

WAR OF 1812

4.3 PLAYER TURNS

In each Player Turn, there are three phases, played in this sequence:

Naval Phase: A player either builds one step on a new or existing warship, **OR** makes one naval move. If a move brings opposing warships onto the same lake a naval battle is resolved in the Battle Phase.

Army Phase: A player can make one army move. If a player moves blocks to a town containing enemy blocks a battle is resolved in the Battle Phase.

Note: A Naval and Army Phase can be combined for one Amphibious Move.

Battle Phase: Naval battles are resolved, followed by army battles.

5.0 NAVAL PHASE

5.1 NAVAL BUILDING

Build one step on a new or existing warship, **OR** makes one naval move. Building may only take place in one of a player's three naval bases, never in an enemy naval base even if occupied by friendly army blocks.

5.2 NAVAL MOVEMENT

Instead of building a warship, a player may elect to move any/all warships for one lake. Warships can move from lakeside towns onto the lake, or vice-versa.

EXAMPLE: the American player has two warships in Sacket's Harbor, and one in Oswego. All three warships move onto Lake Ontario. If these warships were already on the lake, they can move to one or more friendly lakeside town(s).

Warships can never move from one lake to another lake, nor move directly from one lakeside town to another lakeside town.

Warships can **never** move to an enemy town. They can move to (and control) an enemy lakeside town that is currently friendly, but see 7.12.

5.21 Lakeside Towns

Lake Erie: Amherstburg, Detroit, Sandusky, Erie, Buffalo, Fort Erie, Port Dover.

Lake Ontario: York, Dundas, Fort George, Fort Niagara, Oswego, Sacket's Harbor, Kingston, Smith's Creek.

Lake Champlain: Lacolle, Plattsburgh, Ticonderoga.

6.0 ARMY PHASE

6.1 ARMY MOVEMENT

Each Army Phase a player can move any/all blocks located in **one** town to one or more adjacent towns connected by a road/trail. There is no limit to the number of blocks that may be located in one town.

Example: A player with army blocks in Kingston may move any number of them to one or more of Smith's Creek, Prescott, or Sacket's Harbor.

Army Phase: A player can make one army move. If a player moves blocks to a town containing enemy blocks a battle is resolved in the Battle Phase.

Note: A Naval and Army Phase can be combined for one Amphibious Move.

Battle Phase: Naval battles are resolved, followed by army battles.

7.0 BATTLE PHASE

If there are several battles, they are resolved in any order the **Attacker** wishes, but each battle must be resolved (including retreats) before starting another.

7.1 NAVAL BATTLES

A naval battle occurs when one player moves warships onto a lake (Attacker) occupied by the enemy (Defender). Naval battles cannot occur in lakeside towns.

Naval Combat is resolved

simultaneously. Each player rolls 1 die for each warship step in the battle. Warships have F1 combat so each "1" scores one hit on the opposing fleet, reducing it by 1 step. Hits are applied to the highest strength warship block (owner's choice with ties). A warship reduced below strength 1 is **permanently** eliminated from the game.

7.11 Warship Retreats

After each round of naval combat, the Attacker has the first option to retreat. If the Attacker chooses to stay, the Defender then has the option to retreat.

Warships retreat to any friendly lakeside town(s). If none exist, they may not retreat. Partial retreats are not allowed. Retreating warships are not subject to pursuit fire.

If neither player retreats, another round of combat is conducted.

7.12 Warship Capture

Warships may be captured when an enemy army moves to their lakeside town. The warships may not participate in army combat, but may seek to retreat before every friendly battle turn.

Roll 1d6 for each warship:

1-3: Warship Docked. Block fails to retreat. If alone in the town, it is captured. Exchange for a friendly Warship (same Strength), unless all friendly Warships are already in play.

4-6: Warship Escapes to the lake. If there are enemy warships on the lake a naval battle is resolved immediately.

Note: the warships involved do not actually move; they stand in position to escort army transports.

Amphibious movement of some army blocks and land movement of other army blocks from the **same group** is allowed.

Warships on the same lake, which are not involved in the amphibious move, can make any normal move.

EXAMPLE: The British player controls Lake Ontario with three warships. Three Infantry blocks located at Kingston may move to any other lakeside town(s) of Lake Ontario. If only two army blocks move amphibiously, one warship can move normally.

