

# The War of 1812

## Scenario Overviews

### 1. Beaver Dams (Lake Erie Theater Map)

15 turns. 1st Player: British. [Historical] Soon after his victory at Stoney Creek, British General John Vincent learned from the courageous Laura Secord of another American attempt to strike at his advancing columns. The unsupported Americans marched into an ambush at Beaver Dams, but acquitted themselves well for three hours. Unfortunately, the wounded Lt. Colonel Charles G. Boerstler surrendered the entire command to the numerically inferior British and Indian force because of the bluff of an audacious Irish officer. Since no one is likely to fall for that again, this scenario promises a better fight.

### 2. Beaver Dams (Lake Erie Theater Map)

15 turns. 1st Player: British. [Historical w/ Alternate Weather] \*\*This variant of the historical Beaver Dams scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* Soon after his victory at Stoney Creek, British General John Vincent learned from the courageous Laura Secord of another American attempt to strike at his advancing columns. The unsupported Americans marched into an ambush at Beaver Dams, but acquitted themselves well for three hours. Unfortunately, the wounded Lt. Colonel Charles G. Boerstler surrendered the entire command to the numerically inferior British and Indian force because of the bluff of an audacious Irish officer. Since no one is likely to fall for that again, this scenario promises a better fight.

### 3. Bladensburg (Eastern Theater Map)

36 Turns. 1st Player: American. [Historical] Bladensburg, also known as the Battle for Washington, was an embarrassing American defeat sealed by a series of avoidable mistakes. Orders were lost or ignored, troops marched and counter-marched when they should have been fortifying positions, and there was no central commander on the field. For the British on the other hand, everything fell into place. Their stunning victory allowed them to march unmolested into Washington D.C. where they burned the White House and several other buildings. This scenario recreates the historical setup at the beginning of the battle. Will the American capital fall once again?

### 4. Bladensburg (Eastern Theater Map)

36 Turns. 1st Player: American. [Historical w/ Alternate Weather] \*\*This variant of the historical Bladensburg scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* Bladensburg, also known as the Battle for Washington, was an embarrassing American defeat sealed by a series of avoidable mistakes. Orders were lost or ignored, troops marched and counter-marched when they should have been fortifying positions, and there was no central commander on the field. For the British on the other hand, everything fell into place. Their stunning victory allowed them to march unmolested into Washington D.C. where they burned the White House and several other buildings. This scenario recreates the historical setup at the beginning of the battle. Will the American capital fall once again?

### **5. Bladensburg (Eastern Theater Map)**

40 Turns. 1st Player: American. [What if?] In this scenario we assume that the American General Stansbury followed orders on the 23rd and established his position east of East Branch, on and around Lowndes Hill, while the remainder of General Winder's force took a position of close support on both sides of the river. We also assume that General Winder took the time to properly equip his Virginia militia and order them to Bladensburg in time for the engagement. The British forces arrive gradually over the first hour with some supplies.

### **6. Bladensburg (Eastern Theater Map)**

40 Turns. 1st Player: American. [What if? w/ Alternate Weather] **\*\*This variant of the 'What if?' Bladensburg scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\*** In this scenario we assume that the American General Stansbury followed orders on the 23rd and established his position east of East Branch, on and around Lowndes Hill, while the remainder of General Winder's force took a position of close support on both sides of the river. We also assume that General Winder took the time to properly equip his Virginia militia and order them to Bladensburg in time for the engagement. The British forces arrive gradually over the first hour with some supplies.

### **7. Burlington Heights (Lake Erie Theater Map)**

36 Turns. 1<sup>st</sup> Player: American. [What if?] Historically, the troubled American commander Dearborn followed up his victory at Fort George with a cautious and weak thrust at the withdrawing British. General John Vincent's night attack on the American camp at Stoney Creek resulted in an American withdrawal to the relative safety of Fort George and the Niagara River. But what if that small pursuing American force had been able to press on to Burlington Heights and deny Vincent the opportunity to strike them in camp at Stoney Creek? As Winder's and Chandler's forces stream onto the map, Vincent is obliged to defend his critical position to the last. Will the British be able to hold against this limited American force, or will the Americans finally sever the vital line of supply and communication between the British forces along the Canadian frontier?

### **8. Burlington Heights (Lake Erie Theater Map)**

36 Turns. 1<sup>st</sup> Player: American. [What if? w/ Alternate Weather] **\*\*This variant of the first 'What if?' Burlington Heights scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\*** Historically, the troubled American commander Dearborn followed up his victory at Fort George with a cautious and weak thrust at the withdrawing British. General John Vincent's night attack on the American camp at Stoney Creek resulted in an American withdrawal to the relative safety of Fort George and the Niagara River. But what if that small pursuing American force had been able to press on to Burlington Heights and deny Vincent the opportunity to strike them in camp at Stoney Creek? As Winder's and Chandler's forces stream onto the map, Vincent is obliged to defend his critical position to the last. Will the British be able to hold against this limited American force, or will the Americans

finally sever the vital line of supply and communication between the British forces along the Canadian frontier?

### **9. Burlington Heights (Lake Erie Theater Map)**

36 Turns. 1<sup>st</sup> Player: American. [What if?] Historically, the troubled American commander Dearborn followed up his victory at Fort George with a cautious and weak thrust at the withdrawing British. What if instead he ordered a proper pursuit of Vincent's army by his whole available force? Can the combined strength of Dearborn's army push Vincent into the lake and finally sever the vital line of supply and communication between the British forces along the Canadian frontier? Can Vincent use the natural strength of his position to save the day?

### **10. Burlington Heights (Lake Erie Theater Map)**

36 Turns. 1<sup>st</sup> Player: American. [What if? w/ Alternate Weather] \*\*This variant of the second 'What if?' Burlington Heights scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* Historically, the troubled American commander Dearborn followed up his victory at Fort George with a cautious and weak thrust at the withdrawing British. What if instead he ordered a proper pursuit of Vincent's army by his whole available force? Can the combined strength of Dearborn's army push Vincent into the lake and finally sever the vital line of supply and communication between the British forces along the Canadian frontier? Can Vincent use the natural strength of his position to save the day?

### **11. Chateauguay (Northern Theater Map)**

24 Turns. 1<sup>st</sup> Player: American. [Historical] In the Fall of 1813 the Americans made their last serious attempt to capture Montreal with a split assault from the west and south. This scenario recreates the situation that met General Wade Hampton as he approached Montreal by marching up the line of the Chateauguay River. A significant part of Hampton's army is fixed to represent the unwillingness of both troops and officers to engage the heavily fortified positions or to maneuver blindly around the flank. Historically, Hampton's committed forces did not fully engage the raucous French-Canadian militia before he decided to withdraw. Will their frontal assault now carry the day and clear the road to Montreal?

