



Battle of Camden August 16, 1780

For background on the battle, try these links:

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

http://en.wikipedia.org/wiki/File:Battle_of_Camden.Dean.USMA.edu.history.gif

American Army

Major General Horatio Gates (rated 1)

Right Flank:

- 2nd Maryland Brigade
 - 2nd Maryland Regiment (6 + 2 regular infantry)
 - 4th Maryland Regiment (6 + 2 regular infantry)
 - 6th Maryland Regiment (6 + 2 regular infantry)
- Delaware Regiment (8 + 2 regular infantry)
- Continental Artillery (4 + 2 regular foot artillery w/ light cannon)

Centre:

- North Carolina Light Infantry (6 + 2 militia skirmishers)
- North Carolina Militia (16 + 2 militia infantry)
- North Carolina Militia (16 + 2 militia infantry)
- Continental Artillery (4 + 2 regular foot artillery w/ medium cannon)

Left Flank:

- Virginia Light Infantry (6 + 2 militia skirmishers)
- Steven's Virginia Brigade (16 + 2 militia infantry)
- Armand's Legion Cavalry (6 + 2 militia cavalry)
- Armand's Legion Skirmishers (6 + 2 militia skirmishers)

Reserve:

- 1st Maryland Brigade
 - 1st Maryland Regiment (6 + 2 regular infantry)

- 3rd Maryland Regiment (6 + 2 regular infantry)
- 5th Maryland Regiment (6 + 2 regular infantry)
- 7th Maryland Regiment (6 + 2 regular infantry)

- Continental Artillery (4 + 2 regular foot artillery w/ light cannon)

British Army

Lord Charles Cornwallis (rated 2)

Right Brigade:

- British Light Infantry (6 + 2 regular skirmishers)
- British Light Infantry (6 + 2 regular skirmishers)
- 23rd Foot (12 + 2 regular infantry)
- 33rd Foot (8 + 2 regular infantry)
- British Artillery (4 + 2 regular foot artillery w/ medium cannon)

Left Brigade:

- Irish Volunteers (12 + 2 militia infantry)
- Tarleton's Legion Light Infantry (6 + 2 militia skirmishers)
- Royal North Carolina Regiment (10 + 2 militia infantry)
- Bryan's Loyalist Militia (North Carolina) (12 + 2 militia infantry)
- British Artillery (4 + 2 regular foot artillery w/ light cannon)

Reserve:

- 71st Highlanders (10 + 2 regular infantry)
- Tarleton's Light Dragoons (6 + 2 regular cavalry)

Special Rules

- The above rosters list flanks, brigades and reserves. Use them if you want to re-fight the battle historically, or ignore them and allocate troops as you please if you want to fight the battle under your own decision-making.
- American militia infantry cannot initiate melee for lack of bayonets. They automatically get red dice in melee, regardless of their normal color.
- 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.
- After each turn, the American player rolls a single green die. If it ever fails, his command radius reduces from 12 inches to 8 as General Gates flees the field and is replaced by junior officers.