7.2 ARMY BATTLES

An army battle occurs when one player moves blocks into a town (Attacker) which is occupied by enemy blocks (Defender). Each battle is resolved in the following sequence:

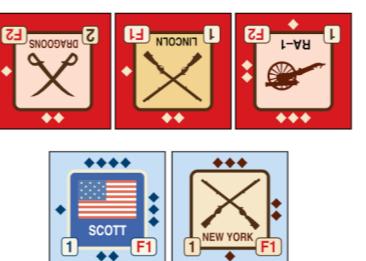
(a) The Defender may accept battle or retreat all blocks and take pursuit fire (see 7.22). If battle is accepted, both players reveal the strengths of their blocks by tilting them forward (face-up) so that the current strength of each block faces the opposing player. Neither player may retreat at this time.

(b) The Defender fires each block by rolling dice equal to its current strength. Hits are scored on rolls equal to or lower than the block's Firepower (F1 or F2). For each hit the highest strength attacking block is immediately reduced by 1 step (owner's choice with ties).

(c) The Attacker now has the option to retreat or to fire all blocks in the same manner as the Defender.

(d) Alternating battle turns are repeated until one player takes his option to retreat, or until all blocks of one player are eliminated. When the battle ends, surviving blocks are stood upright at their current strength.

EXAMPLE: Three British blocks attack two American (defending) blocks. The American player accepts battle and rolls seven dice for his 7 steps (all F1 combat).



If 1 hit is scored, the artillery (highest block) is immediately reduced by 1 step (now strength 2). If 2 hits were scored, the second hit could be taken on any block since all are now at strength 2.

The Attacker could now retreat (taking pursuit fire) or return fire by rolling for each block. The artillery and dragoons have F2 combat, the infantry F1.

7.21 Army Retreats

A player must retreat before firing any blocks in a battle round. Determine pursuit fire and then retreat.

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7.22 Pursuit Fire

The 'victorious' player gets Pursuit Fire, rolling **one die per block** at F3 (each 1, 2, or 3 rolled scores a hit). Indians pursue with 2 dice. Dragoons also pursue with 2 dice per block unless the enemy has dragoons. Artillery blocks have no pursuit fire.

7.23 Retreat Destinations

Blocks must retreat to the **same** town; no division of forces.

The Defender may retreat to any **adjacent** town, except to a town occupied by enemy blocks, a town containing an unresolved battle, or a town that the Attacker came from. If no such town exists, the Defender may not retreat.

Attacking blocks may only retreat to the adjacent town they came from. Dragoons and Indians may **not** retreat two towns. Blocks may never retreat off-board.

Except as noted in (7.31) players may not retreat by amphibious movement.

7.3 AMPHIBIOUS ATTACKS

In amphibious battles the Defender fires each block **twice** during the **first** round of battle (only).

A player conducting an amphibious attack may retreat to one friendly town amphibiously after taking double Pursuit Fire (roll twice), or to one **Friendly** lakeside town after taking normal Pursuit Fire.

8.0 VICTORY

After the 10th Campaign Turn is played, check if either player has 10 VPs **more** than the other (not just 10 VPs).

8.1 VICTORY POINTS

- 1 VP for each army block in play. Warships and Indians have no VP value.
- 2 VP for each Lake a player controls.

The VP value of all Enemy towns occupied by Army blocks; warships cannot hold enemy towns for VPs. For example, American occupation of Kingston would give that player 3 VPs, and British occupation of Detroit would give that player 3 VPs. Do not count VPs for towns in Home Territory.

Note: If neither player obtains the 10VP margin, play the Winter Turn and the next year. VPs are recounted in the next winter (1813 and 1814). If neither player wins after 1814, the game is a draw.

8.2 WINTER TURN

8.21 Winter Attrition

The maximum number of army blocks which may winter in a town without penalty equals the numerical value of that town.

Excess blocks located in a town within their own territory are reduced by 1 step each. Excess blocks located in **enemy** towns are eliminated. The owner decides which blocks will be reduced or eliminated.

Example: two army blocks winter in Sacket's Harbor; two in Utica. The Sacket's Harbor blocks are supplied, but one Utica block is not. If the Utica blocks are American, one block loses one step; if British, one block is eliminated.

8.22 Warship Withdrawal

All warships on lakes must be withdrawn to friendly lakeside town(s) during the winter turn. If none exist, the warships are eliminated.

