



# Loose Files and American Scramble

*Scenario for Andy Callan's  
American War of Independence rules*

Freeman's Farm

19 September 1777

## Historical Background

The defeat of the British at Saratoga is widely held to have been a turning point in the American War of Independence as it led to the intervention of the French on the American side.

This scenario re-creates the first of the two battles at Saratoga when General John Burgoyne attempted to flank the entrenched American position on Bemis Heights. Benedict Arnold pushed his commander, Horatio Gates, to allow him to block the British advance. Gates grudgingly allowed Arnold to use his own division but prevented him from joining the action and refused to commit any other troops. The result was a stalemate. Thanks to the timely reinforcements from von Riedesel's Hessian brigade, the British held the field at the end of the day but at a cost that they could not sustain.



*Refighting Freeman's Farm with 1/72 scale miniatures.*

## The Game

The battle involved relatively small forces and, therefore, I scale it to 1 miniature representing approximately 15 men. Although designed for *Loose Files and American Scramble* rules, the scenario can easily be adapted for other rules. The deployment map on the last page is scaled for a 6 x 4 foot table with most battalions containing 4 - 8 bases, each base mounting 3 miniatures.

I like to mount my formed infantry on 40 x 40 mm bases 2 ranks deep, each double depth base of six figures counting as two bases. I keep skirmishers and irregulars on single bases with three figures each. This of course can easily be modified to fit whatever rules and basing arrangements you prefer.

The British objective is to establish a crossing over Mill Creek and clear the Americans from the heights at Freeman's Farm. The American objective is to prevent this. Reinforcements, which may or may not arrive, may well be critical for success.





# American Order of Battle

**Commander-in-Chief:** Benedict Arnold, 5 Command Points (CPs)

**Morgan's Brigade:** Daniel Morgan, 4 CPs

Morgan's Riflemen: 8 bases skirmishers, rifles, 2<sup>nd</sup> Class

Dearborn's Light Infantry: 4 bases light infantry, 2<sup>nd</sup> Class

**Poor's Bde:** Enoch Poor, 3 CPs

2<sup>nd</sup> New York: 6 bases continentals, 2<sup>nd</sup> Class

4<sup>th</sup> New York: 6 bases continentals, 3<sup>rd</sup> Class

1<sup>st</sup> New Hampshire: 8 bases continentals, 3<sup>rd</sup> Class

2<sup>nd</sup> New Hampshire: 6 bases continentals, 2<sup>nd</sup> Class

3<sup>rd</sup> New Hampshire: 8 bases continentals, 3<sup>rd</sup> Class

Connecticut Militia: 12 bases militia, 4<sup>th</sup> Class (2 units)

**Learned's Brigade (reinforcements):** Ebenezer Learned, 3 CPs

1<sup>st</sup> New York: 6 bases continentals, 2<sup>nd</sup> Class

1<sup>st</sup> Canadians: 6 bases continentals, 2<sup>nd</sup> Class

1<sup>st</sup> Massachusetts 8 bases continentals, 3<sup>rd</sup> Class



## American Deployment and Reinforcements

**Morgan's Brigade** deployed on-table as per the map. Morgan's riflemen may be split into two units.

**Poor's Brigade** enters in column at the start of the 1<sup>st</sup> turn on Road C and/or D. The Connecticut Militia should be split into two units of 6 bases each.

**Benedict Arnold** remains off table unless released by his commander-in-chief, General Horatio Gates. This requires a die roll result of 6 which may be rolled in the Command Phase of each turn after the third.

**Reinforcements:** If on table, Arnold may send a request back to General Gates for reinforcements from Learned's Brigade. This request takes 2 CPs to write and send. The possible responses from Gates, which will arrive the following turn, (take 2 CPs to read) are:

**Die Roll 1-2.** If you are pressed too hard, withdraw. I cannot spare reinforcements at this time.

**Die Roll 3-4.** 1<sup>st</sup> Massachusetts will arrive shortly (dice: 1-3 arrives turn after next; 4-6 arrives next turn).

