



Battle of Horseshoe Bend

March 27, 1814

For background on the battle, try these links:

http://en.wikipedia.org/wiki/Creek_War
[http://en.wikipedia.org/wiki/Battle_of_Horseshoe_Bend_\(1814\)](http://en.wikipedia.org/wiki/Battle_of_Horseshoe_Bend_(1814))
<http://homepages.rootsweb.ancestry.com/~cmamcrk4/crkwr8.html#anchor624699>
http://en.wikipedia.org/wiki/File:Horseshoe_bend_map.jpg

Americans

General Andrew Jackson (rated 2)

General John Coffee (rated 1)

- 3000+ men: Regular infantry, militia, artillery, Cherokee and Choctaw Indians, and friendly Creek Indians

Militia

- Tennessee Infantry (16 + 2 militia infantry)
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- Artillery w/ light cannon (4 + 2 militia artillery)
- Tennessee Skirmishers (6 + 2 militia skirmishers)
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Regulars

- 39th US Infantry (12 + 2 regular infantry)

Indians

- Cherokee (2 +1d6+ 2 Indian warband)
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- Cherokee (2 +1d6+ 2 Indian warband)
- Cherokee (2 +1d6+ 2 Indian warband)
- Lower Creeks (6 + 2 Indian warband)

Red Sticks

Monahee the Prophet (rated 1)

Chief Menawa (rated 1)

- 1000 warriors. Treat as 10 Indian warbands with 6 + 1d6 warriors in each band

Special Rules

- Command roles should be adopted by players in the order shown for each side. Two players might control the Red Sticks to the Americans' one (Jackson) to represent how far stretched the attacking army was.
- Cherokee warbands are comprised of 2-8 warriors and 2 command.
- American forces are set up first at the north end of the table (at least 18 inches outside the Creeks' palisade) and the south end (across the river).
- Red Stick units are set up anywhere inside the village.
- American and friendly Indian units crossing the river can perform no other actions for the remainder of that turn. (They're considered red while crossing.) Their first action in the subsequent turn is performed on the Tohopeka shore. (While American skirmishers historically encircled Tohopeka by horseback, they crossed the Tallapoosa River by boats stolen from the village, so attacked on foot.)
- The Red Stick palisade at the north end of the village grants 3 extra dice on defender's rolls against fire and melee attacks.
- Use the "Advanced Activation" rule (ATKM 2nd ed, p. 21) for the Americans.
- Use the "Woodland Indians" rules for all warbands (ATKM 2nd ed, p.25). Treat Red Stick warbands as regulars; no command points are automatically required to activate them. Their break point is also 2 warriors rather than half starting numbers.
- Use the "Advanced Army Collapse" rules for the Red Sticks (p. 25)