### **12. Chateauguay (Northern Theater Map)**

24 Turns. 1<sup>st</sup> Player: American. [Historical w/ Alternate Weather] \*\*This variant of the historical Chateauguay scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* In the Fall of 1813 the Americans made their last serious attempt to capture Montreal with a split assault from the west and south. This scenario recreates the situation that met General Wade Hampton as he approached Montreal by marching up the line of the Chateauguay River. A significant part of Hampton's army is fixed to represent the unwillingness of both troops and officers to engage the heavily fortified positions or to maneuver blindly around the flank. Historically, Hampton's committed forces did not fully engage the raucous French-Canadian militia before he decided to withdraw. Will their frontal assault now carry the day and clear the road to Montreal?

### **13. Chateauguay (Northern Theater Map)**

24 Turns. 1<sup>st</sup> Player: American. [What if?] In the Fall of 1813 the Americans made their last serious attempt to capture Montreal with a split assault from the west and south. This scenario recreates the situation that met General Wade Hampton as he approached Montreal from the south by following the Chateauguay River. This scenario allows for greater flexibility for the Americans than was historically the case. It assumes that Hampton is willing and able to commit his entire force to the assault on the strong French-Canadian position. For their part, the Canadians get the help of a column of sorely needed reinforcements. This promises to be a much bloodier fight than the historical Battle of Chateauguay!

### **14. Chateauguay (Northern Theater Map)**

24 Turns. 1<sup>st</sup> Player: American. [What if? w/ Alternate Weather] **\*\*This variant of the 'What if?' Chateauguay scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\*** In the Fall of 1813 the Americans made their last serious attempt to capture Montreal with a split assault from the west and south. This scenario recreates the situation that met General Wade Hampton as he approached Montreal from the south by following the Chateauguay River. This scenario allows for greater flexibility for the Americans than was historically the case. It assumes that Hampton is willing and able to commit his entire force to the assault on the strong French-Canadian position. For their part, the Canadians get the help of a column of sorely needed reinforcements. This promises to be a much bloodier fight than the historical Battle of Chateauguay!

### **15. Chippawa (Niagara Theater Map)**

9 Turns. 1<sup>st</sup> Player: American. [Historical, abridged] This scenario represents the critical portion of the Battle of Chippawa. Over a period of about 45 minutes, Scott's Brigade of regulars, which the British General Riall first mistook to be militia, engaged and quickly routed a larger force of British regulars.

### **16. Chippawa (Niagara Theater Map)**

9 Turns. 1<sup>st</sup> Player: American. [Historical w/ Alternate Weather, abridged] **\*\*This variant of the abridged historical Chippawa scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\*** This scenario represents the critical portion of the Battle of Chippawa. Over a period of about 45 minutes, Scott's Brigade of regulars, which the British General Riall first mistook to be militia, engaged and quickly routed a larger force of British regulars.

### **17. Chippawa (Niagara Theater Map)**

30 Turns. 1<sup>st</sup> Player: American. [Historical] After crossing the Niagara and taking Fort Erie from the British, General Brown marched his army north to meet Riall's main body. This scenario recreates that meeting at the Battle of Chippawa from its beginning. Porter's command moves through the woods trying to clear the Canadian militia and Indian forces that have been harassing the American camp. They will soon meet Riall and his advancing force of redcoats as they cross the Chippawa River to form up and crush

the Americans. Unfortunately for Riall, Winfield Scott and the rest of Brown's army will have something to say about that.

### **18. Chippawa (Niagara Theater Map)**

30 Turns. 1st Player: American. [Historical w/ Alternate Weather] \*\*This variant of the historical Chippawa scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* After crossing the Niagara and taking Fort Erie from the British, General Brown marched his army north to meet Riall's main body. This scenario recreates that meeting at the Battle of Chippawa from its beginning. Porter's command moves through the woods trying to clear the Canadian militia and Indian forces that have been harassing the American camp. They will soon meet Riall and his advancing force of redcoats as they cross the Chippawa River to form up and crush the Americans. Unfortunately for Riall, Winfield Scott and the rest of Brown's army will have something to say about that.

### **19. Chippawa (Niagara Theater Map)**

24 Turns. 1st Player: American. [What if?] Porter's militia and his Indian allies flushed their Canadian counterparts from the woods then fled in haste upon discovering Riall's main body of redcoats. This scenario begins with the initial American rout but then assumes that Riall was able to rally his own militia and warriors to rejoin the fray. Additional British infantry and artillery have also come up to assist Riall in his attempt to crush Brown. Scott's Brigade is on the field in full force while Ripley's Brigade and the American artillery follow in close support. An immediate and bloody general engagement is guaranteed. Victory will belong to he who earns it!

### **20. Chippawa (Niagara Theater Map)**

24 Turns. 1st Player: American. [What if? w/ Alternate Weather] \*\*This variant of the 'What if?' Chippawa scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* Porter's militia and his Indian allies flushed their Canadian counterparts from the woods then fled in haste upon discovering Riall's main body of redcoats. This scenario begins with the initial American rout but then assumes that Riall was able to rally his own militia and warriors to rejoin the fray. Additional British infantry and artillery have also come up to assist Riall in his attempt to crush Brown. Scott's Brigade is on the field in full force while Ripley's Brigade and the American artillery follow in close support. An immediate and bloody general engagement is guaranteed. Victory will belong to he who earns it!

### **21. Crysler's Farm (Northern Theater Map)**

30 Turns. 1st Player: American. [Historical] In the Fall of 1813 the Americans made their last serious attempt to capture Montreal with a split assault from the west and south. General Wilkinson's western wing was in poor shape when a small British force attacked his rearguard at Crysler's Farm on the St. Lawrence. This scenario uses fixed units and staggered releases to simulate confusion on the American side. Historically, with many of his men and most of his supplies already moving east towards Cornwall, Wilkinson was driven from the field. This in part spurred him to abandon the campaign. A victory here might be very important to the Americans.

**22. Crysler's Farm (Northern Theater Map)**

30 Turns. 1st Player: American. [Historical w/ Alternate Weather] \*\*This variant of the historical Crysler's Farm scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* In the Fall of 1813 the Americans made their last serious attempt to capture Montreal with a split assault from the west and south. General Wilkinson's western wing was in poor shape when a small British force attacked his rearguard at Crysler's Farm on the St. Lawrence. This scenario uses fixed units and staggered releases to simulate confusion on the American side. Historically, with many of his men and most of his supplies already moving east towards Cornwall, Wilkinson was driven from the field. This in part spurred him to abandon the campaign. A victory here might be very important to the Americans.

