time they gain control of a decisive victory hex.
- The Spanish suffer -1 Army Morale adjustment each time they lose control of a decisive victory hex.
- Loss of Spanish control occurs whenever British Parade Order combat units, other than Indians, Negroes or artillery, re-occupy the hex.

- The Spanish neither gain nor lose Army Morale for control of the Red Cliffs Fort.

### 2.3.1 Substantial Victory

If British or Spanish Army Morale falls to 0, the other player automatically wins a Substantial Victory according to Series Rule 16.3

### 2.3.2 French Morale Check

The moment that Spanish Army Morale falls to 8, the Spanish player rolls a die and consults the French Morale Impact Table on Player Aid Card. Apply the results immediately. This is a one-time event and would not be repeated if Spanish Army Morale climbs above 8 and subsequently falls back to 8 or below.

### 2.3.3 Marginal Victory

Assuming no automatic victory, a marginal victory will be awarded to the Spanish player if he has 3 or more VPs than the British player at the end of the last game turn. A VP tie, a Spanish margin of 2 ½ or fewer VPs, or a ½ VP or greater British margin is a British marginal victory.



### 2.4.1 Indian Victory Points

Indian combat units are worth ½ VP rather than 1 VP each.

## 2.5 Objective Hexes & Leader Casualties



### 2.5.1 Stockades

Spanish Stockades are sources of Spanish supply (see 3.6) The British player is awarded +1 VP each for their destruction and Spanish Army Morale is decreased by -1 each.



**2.5.1.2 Destroying Stockades:** To destroy a Stockade hex, a Parade Order combat unit, other than artillery, must begin the turn in the stockade. The unit spends its movement phase destroying the stockade. Place a “Destroyed Stockade” marker on the hex.



### 2.5.2 Governor's Plantation

The Spanish player is awarded +1 VP for the destruction of the Governor's Plantation and British Army Morale is decreased by -1.



**2.5.2.2 Destroying the Plantation:** The procedure for destroying the Governor's Plantation is identical to that for destroying Stockades. (See 2.5.1.2)



### 2.5.3 British Well (Hex 2225)

The British suffer -1 Army Morale adjustment the moment this fortified hex is occupied by any Parade Order Spanish combat unit because the only well available to the British garrison was located there. Similarly, the British recover +1 Army Morale whenever the hex is no longer enemy occupied.



### 2.5.4 Leader Casualties

See Leader Summary Table on the Player Aid Card.



## III. SPECIAL RULES

### 3.1 Weather

During each Weather Phase the Spanish player rolls on the Weather Table. (See Siege Turn Track)

### 3.2 Random Events

On Game-Turns marked “Event Card” on the Game-Turn Track, both players draw cards. The British player draws first.

- The effects of Random Events are printed on each card. Be sure to read and follow the instructions on each card carefully.
- There is no maximum hand size for cards held. Cards may not be discarded except where explicitly stated in a card's instructions.
- Cards may be played at any time during the game. A player need not be the Phasing Player to play a Random Event card.
  - » Note: Seven cards are printed in red. These cards *must* be played the moment they are drawn and may not be held in a player's hand.
- Multiple cards can be played and results can be cumulative.
  - » The other player can respond with card play. It is possible for each side to play several cards at one time. In practical terms, multiple card play will be an occasional rather than regular event.



- Card trumping, relevant to “Local Superiority” cards in particular, is instantaneous. In order to cancel the effects of a played card, the trumping card (ex. Local Superiority) must be played immediately in response to the card it is trumping.

### 3.2.1 Random Event Card Restrictions

- 26 cards are marked “Siege Game Turns Only” and may only be played during that portion of the game.
- 12 cards are marked “Coup de Main Only” and may only be played during that portion of the game.
- 14 cards have no game turn restrictions and may be played at any time.
- Three cards are divided by the word “OR.” Only the top or bottom half of these cards may be played. Players should note carefully whether a card-half is marked “Siege Game Turns Only,” “Coup de Main Only” or whether a card-half is unmarked.
- 18 cards have British flags. Only the British player may play these cards.
- 19 cards have Spanish flags. Only the Spanish player may play these cards.
  - » Included among these Spanish cards are seven cards with small secondary flags denoting Spain’s Allied troops. These flags are informational only.
- 18 cards have both the British & Spanish flags. These cards may be played by whichever player draws them.
  - » This includes 1 divided card with a British top-half and a Spanish bottom-half.
- 16 cards have their card numbers highlighted in a green bar across the top of the card. This is a quick visual reminder that these are the cards to be removed from the deck prior to the start of a game (see 1.7) After each player draws his at-start card, these cards are reintroduced to the deck.
- If a player draws a card he is not entitled to play, he holds it in his hand representing limited intelligence of enemy intentions.



### 3.2.2 Momentum and Random Events

Each side may spend 1 Momentum Chit per Random Events Phase to draw an additional Random Events card. This use of Momentum is in addition to Series Rule 12.6.

### 3.3 Garrison Violation

At least one combat SP, excluding artillery, Negroes or Indians, must garrison each of these locations: Fort George, (2325), the Queen’s Redoubt, (2825), and the Prince of Wales Redoubt, (2524), during the Siege-Turn portion of the game.

- The British suffer –1 Army Morale per location per turn for each failure to garrison; maximum –3.

### 3.4 Declaring Coup de Main

Spanish units may not move adjacent to British fortified hexsides until Coup de Main is declared (see 1.2.1.2).

- **Exception:** Red Cliffs Fort (see 3.14.2)

The Spanish may declare a Coup de Main on any Siege Game Turn, but Coup de Main is automatic after Siege Game Turn 16.

- Move the Game Turn Marker to the Coup de Main Turn Track.
- The Weather marker transfers to the Coup de Main Turn Track, and the current weather remains in effect for the rest of the game.

- Use the Coup de Main Sequence of Play.
- Spanish Army Morale is adjusted as follows when Coup de Main is declared:
  - » –2 AM if none of the following are breached: Fort George (2325), the Queen’s Redoubt (2825), or the Prince of Wales Redoubt (2524.)
  - » –1 AM if only one of the above named hexes is breached.
  - » If two or more of the above named hexes are breached when Coup de Main is declared there is no Spanish Army Morale penalty.
- Any British Raid must be terminated (see 3.9.4) and no more Raids are permitted for the remainder of the game.
  - » Units in the Raid Box return to friendly fortified hexes on the main map. Indians and the KFR may return to the Indian Village (see 3.7.11)
- The British player may not roll for POW arrival on the turn the Spanish player declares Coup de Main (see 3.7.8.2.1)

**Early Attack Incentive:** If the Spanish player declares Coup de Main before Turn 16, he receives any Spanish Random Event cards scheduled to be drawn between the current turn and turn 16, while the British player receives none.

- **Example:** If the Spanish declare Coup de Main on turn 12, only the Spanish player receives the RE cards scheduled for turns 14 and 16. Those cards are immediately added to the Spanish players hand as part of the declaration of Coup de Main.

### 3.5 Redoubt Construction Completion

Weather permitting, construction markers are flipped to their completed sides *unless adjacent to an enemy combat unit*.

- See 3.7.10 for procedure.

#### Front



- Spanish redoubts have a front facing and must be aligned in the hex accordingly. The rear and rear-flank hexsides of a redoubt are not considered fortified.

### 3.6 Siege Bombardment & Spanish Supply

Spanish siege artillery is represented by the armed redoubt markers.

- Redoubts may only fire at British fortified hexsides in an effort to cause breaches.
  - » **Important Note:** When Spanish redoubts are firing at British fortified hexsides, line-of-sight is not blocked by the presence of friendly or enemy combat units in the intervening hexes (see 3.10.1) This is an exception to Series Rule 11.42.
- Redoubts must be in supply to fire.
  - » A redoubt is in supply if it is on or adjacent to a road hex or a completed and undamaged Corduroy Road hex that can trace a continuous line of road/Corduroy Road hexes back to either Spanish Stockade without passing through enemy units or their Zone of Control.

- **Distinction:** Un-corduroyed Trails do not count for this purpose.
  - **Special Note:** Corduroy Road extends through the interior of each Stockade and is not considered automatically destroyed if the Stockade is destroyed. The Corduroy Road within the Stockade would have to be destroyed separately (see 3.7.9.1 for procedure).
- Supplied redoubts may fire twice, at the same or different enemy targets.
    - » If one supply source is destroyed, rate of fire is reduced from 2 shots per phase to 1 shot. (See 2.5.1.2)
    - » If both supply sources are destroyed, no Siege Bombardment is allowed for the remainder of the game.
  - Breaches caused by Siege Bombardment may only be repaired through the play of Random Events.
    - » British Garrison Artillery cannot fire across breached hexsides (see 3.10.2)

## 3.7 MOVEMENT

### 3.7.1 Leaders



**3.7.1.2 British Command Restrictions:** (Seniority – Campbell, von Hanxleden\*, von Horn, McDonald, and Franchimastabe).

- Major General Campbell and Colonel von Hanxleden\* may command all units.
- Colonel von Horn may not command Indians.
- Major McDonald may not command Regulars.
- Franchimastabe may only command Indians and the KFR.
  - \* Colonel von Hanxleden is an optional unit included in the game for British play balance. Both players must agree before play begins whether the British player may use this unit. If used, he deploys in Fort George at-start.



- Pentzel is a demi-leader only while occupying the Red Cliff's Fort. As a demi-leader, he may select from all 8 tactics during Close Combat. His status as a demi-leader is identified by the 5-pointed yellow star on the counter.



**Design Note:** Colonel von Hanxleden was the senior Hessian commander. He was killed leading the British assault at Mobile earlier in the campaign. His absence severely restricted British command and control during the siege of Pensacola. He is available in the counter mix for players to model a “what-if” scenario had he survived at Mobile.

**3.7.1.3 Spanish Command Restrictions:** (Seniority – de Galvez, Ezpeleta, Don Giron, and Boiderot)

- Lt General de Galvez may command all units.
- Ezpeleta and Don Giron may not command French units.
- Captain Boiderot may only command French units.

### 3.7.2 Pensacola City / Fort Pensacola

These hexes are considered prohibited terrain for all units. Units forced to retreat into these hexes are captured instead.

- Units may not choose the Turn Flank tactics option if the only available open flank hex is a Pensacola City hex.

**Design Note:** The Spanish surrendered the colonies of West and East Florida to the British at the end of the Seven Years War in 1763. Although there was a sizable English population in these colonies, they remained predominantly Spanish in culture and in loyalty. Consequently, Don Bernardo de Galvez saw Pensacola City as a Spanish City and was anxious that it not be damaged in the fighting. While British Major General John Campbell was also concerned about damage to the city and the well-being of its residents, his principal reason for not continuing to occupy Pensacola City or its fort was simply that he had too few troops to do so. As a result, Pensacola City was considered by both sides to be an “open city.” Under the rules of 18th century warfare, this meant that the city was off limits to any combat unit under command of either belligerent.

