



Battle of Lundy's Lane July 15, 1814

For background on the battle, try this link:

http://en.wikipedia.org/wiki/Battle_of_Lundy%27s_Lane

United States Army Major General Jacob Brown (rated 2)

First Brigade - Brigadier General Winfield Scott (rated 2)

- 9th Infantry (8 + 2 regular infantry)
- 11th Infantry (8 + 2 regular infantry)
- 22nd Infantry (12 + 2 regular infantry)
- 25th Infantry (14 + 2 regular infantry)
- US Artillery w/ light cannon (6 + 2 regular foot artillery)

Second Brigade - Brigadier General Eleazar W. Ripley (rated 2)

- 1st Infantry (6 + 2 regular infantry)
- 21st Infantry* (16 + 2 regular infantry)
- 23rd Infantry (12 + 2 regular infantry)

* One company each of the 17th and 19th Infantry attached

Third Brigade - Brigadier General Peter B. Porter (rated 2)

- Regiment of Detached New York Militia (10 + 2 militia infantry)
- 5th Pennsylvania Regiment + Canadian Volunteers (12 + 2 militia infantry)

Artillery

- US Artillery w/ light cannon (6 + 2 regular foot artillery)
- US Artillery w/ medium cannon (6 + 2 regular foot artillery)

Cavalry

- U.S. Light Dragoons (4 troopers + 2 command) + New York Volunteer Dragoons (2 troopers)

British Army in Canada Lieutenant General Gordon Drummond (rated 2)

Pearson's Force

2nd or Light Brigade - Lieutenant Colonel Thomas Pearson (rated 2)

- 19th Light Dragoons (6 troopers) + Provincial Light Dragoons (2 troopers) (8 + 2 regular cavalry)
- Glengarry Light Infantry (skirmishers) (8 + 2 regular skirmishers)
- Incorporated Militia Battalion of Upper Canada (8 + 2 militia infantry)
- Royal Artillery w/ light cannon (6 + 2 regular foot artillery)

1st Militia Brigade

- Detachments of 1st, 2nd, 4th and 5th Lincoln Regiment, and the 2nd York Regiment (12 + 2 militia infantry)
- Mohawk Warriors (6 + 2 warband)

Morrison's Force (rated 2)

- 1st Foot (6 + 2 regular infantry)
- 8th Foot (6 + 2 regular skirmishers)
- 41st Foot (6 + 2 regular skirmishers)
- 89th Foot (16 + 2 regular infantry)
- Royal Artillery w/ heavy cannon (6 + 2 regular foot artillery)
- Royal Marine Artillery Congreve Rocket section (6 + 2 regular foot artillery)
- Force of Mohawk and western tribes (12 + 2 warband)

Scott's Force (rated 2)

1st Brigade - Colonel Hercules Scott

- 8th Foot (10 + 2 regular infantry)
- 103rd Foot (16 + 2 regular infantry)
- 104th Foot (6 + 2 regular skirmishers)

2nd Militia Brigade

- Detachments of 1st and 2nd Regiment, 1st Essex Regiment, and 1st Middlesex Regiment (6 + 2 militia infantry)
- Caldwell's Western Rangers (6 + 2 regular skirmishers)
- Royal Artillery w/ light cannon (6 + 2 regular foot artillery)

Reserve

- 1st Foot (16 + 2 regular infantry)

Special Rules

- The British set up on a bare hill. The Americans set up on the opposite side of the field, below the hill.
- The British start with Pearson's Force, Morrison's Force, and the Reserve. The Americans start with the 1st Brigade, Artillery and Cavalry.
- Reinforcements
 - The American 2nd Brigade arrives after the first turn.
 - The American 3rd Brigade arrives after the second turn.
 - The British force controlled by Hercules Scott arrives after the second turn.
- If more than one player controls the British, at least one should be Drummond and one should be Hercules Scott, who arrives with his force once play has begun. If more than one player controls the Americans, use Brown and then Winfield Scott as generals. Ripley and Porter's players (if represented) can join as their brigades arrive.
- Night falls after the second turn, posing the threat of friendly fire. Use the "Advanced Activation" rule after dark (ATKM 2nd ed, p. 21) with an addition: If a roll to activate a unit fails and a "1" is rolled on any of the dice, the unit fires on the nearest friendly unit within range (if there is any). The firing unit downgrades, even though it was not activated normally.
- 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.