**23. Crysler's Farm (Northern Theater Map)**

30 Turns. 1st Player: American. [What if?] In the Fall of 1813 the Americans made their last serious attempt to capture Montreal with a split assault from the west and south. It is a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover. This scenario supposes that Wilkinson's rearguard at Crysler's Farm on the St. Lawrence is reasonably organized and able to meet Morrison's attack. Can the outnumbered British once again drive the Yankees from the field and save Montreal from attack?

**24. Crysler's Farm (Northern Theater Map)**

30 Turns. 1st Player: American. [What if? w/ Alternate Weather] \*\*This variant of the 'What if?' Crysler's Farm scenario simulates a dry, normal day.\*\* In the Fall of 1813 the Americans made their last serious attempt to capture Montreal with a split assault from the west and south. This scenario supposes that Wilkinson's rearguard at Crysler's Farm on the St. Lawrence is reasonably organized and able to meet Morrison's attack. Can the outnumbered British once again drive the Yankees from the field and save Montreal from attack?

**25. Detroit (Lake Erie Theater Map)**

24 Turns. 1st Player: American. [What if?] The War of 1812 began in the Northwest with American defeats at Mackinac and Detroit. Historically, British General Isaac Brock cleverly bluffed the aging American General Hull into surrendering Fort Detroit without a fight. For the Americans, it was an inauspicious beginning to the war and their ambitious plan to invade Canada. This scenario assumes that Hull attempted a proper defense of the fort and town instead. The return of the American detachment under McArthur and Cass is guaranteed. Can the British carry the positions by steel instead of guile, or will they be forced to retreat back into Canada?

**26. Detroit (Lake Erie Theater Map)**

24 Turns. 1st Player: American. [What if? w/ Alternate Weather] \*\*This variant of the 'What if?' Detroit scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The War of 1812 began in the Northwest with American defeats at Mackinac and Detroit. Historically, British

General Isaac Brock cleverly bluffed the aging American General Hull into surrendering Fort Detroit without a fight. For the Americans, it was an inauspicious beginning to the war and their ambitious plan to invade Canada. This scenario assumes that Hull attempted a proper defense of the fort and town instead. The return of the American detachment under McArthur and Cass is guaranteed. Can the British carry the positions by steel instead of guile, or will they be forced to retreat back into Canada?

**27. Fort Erie (Niagara Theater Map)**

10 turns. 1st Player: British [Historical] After the Battle of Lundy's Lane, the Americans withdrew to a strengthened Fort Erie to defend their beachhead on the Canadian side of the Niagara River. Historically, the complicated British assault on Fort Erie failed because of general confusion and the untimely explosion of an ammunition chest. In this scenario, most of the units on the map for both sides are fixed since the bulk of the forces did not join in the action in the early morning hours of August 15th. Can the British hope for any success?

**28. Fort Erie (Niagara Theater Map)**

10 turns. 1st Player: British [Historical w/ Alternate Weather] \*\*This variant of the historical Fort Erie scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* After the Battle of Lundy's Lane, the Americans withdrew to a strengthened Fort Erie to defend their beachhead on the Canadian side of the Niagara River. Historically, the complicated British assault on Fort Erie failed because of general confusion and the untimely explosion of an ammunition chest. In this scenario, most of the units on the map for both sides are fixed since the bulk of the forces did not join in the action in the early morning hours of August 15th. Can the British hope for any success?

**29. Fort Erie (Niagara Theater Map)**

24 turns. 1st Player: British. [What if?] After the Battle of Lundy's Lane, the Americans withdrew to a strengthened Fort Erie to defend their beachhead on the Canadian side of the Niagara River. In this variant of the British assault on Fort Erie, all fixed units release on the first turn. Players are therefore free to use their armies to attack or defend as they see fit. Can an unfettered British army drive the Americans back across the Niagara River for good? Can the Americans follow up a failed British assault with a pursuit as they did historically? Anything is possible here.

**30. Fort Erie (Niagara Theater Map)**

24 turns. 1st Player: British. [What if? w/ Alternate Weather] \*\*This variant of the 'What if?' Fort Erie scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* After the Battle of Lundy's Lane, the Americans withdrew to a strengthened Fort Erie to defend their beachhead on the Canadian side of the Niagara River. In this variant of the British assault on Fort Erie, all fixed units release on the first turn. Players are therefore free to use their armies to attack or defend as they see fit. Can an unfettered British army drive the Americans back across the Niagara River for good? Can the Americans follow up a failed British assault with a pursuit as they did historically? Anything is possible here.

**31. Fort Erie (Niagara Theater Map)**

20 turns. 1st Player: American. [Historical] After their defeat in the assault on Fort Erie, the British set up siege works in an effort to dislodge the American defenders with heavy artillery. Rather than retreat, the American General Brown organized an assault of his own on the British works. His men attacked the British guns, spiked many of them and inflicted heavy casualties before withdrawing. This scenario recreates that assault. This one will be bloody!

**32. Fort Erie (Niagara Theater Map)**

20 turns. 1st Player: American. [Historical w/ Alternate Weather] \*\*This variant of the historical Fort Erie ‘American assault’ scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* After their defeat in the assault on Fort Erie, the British set up siege works in an effort to dislodge the American defenders with heavy artillery. Rather than retreat, the American General Brown organized an assault of his own on the British works. His men attacked the British guns, spiked many of them and inflicted heavy casualties before withdrawing. This scenario recreates that assault. This one will be bloody!

**33. Fort George (Niagara Theater Map)**

36 Turns. 1<sup>st</sup> Player: British. [Historical] This scenario recreates the bold American assault on Fort George to begin their campaign across the Niagara late in the Spring of 1813. It opens with American General Winfield Scott’s landing, supported by American warships, on Mississauga Beach in the rear of the fort. The British player must decide how best to meet the attack and, ultimately, whether or not to abandon the fort as General Vincent did historically. Can the Americans once again chase Vincent from the Niagara line and start their 1813 campaign with glorious victory?

**34. Fort George (Niagara Theater Map)**

36 Turns. 1<sup>st</sup> Player: British. [Historical w/ Alternate Weather] \*\*This variant of the historical Fort George scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* This scenario recreates the bold American assault on Fort George to begin their campaign across the Niagara late in the Spring of 1813. It opens with American General Winfield Scott’s landing, supported by American warships, on Mississauga Beach in the rear of the fort. The British player must decide how best to meet the attack and, ultimately, whether or not to abandon the fort as General Vincent did historically. Can the Americans once again chase Vincent from the Niagara line and start their 1813 campaign with glorious victory?