### 3.7.3 Mortar Movement



- The mortar may move *and* fire during Siege Game Turns but may only move *or* fire during Coup de Main Game Turns.
  - » Use the “Moved/Fired” Marker to keep track during Coup de Main Turns.
- The mortar receives a +1 MP bonus when stacked with parade order infantry or militia, excluding Indians.
- The mortar receives a +2 MP bonus when stacked with Sappers.
  - » These units must begin with and remain with the moving mortar for the entire movement phase.
  - » **Note:** These MP bonuses *are not* cumulative.

**3.7.3.1 Mortar & Artillery Stacking:** Field artillery may move through or stack with the mortar only when located in a stockade or redoubt.

- Fire by the intrinsic artillery represented in the armed redoubt markers is not restricted.

### 3.7.4 Fortified Hexside Movement

- Friendly units may move into and out of fortified hexes at no additional MP cost. Enemy units pay hexside terrain costs (See Fortified Hexes & Hexsides Matrix)

### 3.7.5 Indian Withdrawal

- If all defending combat units in a Palmetto or woods hex are Indians and/or the KFR, and none of the attacking units include Indians, the KFR, or Light Infantry, the defending Indians have the option to announce an Indian Withdrawal after the attacker has declared his lead unit but before Close Combat is resolved.
  - » **Note:** Defending “pinned” Indians can choose Indian Withdrawal at a cost of –1 Army Morale.

- The defending Indians or KFR retreat 3 hexes, according to priorities outlined in 3.14.5, to a hex not adjacent to an enemy unit.



- Mark them with an Indian Withdrawal marker.
  - » The marker is automatically removed at the end of the next friendly movement phase.

- Effects of the Indian Withdrawal marker:
  - » Withdrawn units may not move or attack, but they retain their ZOC and defend normally.
    - **Note:** If attacked while marked with an Indian Withdrawal marker they may not again choose Indian Withdrawal.

**Design Note:** Indian withdrawal may occur even when facing more mobile cavalry because Spanish dragoons often lost Indians they were pursuing through woods or palmetto scrub. Indian raiders would disperse and reassemble at a pre-designated place to reinitiate a raid.

### 3.7.6 Zone of Control

- All light infantry unit-types extend ZOC into Palmetto hexes. All other unit-types do not.
- ZOC extends out of but not into fortified hexsides (see 3.14.1)
  - » **Exception:** Breached hexsides.

### 3.7.7 Off-Map Movement

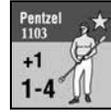
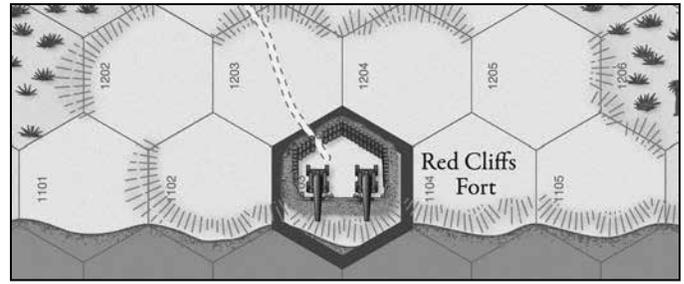
Permitted during Siege Turns only.

**3.7.7.1 British Player:** Only the British player may exit/enter the North or East edges of the map.



- Units may exit the map by using Hexes D, E or F. Units must have at least 1 MP remaining in order to exit.
  - » If the units were part of a Raid (see 3.9) they could also exit at any of the hexes marked with a “Raid” symbol.

- The units are placed on the Siege Game Turn Track as if scheduled to arrive as reinforcement on the following turn.
- Those units may re-enter at Hex D, E, or F with full movement points available.
  - » If the units were part of a Raid, they may also be placed back into the Raid Box.
- If enemy units or their ZOC occupy an entry hex, see 3.7.8.3
- Entering units may not arrive over-stacked.
- At the moment the Spanish Player declares Coup de Main, units performing Off-Map Movement are immediately placed in the Turn 1 Box of the Coup de Main Turn Track. These units, including former Raiders, arrive as reinforcements at Hexes D, E or F with full movement available for the Movement Phase.



**3.7.7.1.2 Red Cliffs Fort Inset Map:** Pentzel may make one attempt in the game to leave the RCF Inset Map.

- The unit performs a Departure Morale Check **only if it is Parade Order** and may leave the map if it passes.
  - » A Departure Morale Check is not permitted if Pentzel is adjacent to enemy combat units.
- Place the unit three turns ahead on the Siege Turn Track.
- The unit re-enters play on hex E.
  - » If Spanish Coup de Main is declared before the arrival of Pentzel, the unit is removed from play with no loss in VPs or Army Morale points.

**Design Note:** The artillery depicted within the Red Cliffs Fort hex is for artistic purposes only. It represents the batteries facing the Pensacola Bay inlet and has no function in the game..

**3.7.7.2 Spanish Player:** The only off-map movement allowed to the Spanish Player is entering/exiting the Red Cliffs Fort Inset Map.

- Spanish units beginning their movement in Hex B are immediately placed on Hex C and may move no further that turn. Movement from C to B is performed in the same manner.

**3.7.7.2.1 French Honor:** French units may never be deployed to the Red Cliffs Fort or Santa Rosa Island inset maps.

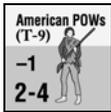
### 3.7.8 Reinforcements

#### 3.7.8.1 Spanish Player:

- Turn 5: Choctaw, hex C
- Turn 7:
  - » Transfer the Sapper from Santa Rosa Island to either Spanish Stockade.
  - » Newly arriving units (not the Sapper) must receive Red Cliffs Fort fire if Pentzel still occupies the hex in Parade Order (see 1.10).
    - Surviving units may be placed on or within 2 hexes of non enemy occupied and undestroyed Spanish Stockades or on entry hex “C” and may move no further that turn.
    - Arriving units may not be placed adjacent to enemy combat units.

#### 3.7.8.2 British Player:

- Turn 2: Creeks, hex E
- Turn 5: Choctaw 3, hex E
- Turn 11: Chickasaws, hex E



**3.7.8.2.1 Variable Reinforcements:** Beginning on Turn 9 the British player may roll to see if the American POW unit arrives.

- POWs arrive on a die roll of 0-1.
- Arriving POWs are placed at the Governor's Plantation unless it is enemy occupied or destroyed. In that case, place POWs in hex E or F.
- Note: The British player *may not* roll for POW arrival on the turn the Spanish Player declares Coup de Main. (see 3.4)

**Design Note:** *The British often offered American POWs the opportunity to be released from the prison barges in New York Harbor in exchange for service in the British Army. Most American POWs refused to fight their former comrades. The British found out, however, that many of these same prisoners had no issue with serving in the British Army to garrison Caribbean Islands or to fight the Spanish. Two hundred and eighty of these POWs were en route to Pensacola when the frigate upon which they were sailing encountered a mail-packet ship from the port of St. Marks, Florida. The captain of this vessel informed the captain of the frigate that Pensacola had already fallen to the Spanish. The American POW regiment was then taken to Jamaica, where it served for the remainder of the war. As it happened, however, Pensacola had not yet fallen and would not do so for another three weeks—plenty of time for this POW regiment to have gotten to Pensacola in time to defend against the Spanish coup de Main.*

**3.7.8.3 Delayed Reinforcements:** If enemy units or their ZOCs block an entry hex, arriving reinforcements are delayed 1 game turn.

- Place at nearest unblocked hex paying full terrain cost to enter the map. If more than one such hex is available, the entering player may choose.
- Players may always voluntarily delay the arrival of reinforcements.
  - » **Note:** Turn-7 Spanish reinforcements will still suffer Red Cliffs Fort fire, regardless if they have been voluntarily delayed, so long as Pentzel occupies the hex in Parade Order.

### 3.7.9 Building Corduroy Road



- Corduroy Road may only be built along trail or Corduroy Road path hexes.

- The building unit must originate either on a pre-existing undestroyed Corduroy Road hex or in an undestroyed Spanish Stockade.

- Corduroy Road may be built by Parade Order Sappers or Parade Order infantry *other than Indians or Grenadiers.*
  - » Sappers build at a rate of 4 hexes per turn (see 4.3.5)
  - » Infantry build at a rate of 2 hexes per turn.
- While building, units may never move adjacent to enemy units.
- Units detailed to build Corduroy Road may not also move normally in the same turn.
- Corduroy Road markers represent the trailheads. Simply

advance the marker forward with the unit building the road.

- » **Clarification:** Each Corduroy Road Marker may only be advanced by a single unit each turn. "Leapfrogging" the marker by utilizing multiple building units during the same turn is not permitted.



**3.7.9.1 Destroying Corduroy Road:** Parade Order enemy combat units other than artillery, which begin the Movement Phase on a Corduroy Road hex and do not move, can destroy the road by placing a "Destroyed Road" marker in the hex.

**3.7.9.2 Repairing Corduroy Road:** Any unit that can build Corduroy Road may also repair it by beginning the Movement Phase on a destroyed hex. Instead of moving, it repairs damage by removing the destroyed marker at the end of the Movement Phase.



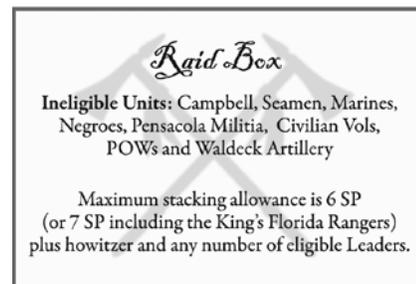
### 3.7.10 Building Redoubts

The Spanish player may build redoubts in any hex other than swamp that is not adjacent to an enemy combat unit. Redoubts with an intrinsic artillery value, however, may only be built on or adjacent to roads or Corduroy Road.

- Hexes with completed redoubts are considered clear terrain for all other game purposes.
- The counter mix limits redoubt construction.

#### 3.7.10.1 Procedure:

- May be built by Parade Order Sappers or infantry other than Indians.
- Weather permitting, a unit may place a construction marker in the hex it occupies, instead of moving.
  - » **Exception:** Sappers may expend 2 MPs in movement before placing the marker. (See 4.3.4)
- Construction Markers are immediately removed if enemy Parade Order combat units other than artillery enter the hex.
- See 3.5 for Construction Completion.



### 3.7.11 British Raid Box Movement

Leaders and eligible Parade Order combat units on the main map may be moved to the Raid Box.

