



## Battle of Tippecanoe November 7, 1811

For background on the battle, try this link:

[http://en.wikipedia.org/wiki/Battle\\_of\\_Tippecanoe](http://en.wikipedia.org/wiki/Battle_of_Tippecanoe)

### Americans

Led by Illinois Territory Governor William Henry Harrison (rated 2)

- Subordinate commander Colonel John Parker Boyd (rated 1) if two people control the Americans
- 250 regulars, 100 Kentucky volunteers, 600 Indiana militia

#### *Regulars*

- 4 Companies, 4th U.S. Infantry (regular infantry)
- 1 Company, 7th U.S. Infantry (regular infantry)
- 1 Company, Rifle Regiment (regular skirmishers)

#### *Militia Battalion*

- 4 Companies, Indiana Militia Infantry (militia infantry)
- 3 Companies, Indiana Militia Infantry (militia infantry)

#### *Light Dragoons Battalion*

- Kentucky Mounted Riflemen (militia skirmishing cavalry)
- Indiana Mounted Riflemen: Yellow Jackets (militia skirmishing cavalry)

#### *Dragoon Reserve*

- Light Dragoons, Indiana Militia (militia skirmishing cavalry)
- Light Dragoons, Indiana Militia (militia skirmishing cavalry)
- Kentucky Militia Company (militia skirmishing cavalry)

### Indian Confederacy

Led by Tenskwatawa, otherwise known as the Prophet (rated 1). A figure on the field represents the Prophet's influence in the battle, but not his actual presence. If multiple players control the Indians, create other fictional leaders (all rated 1).

- 500-700 warriors. Treat as 10 + 1d6 Indian warbands, with 6 + 1d6 warriors in each band

### Special Rules

- Americans set up first in the center of the table in whatever formations are desired, but without erecting any fortifications. Indians attack from any direction(s) of their players' choice. The first 5 American cards flipped in the first turn are discarded to represent the surprise gained by the Indians. (The Americans' 2 card still applies.)
- Use the "Skirmishing Cavalry" rules for American dragoons and mounted riflemen (ATKM 2nd ed, p.25)
- Use the "Woodland Indians" rules for all of Tenskwatawa's force (ATKM 2nd ed, p.25). A command point is still required to activate a unit as per the normal rules, even though the Indian leader is not British. Tenskwatawa did not have control over the tribes. Treat Indian units as guard until each suffers its first casualty. Treat each as militia thereafter (representing the spirit of Tenskwatawa's "invulnerability" blessing, which proved false).