8.23 Reinforcements

The number of blocks each player receives for the next campaign year is printed on the mapboard where they enter play: Quebec (British); Albany and Pittsburgh (American). Reinforcements are drawn from the face-down draw pool and enter play at full strength. The American player may choose which reinforcements appear at Albany and which at Pittsburgh.

Example, the British player receives three (3) blocks for 1813, all at Quebec. The American player receives 4 blocks in 1813: 2 at Albany, 2 at Pittsburgh.

8.24 Reinforcement Delays

If a reinforcement town is occupied by enemy blocks, reinforcements may not enter play in the Winter Turn. They may use a future Army Phase to move into one entry town. If the entry town is still occupied by enemy blocks, this move starts a normal battle, except the Attacker has no retreat. Reinforcements that are still off-board at the next Winter Turn are forfeit.

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1.0 MAPBOARD

1.1 TOWNS

There are 15 American towns (blue names) and 12 British towns (red names) defining each player's **Home Territory**.

Blue towns, even if vacant, are friendly to and controlled by the American player, except when enemy occupied.

Red towns, even if vacant, are friendly to and controlled by the British player, except when enemy occupied.

Towns have a value from 1-5. These values limit how many blocks can be supplied in that town over the winter. The values also determine victory points.

Army blocks move from one town to another via the roads/trails of the period.

1.2 LAKES

The mapboard has three main lakes on which warships may operate. Each player has one naval base per lake. Warships are located on a lake or in a lakeside town.

LAKE	BRITISH BASE	AMERICAN BASE
Erie	Amherstburg	Erie
Ontario	Kingston	Sacket's Harbor
Champlain	Lacolle	Plattsburg

2.0 ARMIES

The wooden blocks represent British (red) and American (blue) forces. There are twenty-five (25) blocks of each color.

One label must be attached to each block: British (tan) and Tecumseh (green) labels on the red blocks; American (light blue) labels on the blue blocks.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.11 Strength

The current strength of a block is the number of pips on the top edge when the block is standing upright. Block strengths are only revealed to the enemy in battles.

Blocks have a variable strength of 4, 3, 2, or 1. For each hit taken in combat, the block's strength is reduced by rotating it 90 degrees counter-clockwise.

When a block is reduced below 1 strength, it is eliminated and returned to the draw pool.

2.12 Combat Rating

The Combat Rating is indicated on the blocks. It is either F1 or F2. The number indicates the maximum roll to hit.

Strength determines how many six-sided dice (d6) are thrown for a block during combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

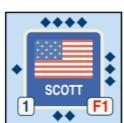
Example: a block rated F1 only scores a hit for each "1" rolled, but a block rated F2 scores one hit for each 1 or 2 rolled.

2.13 Movement Rating

Movement ratings are shown in the lower-left corner of a block. This is the maximum distance a block can move.

2.2 BLOCK TYPES

2.21 Infantry



There are two types of Infantry: Regulars and Militia. Regulars have a US or British flag while Militia have crossed muskets. Infantry move one (1) town and have F1 combat.

US Militia sometimes refuse to enter enemy territory. See 10.0.

2.22 Dragoons



Dragoons have a crossed sabre symbol. They can move one (1) or two (2) towns and have F1 or F2 combat. They have deadly pursuit fire (2 dice @ F3) if unopposed by enemy dragoons. The American Kentucky Dragoon is militia.

2.23 Artillery



Both sides have 2 artillery blocks with F2 combat. Artillery move 1 town and cannot move amphibiously. Artillery has no pursuit fire.

2.24 Warships



Each player has 6 warships which operate on the three lakes. Warships only fight other warships with F1 combat.

2.25 Indians



The Tecumseh Indian block fights on the British side, but enters play only if Detroit is captured. See 9.0.

3.0 GAME SETUP

3.1 MAP SETUP

The American player faces north; the British player faces south.

3.2 STARTING FORCES

Remove the warships and the Indian block from the mix.

Each player places their remaining blocks face-down, mixes them together. The British player draws 10 red blocks; the American player draws 12 blue blocks.

Blocks begin the game at their maximum strength and are not revealed to the enemy player.

Note: Surplus blocks are kept off the mapboard, and blocks eliminated during the game are also returned to this draw pool. These blocks will be available as future reinforcements.