- Indians and the KFR must begin within two hexes of a friendly fortified hex or the Indian Village.
- Other British units must begin inside a friendly fortified hex.
  - » **Exception:** The following units may *never* be placed in the Raid Box: Campbell, British Seamen or Marines, Negroes, Pensacola Militia, Civilian Volunteers,

American POWs or the Waldeck Artillery.

- No more than 6 SPs, (or 7 SPs if the KFR is included), the Howitzer and eligible leaders may be in the Raid Box at one time.
- Units beginning their turn in the Raid Box may return to any friendly fortified hexes on the main map, subject to stacking restrictions, and *may move no further this turn.*
  - » Indians and the KFR may return to the Indian Village.
- Units in the Raid Box must return to any friendly fortified hexes on the main map, subject to stacking restrictions, when the Spanish declare Coup de Main (see 3.4)
  - » Indians and the KFR may return to the Indian Village.
- **Important Note:** Units may not Raid on the same game turn in which they are moved to the Raid Box.

### 3.8 Spiking Artillery

During the Rally Phase of *Coup de Main Game Turns*, the British player may spike Garrison Artillery.

- Additional friendly units are not necessary to spike guns. Simply remove the Garrison Artillery unit during the Rally Phase.
- Garrison Artillery may spike even if enemy combat units are adjacent.



- The British suffer -1 AM each turn in which they spike guns. The number of guns spiked in the turn has no effect on the -1 AM adjustment.

The Spanish do not gain Army Morale and no VPs are awarded for spiked guns. Place spiked garrison artillery counters in the box provided on the mapboard so as not to confuse them with normally eliminated or captured units.

### 3.9 British Raids



#### 3.9.1 Procedure

- To initiate a Raid, the British player must have at least one eligible unit (see 3.7.11) in the Raid Box and any previous Raid must have been terminated.
- Place the Raid Marker either:
  - » Adjacent to a friendly fortified hexside on the main map,
  - OR
  - » In hexes 3413, 3410, 3406 or 3401, marked with a Raid Symbol.
- Place all units from the Raid Box that are participating in the Raid under the Raid Marker on the map. Units placed under the Raid Marker are eligible to move *immediately* according to Raid Movement procedures specified below.

#### 3.9.2 Raid Movement

- All units moving with a Raid Marker, including the Howitzer, receive 7 MPs per turn, *or 8 MPs if the Raid is accompanied by the KFR.* (see 4.1.2)
  - » Raiders may not use Strategic Movement but all other modifiers to movement apply.
- Raid Movement may be used to move adjacent to enemy units but raiders must stop upon entering an enemy ZOC.

- Units moving under a Raid Marker must move as a stack, and they may never move through or stack with non-raiding friendly units.
- Units may be dropped off the raiding stack as it moves. These units may not move again until the following turn. They are no longer considered raiders.
  - » **Exception:** Raid Combat (see 3.9.3)
- Units may not be “picked up” by a moving raider stack and joined to the Raid.
- Raiding Indians may perform Indian Withdrawal (see 3.7.5)

#### 3.9.3 Raid Combat

- Raid Combat may only be directed at a single enemy hex.
  - » Use of Diversion is permitted during a Raid.
- To qualify as a Raid Combat, at least one attacking unit must be under the Raid Marker at the moment of combat. Other attacking units that began the Raid Movement under the Raid Marker and are adjacent to it at the moment of Raid Combat are considered Raiders for the current Raid Combat and may participate.
- When attacking, raiders select the enemy’s lead unit [to reflect surprise]. This is an exception to Series Rule 12.23 step 2.
- Attacking Raiders receive a +1 DRM advantage in addition to other modifiers.
- Raiding units *may not* combine with non-raiding friendly units to conduct Close Combat against the same hex.
- Leaders accompanying a Raid may not affect tactics chit use restrictions for adjacent friendly combat. (This is an exception to Series Rule 12.53)

**3.9.3.1 Retreat:** Raiders retreat according to the priorities in 3.14.5 but may choose instead to retreat toward their entry hex.

#### 3.9.4 Raid Termination

A Raid may continue until any of the following occur.

- 1) Combat:** After Raiders have conducted Close Combat, whether attacking or defending, the Raid Marker is returned to the Raid Box. The units subsequently move and fight normally. A new Raid may not be initiated until the following British turn.
- 2) Voluntary Termination:** The British player may voluntarily end the Raid *before moving Raider units* by returning the Raid Marker to the Raid Box. The units move and fight normally and a new Raid may not be initiated until the following British turn.
- 3) Gale or Storm:** The Raid Marker is removed and returned to the Raid Box. The units move and fight normally, subject to weather limitations. A new Raid may not be initiated until the following British turn.
- 4) Declaration of Coup de Main:** The Raid Marker is removed upon a Spanish declaration of a Coup de Main. The units move and fight normally. *No more Raids may occur for the remainder of the game.*

**Design Note:** The British conducted a very spirited raiding policy through most of the siege. On several occasions British raiders succeeded in surprising Spanish troops laboring on the corduroy road and siege works, causing casualties and

damaging some of the works. They also caused concern for de Galvez regarding the security of his siege guns as well as the ability to move sufficient powder and shot to them from the stockades. It was during one of these raids that de Galvez was wounded in the hand and stomach. These raids caused a steady erosion of morale among Spanish troops as casualties mounted and their comrades disappeared only to be later found scalped.

### 3.10 Defensive Artillery Fire

#### 3.10.1 Line of Sight Clarification:

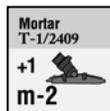
- Palmetto scrub does not block line of sight.
- For armed Spanish redoubts firing at British fortified hexsides, line of sight is not blocked by the presence of friendly or enemy units. (See 3.6)



**3.10.2 Garrison Artillery:** British Garrison Artillery has 0 MPs. It ignores retreat results. If disrupted, it does so in-place.

- *Garrison Artillery may only fire across un-breached fortified hexsides.*
- While inside a Fortified Hex, the Howitzer and Waldeck Artillery may not stack with each other, but may move through each other. Either unit may stack with Garrison Artillery. (This is an exception to Series Rule 7.1).
  - » **Note:** The Waldeck Artillery may combine fire with stacked Garrison Artillery, subject to range limitation, or may fire separately. The Howitzer *may not* combine fire and always fires separately.
- In addition to required step-losses due to combat, *Garrison Artillery suffers one step-loss the moment a second fortified hexside through which it may fire is breached.*
- Garrison Artillery is eliminated if every hexside through which it may fire is breached.
  - » **Important Exception:** Because the Garrison Artillery located in hexes 2724 and 2826 may fire across only two fortified hexsides, these units suffer a step loss when the first hexside is breached and are eliminated when the second (and final) fortified hexside across which they can fire is breached.

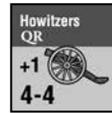
### 3.11 Mortar Fire (Spanish Only)



- Mortars direct fire into a target hex.
- The mortar may not combine fire with other types of artillery.
- The mortar's range is 5 hexes and it does not require LOS to fire, but it may never intentionally target adjacent units.

- » Its range is increased to 6 hexes when firing from a supplied redoubt. (see 3.6)
- Mortar Fire is subject to Scatter & Drift (see Scatter & Drift diagram on map).
- Roll 1 die and compare the result to the diagram to determine where the shells actually land. If units occupy the hex, damage is determined by rolling on the "Mortar Fire Damage Table" (see Player Aid Card).
- If the mortar has suffered a step loss, apply a -1 DRM on the Mortar Fire Damage Table.

### 3.12 Howitzer Fire (British Only)



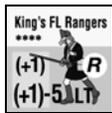
- The howitzer can fire twice per turn: once during the Defensive Artillery Fire Phase and once during the Offensive Howitzer Fire Phase.
- The howitzer may not combine fire with other

types of artillery.

- The howitzer's range is 4 hexes, and it does not require LOS to fire.
- Damage is resolved on the Howitzer Fire Damage Table (see Player Aid Card.)

**Design Note:** Unlike normal artillery strength points where each strength point equals two guns, the Howitzer unit represents four specially modified 6-pounder howitzers having wider than normal wheels making them easier to move through palmetto scrub and high savannah grasses. During the siege, the British employed these guns on both raids and sorties to harass Spanish trench construction and threaten the Spanish stockades. It was the sudden burst of howitzer shells during an early morning sortie that caused the Spanish Hibernia (Irish) Regiment to break and run for the first time in its history, compelling the regimental commander to demand of de Galvez that his unit be permitted to lead the first assault into the British forts.

### 3.13 Rifle Fire



- 3.13.1** Although armed with rifles, the KFR is not penalized when in Close Combat (see 4.1.3). Its rifle designation ("R") is in a white circle to remind players of this distinction.

**Design Note:** The Rangers were armed with tomahawks and other melee weapons.

### 3.14 Close Combat

#### 3.14.1 Fortified Hexes:

- Fortified hexes provide a defensive advantage to whichever side occupies them.
- ZOC extends out of but not into fortified hexsides (see 3.7.6).
- *No unit is required to attack out of a fortified hex unless it is in an enemy ZOC due to an open flank hex or a breach.*
  - » **Exception:** Pinned units must attack.
  - » **Note:** If units elect to attack out of a fortified hex, all adjacent enemy units must be engaged either by the unit(s) attacking out, other friendly units, or a combination.

- Units inside British fortified hexes are never considered surrounded for close combat DRM determination if they are adjacent to at least one un-breached hexside. This is an exception to Series Rule 12.7.
- See the Fortified Hexes & Hexsides Matrix for combat modifiers.

**3.14.1.2** Cavalry may never attack across an un-breached fortified hexside.

**3.14.1.3 Combined Attack:** Units attacking from a fortified hex may combine in an attack with other units.

**3.14.1.4 Advance after Combat:** Units inside fortified hexes are not required to advance after combat unless separated from the vacated hex by either an unfortified or breached hexside. (This is an exception to Series Rules 12.23 Step 9.)

- **Exception:** If the lead unit in a combined attack attacked from a fortified hex it must occupy the vacated enemy hex.

**3.14.1.5 Retreat:** Units inside fortified hexes, *with the exception of the Ft. George and Queen's Redoubt earthwork extensions*, which are fired upon or attacked solely across un-breached hexsides, may ignore Retreat results. Other units in the defending hex *do not* check morale. This is an exception to Series Rule 13.1

- **Clarification:** Units in fortified hexes that successfully choose a "Withdraw" tactic would still be required to vacate the hex.

**3.14.1.6 Disruption:** *With the exception of the Fort George and Queen's Redoubt earthwork extensions*, units inside fortified hexes fired upon or attacked solely across un-breached hexsides do not automatically disrupt. Instead, the unit makes a morale check.

- If it passes it does not disrupt and the other units in the defending hex *do not* check morale.
- If it fails it disrupts in place. Other units in the defending hex do not check morale.