**35. Fort Meigs (Lake Erie Theater Map)**

24 Turns. 1st Player: American. [Historical] The British and their Indian allies under Tecumseh opened their offensive in the Northwest in 1813 with an assault on Fort Meigs in Ohio. This scenario represents the approximate situation on the morning of May 5th, 1813. Historically, the British General Proctor kept his heaviest guns and much of his infantry on the north bank of the Maumee River. Though most of his Indian force was in proper position, only a portion of his army crossed to the south bank to directly assault

the fort, defended by William Henry Harrison and his small force of regulars and militia. The attack was poorly conceived and executed, and the superior numbers the British enjoyed were not put to effective use, though their troops on the north bank had to deal with a large American relief force arriving from Kentucky.

**36. Fort Meigs (Lake Erie Theater Map)**

24 Turns. 1st Player: American. [Historical w/ Alternate Weather] \*\*This variant of the historical Fort Meigs scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The British and their Indian allies under Tecumseh opened their offensive in the Northwest in 1813 with an assault on Fort Meigs in Ohio. This scenario represents the approximate situation on the morning of May 5th, 1813. Historically, the British General Proctor kept his heaviest guns and much of his infantry on the north bank of the Maumee River. Though most of his Indian force was in proper position, only a portion of his army crossed to the south bank to directly assault the fort, defended by William Henry Harrison and his small force of regulars and militia. The attack was poorly conceived and executed, and the superior numbers the British enjoyed were not put to effective use, though their troops on the north bank had to deal with a large American relief force arriving from Kentucky.

**37. Fort Meigs (Lake Erie Theater Map)**

24 Turns. 1st Player: American. [What if?] The British and their Indian allies under Tecumseh opened their offensive in the Northwest in 1813 with an assault on Fort Meigs in Ohio. In this variant, we assume Proctor moved his entire force to the south bank during the night of the 4<sup>th</sup> in order to launch a proper assault. We also assume that the Kentucky Infantry arrived late on the evening of the 4<sup>th</sup> and is in position to help defend the fort. This version allows all available troops in the area, for both armies, to fight on the south shore of the Maumee. Can the British hope for victory, or will the Americans turn them back?

**38. Fort Meigs (Lake Erie Theater Map)**

24 Turns. 1st Player: American. [What if? w/ Alternate Weather] \*\*This variant of the first 'What if?' Fort Meigs scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The British and their Indian allies under Tecumseh opened their offensive in the Northwest in 1813 with an assault on Fort Meigs in Ohio. In this variant, we assume Proctor moved his entire force to the south bank during the night of the 4<sup>th</sup> in order to launch a proper assault. We also assume that the Kentucky Infantry arrived late on the evening of the 4<sup>th</sup> and is in position to help defend the fort. This version allows all available troops in the area, for both armies, to fight on the south shore of the Maumee. Can the British hope for victory, or will the Americans turn them back?

**39. Fort Meigs (Lake Erie Theater Map)**

24 Turns. 1st Player: American. [What if?] The British and their Indian allies under Tecumseh opened their offensive in the Northwest in 1813 with an assault on Fort Meigs in Ohio. This variant of the historical scenario represents the approximate situation on the morning of May 5th, 1813, but allows for the arrival of the American relief force on

the south shore of the Maumee rather than the north. Also, much of the British force on the north shore is fixed until 7:45 am. Historically, the British General Proctor kept his heaviest guns and much of his infantry on the north bank of the Maumee River. Though most of his Indian force was in proper position, only a portion of his army crossed to the south bank to directly assault the fort, defended by William Henry Harrison and his small force of regulars and militia. The attack was poorly conceived and executed, and the superior numbers the British enjoyed were not put to effective use. With an American relief column on the south shore, British hopes for victory are slim.

#### **40. Fort Meigs (Lake Erie Theater Map)**

24 Turns. 1st Player: American. [What if? w/ Alternate Weather] \*\*This variant of the second 'What if?' Fort Meigs scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The British and their Indian allies under Tecumseh opened their offensive in the Northwest in 1813 with an assault on Fort Meigs in Ohio. This variant of the historical scenario represents the approximate situation on the morning of May 5th, 1813, but allows for the arrival of the American relief force on the south shore of the Maumee rather than the north. Also, much of the British force on the north shore is fixed until 7:45 am. Historically, the British General Proctor kept his heaviest guns and much of his infantry on the north bank of the Maumee River. Though most of his Indian force was in proper position, only a portion of his army crossed to the south bank to directly assault the fort, defended by William Henry Harrison and his small force of regulars and militia. The attack was poorly conceived and executed, and the superior numbers the British enjoyed were not put to effective use. With an American relief column on the south shore, British hopes for victory are slim.

#### **41. Fort Niagara (Niagara Theater Map)**

12 Turns. 1st Player: American. [What if?] The campaign that started so well for the Americans at Fort George ended in dishonor at Fort Niagara in December 1813. With the American commander drunk and miles from his post, a small force of British regulars gained access to the fort and took the entire garrison prisoner while suffering less than a dozen casualties. This scenario allows for a better American defense. Can the British take the fort against a more determined adversary?

#### **42. Fort Niagara (Niagara Theater Map)**

12 Turns. 1st Player: American. [What if? w/ Alternate Weather] \*\*This variant of the 'What if?' Fort Niagara scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The campaign that started so well for the Americans at Fort George ended in dishonor at Fort Niagara in December 1813. With the American commander drunk and miles from his post, a small force of British regulars gained access to the fort and took the entire garrison prisoner while suffering less than a dozen casualties. This scenario allows for a better American defense. Can the British take the fort against a more determined adversary?

**43. Fort York (Lake Erie Theater Map)**

25 turns. 1st Player: American. [Historical] In early 1813, the Americans launched an attack on York (now Toronto) as part of their bid to wrest control of Lake Ontario from the British. This scenario begins with American General Zebulon Pike's landing, well supported by naval guns, south of Fort York. Historically, the Americans roughly handled the British troops and suffered serious casualties only when the fort's magazine blew up. Can the Americans once again take York with such ease, or will the British this time be able to put up a more determined defense?

**44. Fort York (Lake Erie Theater Map)**

25 turns. 1st Player: American. [Historical w/ Alternate Weather] \*\*This variant of the historical Fort York scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* In early 1813, the Americans launched an attack on York (now Toronto) as part of their bid to wrest control of Lake Ontario from the British. This scenario begins with American General Zebulon Pike's landing, well supported by naval guns, south of Fort York. Historically, the Americans roughly handled the British troops and sacked the town. They suffered serious casualties only when the fort's magazine blew up. Can the Americans once again take York with such ease, or will the British this time be able to put up a more determined defense?