3.21 US Deployment

The American player deploys first. At least one block must be deployed in every American town rated at 2 or more supply value; the remaining blocks may be deployed as desired.

3.22 British Deployment

The British player now deploys in British towns under the same conditions as the Americans.

3.23 Warship Deployment

Each player deploys three (3) warships, one per naval base. Warships begin play at 1 Strength.

4.0 SEQUENCE OF PLAY

4.1 CAMPAIGN YEARS

The game is divided into three campaign years: 1812, 1813, and 1814. Each campaign year is divided into 10 Campaign Turns followed by a *Winter Turn* (Victory and Supply check).

4.2 CAMPAIGN TURNS

A Campaign Turn track is printed along the south edge of the mapboard; use a coin or other marker to record the passage of time.

4.21 Initiative

Every Campaign Turn has two alternate Player Turns. To start **each** Campaign Turn, both players roll two six-sided dice (2d6). High total (re-roll ties) has the choice of first **or** second Player Turn for this Campaign Turn.

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11.0 INDIANS



The Indian block (*Tecumseh*) enters play at Detroit if the British player captures this town. Once in play, this block will only fight if accompanied by at least one British block. If alone, or if accompanying British blocks are eliminated in battle, the Indian block retires from the game (permanently).

The Indian block may not make an amphibious move.

The Indian block may **not** be rebuilt if eliminated. VPs are never awarded for this block, but it can hold and count VPs for an American town it solely occupies.

During battles the Indian block fights like any other block, but has deadly pursuit fire (2 dice at F3).

10.0 AMERICAN MILITIA



American militia were only required to fight on American soil and often refused orders to cross into Canada. The Kentucky Dragoon is militia.

The American player must roll one die for each **militia** block attempting to move into Canada. A roll of 1, 2, or 3 means that block refuses to move; otherwise it moves normally. The American player must complete the planned move with all blocks that do move.

Note: the militia rule does not apply to blocks already in British territory, or to blocks moving back to American territory. It does apply for amphibious movement.

11.0 SIMO-MOVE (Optional)

Simultaneous movement adds tension to the game, but requires writing orders.

11.1 WRITING ORDERS

For Campaign Turns both players write their army and naval moves and orders are revealed simultaneously. Orders written must specify which blocks are moving to which town or lake.

Examples:

(a) Build warship at Kingston.
2 Army: Montreal to Malone
2 Army: Montreal to Lacolle.

(b) Warships: Kingston and York to Lake Ontario. All army blocks stand.

NOTE: Players must also record when Dragoons, Indians, or Artillery move.

12.0 STRATEGY NOTES

Some division of forces is necessary to control key towns such as naval bases, wintering and reinforcement towns, etc. However, it is generally better to concentrate forces. This allows a player to attack or defend in strength. Beware of wintering attrition, especially in enemy territory.

The burden of attack generally falls on the American player in 1812. It is best for him to concentrate his efforts on one or two of the four major fronts: Detroit, Niagara, Kingston, and Champlain. Trying to mount an attack on three or four fronts simultaneously is usually futile. During 1813, the American must make decisive gains because of the large number of British reinforcements in 1814.

The British player is usually forced to remain on the defensive, at least until mid-1813. However, some limited offense to force the American to respond, such as an aggressive western campaign with the assistance of the Indians may buy valuable time. Protection of Montreal and Quebec is crucial since they are worth 9 VPs. Control of the lakes is often decisive.

11.2 DEFENSE

With Simo-Move it often occurs that both players seek to enter the same town or lake at the same time.

If one player already has one or more blocks present, that player is the Defender.

If both players move warships onto the same empty lake, the Defender is the player who wins a 2d6 roll.

If both players move blocks to the same vacant town, the American player is the Defender in American towns and the British player is the Defender in British towns.

If both players move blocks to a town each is moving from (e.g. American blocks in Sacket's Harbor and British blocks in Kingston move to each other's town) the player who wins a 2d6 roll decides where the battle is fought, the Defender being the player originally occupying that town.

If a player controlling a lake orders an amphibious move and his opponent orders his warships onto the lake, the naval battle is resolved first. Losing control of the lake cancels the Amphibious Move. If control of the lake is maintained, a player may cancel the amphibious move or continue with the attack as desired.

11.3 ORDER OF BATTLES

If there are multiple battles, both players roll 2d6. High roll gets to choose the order of battles.

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