**3.14.1.7 Capture:** *With the exception of the Fort George and Queen's Redoubt earthwork extensions*, units inside fortified hexes which are attacked solely across un-breached hexsides and receive a Capture result are still captured; however the other units in the defending hex ignore the required Morale Check. (This is an exception to Series Rule 13.1.)

### 3.14.2 Red Cliffs Fort Exceptions:

- The Spanish do not have to wait until declaration of Coup de Main to conduct close combat against the Red Cliffs Fort. (See 3.4 & 1.2.1.2)
- As long as Pentzel occupies the Red Cliffs Fort in Parade Order, the British may fire on incoming Spanish reinforcements. (See 3.7.8.1)

### 3.14.3 Governor's Plantation:

- The Plantation may never be targeted for Siege Bombardment.
- See Terrain Effects Chart for combat modifiers.
- See 2.5.2 for VP and Army Morale adjustments.

### 3.14.4 Spanish Redoubts and Stockades:

- Stockades cannot be breached but they can be destroyed (see 2.5.1.2)
- Completed redoubts cannot be breached or destroyed.
  - » **Important Note:** Since the intrinsic artillery value of an armed Spanish redoubt can only be used by the Spanish player against British fortified hexsides, the British player cannot use the artillery values of British-occupied Spanish redoubts. Instead, the intrinsic artillery is destroyed. Replace the armed redoubt marker with one from the counter mix indicating "Destroyed Battery." *Apply VP and AM adjustments equivalent to a step-loss.*

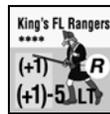
### 3.14.5 Retreat Priorities:

- British units retreat towards controlled fortified hexes or the Governor's Plantation if undamaged. In addition, Indians and the KFR may choose to retreat toward the Indian Village, and Raiders may choose to retreat toward their entry hex.
  - » **Important Note:** If disrupted, the unit(s) may *halt* their retreat in an unbreached fortified hex even if they have not moved the entire 3-hex distance. This is an exception to series Rule 13.1.
  - » If stacking would be violated by halting, the units must continue retreating toward the East edge of the map if possible.
- Spanish units retreat towards undamaged Spanish Stockades.
  - » **Important Note:** If disrupted, the unit(s) may *halt* their retreat in the Stockade even if they have not moved the entire 3-hex distance. This is an exception to series Rule 13.1.
  - » If stacking would be violated by halting, the units must continue retreating toward a coastal hex or the West edge of the map if possible.

## 3.15 Spanish/French Command & Control

- Spanish and French units may never voluntarily end a movement phase stacked.
  - » Exception: de Galvez may stack with and command all units (see 3.7.1)
- Spanish and French units that begin a movement phase stacked must maneuver to un-stack if possible.
- Stacked Spanish and French units suffer a -1 morale adjustment in Close Combat whether attacking or defending.
- Spanish and French units may cooperate in attacks originating in separate hexes against a common enemy hex but may not advance after combat together into a vacated enemy hex.

## IV. SPECIAL UNITS



### 4.1 King's Florida Rangers

#### 4.1.1 Stacking

The KFR never counts against stacking

#### 4.1.2 Raid Movement Bonus

Raiding units, including the howitzer, receive one additional MP (total of 8 MPs) if accompanied by the KFR (see 3.9.2)

#### 4.1.3 Combat

- The Rangers are not penalized for being a rifle unit in Close Combat, (see 3.13.1)
- Unless alone, the KFR may never be selected as the lead unit in Close Combat.
- The KFR may add its (+1) SP and its (+1) morale as additional factors in Close Combat.
  - » Clarification: It is possible for a stack containing the KFR to have 7 SPs.
- The KFR may use Indian Withdrawal (see 3.7.5)

#### 4.1.4 Retreat

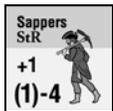
When the KFR is stacked with units that are called upon to retreat or disrupt it may voluntarily accompany those units in the same manner as leaders do. (See Series Rule 14.31)

**Design Note:** *The King's Florida Rangers are a somewhat enigmatic body of men. Some sources call them the Kings Rangers, the West Florida Rangers or the West Florida Royal Foresters. One of the more authoritative sources indicates the unit consisted of highly experienced woodsmen who fought as "irregulars." While most of the men were from what is today southern Georgia, Alabama and the panhandle of Florida, some displaced loyalists from New Jersey augmented the unit. The KFR provided superb service to the British in the assault on Mobile in January 1781 and served as a thorn in the Spanish side by leading raids during the siege of Pensacola.*



#### 4.2 Negro Volunteers

The Negro Volunteers begin the game with a -2 unit morale but may, by the play of Random Events, have their unit morale increased to 0. In this event, replace the Volunteers with their alternate Random Event counter from the counter mix.



#### 4.3 Spanish Sappers

Sappers arrive on either Spanish Stockade with the Turn 7 reinforcements unless entry is modified by the play of a Random Event card.

**Design Note:** *The Sapper unit begins the game building gun emplacements on Santa Rosa Island.*

##### 4.3.1 Stacking

Sappers never count against stacking.

##### 4.3.2 Movement

- When alone, the Sapper may not voluntarily move adjacent to an enemy unit.
- If it begins its movement phase alone and adjacent to an enemy unit, it must move to a non-adjacent hex if possible.
  - » If unable to voluntarily move away due to enemy units, their ZOC, or prohibited terrain, it is captured.
- Sappers provide a +2 MP bonus to the mortar when moving along with it for the entire movement phase.

##### 4.3.3 Combat

- When alone, the Sapper defends with provisional defense strength of (1) SP.
- When stacked with friendly units, the Sapper DOES NOT add its (1) SP to the strength of the stack and cannot be selected as the lead unit.

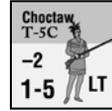
##### 4.3.4 Redoubt Construction

See 3.7.10.

- The Sapper pays 2 MP to place a redoubt construction marker.
  - » **Note:** The Sapper may expend 2 MPs to move before placing a redoubt construction marker.

#### 4.3.5 Corduroy Road Construction

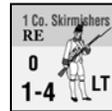
Sappers build Corduroy Road at a rate of 4 hexes per turn (see 3.7.9).



#### 4.4 Spanish Choctaw

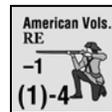
These Indians may, by the play of Random Events, change sides. If this occurs, replace their counter with the corresponding British Choctaw

Random Event counter from the counter mix.



#### 4.5 Skirmishers

The 1st & 2nd Companies of Skirmishers are introduced into the game by Random Events. The Spanish player will have the option to permanently "break down" one of three line regiments into these Skirmisher units. These regiments; Guadalajara, Espana and Aragon, are printed in red, as are the Skirmisher counters, for ease of recognition.



#### 4.6 American Volunteers

The American Volunteer Militia is introduced into the game by Random Events. When alone in a hex, the American unit defends normally, but it may only attack when stacked with other friendly units. Players will note the 1 SP shown in parenthesis as a reminder.



## V. INDIAN VILLAGE



#### 5.1 Indian Defense in Village

British Indians defending in an undestroyed Indian Village hex increase their printed morale by +1.

#### 5.2 Occupied by Spanish



If the Spanish player occupies the Village it is considered destroyed. Place the "Destroyed Village" marker in the hex.

- Each British Indian performs an immediate morale check regardless of where it is on the board.
  - » Pass = no further effect.
  - » Fail = that Indian unit is removed from the game with no VP or AM adjustments.



## VI. SCENARIOS

### 6.1 HISTORICAL ASSAULT SCENARIO

#### 6.1.1 Scenario Length

Turns 1-9 on the Coup de Main Turn Track unless either side achieves automatic victory.

#### 6.1.2 Set Up

##### Spanish:

Hex 3323	Habana Garrison
Hex 3322	Del Rey
Hex 3223	Principe & 1st Bd. Arty "A"
Hex 3222	Redoubt (facing 3223) & 1st Bd. Arty "B"
Hex 3122	Don Giron & Navarra
Hex 3021	Soria & 2nd Bd. Arty "A"
Hex 3020	Flanders
Hex 2920	Hibernia
Hex 3121	Armed (4 SP) Redoubt (facing 3022), de Galvez & Mortar
Hex 3117	Redoubt (facing 3118) & 2nd Bd. Arty "B"
Hex 3221	Corduoy Rd. trail-head marker
Hex 2718	Armed (5 SP) Redoubt (facing 2719)
Hex 2618	Redoubt (facing 2518) & Fr. Arty "A"
Hex 2518	Boiderout, Agenois, Gatinois & Poitou
Hex 2219	Luisiana Rangers
Hex 2119	Luisiana Dragoons
Hex 2118	Espana, Aragon & 3rd Bd. Arty
Hex 2117	Luisiana Grenadiers & Guadalajara
Hex S-2	New Orleans Militia & 2nd Cataluna
Hex S-1	Habana Militia & Fusiliers de Habana

On or adjacent to any Spanish units (excluding the French): Ezpeleta, Grenadiers & Light Infantry

**Not used in this scenario:** Skirmishers, Seamen, Sappers, Sp. Choctaw, Naval Arty, Fr. Marines, Fr. Chasseurs, Du Cap Fusiliers, Fr. Arty Battery B & American Volunteers

#### British

Hex 2825	McDonald, MD Loyalists, PA Loyalists & HMS Mentor Seamen
Hex 2724	16th Foot & Howitzer
Hex 2826	Light Infantry
Hex 2325	von Horn & 3rd Waldeck
Hex 1824	Civilian Volunteers
Hex 2524	Campbell, 3rd Bn Royal Americans, Grenadiers, HMS Port Royal Seamen & Penscola Militia
Hex 2225	Marines, Negro Volunteers (RE counter) & Waldeck Artillery
"At-start"	Garrison Artillery
Indian Village	Franchimastabe, Choctaw 1, 2, & 3, Chickasaw, Creek & KFR

**Not used in this scenario:** von Hanxladen, Pentzel, American POWs, Negro Volunteers (at-start counter) & Choctaw (RE counter)

#### 6.1.3 Army Morale

- Spanish 17
- British 16

#### 6.1.4 Momentum

The Spanish begin with 1 Momentum chit

#### 6.1.5 Initiative

Initiative on the first turn is Spanish followed by British. Remaining turns are random player order.

#### 6.1.6 Weather

The weather is clear for all game turns

#### 6.1.7 Random Events

- Remove the following cards from the deck: All "Siege Game Turns Only" cards plus cards 7, 18, 19, 20 & 34.
- Reshuffle the remaining twenty-one cards and deal one to each player.
- Players draw an additional Random Event card on turn 3 as printed on the Coup de Main Game Turn Track



#### 6.1.8 Breaches

- Place a breach marker in hex 2125 (facing 2225)
- Place a breach marker in hex 2325. To determine which hexside in hex 2325 is breached due to bad weather, roll on the Mortar Scatter & Drift Table. Die roll indicates hexside breached; roll of 0-3, British player chooses.

