



## Battle of Eutaw Springs September 8, 1781

For background on the battle, try this link:

[http://en.wikipedia.org/wiki/Battle\\_of\\_Eutaw\\_Springs](http://en.wikipedia.org/wiki/Battle_of_Eutaw_Springs)

### American Army

#### Major General Greene (rated 2)

- Lee's Legion Cavalry (6 + 2 regular cavalry)
- Lee's Legion Skirmishers (6 + 2 regular skirmishers)
- Kirkwood's Delaware Infantry (6 + 2 regular infantry)
- South Carolina State Infantry (6 + 2 regular infantry)
- South Carolina State Cavalry (6 + 2 regular cavalry)
- 1<sup>st</sup> Maryland (8 + 2 regular infantry)
- 2<sup>nd</sup> Maryland (8 + 2 regular infantry)
- 4<sup>th</sup> Virginia (8 + 2 regular infantry)
- 5<sup>th</sup> Virginia (8 + 2 regular infantry)
- 1<sup>st</sup> North Carolina (6 + 2 regular infantry)
- 2<sup>nd</sup> North Carolina (6 + 2 regular infantry)
- 3<sup>rd</sup> North Carolina (6 + 2 regular infantry)
- Marion's South Carolina Militia (10 + 2 militia infantry)
- Picken's South Carolina Militia (16 + 2 militia infantry)
- Malmedy's North Carolina Militia (8 + 2 militia infantry)
- 3<sup>rd</sup> Continental Light Dragoons (6 + 2 regular cavalry)
- 1<sup>st</sup> Continental Artillery w/ medium cannon (4 + 2 regular artillery)

- Flank Company Battalion -- Light and grenadier companies of the 3<sup>rd</sup>, 19<sup>th</sup> and 30<sup>th</sup> (12 + 2 regulars)
- New Jersey Volunteers (6 + 2 militia infantry)
- New York Volunteers (6 + 2 militia infantry)
- Provincial Light Infantry (8 + 2 militia skirmishers)
- Loyalist Cavalry (6 + 2 militia cavalry)
- British Artillery w/ light cannon (4 + 2 regular foot artillery)
- British Artillery w/ medium cannon (4 + 2 regular foot artillery)

### Special Rules

- The British set up with their back to their camp, with a stone house at the camp's northeast corner. The Americans approach from the opposite table edge.
- Farm fences crisscross the battlefield
- The British Flank Company Battalion can function as infantry or skirmishers by changing formation at the end of a move.
- 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 2<sup>nd</sup> ed p. 21
- Any American units that enter the British camp are immediately considered outside command radius. Any roll to activate such a (yellow or red) unit that fails causes the unit to become disordered as the starving men raid the camp for food. This rule also applies to skirmishers.
- 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.

### British Army

#### Lieutenant Colonel Alexander Stewart (rated 2)

- 3<sup>rd</sup> Foot (16 + 2 regular infantry)
- 63<sup>rd</sup> Foot (6 + 2 regular infantry)
- 64<sup>th</sup> Foot (8 + 2 regular infantry)
- 84<sup>th</sup> Foot (6 + 2 regular infantry)
- 1<sup>st</sup> De Lancy's (6 + 2 regular infantry)