**45. Horseshoe Bend (Southern Theater Map)**

16 turns. 1st Player: Americans. [Historical] The Battle of Horseshoe Bend was a confrontation between a force of Creek 'Red Stick Warriors' and an American force under Andrew Jackson. The Red Sticks took a position behind stout breastworks on a peninsula called Horseshoe Bend on the Tallapoosa River. Jackson sent a force of friendly Creeks to cut off the Red Sticks' retreat in preparation for what was ultimately a successful assault. This scenario begins with the opening situation of that battle. Jackson's main force is poised to attack and his Indian allies are behind the Red Sticks. Can Jackson defeat the Red Sticks once and for all, or will the Creeks be able to hold on to their homeland a little while longer?

**46. Horseshoe Bend (Southern Theater Map)**

16 turns. 1st Player: Americans. [Historical w/ Alternate Weather] \*\*This variant of the historical Horseshoe Bend scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The Battle of Horseshoe Bend was a confrontation between a force of Creek 'Red Stick Warriors' and an American force under Andrew Jackson. The Red Sticks took a position behind stout breastworks on a peninsula called Horseshoe Bend on the Tallapoosa River. Jackson sent a force of friendly Creeks to cut off the Red Sticks' retreat in preparation for what was ultimately a successful assault. This scenario begins with the opening situation of that battle. Jackson's main force is poised to attack and his Indian allies are behind the Red Sticks. Can Jackson defeat the Red Sticks once and for all, or will the Creeks be able to hold on to their homeland a little while longer?

**47. Horseshoe Bend (Southern Theater Map)**

16 turns. 1st Player: Americans. [What if?] The Battle of Horseshoe Bend was a confrontation between a force of Creek 'Red Stick Warriors' and an American force under Andrew Jackson. The Red Sticks took a position behind stout breastworks on a peninsula called Horseshoe Bend on the Tallapoosa River. In this scenario we assume that the Red Sticks placed a force at the rear of the peninsula to guard against a river crossing by the Americans and their Indian allies. Will this make the difference for the Red Sticks, or will Jackson still force the Creek nation to its knees?

**48. Horseshoe Bend (Southern Theater Map)**

16 turns. 1st Player: Americans. [What if? w/ Alternate Weather] \*\*This variant of the 'What if?' Horseshoe Bend scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The Battle of Horseshoe Bend was a confrontation between a force of Creek 'Red Stick Warriors' and an American force under Andrew Jackson. The Red Sticks took a position behind stout breastworks on a peninsula called Horseshoe Bend on the Tallapoosa River. In this scenario we assume that the Red Sticks placed a force at the rear of the peninsula to guard against a river crossing by the Americans and their Indian allies. Will this make the difference for the Red Sticks, or will Jackson still force the Creek nation to its knees?

**49. Longwoods (Lake Erie Theater Map)**

24 turns. 1st Player: American. [What if?] Historically, the Battle of Longwoods was a small affair along the Thames River between an American foraging party and a group of Canadian rangers early in 1814. The rangers made a frontal assault in deep snow on a fortified position and were repulsed. This scenario uses the scene and conditions of that skirmish but provides both sides with a great many more men with which to fight. With both sides evenly matched, the options for attack and defense are wide open and glorious victory hangs in the balance!

**50. Longwoods (Lake Erie Theater Map)**

24 turns. 1st Player: American. [What if? w/ Alternate Weather] \*\*This variant of the 'What if?' Longwoods scenario simulates a clear day with no snow on the ground, thus allowing for greater ease of movement\*\* Historically, the Battle of Longwood was a small affair along the Thames River between an American foraging party and a group of Canadian rangers. The rangers made a frontal assault in deep snow on a fortified position and were repulsed. This scenario uses the scene of that skirmish, minus the snow, but provides both sides with a great many more men with which to fight. With both sides evenly matched and clear weather, the options for attack and defense are wide open and glorious victory hangs in the balance!

**51. Lundy's Lane (Niagara Theater Map)**

45 Turns. 1st Player: American. [Historical] After defeating the British at the Battle of Chippawa, General Brown pushed his army north and met the British near Niagara Falls on a road called Lundy's Lane. Fought around a small hill of no strategic importance, the battle lasted until after midnight and was as fierce as any on the entire Canadian frontier during the war, drowning out even the sound of the Falls nearby. This scenario recreates

the battle from its opening as Winfield Scott's brigade of American regulars emerges in the early evening from the woods to confront General Riall's army on the high ground. Both sides receive reinforcements as the night wears on and a bloody fight is guaranteed. Historically, the battle was a tactical draw but a strategic defeat for the Americans. Will the British once again push the Americans back across the river for good?

**52. Lundy's Lane (Niagara Theater Map)**

45 Turns. 1st Player: American. [Historical w/ Alternate Weather] \*\*This variant of the historical Lundy's Lane scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* After his victory at the Battle of Chippawa, General Brown pushed his army north and met the British near Niagara Falls on a road called Lundy's Lane. Fought around a small hill of no strategic importance, the battle lasted until after midnight and was as fierce as any on the entire Canadian frontier during the war, drowning out even the sound of the Falls nearby. This scenario recreates the battle from its opening as Winfield Scott's brigade of American regulars emerges in the early evening from the woods to confront General Riall's army on the high ground. Both sides receive reinforcements as the night wears on and a bloody fight is guaranteed. Historically, the battle was a tactical draw but a strategic defeat for the Americans. Will the British once again push the Americans back across the river for good?

**53. Lundy's Lane (Niagara Theater Map)**

45 Turns. 1st Player: American. [What if?] After his victory at the Battle of Chippawa, General Brown pushed his army north and met the British near Niagara Falls on a road called Lundy's Lane. Fought around a small hill of no strategic importance, the battle lasted until after midnight and was as fierce as any on the entire Canadian frontier during the war, drowning out even the sound of the Falls nearby. In this scenario, the entire American force comes on the field right behind Scott as he emerges from the woods to confront Riall's army. Also, there are no fixed units for the British. Can a quickly reinforced American army push the British off the field, or will their invasion of Upper Canada meet its bloody end here once again?

**54. Lundy's Lane (Niagara Theater Map)**

45 Turns. 1st Player: American. [What if? w/ Alternate Weather] \*\*This variant of the first 'What if?' Lundy's Lane scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* After his victory at the Battle of Chippawa, General Brown pushed his army north and met the British near Niagara Falls on a road called Lundy's Lane. Fought around a small hill of no strategic importance, the battle lasted until after midnight and was as fierce as any on the entire Canadian frontier during the war, drowning out even the sound of the Falls nearby. In this scenario, the entire American force comes on the field right behind Scott as he emerges from the woods to confront Riall's army. Also, there are no fixed units for the British. Can a quickly reinforced American army push the British off the field, or will their invasion of Upper Canada meet its bloody end here once again?