### 6.1.9 Special Scenario Rule

- The Governor's Plantation is worth 0 VPs and causes no change in Army Morale.

### 6.1.10 Rules Not Used

- Declaring Coup de Main (3.4)
- Construction Completion (3.5)
- Siege Bombardment (3.6)
- Off-Map Movement (3.7.7)
- Reinforcements (3.7.8)
- Building/Destroying/Repairing Corduroy Road (3.7.9)
- Building Redoubts (3.7.10)
- Raids (3.7.11 & 3.9)
- Spanish Sappers (4.3)
- Skirmishers (4.5)

### 6.1.11 Victory Conditions

- **Spanish Decisive:** Spanish controls the Queen's Redoubt (2825) and either Fort George (hex 2325) or the Prince of Wales Redoubt (hex 2524) by the end of the scenario. See 2.2.1 for the definition of "control."
- **British Decisive:** Controls all three decisive victory hexes listed above.
- **Substantial:** Cause the enemy's Army Morale to Waver.
- **Spanish Marginal:** Achieve a margin of 3 or more VPs by the end of the scenario.
- **British Marginal:** A Spanish margin of 2½ or fewer VPs, a VP tie or a British margin of ½ VP or more.

### 6.1.12 Optional Pre-Start Spanish Momentum Exchange

The Spanish player may cash-in his at-start Momentum chit to either:

- Roll one round of Siege Bombardment. Each armed redoubt may fire twice at the same or different targets.
- Draw a second Random Event Card

#### British Response:

- If the Spanish player cashes in Momentum, the British player receives the RE Choctaw unit at either the Governor's Plantation or the Indian Village.

***Historical Note:** Players who wish to play a purely historical scenario should forgo the optional pre-start Segment. On the morning of the actual assault, both Queen Anne's Redoubt and the Prince of Wales Redoubt had suffered some minor damage, but no breaches from Siege Bombardment gunfire.*



## 6.2 "SIEGE-ONLY" SCENARIO

All set up requirements are the same as the Campaign Game with the following exceptions:

### 6.2.1 Scenario Length

Turns 1-16 on the Siege Turn Track unless either side achieves automatic victory.

### 6.2.2 Units Not Used

von Hanxladen & American POWs

### 6.2.3 Rules Not Used

- Declaring Coup de Main (3.4)
- Spiking Artillery (3.8)

### 6.2.4 Victory Conditions

- **Spanish Decisive:** At least one hexside is breached on all three British fortified hexes: Fort George (2325), Prince of Wales Redoubt (2524) & Queen's Redoubt (2825).
- **British Decisive:** Both Spanish stockades are destroyed.
- **Substantial:**
  - » [Case A] Cause the enemy's Army Morale to Waver.
  - » [Case B: British Only] Cause the French Division to quit the field according to 2.3.2
- **Spanish Marginal:** Achieve a margin of 3 or more VPs by the end of the scenario.
  - » If the Spanish player does not achieve a Decisive Victory, he is awarded 1 VP for each breach at the end of the game.
- **British Marginal:** A Spanish margin of 2½ or fewer VPs, a VP tie or a British margin of ½ VP or more.
  - » If the Spanish player does not achieve a Decisive Victory, the British player is awarded 1 VP for each un-breached fortified hex, as described above, at the end of the game.



## HISTORICAL SUMMARY

### The Battle of Pensacola

By Dr. Don Hanle: Professor, Joint Military Intelligence College (Lt. Col., USAF Retired)

Edited by Mark S. Miklos

#### “I Alone!”

#### II

It was a one in a million shot, according to the gunners of the *H.M.S Mentor* who witnessed the event and lived to tell the tale. Their ship was long gone, burned to prevent her capture by the Spanish navy. They now served ashore manning the guns of the Queen’s Redoubt where, two hours into the intense barrage of Spanish 24-pound siege guns and 12” mortars, a single mortar bomb thudded into the middle of the fort and then made a series of bounces towards the powder magazine.

The men held their breath as they saw the bomb reach the stairs leading to the underground magazine and then hurl through the door that was opened at that very moment by a hapless sailor bringing powder and shot to the British guns. In seconds a massive explosion killed 40 seamen and 45 Maryland and Pennsylvania Loyalists.

Despite heroic efforts by the remainder of the garrison and reinforcements from the 60th Foot (Royal Americans), the Spanish stormed and overwhelmed the works, hauled up their field guns and began a devastating fire on the next British fortification in line; the Prince of Wales Redoubt. Late in the afternoon on the 8th of May 1781, the British commander—Major General James Campbell—struck his colors signifying his intention to surrender. It was none too soon for the Spanish commander, Don Bernardo Vicente Polimar de Galvez y Galerdo, who knew his fragile army was nearing the end of its tether. Another day of heavy fighting and it would likely dissipate as quickly as the morning fog that had bedeviled him in March. He quickly and gratefully accepted the request to parlay. The two month long siege of Pensacola was finally over.

To understand how the British came to defend the largest Spanish city on the Gulf Coast of North America against a combined Spanish and French Army requires us to go back to the waning days of the Seven Years War. That war ended with the Treaty of Paris in 1763. France was expelled from all of her Canadian territories. Spain, desperate to recover Havana which was lost in the fighting in 1762, offered the British both East and West Florida in exchange. The British quickly accepted as this would give them control over the entire Atlantic Seaboard of North America, as well as the major port city of Pensacola. Spain, however, acquired Louisiana from France as the price the King of Spain had exacted for joining the hard-pressed French in their war on Britain. Thus, as the American Revolution approached, Britain and Spain were the only European powers to have colonies in North America.

In 1776, both France and Spain received envoys from the Americans requesting military and financial aid against the British. Both French King Louis XVI and Spanish King Carlos III readily agreed. When it became apparent that the British were not going to make short work of the rebels, France increased her aid, eventually declaring war on Britain in June 1778. Spain was reluctant to follow France into war. King Carlos III was outraged that British subjects had rebelled against their sovereign. Still, what was bad for Britain could only be good for Spain and Carlos was eventually persuaded to declare war on Britain in June 1779—although he refused to fight along side the rebelling Americans.

### III

The governor of Luisiana in 1779 was Don Bernardo de Galvez, a brilliant, energetic 36-year old aristocrat who was the son of the Viceroy of New Spain. Don Bernardo was well educated and had demonstrated his personal courage many times during the Seven Years War where he fought in Portugal. It was in 1769 during a campaign against the Apaches of Northern Mexico, however, that we see vestiges of his future greatness as a leader and a soldier. In spite of being wounded three times, once by an arrow and twice by lance thrusts, he continued to press the campaign. Although he did not get the Apache to surrender, he did achieve a truce through his astute diplomacy with the Indians.

After returning to Spain and leading an assault on the citadel of Algiers in 1775, where he was once again wounded, he again returned to New Spain to command the Regiment of Luisiana stationed in New Orleans. By the time Spain declared war on Britain on 21 June 1779, de Galvez was the governor of Luisiana.

De Galvez wanted to immediately take the war to the British by launching a campaign to clear the Mississippi River of all British posts. This would not only open a major waterway for future military operations, it would also have the political effect of securing all of North America west of the Mississippi for Spain. The problem was, all de Galvez had for this operation was his single under-strength colonial regiment.

Undeterred, de Galvez raised 1,200 volunteers to supplement his regiment and began building a fleet of barges to carry his force up river to capture Fort Manchac, eighty miles north of New Orleans. He was less than three days from departing when the entire fleet was sunk or heavily damaged by a hurricane. It would take him the rest of July to raise the boats, load them with new supplies and launch his campaign.

Through a series of feints and deceptions, de Galvez captured Fort Manchac and the forts guarding Baton Rouge and Natchez. Remarkably, he performed this feat in less than one month and without having to call upon his fragile and untested volunteers to launch a single assault against any fortified position. By the end of August 1779, de Galvez cleared all of the southern Mississippi River of British forts and captured over 550 British regulars along with cannon and munitions.

De Galvez was not done, however. He wanted to recover all of West Florida for Spain and was scarcely back in New Orleans before he was planning an assault on Mobile. Here he would be up against well dug in and alerted British Regulars. He knew he would need more troops if he was to have a chance for victory. His first request for troops from Cuba was rebuffed by his immediate military superior, Captain General Diego Joseph Navarro, who explained that he did not wish to risk losing Havana as they had in 1762. De Galvez then appealed to Navarro's political superior, the Viceroy of New Spain (his father) who managed to secure a single infantry regiment for the purpose. It would be close, but de Galvez was determined to try.

In March, 1780, de Galvez landed his small force of 1,400 regulars and volunteers, supported by 12 naval vessels, near Fort Charlotte and began to bring his heavy guns ashore. So well placed were these guns that he compelled the enemy to surrender after only a single day's bombardment. Once again, his engineers and guns had captured a fort for him without having to launch a Coup de Main.

No sooner had Mobile fallen than de Galvez began pestering his superiors for more men and guns to take the main prize—Pensacola. This time Captain General Navarro remained adamant; he would not send another soldier or cannon to de Galvez as it would weaken the defenses of Havana too severely. Fortunately for de Galvez, his exploits had gotten the attention of the King who, in July 1780, ordered the Captain General to support de Galvez in retaking Pensacola. Moreover, the King gave de Galvez personal command of three ships and all the ground forces employed.

On 16 October 1780, de Galvez sailed out of Havana with 11 warships, 52 transports and 3,800 men. Two days out a hurricane sank four ships of the line, severely damaged several other ships, and scattered the invasion fleet. It took weeks to determine that over 2,000 men and tons of supplies were lost to the storm. De Galvez returned to Havana on 17 November and, true to form, demanded Navarro give him another fleet and more men and supplies. The outraged Navarro refused the demand, but was once again overruled by the King.

It would take time to reassemble the fleet, repair the damage, acquire and load supplies and men. In the meantime, the British were not being idle.

### IV

The British commander at Pensacola was Major General James Campbell. A veteran of the Seven Years War, he had played a major role in putting down Pontiac's Indian uprising near Detroit. After fighting in the campaigns of Boston 1775 and New York and Philadelphia in 1777, Campbell found himself in command at Pensacola in late 1778.

