



Battle of the Thames (Moraviantown) October 5, 1813

For background on the battle, try these links:

http://en.wikipedia.org/wiki/Battle_of_the_Thames

<http://www.warof1812rph.com/wp-content/uploads/1813-Moraviantown-Battle-Tecumseh-dies.jpg>

United States Army General Harrison (rated 2)

- 27th Infantry (8 + 2 regular infantry)
- Indians (10 + 2 warband)
- Kentucky Infantry (14 + 2 militia infantry)
- Kentucky Infantry (14 + 2 militia infantry)
- Kentucky Infantry (14 + 2 militia infantry)
- Kentucky Infantry (14 + 2 militia infantry)
- Kentucky Infantry (14 + 2 militia infantry)
- Kentucky Mounted Rifles (10 + 2 militia skirmishing cavalry)
- Kentucky Skirmishers (8 + 2 militia skirmishers)
- Kentucky Skirmishers (8 + 2 militia skirmishers)

British and Indian Army General Proctor (rated 1) Tecumseh (rated 3)

- 41st Foot (10 + 2 militia infantry)
- Royal Newfoundland Regiment (10 + 2 militia infantry)
- 10th Royal Veterans Battalion (8 + 2 militia infantry)
- Canadian Light Dragoons (6 + 2 militia cavalry)
- Royal Foot Artillery (3 + 2 regular artillery)
- Indians (12 + 2 warband)
- Indians (12 + 2 warband)
- Indians (12 + 2 warband)
- Indians (12 + 2 warband)

Special Rules

- Play this battle from end-to-end on your table, rather than side-to-side.
- The American force can have one player, while the British may have two (Proctor and Tecumseh). If there's only one British player, he must assume Proctor's role.
- The "Woodland Indians" rules (ATKM 2nd ed, p. 25) apply to tribes on both sides, but if a British player portrays Tecumseh, he doesn't spend command points to activate warbands. If Proctor alone is portrayed, points need to be spent normally.
- Use the "General Casualties" rule (ATKM 2nd ed, p. 25) to capture the spirit of Tecumseh's death.
- All Kentucky militia is treated as regulars for the first two turns. They become militia again thereafter.
- Use the "Skirmishing Cavalry" rules (ATKM 2nd ed, p. 25) for the Kentucky Mounted Rifles.
- The three British infantry units are treated as militia due to exhaustion and hunger.
- Each time the Royal Artillery tries to fire, a success is required on a yellow die. If it fails, no ammunition is found.
- Some variably sized units take part in this battle, some large and some small. The "Brigading Units" rule (ATKM 2nd ed, p. 23) applies once the battle begins based on normal unit sizes.