**55. Lundy's Lane (Niagara Theater Map)**

21 Turns. 1st Player: American. [What if?] Historically, the Americans withdrew after midnight to end the Battle of Lundy's Lane in a draw. In this scenario, the Americans have not withdrawn and the two Armies start off a hypothetical second day of fighting in their positions at the end of the fight the night before. Both armies have fatigue levels and casualties reflected to simulate the previous day's fighting. Will this battle between two bloodied armies still end in a draw or will one side prove victorious?

**56. Lundy's Lane (Niagara Theater Map)**

21 Turns. 1st Player: American. [What if? w/ Alternate Weather] \*\*This variant of the second 'What if?' Lundy's Lane scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* Historically, the Americans withdrew after midnight to end the Battle of Lundy's Lane in a draw. In this scenario, the Americans have not withdrawn and the two Armies start off a hypothetical second day of fighting in their positions at the end of the fight the night before. Both armies have fatigue levels and casualties reflected to simulate the previous day's fighting. Will this battle between two bloodied armies still end in a draw or will one side prove victorious?

**57. Mackinac (Northern Theater Map)**

10 Turns. 1st Player: British. [Historical] The War of 1812 began in the Northwest with American defeats at Mackinac and Detroit. This scenario recreates the British arrival on the heights and around the small fort on Mackinac Island on the morning of July 17th. The tiny American garrison must keep the larger British force outside the walls if they are to have any chance of victory. Prospects are dim for the Yanks in this one!

**58. Mackinac (Northern Theater Map)**

10 Turns. 1st Player: British. [Historical w/ Alternate Weather] \*\*This variant of the historical Mackinac scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The War of 1812 began in the Northwest with American defeats at Mackinac and Detroit. This scenario recreates the British arrival on the heights and around the small fort on Mackinac Island on the morning of July 17th. The tiny American garrison must keep the larger British force outside the walls if they are to have any chance of victory. Prospects are dim for the Yanks in this one!

**59. Mackinac (Northern Theater Map)**

36 Turns. 1st Player: American. [What if?] The War of 1812 began in the Northwest with American defeats at Mackinac and Detroit. This scenario begins with the British landing on Mackinac Island. The American force is spread out in order to stop the British before they reach the fort. The Americans must fight a delaying action to keep the British forces from the other end of the island, or else find a way to get behind the walls of the fort before the British overrun it.

**60. Mackinac (Northern Theater Map)**

36 Turns. 1st Player: American. [What if?] \*\*This variant of the ‘What if?’ Mackinac scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The War of 1812 began in the Northwest with American defeats at Mackinac and Detroit. This scenario begins with the British landing on Mackinac Island. The American force is spread out in order to stop the British before they reach the fort. The Americans must fight a delaying action to keep the British forces from the other end of the island, or else find a way to get behind the walls of the fort before the British overrun it

**61. New Orleans (Southern Theater Map)**

24 Turns. 1<sup>st</sup> Player: American. [Historical] This scenario recreates the famous Battle of New Orleans fought in January 1815, tragically, after the signing of the Treaty of Ghent. The Americans are in very strong positions and the British veterans will have the devil to pay in marching on the Yankee breastworks. We have no doubt there will be brave players out there who will try their hand at changing history. But don’t bet the farm on beating Andy Jackson in this one. Still, ‘Old Hickory’ is waiting for you to bring it on.

**62. New Orleans (Southern Theater Map)**

24 Turns. 1<sup>st</sup> Player: American. [Historical w/ Alternate Weather] \*\*This variant of the historical New Orleans scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* This scenario recreates the famous Battle of New Orleans fought in January 1815, tragically, after the signing of the Treaty of Ghent. The Americans are in very strong positions and the British veterans will have the devil to pay in marching on the Yankee breastworks. We have no doubt there will be brave players out there who will try their hand at changing history. But don’t bet the farm on beating Andy Jackson in this one. Still, ‘Old Hickory’ is waiting for you to bring it on.

**63. North Point (Eastern Theater Map)**

36 Turns. 1st Player: American. [Historical] After taking Washington D.C. in the summer of 1814, the British moved on Baltimore. While their assault by sea failed to reduce Ft. McHenry, the British had more success on land at the Battle of North Point. Ross’s army shelled the American line and routed it with a frontal assault. This scenario allows for these same tactics, or for others if desired. It begins with the British approach on the American positions at the Bouldin Farm on the road to Baltimore. What happens next is up to you.

**64. North Point (Eastern Theater Map)**

36 Turns. 1st Player: American. [Historical w/ Alternate Weather] \*\*This variant of the historical North Point scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* After taking Washington D.C. in the summer of 1814, the British moved on Baltimore. While their assault by sea failed to reduce Ft. McHenry, the British had more success on land at the Battle of North Point. Ross’s army shelled the American line and routed it with a frontal assault. This scenario allows for these same tactics, or for others if desired. It begins with the British

approach on the American positions at the Bouldin Farm on the road to Baltimore. What happens next is up to you.

**65. Plattsburg (Northern Theater Map)**

24 Turns. 1<sup>st</sup> Player: British. [What if?] The British launched only one offensive in the northeast in 1814, an attempt to grab the environs of Plattsburg on Lake Champlain in order to gain bargaining power at the peace negotiations. While this scenario does not recreate the epic naval battle of that operation, it does allow players to fight the Battle of Plattsburg on land from a roughly historical starting point. In reality, British General Prevost ordered the retreat of his massive force when he heard of the British defeat on the lake. Here we can see what might have happened had he pushed on to try and defeat the brave American General Macomb and his outnumbered but well-positioned force. Some British units are fixed for a time to allow for the historical confusion of the day. Will Prevost finally earn the respect of his officers?

**66. Plattsburg (Northern Theater Map)**

24 Turns. 1<sup>st</sup> Player: British. [What if? w/ Alternate Weather] **\*\*This variant of the 'What if?' Plattsburg scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\*** The British launched only one offensive in the northeast in 1814, an attempt to grab the environs of Plattsburg on Lake Champlain in order to gain bargaining power at the peace negotiations. While this scenario does not recreate the epic naval battle of that operation, it does allow players to fight the Battle of Plattsburg on land from a roughly historical starting point. In reality, British General Prevost ordered the retreat of his massive force when he heard of the British defeat on the lake. Here we can see what might have happened had he pushed on to try and defeat the brave American General Macomb and his outnumbered but well-positioned force. Some British units are fixed for a time to allow for the historical confusion of the day. Will Prevost finally earn the respect of his officers?

