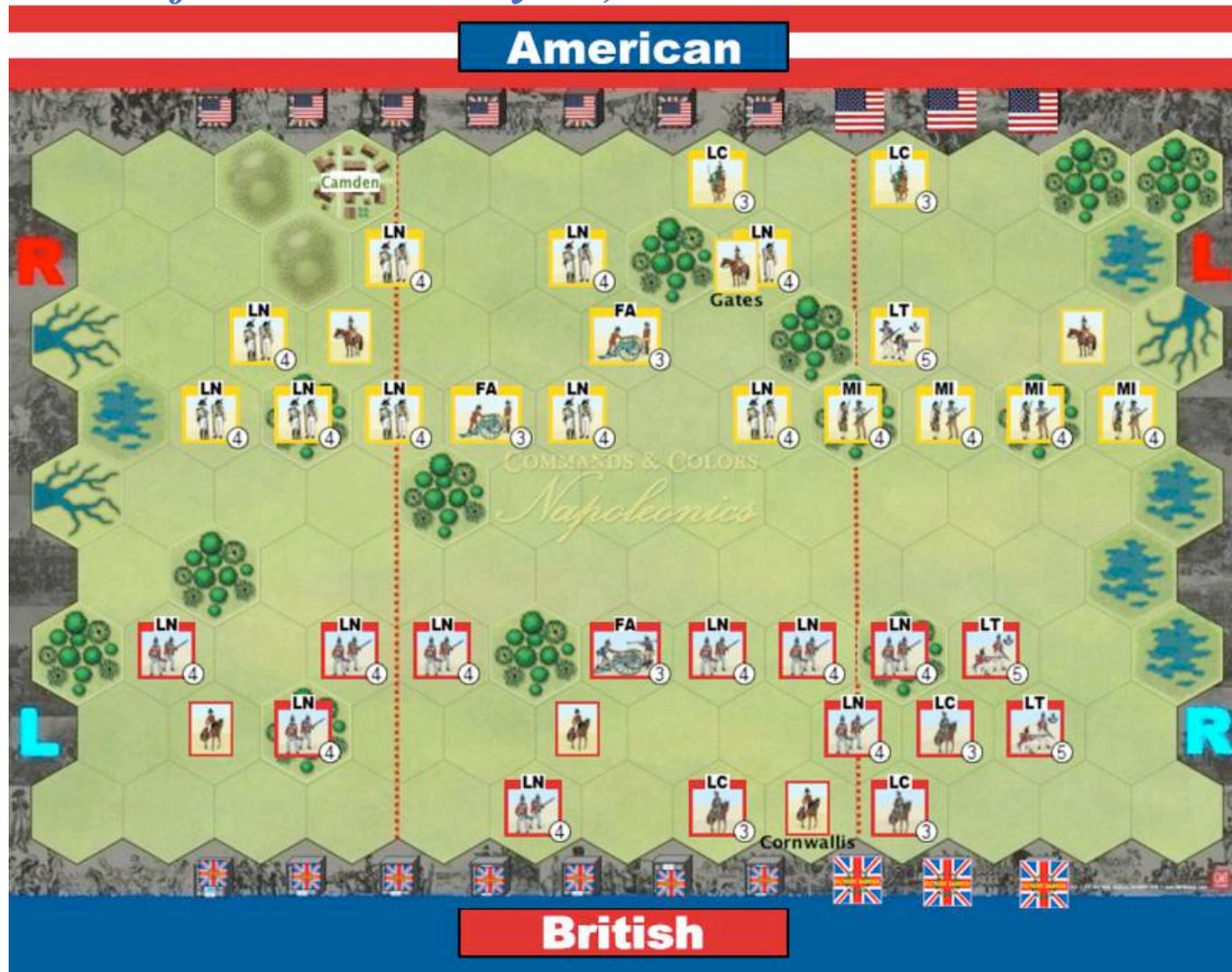


Battle of Camden – July 16, 1780



Historical Background

Following the British defeat at Saratoga in 1777, the Americans began to reform the Continental Army in North Carolina under Horatio Gates, the "hero of Saratoga."

Against council, Gates, began a march into South Carolina with untried troops. Camden, a crossroads, was considered a key to controlling South Carolina. Cornwallis, hearing of Gates movements, marched from Charleston with reinforcements, arriving at Camden on August 13.

The battlefield lay between two swamps which narrowed the front and secured the flanks. Gates formed up first and placed the untested militia on his left flank, against the most experienced British regiments, while Gates' best troops faced the weaker elements of the British force.

The British began the action with an effective volley, followed by a bayonet charge against the militia. Shortly, the entire left flank of the American forces broke and fled, along with General Gates. General Gates reputation was ruined by the battle. The American right flank under Johann de Kalb fought bravely and de Kalb himself was shot eleven times by musket fire.

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

Battle Notes

British Army

- Commander : Charles Cornwallis
- 5 Command Cards
- Move First

American Army

- Commander : Horatio Gates
- 5 Command Cards*

Victory

7 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. This reflects the American propensity to pick off leaders.
 3. American Militia units may retreat through friendly units and may not form square.

- Spanish Guerilla Action rule is NOT in effect.

* If the leader General Gates is forced to retreat, he will automatically retreat off the board. The American loses one command card drawn randomly from their hand.