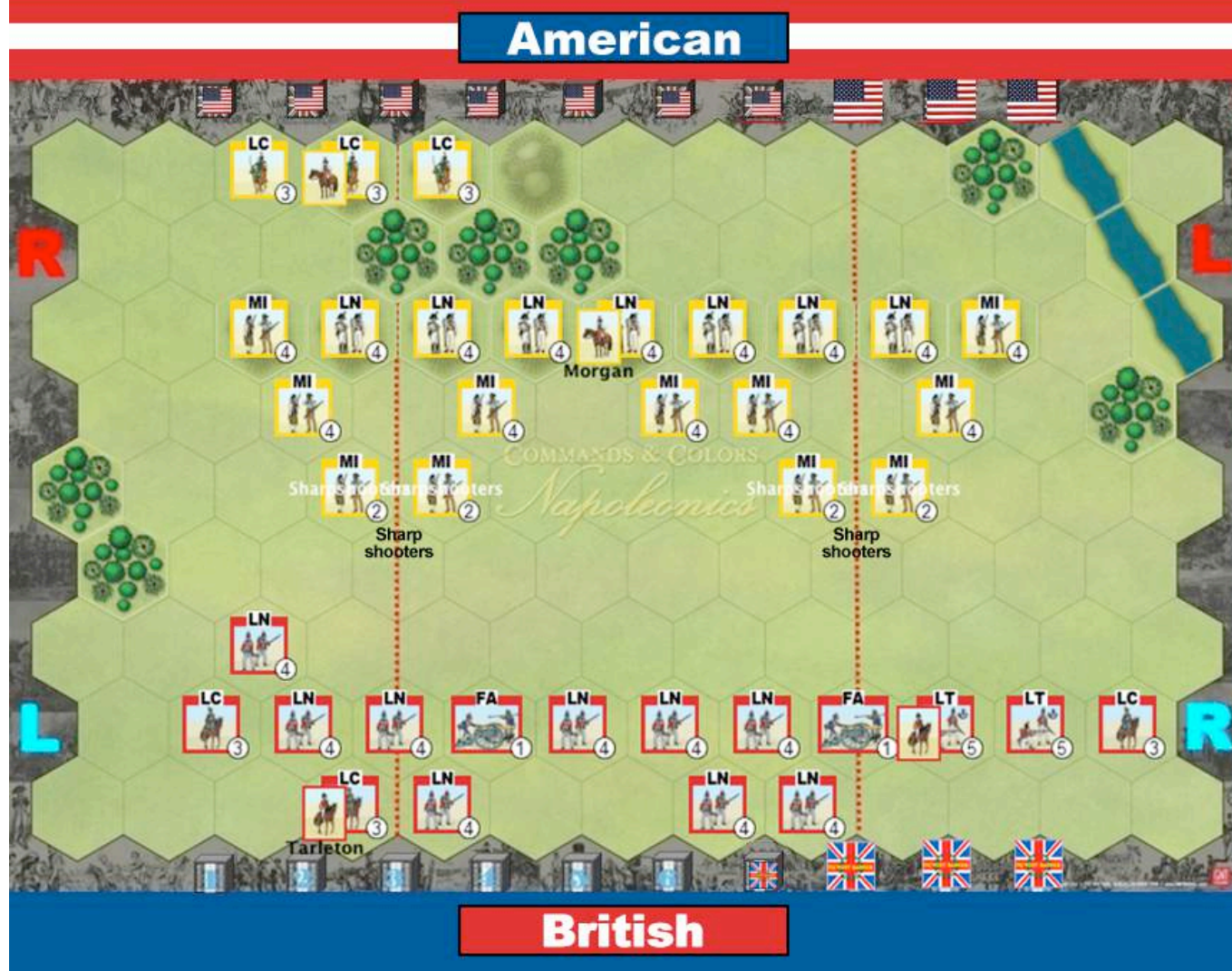


Battle of Cowpens – January 17, 1781



Historical Background

This battle was a turning point in the reconquest of South Carolina from the British. The Americans numbered approximately 1,000, while the British numbered 1,050.

Morgan planned to use the unique landscape of Cowpens to his advantage. Morgan reasoned that Tarleton would attack him head on, and he made his tactical preparations accordingly. He set up three lines of soldiers: one of skirmishers (sharpshooters); one of militia; and a main one. The 150 select skirmishers were from North Carolina and Georgia. The second line, behind the skirmishers but in front of the third line of Continentals, consisted of 300 militiamen. The third line, on the hill, was manned by his best troops: about 550 men consisting of Continentals from Delaware and Maryland, and experienced militiamen from Georgia and Virginia.

Tarleton on the other hand led his troops into battle after rigorous marching, on only 4 hours of sleep, and out of food. Tarleton's plan was simple and direct. His infantry would be assembled in linear formation and move directly upon Morgan. The flanks of this line would be protected by dragoon units.

Morgan's stratagem worked perfectly leading to an American victory. The British drove into successive lines, anticipating victory only to encounter another, stronger line after exerting themselves and suffering casualties. The depth of the American lines gradually soaked up the shock of the British advance.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

British Army

- Commander : Banastre Tarleton
- 5 Command Cards

American Army

- Commander : Daniel Morgan
- 5 Command Cards
- Move First

Victory

7 Victory Banners

Special Rules

- Americans follow all rules for Spanish except.
 1. American Line Infantry Standing fire is +1 die.
 2. American Sharpshooters are 2 block units and have a range of 3, with +1 die for standing fire and no moving fire.
 3. Sharpshooters do not count as a Victory Banner.
 4. American Militia units may retreat through friendly units.
 5. American Militia units may not form square.
 6. The American player always makes a Leader Casualty check against the opponent using one die as if the unit was destroyed. This reflects the American propensity to pick off leaders.
- British artillery only consisted of two 3 pounders so units should only have 1 block for each battery.
- Spanish Guerilla Action rule is NOT in effect.