



Battle of Waxhaws May 29, 1780

For background on the battle, try these links:

http://en.wikipedia.org/wiki/Battle_of_Waxhaws

<http://tinyurl.com/3pcwol5>

American Army

Lieutenant Colonel Abraham Buford (rated 1)

- 3rd Virginia Continental Detachment
 - 7th Virginia Regiment, 1 company (12 + 2 regular infantry)
 - 2nd Virginia Regiment, 1 company (12 + 2 regular infantry)
 - 2nd Virginia Regiment, 1 company (12 + 2 regular infantry)
- Virginia Light Dragoons (6 + 2 militia cavalry)
- Artillery w/ medium cannon (4 + 2 regular foot artillery)

British Army

Lieutenant Colonel Banastre Tarleton (rated 2)

- British Legion Infantry (8 + 2 militia infantry)
- Tarleton's Light Dragoons (6 + 2 regular cavalry)
- Tarleton's Light Dragoons (6 + 2 regular cavalry)
- 17th British Light Dragoons (6 + 2 regular cavalry)
- British Artillery w/ light cannon (4 + 2 regular foot artillery)

Special Rules

- Historically, Buford marched his men as long as possible before stopping to make battle, not expecting a cavalry charge. To emulate this situation, the American player sets up his force in the center of the table, in column along a road. The artillery is located at the head of the column. The

American player must downgrade units without activating any of them for the first two American cards drawn in turn 1. (The “2” card still applies.) After that the game plays normally.

- The British player sets up by making an approach to the flank and rear of the American column, starting along the British table edge. The British artillery must start the game out of range.
- A hill is located near the British table edge, out of range for the British artillery to use it to fire upon the American starting position.
- If American units ever fall back into a mob after losing melee against British cavalry, all subsequent British cards drawn must be used by any cavalry to close with the mob. The British player may try to perform other actions only once the American mob reforms into column or line formation.