**Die Roll 5.** 1<sup>st</sup> New York & 1<sup>st</sup> Canadians will arrive shortly (dice: 1-3 arrives turn after next; 4-6 arrives next turn).

**Die Roll 6.** 1<sup>st</sup> New York & 1<sup>st</sup> Canadians have been sent and will arrive next turn. 1<sup>st</sup> Massachusetts will arrive the turn after next.

Modify Die Rolls by the following:

At least 1 British C Class unit or higher retiring or routed: +1

One or more American non-Militia units retiring or routed without any British/German units retiring or routed: -1

Brigadier Learned may come on table when any of his units arrive as reinforcements. The reinforcements enter in column on Road C and/or D.

If the initial request for reinforcements is refused (die roll 1-2) a second request may be made later with -1 to the die roll. Further requests will be ignored.

**Morgan's Rifles** had a reputation for picking off officers and artillerymen. If a leader has to test for being hit by Morgan's Rifles he is automatically killed on a result of '1' without a second modifying roll. Artillery take 2 DPs rather than the usual 1 for each hit scored by the Rifles.

## British Order of Battle



**Commander-in-Chief:** General John Burgoyne 4 CPs

**Fraser' Brigade (Right Wing):** Simon Fraser 4 CPs

Grenadiers: 6 bases regulars, 1<sup>st</sup> Class

Light Infantry: 6 bases light infantry, 1<sup>st</sup> Class

Jaegers: 4 bases, skirmishers, rifle armed, 2<sup>nd</sup> Class

24th Foot: 6 bases regulars, 2<sup>nd</sup> Class

Loyalists: 4 bases light infantry, 3<sup>rd</sup> Class

Mohawks: 4 bases, skirmishers, 4<sup>th</sup> Class

Royal Artillery: 1 field gun,

**Hamilton's Brigade (Centre):** James Hamilton 3 CPs

9th Foot: 6 bases regulars, 2<sup>nd</sup> Class

20th Foot: 8 bases regulars, 2<sup>nd</sup> Class

21st Fusiliers: 6 bases regulars, 2<sup>nd</sup> Class

62nd Foot: 6 bases regulars, 3<sup>rd</sup> Class

Royal Artillery: 1 Field Gun

**Hessians (Reinforcements):** Baron von Riedesel 3 CPs

Riedesel: 6 bases regulars, 2<sup>nd</sup> Class

Specht: 6 bases regulars, 3<sup>rd</sup> Class

Rhetz: 6 bases regulars, 3<sup>rd</sup> Class

## British Deployment and Reinforcements

Fraser's Brigade is deployed in line and/or skirmish order as per the map. The artillery is limbered and on the road.

Hamilton's Brigade is on Road A in column with the artillery limbered. Burgoyne is with them.

Reinforcements: In the command phase of Turn 5 dice for Von Riedesel's Brigade:

1-2: Riedesel's battalion arrives the following turn

3-4: Riedesel and Specht arrive the following turn

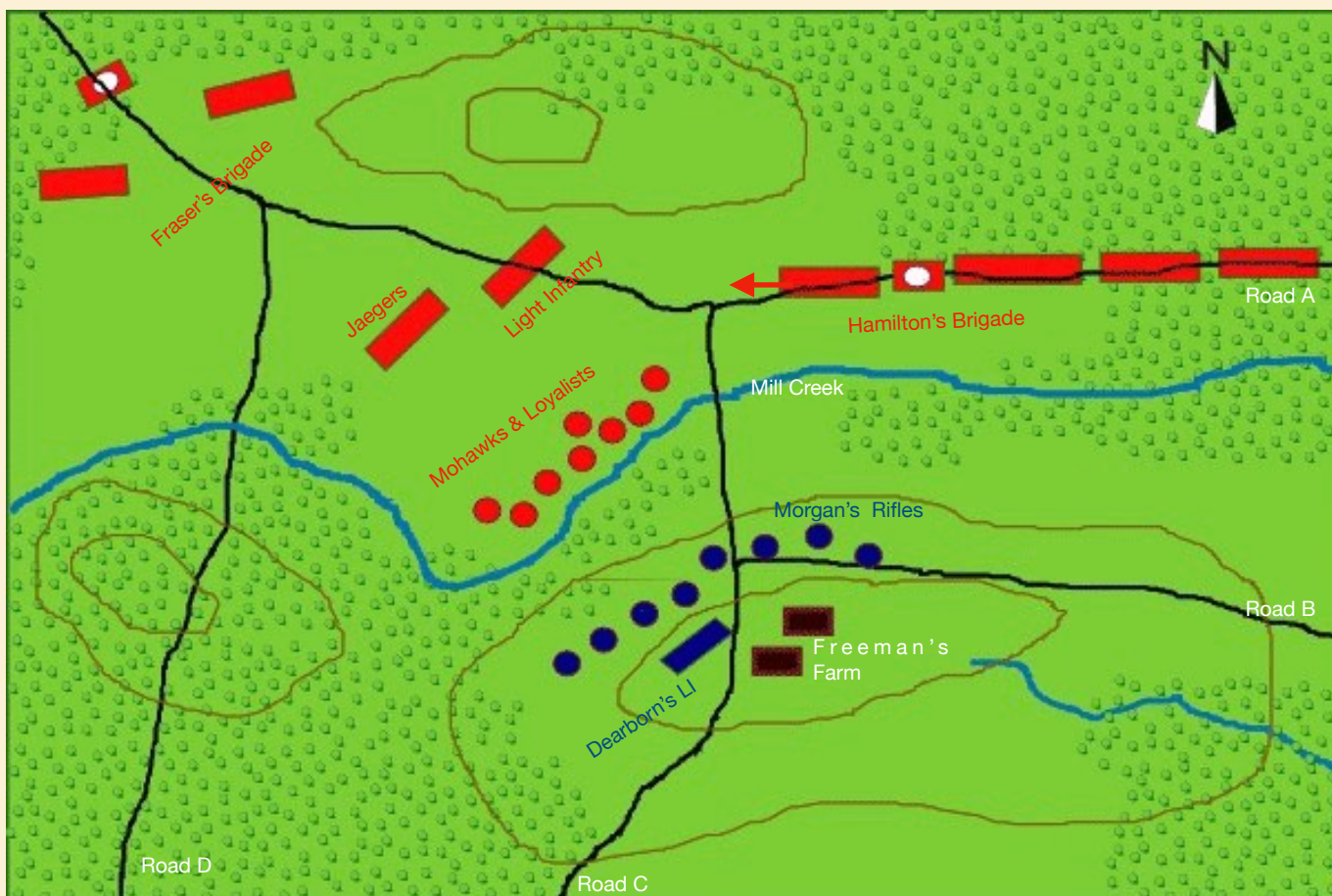
5: Riedesel and Specht arrive immediately

6: Riedesel and Specht arrive immediately, Rhetz arrives the following turn

All Hessians arrive in column on Road B







Rectangles indicate infantry, those with white dots indicate artillery. Round shapes indicate skirmisher bases. Mill Creek is fordable by infantry, counting as a minor obstacle. Artillery may only cross Mill Creek on a road.

## Victory Conditions

The game ends at nightfall (End of Turn 9)

Add or subtract the following British Victory Points:

- In possession\* of Freeman's Farm = +5
- In possession\* of Road C crossing over Mill Creek = +3
- Less than 3 continental units N of Freeman's Farm = +2
- Arnold or Morgan killed = +1 each
- Each British unit 50% strength or below\*\* = -2
- Each Gun lost or destroyed = -2
- Fraser or Riedesel killed = -1 each
- Burgoyne killed = -2

5+ Victory Points = Decisive British victory

3-4 Victory Points = Tactical British victory

Anything else is an American victory.

\* *In possession* requires a non-skirmisher unit to occupy the position with no Continentals within musket range.

\*\* Excluding Mohawks and Loyalists.

Loyalists and Mohawks engage Morgan's Rifles across Mill Creek in the opening stages of the game.

