



## Battle of King's Mountain October 7, 1780

For background on the battle, try these links:

[http://en.wikipedia.org/wiki/Battle\\_of\\_Kings\\_Mountain](http://en.wikipedia.org/wiki/Battle_of_Kings_Mountain)  
[http://thomaslegion.net/sitebuildercontent/sitebuilderpictures/kings\\_mountain\\_map.gif](http://thomaslegion.net/sitebuildercontent/sitebuilderpictures/kings_mountain_map.gif)

### Patriot Army

#### Nominal Militia Leader William Campbell (rated 2)

- Campbell's Virginia Patriots (12 + 2 militia infantry)
- Cleveland's North Carolina Patriots (14 + 2 militia infantry)
- Hambricht's North Carolina Patriots (6 + 2 militia infantry)
- William's North Carolina Patriots (8 + 2 militia infantry)
- Lacey's South Carolina Patriots (8 + 2 militia infantry)
- Candler's Georgia Patriots (6 + 2 militia infantry)
- "Over the Mountain Men" (12 + 2 militia skirmishers)

### Loyalist Army

#### Major Patrick Ferguson (rated 2)

- "Rangers" (8 + 2 militia skirmishers)
- North Carolina Loyalists (12 + 2 militia infantry)
- North Carolina Loyalists (12 + 2 militia infantry)
- South Carolina Loyalists (10 + 2 militia infantry)
- South Carolina Loyalists (10 + 2 militia infantry)

### Special Rules

- The Loyalists set up atop King's Mountain at the center of the table, and were historically caught unprepared by the Patriot attack. Each unit is

considered in a mob until formed differently once play begins.

- Individual Patriot forces can be placed around the hill and approach from any side.
- While the Patriots ostensibly had a single leader, each group had its own local leaders with the same control as Campbell. If the "Advanced Activation" rules (ATKM 2<sup>nd</sup> ed, p. 21) are used, treat these groups as regulars rather than militia for receiving orders outside command radius.
- Patriot infantry units can operate as skirmishers by making a formation change at the end of any movement, or reform as infantry by performing the same maneuver. The "Over the Mountain Men" can only operate as skirmishers.
- Patriot infantry cannot initiate melee for lack of bayonets. They automatically get red dice in melee, regardless of their normal color.
- Patriot forces may intentionally try to retreat from charges on "contact." The American player rolls a green die before contact is made. If it succeeds, the Patriot unit falls back into a mob as if it had lost melee, but without suffering any casualties. Both sides downgrade one color as a result.
- Use the "General Casualties" rule (ATKM 2<sup>nd</sup> ed, p. 25).
- 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.