**67. Queenston (Niagara Theater Map)**

52 Turns. 1<sup>st</sup> Player: American. [Historical] The Americans opened their first invasion of Canada in the northeast with an assault across the Niagara River on Queenston Heights. This scenario begins with Captain Wool having discovered the fisherman's path to the crest of the Heights. As was the case historically, the Americans begin to land as he takes a force to the high ground. The Americans likely will meet with initial success, but British reinforcements may tip the balance back because American militia on the far side of the river are fixed to represent their unwillingness to fight on foreign soil. Will the British repeat history and capture the entire American force, or can the Yankees stand up to superior numbers as the battle wears on?

**68. Queenston (Niagara Theater Map)**

52 Turns. 1<sup>st</sup> Player: American. [Historical w/ Alternate Weather] **\*\*This variant of the historical Queenston scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\*** The Americans opened their first invasion of Canada in the northeast with an assault across the Niagara River on Queenston Heights. This scenario begins with Captain Wool having discovered the

fisherman's path to the crest of the Heights. As was the case historically, the Americans begin to land as he takes a force to the high ground. The Americans likely will meet with initial success, but British reinforcements may tip the balance back because American militia on the far side of the river are fixed to represent their unwillingness to fight on foreign soil. Will the British repeat history and capture the entire American force, or can the Yankees stand up to superior numbers as the battle wears on?

**69. Queenston (Niagara Theater Map)**

36 Turns. First Player: British. [What if?] The Americans opened their first invasion of Canada in the northeast with an assault across the Niagara River on Queenston Heights. It failed in part because of the unwillingness of some of the American militia to reinforce their comrades on the opposite shore. This scenario assumes that the entire American force is willing and able to cross for the assault, however no Americans have discovered the fisherman's path to the summit of the Heights. Will the Americans be able to flank the position in time to bring their full strength to bear? Will the militia provide enough reinforcement to meet the British counterattack?

**70. Queenston (Niagara Theater Map)**

36 Turns. First Player: British. [What if? w/ Alternate Weather] \*\*This variant of the 'What if?' Queenston scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The Americans opened their first invasion of Canada in the northeast with an assault across the Niagara River on Queenston Heights. It failed in part because of the unwillingness of some of the American militia to reinforce their comrades on the opposite shore. This scenario assumes that the entire American force is willing and able to cross for the assault. However, no Americans have discovered the fisherman's path to the summit of the Heights and British reinforcements are already streaming in. Will the Americans be able to gain the high ground in time to bring their full strength to bear in a determined defense? Will the militia provide enough reinforcement to meet the British attack?

**71. River Raisin (Lake Erie Theater Map)**

15 Turns. 1st Player: British. [Historical] In January 1813, the American General Winchester took a force to the rapids of the Maumee River in preparation for a general advance of Harrison's army. Winchester then moved 30 miles further through the snow to protect the citizens of Frenchtown from a small contingent of Canadian militia. This scenario begins with Winchester in possession of Frenchtown and about to receive the surprise attack of a large British force under Col. Henry Proctor. Historically, Winchester and his force were captured with great loss, including the massacre of some wounded. Can the Americans hold out this time, or at least escape before they run out of ammunition?

**72. River Raisin (Lake Erie Theater Map)**

15 Turns. 1st Player: British. [Historical w/ Alternate Weather] \*\*This variant of the historical River Raisin scenario simulates a clear day with no snow on the ground, thus allowing for greater ease of movement.\*\* In January 1813, the American General Winchester took a force to the rapids of the Maumee River in preparation for a general

advance of Harrison's army. Winchester then moved 30 miles further through the snow to protect the citizens of Frenchtown from a small contingent of Canadian militia. This scenario begins with Winchester in possession of Frenchtown and about to receive the surprise attack of a large British force under Col. Henry Proctor. Historically, Winchester and his force were captured with great loss, including the massacre of some wounded. Can the Americans hold out this time, or at least escape before they run out of ammunition?

**73. River Raisin (Lake Erie Theater Map)**

24 Turns. 1<sup>st</sup> Player: British. [What if?] In January 1813, the American General Winchester took a force to the rapids of the Maumee River in preparation for a general advance of Harrison's army. Winchester then moved 30 miles further through the snow to protect the citizens of Frenchtown from a small contingent of Canadian militia. This scenario assumes the presence of a British/Indian force in the rear of the American position to prevent retreat, but also allows for the arrival of a relief column of Kentucky infantry from Harrison on the Maumee River. A bad situation is clearly made worse by these additions. Enjoy!

**74. River Raisin (Lake Erie Theater Map)**

24 Turns. 1<sup>st</sup> Player: British. [What if? w/ Alternate Weather] \*\*This variant of the historical River Raisin scenario simulates a clear day with no snow on the ground, thus allowing for greater ease of movement.\*\* In January 1813, the American General Winchester took a force to the rapids of the Maumee River in preparation for a general advance of Harrison's army. Winchester then moved 30 miles further through the snow to protect the citizens of Frenchtown from a small contingent of Canadian militia. This scenario assumes the presence of a British/Indian force in the rear of the American position to prevent retreat, but also allows for the arrival of a relief column of Kentucky infantry from Harrison on the Maumee River. A bad situation is clearly made worse by these additions. Enjoy!

**75. Sackett's Harbour (Northern Theater Map)**

24 turns. First Player: British. [Historical] The British responded to the sacking of York with an attack on the American naval base at Sackett's Harbour. This scenario begins with the British landing on Horse Island, supported by a limited naval force. Historically, the British stormed down the causeway and routed the American militia guarding the approach, after which they wheeled to move on the town. However, they were unable to carry the positions defending Sackett's Harbour and had to retreat back to their boats in defeat. Will they now be able to drive on to the town and carry the day?

**76. Sackett's Harbour (Northern Theater Map)**

24 turns. First Player: British. [Historical w/ Alternate Weather] \*\*This variant of the historical Sackett's Harbour scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The British responded to the sacking of York with an attack on the American naval base at Sackett's Harbour. This scenario begins with the British landing on Horse Island, supported by a

limited naval force. Historically, the British stormed down the causeway and routed the American militia guarding the approach, after which they wheeled to move on the town. However, they were unable to carry the positions defending Sackett's Harbour and had to retreat back to their boats in defeat. Will they now be able to drive on to the town and carry the day?

