



## Battle of Chateaugay October 26, 1813

For background on the battle, try these links:

[http://en.wikipedia.org/wiki/Battle\\_of\\_the\\_Chateaugay](http://en.wikipedia.org/wiki/Battle_of_the_Chateaugay)

<http://www.pc.gc.ca/lhn-nhs/qc/chateaugay/natcul/natcul1/natcul1c.aspx>

### United States Army Major General Hampton (rated 1) Colonel Purdy (rated 1)

#### First Brigade

- Light Infantry Corps
  - Light detachment (6 + 2 regular skirmishers)
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- 4<sup>th</sup> Infantry (14 + 2 regular infantry)
- 33<sup>rd</sup> Infantry (8 + 2 regular infantry)
- Maine & New Hampshire Militia (12 + 2 militia infantry)

#### Second Brigade

- 10<sup>th</sup> Infantry (8 + 2 regular infantry)
- 11<sup>th</sup> and 29<sup>th</sup> Infantry combined (16 + 2 regular infantry)
- 30<sup>th</sup> and 31<sup>st</sup> Infantry combined (16 + 2 regular infantry)

#### Cavalry Reserve

- U.S. Light Dragoons (6 + 2 regular cavalry)
- U.S. Light Dragoons (6 + 2 regular cavalry)

### Canadian Army Lieutenant Colonel de Salaberry (rated 2)

- Canadian Fencible Light Company (6 + 2 militia skirmishers)
- Canadian Voltigeurs (6 + 2 regular skirmishers)
- Canadian Voltigeurs (6 + 2 regular skirmishers)
- Canadian Select Embodied Militia (6 + 2 militia skirmishers)
- Canadian Select Embodied Militia (6 + 2 militia skirmishers)
- Lower Canadian Militia and Indians (6 + 2 militia skirmishers)

#### Special Rules

- Play this battle from end-to-end on your table, rather than side-to-side.
- The American side should be controlled by two players/generals versus the Canadians with one. American General Hampton leads the 2<sup>nd</sup> Brigade head on against Canadian defenses, and has access to cavalry reserves. Purdy takes the 1<sup>st</sup> Brigade across the river in an attempt to outflank the Canadian position. Purdy has an 8-inch command radius.
- For Hampton to summon cavalry reserves from off table costs an American card, a command point, and requires a roll of 5-6 on a yellow die. This effort can only be made between turns. One

cavalry unit arrives, and is green. On a failed roll, the card and command point are wasted.

- The Canadians set up behind a log abatis and along the north side of the river, as desired, and may start with skirmisher units placed as far as two feet in front of the abatis. The Canadians can also have up to three units of the player's choice on the south side of the river.
- The Canadian player can ignore as many as six cards flipped per turn rather than the usual two. See "Overriding the Deck," ATKM 2<sup>nd</sup> ed, p. 22.
- The Americans had bad intelligence about the region, and got lost or bogged down. Use the "Advanced Activation" rule for them (ATKM 2<sup>nd</sup> ed, p. 21), but not for the Canadians.
- Once during the game, the Canadian player can "sound bugles" to announce the arrival of reserves. It's a ruse, but causes the next three American cards in the turn to be discarded.
- Some variably sized units take part in this battle, some large and some small. The "Brigading Units" rule (ATKM 2<sup>nd</sup> ed, p. 23) applies once the battle begins based on normal unit sizes.
- The battle is won by the Americans if no Canadians defend the abatis by the end of turn 4. The Canadians win if they hold out that long.