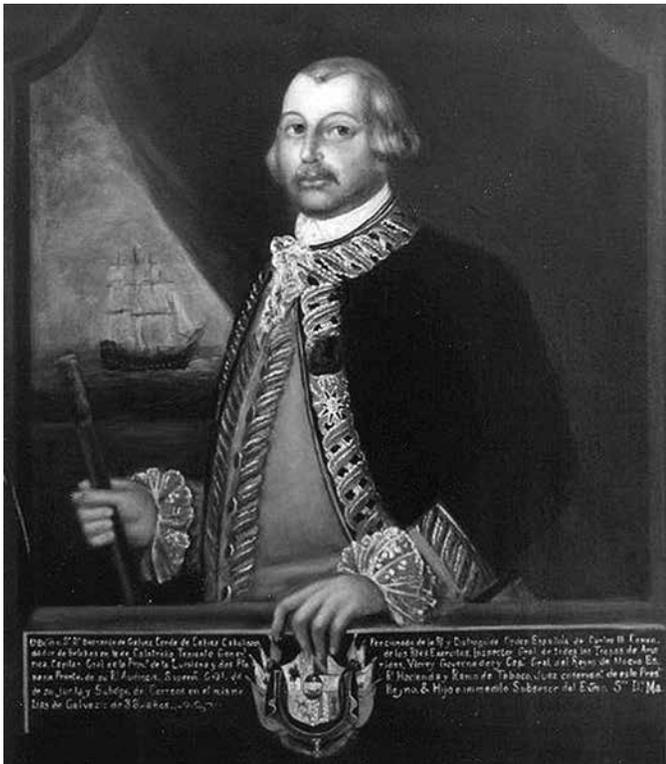
Campbell was alarmed at the sorry state of the fortifications at Pensacola and was astounded that the city had encroached on the walls so closely that the houses and buildings effectively blocked all fields of fire on the landward approaches. He immediately set to building new fortifications on the high ground north of the city.

He then turned his attention to the approaches to Pensacola Bay. He placed his heaviest guns in battery to guard the inlet, half located on Santa Rosa Island and the other half on the mainland at the Red Cliffs Fort. Sources vary, but these guns were most likely 36-pounders. The remainder of the guns were moved from Ft. Pensacola to a new series of earthworks and forts built on high ground north of the town. These would be augmented by guns from the *HMS Mentor* and *HMS Port Royal* once it became obvious these ships were too heavily outgunned inside Pensacola Bay by the Spanish fleet.

Campbell had been alarmed by the rapid loss of British forts on the Mississippi in 1779 and the loss of Mobile in March 1780. Working with the Royal Navy, Campbell prepared a plan to retake Mobile by a combined sea and land operation. The force he sent was commanded by Colonel von Hanxleden and consisted of the 3rd Waldeck Regiment, Maryland and Pennsylvania Loyalist Regiments, the King's Florida Rangers and 400 Choctaw Indians.

Von Hanxleden's expedition arrived on 5 January 1781 but the naval vessels found they could not get close enough to support the main assault. Still, von Hanxleden was determined to retake Mobile and he launched a surprise attack at dawn on 7 January. Despite being surprised, the Spanish quickly rallied and fought back tenaciously – repelling several assaults before killing both von Hanxleden and his British second-in-command. Having lost their leaders, the Germans and British fell back and began their long retreat to Pensacola, ably guided by the King's Florida Rangers who also kept the harassing Spaniards—especially their cavalry—at bay.

With the return of the forces sent to take Mobile, General Campbell knew the preliminaries were over. It was only a matter of time before the Spanish would attack his fortifications at Pensacola. He did not have to wait long.



## V

On 28 February 1781, de Galvez sailed out of Havana with 32 ships and over 3,000 men. These would rendezvous with some 1,400 men marching overland from Mobile under command of General Jose de Ezpeleta and another 1,300 men sailing from New Orleans. All told, de Galvez would have some 5,700 men under his command.

He arrived off of the inlet to Pensacola Bay on 9 March, quickly overran Santa Rosa Island which the British had peremptorily abandoned and learned from a few British prisoners that the British Brig *Childers* had departed as soon as the Spanish fleet had been spotted and was sending word to Jamaica that Pensacola would soon be under siege. De Galvez realized his window of opportunity to take Pensacola would be narrow.

De Galvez immediately ordered his Admirals to sail into Pensacola Bay in order to disembark his army on the mainland. The Admirals refused, protesting they did not know the location of the channel. They also pointed to the battery of 36-pound cannon located on the Red Cliffs Fort which commanded the inlet from the mainland. As an alternative, the Admirals suggested they land de Galvez's forces on Santa Rosa Island. They would give him a number of boats so he could then row his forces to the mainland.

As they were arguing, the Spanish vessel *Santo Servanto* sailed blithely through the anchored Spanish fleet, ignoring all signals to heave to. The ship refused to stop because it had been captured by a prize crew from the *H.M.S. Mentor*. Before the Spanish could react and bring guns to bear, the *Santo Servanto* sailed through the inlet and into Pensacola Bay. On that ship was de Galvez's personal effects and over 20,000 pounds-sterling in gold. It was all too much for de Galvez and he left his Admirals in disgust.

On 16 March, that portion of his forces that had sailed from New Orleans arrived to join the rest of the fleet at anchor off of Santa Rosa Island. It was now or never. Either the Spanish fleet sailed into the bay or they sailed home. After de Galvez's third attempt to get the Admirals to sail into the bay failed on the morning of 17 March, de Galvez returned to his own brig, the *Galveztown*, hoisted his massive personal banner so all could see and ordered his other two small ships to follow.

To the astonishment of the Spanish Admirals, de Galvez's tiny flotilla sailed into the bay and into the teeth of the Red Cliffs Fort. The fort's guns fired salvo after salvo but caused no appreciable damage. The effect on the Spanish was electric—wave after wave of "Vivas!" were heard from Santa Rosa Island and from soldiers still aboard the fleet. This feat was later recognized by King Carlos III who granted de Galvez the right to add "Yo Solo" (I alone) to his family's coat of arms. The Admirals, shamed that a landlubber General had done what they said could not be done, now had no choice but to follow suit.

On 19 March the entire Spanish fleet ran the gauntlet of the Red Cliffs Fort guns. Despite over 140 shots being fired, casualties were light and all damage was superficial. De Galvez finally had his army inside Pensacola Bay.

On 21 March he made contact with Ezpeleta's forces which had marched overland from Mobile. Ezpeleta initially wanted de Galvez's forces to assist him in capturing the Red Cliffs Fort. De Galvez, not wanting to waste any more time on secondary missions, ignored the Red Cliffs Fort however, and marched around Sutton's Lagoon to make camp north east of the Niel Farm on the 22<sup>nd</sup>. Here the Spanish built their first stockade and established a beachhead.

In response, General Campbell began moving his forces from Pensacola to his new defenses above the town. All were in place by the evening of the 23<sup>rd</sup>. Campbell sent an envoy to de Galvez to inform him that he was declaring Pensacola to be an open city and that neither side should move forces there or endanger the town in any way. De Galvez was delighted by this offer, since he considered Pensacola to still be a Spanish city, while Campbell was relieved to learn that he would not have to stretch his already thin forces.

## VI

It did not take de Galvez long to realize that the best approach to the British positions was from the north. To that end he decided to create a second, larger stockade at the northern end of Sutton's Lagoon. It was at this point that General Campbell ordered the Choctaw Indian leader Franchimastabe to lead the first of many Indian raids to harass the Spanish efforts. One raid, on 30 March, was supported by a number of British troops and a light howitzer section. Spanish light troops counterattacked and drove off the raiders.

On 31 March, de Galvez began the construction of the corduroy road that would eventually lead to the redoubts for the siege guns and mortars. His problem was detailing enough soldiers to guard those building the road as well as the stockades and landing areas. De Galvez was aware that the British had roughly 1,000 men, which included some British and German regulars. To meet this force, he believed his current force of 5,700 would be enough. What he had not counted on, however, was the nearly 500 Choctaw, Chickasaw and Creek Indians that had joined the British and, worse still, how aggressive and effective they had proved to be in harassing the construction of his siege works. Based on this he sent a letter dated 3 April to Captain General Navarro demanding even more troops.

Despite his massive force de Galvez knew that time was against him. Already men were succumbing to diseases such as fevers and tetanus. He was getting increasing pressure from Captain General Navarro to wrap things up and return the troops he had gotten from Havana, lest the British repeat their achievement of 1762. The Spanish Admirals were also afraid they would get blockaded in Pensacola Bay if the Royal Navy showed up in any numbers. The rain and dampness caused food to rot and heavy rains in April damaged some of the emplacements his men had so laboriously built.

In late March he sent his own raiding force up the Escambia River to capture the *H.M.S. Port Royal*, which was serving as a prison for some sixty Spanish POWs captured during British raids. The *Port Royal* was stormed by Spanish light infantry, the ship was set ablaze and all sixty Spanish POWs were rescued. De Galvez was delighted by the return of these men, since he needed every able bodied man working on the corduroy road and entrenchments if he was to capture Pensacola before disease, raids and his increasingly worried superiors in Havana robbed him of his dwindling army.

De Galvez's letter demanding reinforcements arrived in Cuba late on 7 April. Although de Galvez's father was absent, leading what would become a very successful defense of Nicaragua from British invasion, General Navarro found he could not argue against the King's orders to support the younger de Galvez with more troops. Denuding Havana of nearly all of its remaining regular infantry and pressing his French allies to divert forces en route to join Rochembeau for the Yorktown campaign, a further 2,046 French and Spanish soldiers sailed for Pensacola on 9 April. These forces arrived off Santa Rosa Island on 19 April.

This time the Spanish Admirals knew the channel and the entire French and Spanish fleet sailed through the Red Cliffs Fort barrage with only moderate damage and light casualties. After getting these forces ashore de Galvez took stock of his army. The arrival of fresh troops brought his total forces to 7,485 men. To more effectively command and control them he divided his army into five major sections—four Spanish Brigades and the French Division. He then put these men to work finishing the roads and building redoubts from which he could fire his siege guns and mortars.

## VII

The British quickly learned that the Spanish and French reinforcements made raiding a much more risky prospect. Within days, Indian leader Franchimastabe complained to General Campbell that he was losing too many warriors on raids, demanding more white soldiers accompany them. General Campbell solemnly pledged to better support his Indian allies. These additional raiders proved valuable on 24 April when General Giron and some light infantry and sappers were suddenly surprised by Indians raiding the corduroy road. Giron led the light infantry in a counterattack, only to be confronted by British regulars hiding in the Palmetto scrub. As the Spanish exchanged fire with the British regulars the Indians infiltrated around Giron's forces and nearly cut them off. Realizing he was about to be surrounded, Giron ordered a retreat. The British chased the Spanish back to the entrenchments. Giron himself barely escaped being scalped.

On that same day de Galvez authorized a Brig armed with two 24-pounders to see what damage it could do to Ft. George from offshore. While the heavy guns managed to cause a breach in the southernmost wall of the fort, the cannon had fired over Pensacola city. The next morning, British Governor Chester sent an envoy to de Galvez protesting this violation of the rules of war by firing over an open city, noting that General Campbell had refused to return fire from the fort for fear of hitting the town. De Galvez immediately agreed to cease such “experiments.”

