

War of 1812

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Rules summary by R Monk, comments/corrections to
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Brackets [] indicate a number.

I. Setup

1. Remove naval and Indian units, mix up remaining units, by color, face down
2. British draw 10 units
3. Americans draw 12 units
4. Americans deploy:
 - a. At least 1 unit in each town rated at 2 or more, others deployed as desired
5. British deploy:
 - a. At least 1 unit in each town rated at 2 or more, others deployed as desired
6. Each player puts 1 naval unit in each base:
 - a. Americans: Erie, Sacket's Harbor, Plattsburg
 - b. British: Amherstburg, Kingston, Lacolle

II. Campaign Turns

A. 3 sets of 10 + Winter, 3 times

1. Both roll 2d6, higher total has choice of who goes first

B. Navy phase

1. Build/repair 1 naval unit
 - a. Only in original naval bases
 - b. To build takes 2 turns
 - (1). 1st turn: place face-down
 - (2). 2nd turn: place face-up; unit is operational
2. **Or**, make 1 naval move
 - a. Any number of ships from lake to friendly lakeside towns, or from friendly lakeside towns to lake, even if ship is being built or in need of repair
 - (1). Never between lakes
 - (2). Never from lakeside town to lakeside town
 - b. Amphibious move, in same lake by ships that haven't moved normally, allowed at same time
 - (1). May move 1 army unit/operational naval unit on lake from 1 lakeside town to another lakeside town on same lake. Naval units don't move, but are considered to have moved.
 - (a). Indian unit may not make amphibious move
 - (b). Cavalry may not make amphibious move

C. Army phase

1. Any/all units in group (those in any one town) may be moved to one or more adjacent towns connected by road/rail
 - a. If amphibious move made in Navy phase, units remaining in group from which moved units came may move normally
 - b. If moving to attack, Indian may not be alone
 - c. Cavalry may move 1 additional space
2. For each American unit moving into Canada by land, roll a die. If 6 is rolled, one unit, chosen randomly by British, does not move.
3. **Or**, reinforcing units that could not enter during reinforcement phase may be placed, even into enemy-occupied town

D. Battle phase

1. Naval battles
 - a. If player moves naval units onto lake occupied by opponent
 - (1). Never in lakeside towns or bases
 - (2). Each player rolls 2 dice/[his operational naval units]:
 - (a). For each 6, firing player may:
 - i. Turn enemy operational unit face-down
 - ii. **Or**, sink face-down unit (gone from game)
 - (3). Attacker may retreat all naval units to friendly lakeside town(s)
 - (4). If Attacker does not retreat, Defender may retreat all naval units to friendly lakeside town(s)
 - (5). If neither side retreats, repeat from (2)
 2. Army battles
 - a. If player moves army units into town occupied by opponent. If more than 1 battle, resolved in order Attacker wishes.
 - (1). If Indian attacked by itself, it leaves game
 - (2). Defender may retreat
 - (a). Subject to pursuit fire: 1 die/victorious unit, hit on 4-6 (Defender chooses which units take damage)
 - i. Cavalry being pursued by infantry or Indian is not subject to pursuit fire
 - ii. Cavalry being pursued by cavalry subject to normal pursuit fire
 - iii. Indian in pursuit of infantry rolls 2 dice
 - iv. Cavalry in pursuit of infantry rolls 2 dice
 - v. If Indian is sole survivor, it leaves game
 - (b). Retreat all surviving units to same adjacent town along a land route

- i. Not if occupied by enemy
 - ii. Not if it contains an unresolved battle
 - iii. Not to town Attacker came from
- (3). Both players tilt units face up
- (4). Defender rolls 1 die/total Defender CV
 - (a). Rolls 2 die/total Defender CV on first battle turn only, if attack comes by amphibious move
 - (b). For each 6 rolled, Attacker unit (chosen by Attacker) loses 1 CV
 - i. If Indian is sole survivor, it leaves game
- (5). Attacker may retreat
 - (a). If attack came from reinforcing troops, no retreat possible
 - (b). Subject to pursuit fire: 1 die/victorious unit, hit on 4-6 (Attacker chooses which units take damage)
 - i. Cavalry being pursued by infantry or Indian is not subject to pursuit fire
 - ii. Cavalry being pursued by cavalry subject to normal pursuit fire
 - iii. Indian in pursuit of infantry rolls 2 dice
 - iv. Cavalry in pursuit of infantry rolls 2 dice
 - v. If Indian is sole survivor, it leaves game
 - (c). Retreat all surviving units to town attack came from
 - i. If attack was by amphibious move, Attacker must retreat by amphibious move
- (6). Attacker rolls 1 die/total Attacker CV
 - (a). For each 6 rolled, Defender unit (chosen by Defender) loses 1 CV
 - i. If Indian is sole survivor, it leaves game
- (7). Repeat from (1)
- (8). Battle ends with retreat or with elimination of one side. Stand units upright.
 - (a). If British capture Detroit, Indian unit enters play there

III. Victory Check

A. At end of turn 10

1. Player wins if his [victory points (VPs)] = [opponent's VPs + (10 or more)]
 - a. 1 VP/army unit, +
 - b. 2 VP/controlled lake, +
 - c. VP value of all enemy towns occupied by army units

B. Wintering

1. Attrition: for each town:
 - a. If units are in own territory and [Units] > [VP of town], excess units lose 1 CV, chosen by owner
 - b. If units are in enemy territory and [Units] > [VP of town], excess units lost, chosen by owner
2. All naval units on lakes withdraw to friendly lakeside towns
 - a. If they cannot, naval units are eliminated
3. Reinforcements – number printed on board, drawn at random
 - a. If town to be reinforced is enemy-occupied, future army phase may be used to bring in reinforcing units