



Battle of Guilford Court House March 15, 1781

For background on the battle, try these links:

http://en.wikipedia.org/wiki/Battle_of_Guilford_Courthouse
<http://www.britishbattles.com/battle-guilford.htm>

American Army

Major General Greene (rated 2)

- 4th Virginia (12 + 2 regular infantry)
- 5th Virginia (12 + 2 regular infantry)
- 1st Maryland (10 + 2 regular infantry)
- 2nd Maryland (10 + 2 regular infantry)
- Butler's North Carolina Militia (14 + 2 militia infantry)
- Eaton's North Carolina Militia (14 + 2 militia infantry)
- Steven's Virginia Militia (16 + 2 militia infantry)
- Lawson's Virginia Militia (16 + 2 militia infantry)
- Campbell's Virginia Rifle Battalion (8 + 2 regular skirmishers)
- Lynch's Virginia Rifle Battalion (8 + 2 regular skirmishers)
- Kirkwood's Light Infantry (6 + 2 regular skirmishers)
- Lee's Legion Cavalry (6 + 2 regular cavalry)
- Lee's Legion Skirmishers (6 + 2 regular skirmishers)
- 1st and 3rd Continental Light Dragoons (6 + 2 regular cavalry)
- 1st Continental Artillery w/ medium cannon (4 + 2 regular artillery)
- 1st Continental Artillery w/ medium cannon (4 + 2 regular artillery)

- 23rd Royal Welch Fusiliers (8 + 2 regular infantry)
- 33rd Foot (10 + 2 regular infantry)
- 71st Fraser's Highlanders (8 + 2 regular infantry)
- Bose's Hessian Regiment (10 + 2 regular infantry)
- British Light Infantry, Guard Brigade (6 + 2 guard skirmishers)
- Guards Grenadier Company (6 + 2 guard infantry)
- British Artillery w/ light cannon (4 + 2 regular foot artillery)
- Tarleton's Light Dragoons + 17th British Light Dragoons (8 + 2 regular cavalry)
- British Legion Skirmishers (6 + 2 militia skirmishers)
- Hessian Jagers (6 + 2 regular skirmishers)

Special Rules

- Fight this battle along the length of the table rather than across the width. The Americans can set up as far as 1/4 into the table length. At mid-table should be a fence line. The British set up with their backs to their table edge.
- American militia infantry cannot initiate melee for lack of bayonets. They automatically get red dice in melee, regardless of their normal color.
- Any time a melee occurs on the field, and it's within range and line of sight of the British Artillery, the British player may declare that he fires on the fray. It's a free, extra action, but the artillery unit downgrades normally. The shot receives a +4 bonus for hitting a mob, with 8 yellow defense dice rolled by default. If any casualties are inflicted, they're split between the fighting units evenly, with any remainder applied against the enemy. Historically, Cornwallis turned

British Army

Major General Lord Cornwallis (rated 2)

- 1st Guards Battalion – Composite from 1st, 2nd and 3rd Guards (10 + 2 guard infantry)
- 2nd Guards Battalion – Composite from 1st, 2nd and 3rd Guards (10 + 2 guard infantry)

his artillery on units in melee to ensure the Americans would not win.

- The British player has the option of suffering army collapse at one unit lower than half his starting forces (when an army would normally break). If he resorts to that option, he cannot win the battle. At best it's a draw, a Pyrrhic victory.
- 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.