



Battle of Briar Creek March 3, 1779

For background on the battle, try this link:

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

American Army

Major General Ashe (rated 1)

- Georgia Continentals (8 + 2 regular infantry)
- Light Troops (10 + 2 regular skirmishers)
- Light Company (6 + 2 regular skirmishers)
- South Carolina Independent Company (6 + 2 regular infantry)
- South Carolina Militia (14 + 2 militia infantry)
- Georgia Militia (8 + 2 militia infantry)
- North Carolina Militia (16 + 2 militia infantry)
- North Carolina Militia (16 + 2 militia infantry)
- Artillery w/ light cannon (4 + 2 regular foot artillery)
- Light Dragoons (6 + 2 regular cavalry)

British Army

Lieutenant Colonel Mark Prevost (rated 2)

- 1st Battalion, 71st Foot (16 + 2 regular infantry)
- Loyalist Militia (8 + 2 militia infantry)
- Loyalist Artillery w/ light cannon (4 + 2 militia foot artillery)
- 2nd Battalion, 71st Foot (16 + 2 regular infantry)
- 71st Foot Light Infantry (6 + 2 regular skirmishers)
- 60th Foot, Grenadier Companies (8 + 2 guard infantry)
- Loyalist Militia (8 + 2 militia infantry)
- Florida Rangers (6 + 2 militia skirmishers)
- Light Dragoons (6 + 2 regular cavalry)
- Light Infantry (6 + 2 regular skirmishers)

This game allows you to recreate some of the moves of the generals involved, but then you forge out on your own to decide your army's fate. Historically, British Lt Col Prevost fled Augusta, Georgia for the town of Savannah, and was pursued by American forces, the closest controlled by Major General Ashe. Prevost crossed to the south bank of Briar Creek where it met the Savannah River, and turned to stand his ground. That's where history ends and you take over.

- This game plays best with a gamemaster. American and British players should only know what options are available to each of them.
- When setting up the table, play the game from end to end. Depict everything from Paris Mill south to Old Freeman's Bridge.

British Options

- You cross Freeman's Old Bridge southbound and have two choices. 1) You can turn and fight with your whole force, goading the Americans to cross. 2) Or you can leave a portion of your troops in place and send a flanking party northwest and back down Old August Road behind Ashe's army, trapping him between your forces where Brair Creek and the Savannah meet.
- Under option 1, set up your army first on the south side of the creek. You may also place up to half your forces on the north side of the creek if you choose.
- Under option 2, set up your decoy force as desired on the south shore. Between turns, roll two green

dice. When both succeed, your flanking force appears at Paris Mill and may march down on the American rear.

American Options

- You have chased the British down Old Augusta Road to the fork of Briar Creek and the Savannah River. The enemy lies ahead of you. Setup your troops three feet away from the closest British unit. The only way to cross the creek is by bridge, which is a choke point.
- Reinforcements are on their way from the road parallel with the Savannah River. Roll two yellow dice after every turn. If both succeed, three Continental infantry regiments arrive (12 + 2 regular infantry). They appear at the north end of the table. Stop rolling after reinforcements appear.
- The Americans are unprepared when the battle begins, with mixed ammunition for various caliber firearms. Infantry and skirmishers cannot fire in turn 1.

Special Rules

- Any units, British or American, that extend more than 12 inches from either side of a road get bogged down in swampland and suffer half-move penalties.

- Briar Creek cannot be crossed except at bridges. It can be fired across by infantry fire, however.
- The battle ends after 6 turns, assuming neither side has broken first. The Americans win if they get three or more infantry units across Freeman's Bridge in that time. The British win if they hold the Americans back.
- American militia infantry cannot initiate melee for lack of bayonets. They automatically get red dice in melee, regardless of their normal color.
- Use the "Advanced Activation" rules, ATKM 2nd ed p. 21
- 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.

