



Battle of Hobkirk's Hill April 25, 1781

For background on the battle, try this link:

http://en.wikipedia.org/wiki/Battle_of_Hobkirk%27s_Hill

American Army

Major General Greene (rated 2)

- 4th Virginia (16 + 2 regular infantry)
- 5th Virginia (16 + 2 regular infantry)
- 1st Maryland (16 + 2 regular infantry)
- 2nd Maryland (16 + 2 regular infantry)
- Kirkwood's Delaware Infantry (6 + 2 regular infantry)
- 1st and 3rd Continental Light Dragoons (6 + 2 regular cavalry)
- Read's North Carolina Militia (14 + 2 militia infantry)
- 1st Continental Artillery w/ medium cannon (4 + 2 regular artillery)

British Army

Lieutenant Colonel Lord Rawdon (rated 2)

- 63rd Foot (8 + 2 regular infantry)
- King's American Regiment (8 + 2 regular infantry)
- New York Volunteers (8 + 2 militia infantry)
- Volunteers of Ireland (8 + 2 militia infantry)
- New York Dragoons (6 + 2 militia cavalry)
- South Carolina Royalists (6 + 2 militia infantry)
- British Artillery w/ medium cannon (4 + 2 regular foot artillery)

Special Rules

- The American set up atop Hobkirk's Hill. The Americans were newly supplied and resting. Each unit is considered in a mob until formed differently once play begins.
- The British set up along their own table edge below the hill. The British set up first.
- The American 1st and 3rd Light Dragoons are set up on a far flank of the American position, and are considered outside command radius for the entire

game, even while green (roll green dice to get orders through to them). During the historical battle, this unit was cut off from the main army.

- The American player rolls a green die before the game begins. If a success is rolled, his artillery unit is present. If it fails, roll a red die after subsequent turns to see if the artillery arrives from the opposite table edge from the British.
- After every turn, the British player rolls a yellow die. If he gets a success, two regular infantry units (12 + 2) arrive on his table edge; reinforcements moving toward Camden and Hobkirk's Hill. Rolls stop thereafter.
- Atop the hill, the Americans get a +2 bonus to fire on British on a lower elevation. This bonus doesn't apply to melee.
- 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
- Use the "Officer and Ensign Casualties" rule (ATKM 2nd ed, p. 24)
- 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.