**77. Stoney Creek (Lake Erie Theater Map)**

10 Turns. First Player: British. [Historical] After initial success against British General Vincent on the Niagara in 1813, the Americans suffered a serious reverse on that frontier. It began with a surprise night attack on the poorly organized American camp at Stoney Creek. This scenario begins with fixed American units, in column, completely unprepared for the British assault. For the British, this situation is ripe for the picking. As was the case historically, they need only move to the attack and watch the Yankees run.

**78. Stoney Creek (Lake Erie Theater Map)**

10 Turns. First Player: British. [Historical w/ Alternate Weather] \*\*This variant of the historical Sackett's Harbour scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* After initial success against British General Vincent on the Niagara in 1813, the Americans suffered a serious reverse on that frontier. It began with a surprise night attack on the poorly organized American camp at Stoney Creek. This scenario begins with fixed American units, in column, completely unprepared for the British assault. For the British, this situation is ripe for the picking. As was the case historically, they need only move to the attack and watch the Yankees run.

**79. Thames (Lake Erie Theater Map)**

24 Turns. First Player: British. [Historical] After the decisive American naval victory on Lake Erie in September 1813, British General Proctor elected to withdraw his army back into Canada along the Thames River. He promised his ally Tecumseh that he would make a stand somewhere along that line. This scenario recreates that ill-fated stand, made between the river and a swamp on the road to Moraviantown. Some American units are fixed in the rear. Johnson's Kentucky cavalry are poised to make their famed frontal assault, and Tecumseh and Proctor are arrayed to meet them. You can almost hear the cries of the charging horsemen... "Remember the Raisin!"

**80. Thames (Lake Erie Theater Map)**

24 Turns. First Player: British. [Historical w/ Alternate Weather] \*\*This variant of the historical Thames scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* After the decisive American naval victory on Lake Erie in September 1813, British General Proctor elected to withdraw his army back into Canada along the Thames River. He promised his ally Tecumseh that he would make a stand somewhere along that line. This scenario recreates that ill-fated stand, made between the river and a swamp on the road to Moraviantown. Some American units are fixed in the rear. Johnson's Kentucky cavalry are poised to

make their famed frontal assault, and Tecumseh and Proctor are arrayed to meet them. You can almost hear the cries of the charging horsemen ... "Remember the Raisin!"

### **81. Thames (Lake Erie Theater Map)**

24 Turns. First Player: American. [What if?] After the decisive American naval victory on Lake Erie in September 1813, British General Proctor elected to withdraw his army back into Canada along the Thames River. He promised his ally Tecumseh that he would make a stand somewhere along that line. This scenario creates an alternate setup for the British and Indian forces, further back along the road to Moraviantown than was historically the case. All American forces are available, but they must launch their attack from the narrow strip of land between the river and the swamp. Will this disadvantage neutralize the Americans' numerical superiority, or will they still charge through the British lines to avenge their defeat at River Raisin?

### **82. Thames (Lake Erie Theater Map)**

24 Turns. First Player: American. [What if? w/ Alternate Weather] \*\*This variant of the 'What if?' Thames scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* After the decisive American naval victory on Lake Erie in September 1813, British General Proctor elected to withdraw his army back into Canada along the Thames River. He promised his ally Tecumseh that he would make a stand somewhere along that line. This scenario creates an alternate setup for the British and Indian forces, further back along the road to Moraviantown than was historically the case. All American forces are available, but they must launch their attack from the narrow strip of land between the river and the swamp. Will this disadvantage neutralize the Americans' numerical superiority, or will they still charge through the British lines to avenge their defeat at River Raisin?

### **83. Tippecanoe (Northern Theater Map)**

12 Turns. 1st Player: American. [Historical] The battle of Tippecanoe was fought on November 7, 1811 and was a prelude to action during the War of 1812, particularly in the northwest. Tecumseh, the Shawnee Chieftain who eventually fell at the Battle of the Thames, worked for years to build a confederation of Indian tribes that could resist the westward expansion of the Americans. That November he went south to urge the Creek and Cherokee to join his league, and in so doing left his brother Tenskwatawa, "the Prophet", as the leading chief. At the same time, Indiana governor William Henry Harrison determined to force this confederation, gathering in and around Prophet's Town, to disband. As Harrison approached the area the warriors of the various Indian nations became restless. There was a call for action, so the Prophet took it upon himself to lead an attack on the American forces. It was a well thought out plan, but it underestimated the American strength. Instead of easily surrounding and crushing the Americans, the Indians faced a bloody struggle that raged through the pre-dawn and early morning hours. The Americans rallied and drove the Indian forces back into the forest and nearby swamp. They followed up by destroying Prophet's Town and scattering the tribes there. Tecumseh's confederation would never be the same, and it was never able to be the ally that the British hoped it might be during the War of 1812.

#### **84. Tippecanoe (Northern Theater Map)**

12 Turns. 1st Player: American. [Historical w/ Alternate Weather] \*\*This variant of the historical Tippecanoe scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* The battle of Tippecanoe was fought on November 7, 1811 and was a prelude to action during the War of 1812, particularly in the northwest. Tecumseh, the Shawnee Chieftain who eventually fell at the Battle of the Thames, worked for years to build a confederation of Indian tribes that could resist the westward expansion of the Americans. That November he went south to urge the Creek and Cherokee to join his league, and in so doing left his brother Tenskwatawa, "the Prophet", as the leading chief. At the same time, Indiana governor William Henry Harrison determined to force this confederation, gathering in and around Prophet's Town, to disband. As Harrison approached the area the warriors of the various Indian nations became restless. There was a call for action, so the Prophet took it upon himself to lead an attack on the American forces. It was a well thought out plan, but it underestimated the American strength. Instead of easily surrounding and crushing the Americans, the Indians faced a bloody struggle that raged through the pre-dawn and early morning hours. The Americans rallied and drove the Indian forces back into the forest and nearby swamp. They followed up by destroying Prophet's Town and scattering the tribes there. Tecumseh's confederation would never be the same, and it was never able to be the ally that the British hoped it might be during the War of 1812.

#### **85. Tippecanoe (Northern Theater Map)**

20 Turns. 1<sup>st</sup> Player: British. [What if?] \*\*Tippecanoe from a different viewpoint. This scenario is primarily drawn from Harrison's after action report.

#### **86. Tippecanoe (Northern Theater Map)**

20 Turns. 1<sup>st</sup> Player: British. [What if? w/Alternate Weather] \*\*This scenario simulates a rainy, overcast day. Movement is reduced, and both dawn and dusk last an hour longer due to cloud cover.\*\* Tippecanoe from a different viewpoint. This scenario is primarily drawn from Harrison's after action report.