As the sun was setting on the 24<sup>th</sup> of April the Spaniards were surprised and confused by a *fue du joy* fired by every cannon in the British garrison. Governor Chester’s envoy to de Galvez the next day explained that the British were celebrating Lord Cornwallis’ victory over General Greene at Guilford Courthouse. De Galvez began to worry and Campbell began to hope that this victory may mean British reinforcements would soon arrive at Pensacola.

Raiding increased in intensity over the next week as the Spanish pressed to finish their siege works and the British endeavored to delay them. Heavy engagements on the 27<sup>th</sup> and the 29<sup>th</sup> of April resulted in many Spanish casualties although the British were unable to enter and destroy any Spanish works. By 1 May, the Spanish had finished their first two redoubts due west of the British forts. Over the next few days the Spanish pushed their works to Pine Hill and then to the east where they began to build redoubts for another battery of siege guns and mortars. On 4 May, Colonel von Horn and Major MacDonald led 120 loyalists and 80 Waldeckers on a raid to interdict this new construction. This raid surprised the Mallorca and Hibernia Regiments, driving them out of the newly constructed works. The Hibernia regiment attempted to rally but broke again due to exploding shells from the British howitzer battery. The raiders entered the works and managed to spike some of the siege guns before retiring due to the arrival of the Spanish reinforcements.

All military action was halted by a heavy storm on 6 May which drove some Spanish ships aground and caused damage to Spanish redoubts and British forts. Spanish soldiers reported having to stand waist deep in water in their entrenchments and much of the powder was rendered useless by the driving rain. Still, Spanish siege guns began firing anew at 7:00 AM on 7 May. The British sortied with a raiding party on the afternoon of the 7<sup>th</sup>; fire from the Howitzers claiming four Spanish officers and some 20 men killed or wounded.



## VIII

As the sun set on May 7, 1781, Don Bernardo de Galvez was on the horns of a dilemma. On the one hand, the British positions remained largely intact making a coup de main a highly costly prospect. On the other hand he was under immense pressure to launch the main assault now before he lost his edge in combat power over the British. Indeed, he had learned that morning that he was down to less than two-day’s supply of 24-pounder ammunition. Moreover, the mounting losses from British raids were eroding Spanish morale at an alarming rate. His French allies, anxious to join the principal French army in Virginia, were threatening to leave and he had received yet one more demand from Captain General Navarro that the army be returned to defend Havana as soon as possible.

That evening he held an officer’s council and informed his principal commanders that they would attack the following day. His plan was fairly simple. The heavy siege guns would open fire at first light and fire until early afternoon. They would first concentrate their fire on the Queen’s Redoubt then—as the assault began there—shift fire southwards to engage the Prince of Wales redoubt and then Ft. George. The First and Second Brigades under Giron would launch a combined assault on the Queen’s Redoubt. The Third Brigade under Longoria would hit Fort George. The French Division would strike the smallest British position at the Prince of Wales redoubt in the center.

The cannonade began as soon as it was light enough to see. The bombardment—coming from two directions at once—was so heavy the British found it difficult to return fire. General Campbell, suspecting that this might be the day of the coup de main, placed his Indian allies near their encampments along the river to the east of his line. They would come in handy attacking any Spanish forces that tried to assault from that direction. In the Queen’s redoubt he placed the two Loyalist regiments, the Light Infantry, 16<sup>th</sup> Foot, the Howitzers and some naval gunners. In the Prince of Wales he stationed the 60<sup>th</sup> Foot, the Grenadiers, sailors and civilian volunteers

(Pensacola Militia). In Fort George he placed the 3<sup>rd</sup> Waldeck Regiment, the Marines and volunteer Negroes. The King's Florida Rangers were most likely with the Indians.

At around 8:00 AM the Spanish and French regiments began to march through the palmetto scrub to form into assault columns just beyond effective artillery range. Smoke from the siege guns and the flags of the moving French and Spanish regiments hung heavily in the still and humid air. Visibility began to decline rapidly, which was good news for the assaulting columns, but certainly not good for the siege guns. The French Division and the Third brigade were not yet in position when a massive explosion shook the ground. All eyes turned to the Queen's Redoubt as debris—including cannon, men, dirt and timber—flew skyward. As the smoke cleared, all knew that a major portion of the Queen's Redoubt's southwestern wall was collapsed.

General Giron had been caught by surprise by the explosion but immediately recognized the opportunity that this presented him. In less than 10 minutes he had his columns formed and began his advance. The First Brigade was led by the Navarra Regiment and the Second by the Hibernia. In minutes they would cross the 800 yards distance and be in the works.

General Campbell was in the Prince of Wales Redoubt when the explosion occurred and was horrified by the burned and bleeding refugees streaming rearward. Reacting quickly he rushed the 60<sup>th</sup> Foot forward to help repel the assault he knew was coming. Just as this force was leaving, Spanish siege guns shifted fire onto the Prince of Wales Redoubt wounding several officers and men of the 60<sup>th</sup> as they moved forward.

The scene in the Queen's Redoubt, as the remaining British defenders clashed with the assaulting Spanish, was ferocious and bloody. The remaining British batteries and the Howitzers blew holes in the assaulting Spanish formations but they pressed on into the hail of fire and shot. The Hibernia made it to and then through the breach, using the bayonet to push back the sailors and 60<sup>th</sup> Foot they encountered. Once inside, the Hibernia and Soria regiments fought shoulder to shoulder, pinning the bulk of the remaining sailors and 60<sup>th</sup> Foot while the Light Infantry and 16<sup>th</sup> Foot tried to hold the north and east walls against the regiments of the First Brigade. Some Indians ran up the hill to engage the Spanish from the rear, but most of the Indians remained down by the river, reluctant to join in a "white-man's" set piece battle.

The Howitzer gunners tried to get their guns to the Prince of Wales redoubt but did not make it; the guns falling into Spanish hands. At the last second—possibly due to Indian attacks from behind—the remainder of the Queen's Redoubt defenders who were not wounded took advantage of a sudden weakness in the Spanish attack from the east, disengaged and retreated back to the Prince of Wales redoubt—which was still under heavy fire from Spanish siege guns. General Campbell waited until his retreating men had gotten past his guns and then opened fire on the pursuing Spanish, tearing great holes in the pursuing Spanish regiments, which withdrew back behind the shattered walls of the Queen's Redoubt.

Giron called for field guns to be brought up, which began a murderous fire down on both the Prince of Wales and Ft. George positions—causing many casualties. The British return fire caused very few casualties among the Spanish as their superior height made direct fire against them impossible.

As British casualties mounted, General Campbell called together his senior officers, including Franchimastabe who had brought some 50 warriors with him to help defend the forts from inside. Campbell gave the Indians as much shot and powder as they could carry and detached 300 men—mostly sailors, loyalists, negroes, marines and the King's Florida Rangers—to make it overland to Georgia. They departed at roughly noon carrying Campbell's last dispatches to Lord Cornwallis.

At 3:00 PM, just as the French began to move forward for the final assault, General Campbell raised a white flag over the fort and proposed a 24-hour truce, during which time the wounded were gathered and attended to. The next day Major General Campbell surrendered not only Pensacola, but the entire colony of West Florida to the Spanish. In return, all 900 of the remaining British and Waldeck forces were rendered full honors of war as they marched out and laid down their arms. On 11 May, the 139 defenders of the Red Cliffs Forts laid down their arms and surrendered as well.

General Campbell and his men were paroled and permitted to return to New York. Don Bernardo de Galvez was accorded great honors by the King of Spain, remaining the Governor of Luisiana and de facto governor of West Florida until 1783. As the war against Britain was coming to a close, de Galvez was back in Havana, pestering Captain General Navarro once again to give him the forces to invade and take Jamaica from Britain – one of the few remaining British seaports in the Gulf of Mexico.

De Galvez returned to Spain in 1783, briefly fought in the Netherlands and returned to New Spain in 1785 to become the new governor of Mexico. It was around this time Galvez Towne was founded, which subsequently became the city of Galveston, Texas.

It would be difficult to overstate de Galvez's contributions to the success of the American Revolution. His expeditions not only drove the British from the Mississippi River basin and the Gulf Coast, his operations also tied down both British land and naval forces as the critical end-game was being played in the Carolinas and Virginia. Moreover, the British crown had forbidden westward expansion by the American colonists past the Appalachian Mountains. The Spanish, by contrast, would welcome American settlers and trappers as they moved to the Mississippi River area. Had de Galvez not succeeded at Pensacola in May, 1781, it is possible to see a completely different outcome to the War of 1812 as well as the eventual westward expansion of the United States from the Atlantic Seaboard all the way to California. What is abundantly clear is that de Galvez and the Siege of Pensacola deserve much more than a mere footnote in the history of the American Revolution.

# Battle of Pensacola

May 7<sup>th</sup>, 1781

## Orders of Battle

### SPANISH FORCES

#### General Headquarters – Lieutenant General de Galvez –

120 men	
Carbineers	13
Sappers	107

#### First Brigade – Brigadier General Don Geronimo Giron – 1,592 men

##### Regiments:

Del Rey (The King's Own)	419
Principe (The Prince's Own)	257
Navarra	672
Habana	244

#### Second Brigade – Colonel Don Manuel de Pineda – 1,386 men

##### Regiments:

Soria	495
Hibernia (Irish)	467
Flandes (Flemmish)	424

#### Third Brigade – Colonel Don Francisco Longoria – 1,343 men

##### Regiments:

Guadalajara	328
Espana (Spain)	482
Aragon	287
Luisiana	149
Dragoons	97

#### Fourth Brigade – Felipe Lopez Carrizosa – 1,323 men Naval and attached personnel (mostly gunners, boatmen, construction).

