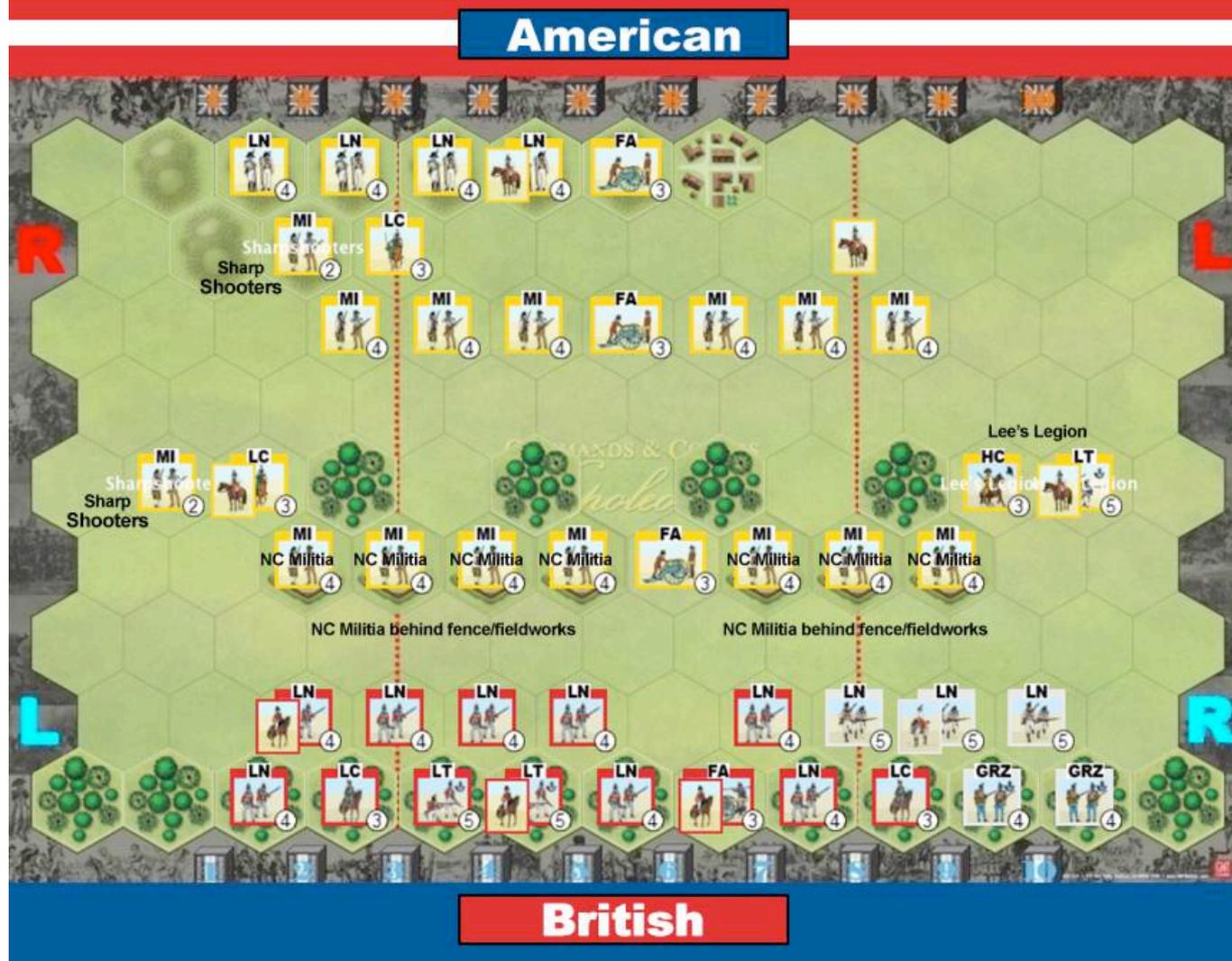


The Battle of Guilford Courthouse – March 15, 1781



Historical Background

The British force consisted of 2,100 men under the command of Lieutenant General Charles Cornwallis. The American force led by Major General Nathanael Greene was numbered 4,500 militia & Continentals. The British Army, even though they were victorious, sustained such heavy casualties that the result was a strategic victory for the Americans.

Despite the relatively small numbers of troops involved, the battle is considered pivotal. The British were in the process of heavy recruitment in North Carolina when this Battle (for all intents and purposes) put an end to their recruiting drive.

The advance guard met near the Quaker New Garden Meeting House. Dragoons from Banastre Tarleton's British Legion were briefly engaged by Light Horse Harry Lee's Dragoons about 4 miles (6 km) from the Guilford Court House. The British 23rd Regiment of Foot sent reinforcements forward and Lee withdrew, ordering a retreat to Greene's main body.

Greene had prepared his defense in three lines. South Carolina militia formed the first line, with backwoods riflemen on the flanks to snipe advancing British. In the second line, he placed the Virginia militia. Two more six-pound cannons were sited in the center of the line. His third and strongest line consisting of his regulars, included the Virginian Regiment, Delaware infantry, and the 1st and 2nd Maryland regiments was 400 yards further on, though placed at an angle to the west of the road.

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

Battle Notes

British Army

- Commander : General Cornwallis
- 6 Command Cards

American Army

- Commander : General Greene
- 6 Command Cards
- Move First

Victory

10 Victory Banners

Special Rules

- Americans follow all rules for Spanish except.
 1. American Line Infantry Standing fire is +1 die.
 2. 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.
 3. American Sharpshooters are 2 block units and have a range 3 with +1 die for standing fire and no moving fire. Sharpshooters do not count as a Victory Banner.
 4. American Militia units may retreat through friendly units.
 5. NC Militia cannot ignore flags rolled in melee for any reason.
 6. Lee's Legion units may ignore 2 flags
- Spanish Guerilla Action rule is NOT in effect.