#### First Division “Flying Camp” – 741 men

##### Regiments:

2 <sup>nd</sup> Cataluna	228
Fusiliers de Habana	78
Militia of Color – Habana	262
Militia of Color – New Orleans	173

#### Second (French) Division – Naval Captain Boiderout – 725 men

#### Third Division – Corps of Artillery – 471 men

### BRITISH FORCES

#### British

16 <sup>th</sup> Foot – Lt. Colonel Alexander Dickenson – 151 men
60 <sup>th</sup> Foot (Royal Americans) – Lt. Colonel William Stiell – 173 men
Royal Artillery – 42 men
Royal Navy (estimated)
<i>HMS Mentor</i> – 54
<i>HMS Port Royal</i> – 52
Marines – 43
Naval Gunners – 45

#### Germans

3rd Waldeck Regiment – Lt. Colonel Albrecht von Horn – 310 men

#### Loyalists

Maryland Loyalists – Major John McDonald – 137 men
Pennsylvania Loyalists – 63 men
King's Florida Rangers – Adam Chrystie – 41 men

#### Militia

Pensacola Militia – 107 men
Civilian Volunteers – (assorted)
Negro Volunteers – 50 men

#### Indians – Franchimastabe – 400-500 warriors

Choctaw – 200-250
Chickasaw – 80-100
Creek – 120-150

#### Mixed Detachment (Germans & Naval Personnel) at Red Cliffs Fort:

Major Freidrich Pentzel – 139 men



**Pensacola FRONT 1009**

Navarra T-1 +1 6-4	Del Rey T-1 +1 4-4	Principe T-1 +1 3-4	Soria T-1 +1 5-4	España T-1 0 5-4	Guadalquivir T-1 0 3-4	Aragón T-1 0 3-4	2nd Cataluña T-1 0 2-4
Flanders T-1 0 4-4	Grenadiers T-1 +1 3-4	Lt. Infantry T-1 +1 1-4	1 Co. Skirmishers RE 0 1-4	2 Co. Skirmishers RE 0 1-4	Seaman Svk 0 2-4	Sappers Svk +1 (1)-4	Naval Artillery Svk +1 4-2
Mortar T-1/2409 +1 m-2	1st Brigade (A) T-1 +1 2-3	1st Brigade (B) T-1 +1 2-3	2nd Brigade (A) T-1 +1 2-3	2nd Brigade (B) T-1 +1 2-3	3rd Brigade T-1 +1 4-3	de Galvez T-1 2-3-6	Española T-1 1-1-6
Don Giron T-1 +1 1-1-6	Luisiana Gren. 2611 T-1 +1 1-4	Luisiana Rangers 2611 T-1 +1 1-4	Fas. de Habana T-1 0 1-4	Habana Garrison T-1 0 2-4	Luisiana Troop 2611 T-1 +1 1-6	Hibernia T-1 +1 5-4	Choctaw T-1/5C -2 1-5
Chasseurs RE T-1 +1 1-4	Polize T-1 0 2-4	Agenois T-1 0 2-4	Gatinois T-1 0 2-4	Mariens RE T-1 +2 1-4	Indian Withdrawal T-1 0 1-4	Habana T-1 -1 3-4	New Orleans 2611 T-1 -1 2-4
Battery A RE T-1 +1 1-3	Battery B RE T-1 +1 1-3	Du Cap Fusiliers RE T-1 0 1-4	Boldersud T-1 0 0-1-6	Indian Withdrawal T-1 0 1-4	Indian Withdrawal T-1 0 1-4	Indian Withdrawal T-1 0 1-4	Indian Withdrawal T-1 0 1-4

**Markers**

Turn Flank	Stand Fast	Skirmish	Frontal Assault	Turn Flank	Stand Fast	Skirmish	Frontal Assault
Refuse Flank	Withdraw	Attack Echelon	Commit Reserve	Refuse Flank	Withdraw	Attack Echelon	Commit Reserve

**Markers**

Momentum	Momentum	Momentum	Momentum	Momentum	Conduroy Rd Trail Head	Conduroy Rd Trail Head	Conduroy Rd Trail Head
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Counter Art by Rodger B. MacGowan, Mike Lemick and Mark Simonitch

**Pensacola BACK 1009**

Lt. Infantry OR 2524 +1 1-4	Grenadiers 2524 +2 1-4	16 Foot OR T-1 -1 1-4	3 Ryl American 2524 +1 2-4	Ryl Marine FIG +2 1-4	HMS Mentor 2524 0 1-4	HMS Post Royal 2524 0 1-4	Prattist 1103 +1 1-4
Howitzers 2625 +1 4-4	Garrison A 2625 +1 2-0 heavy	Garrison B 2625 +1 2-0 heavy	Garrison C 2625 +1 2-0 heavy	Garrison D 2625 +1 5-0 heavy	Garrison E 2625 +1 10-0 heavy	Garrison F 2625 +1 3-0 heavy	Campbell OR 0 0-2-6
McDonald T-1 1-1-6	von Haselstein T-1 1-2-6	von Horn T-1 1-1-6	Franchimastaba T-1 1-1-6	3 Waldock FIG T-1 +1 3-4	Waldock FIG T-1 +1 1-3	Maryland Legist OR T-1 0 2-4	Penn. Loyalt T-1 0 1-4
King's Ft. Rangers T-1 (+1) (-1) 5-1 LT	Pensacola RE T-1 -1 1-4	Civilian Vol. 1824 T-1 -2 1-4	Negro Vpl. T-1 -2 1-4	Negro Vpl. T-1 0 1-4	Creeks T-1/5C 0 1-5	Chickasaw T-1/5C 0 1-5	Choctaw RE T-1 -1 1-5
Choctaw (1) T-1 0 1-5	Choctaw (2) T-1 0 1-5	Choctaw (3) T-1 0 1-5	American POWs (T-9) RE T-1 -1 2-4	American Vols. (T-9) RE T-1 -1 (1)-4	Raid 7MP/BKFR	Destroyed Plantation	Magazine Explosion
Destroyed Stockade	Destroyed Stockade	Destroyed Village	Destroyed Road	Destroyed Road	Destroyed Road	Destroyed Road	Destroyed Road
Clear+1 Weather	Storm Weather	CONTROL	CONTROL	Breach	Breach	Breach	Breach
Turn	Fired	CONTROL	CONTROL	Breach	Breach	Breach	Breach
MORALE	MORALE	X Battery Destroyed	X Battery Destroyed	X Battery Destroyed	Unarmed Redoubts	Unarmed Redoubts	Unarmed Redoubts
2 Fraser's H. 1824 +1 5-4	1 Fraser's H. 1824 +1 5-4	5 SP	4 SP	2 SP	Unarmed Redoubts	Unarmed Redoubts	Unarmed Redoubts
Creeks T-1/5C -1 (1)-5 LT	Royal N.C. 1403 -1 1-4	King's Ft. Rgr 1501 T-1 0 2-4	Martinique 2014 T-1 -1 1-4	Du Cap Fusiliers RE T-1 +1 1-4	1 Fraser's H. 2014 +2 3-4	2 Fraser's H. 2014 +1 4-1	2 Fraser's H. 2014 +1 3-4

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**Pensacola BACK 1009**

2nd Cataluña T-1 -1 1-4	Aragón T-1 -1 2-4	Guadalquivir T-1 -1 2-4	España T-1 -1 3-4	Soria T-1 0 3-4	Principe T-1 0 2-4	Del Rey T-1 +1 2-4	Navarra T-1 0 3-4
Naval Artillery T-1 0 2-2	Seaman Svk T-1 -1 1-4	Grenadiers T-1 0 2-4	Flanders T-1 0 2-4	Garrison F T-1 0 2-0 heavy	Garrison E T-1 0 5-0 heavy	Garrison D T-1 0 3-0 heavy	Garrison B T-1 0 1-0 heavy
Garrison C T-1 0 1-0 heavy	Garrison A T-1 0 1-0 heavy	Howitzers T-1 0 2-4	Maryland Legist T-1 -1 1-4	3 Waldock FIG T-1 0 2-4	Franchimastaba T-1 0 2-4	von Horn T-1 0 2-4	von Haselstein T-1 0 2-4
McDonald T-1 1-1-6	de Galvez T-1 0 2-3	3rd Brigade T-1 0 2-3	2nd Brigade (B) T-1 0 1-3	2nd Brigade (A) T-1 0 1-3	1st Brigade (B) T-1 0 1-3	1st Brigade (A) T-1 0 1-3	Mortar T-1 0 m-2
Hibernia T-1 +1 3-4	Habana Garrison T-1 -1 1-4	Don Giron T-1 0 1-4	Gatinois T-1 0 1-4	Agenois T-1 0 1-4	Polize T-1 0 1-4	Boldersud T-1 0 0-1-6	
Breach	Breach	Breach	Breach	Breach	Breach	Breach	Breach
Breach	Breach	Breach	Breach	Breach	Breach	Breach	Breach
GALE Weather	Rain-1 Weather	Moved	Turn				
Shattered	Shattered	Shattered	Cavalry Withdrawal	Pin	Pin	Pin	Pin
Shattered	Shattered	Shattered	Shattered	Pin	Pin	Pin	Pin
2 Fraser's H. 2014 0 2-4	2 Fraser's H. 2014 0 2-4	1 Fraser's H. 2014 +1 2-4	King's Ft. Rgr 1501 T-1 -1 1-4				
Momentum	Momentum	Momentum	Momentum	Momentum	Momentum	Momentum	Momentum

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# PENSACOLA 1781

## Sequence of Play

### SIEGE TURN SEQUENCE

#### A. Spanish Player Segment

1. Weather or Random Events Phase
2. Garrison Violation Phase
3. Coup de Main Declaration Phase
4. Construction Completion Phase
5. Siege Bombardment Phase
6. Movement Phase
  - A. Reinforcements
  - B. Build Corduroy Road
  - C. Place Construction Markers
7. Rally Phase
8. Defensive Artillery Fire Phase
9. Mortar Fire Phase
10. Rifle Fire
11. Close Combat Phase
12. Advance Game Turn Marker

#### B. British Player Segment

1. Movement Phase (Including to/from Raid Box)
  - A. Reinforcements (Roll for POWs)
2. Rally Phase
3. Raid Movement
4. Defensive Artillery Fire Phase
5. Offensive Howitzer Fire Phase
6. Rifle Fire Phase
7. Close Combat Phase (Including Raid Combat)

#### C. End of Turn Segment

1. Automatic Victory Check
2. Advance Game Turn Marker

### COUP DE MAIN TURN SEQUENCE

#### A. Coup de Main Declaration Segment

1. Move Turn & Weather Markers
2. Breach-Check
3. Raid Termination
4. Reinforcements; Current Turn Only  
[Do not roll for POWs]

#### B. Initiative Determination Segment

(Spanish have Initiative on Turn-1)

\* Random Events: Turn 3 only

#### C. Initiative Player Segment

1. Movement Phase
2. Rally Phase
  - A. Spike Garrison Artillery; British Only
3. Defensive Artillery Fire Phase
4. Mortar Fire Phase (Spanish Only)
5. Offensive Howitzer Fire (British Only)
6. Rifle Fire Phase
7. Close Combat Phase

#### D. Second Player Segment

1. Movement Phase
2. Rally Phase
  - A. Spike Garrison Artillery; British Only
3. Defensive Artillery Fire Phase
4. Mortar Fire Phase (Spanish Only)
5. Offensive Howitzer Fire (British Only)
6. Rifle Fire Phase
7. Close Combat Phase
8. Victory Determination
9. Advance Game Turn Marker



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