



At the Battle of Chippawa in 1814, the well-drilled and disciplined American Regulars were finally able to stand toe-to-toe with the veteran British army. The photo shows an earlier terrain set up that changed in later playtests.

WAR OF 1812 SCENARIO

BATTLE OF CHIPPAWA

July 5, 1814

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The Scenario

The scenario begins with the arrival of the British and American Regulars. It does not include the earlier action fought in the adjacent woods, between the opposing light troops. It can be played by two British and two American players, takes about four hours to play, and requires a 5-ft. wide by 5-ft. deep gaming area when using 15mm figures.

Terrain

Terrain should be laid out as shown in the scenario map. Terrain effects for the scenario are as follows:

Elevation. The battlefield is a level plain. There are no elevations.

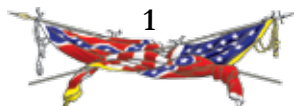
Woods. All woods are rated broken ground for movement.

Line of sight through woods is reduced to 4". In fire combat, the firing stands suffer a -1 modifier for partial cover when firing through woods, or a -2 for full cover if the target is in open order. In charge combat, a unit defending in woods receives a +1 modifier for favorable ground

Fences. Wood fences are rated broken ground to cross. A fence line equal to the width of the formation may be dismantled after a unit in line or field column passes through it. A unit in extended line cannot dismantle a fence. Once dismantled, a fence does not affect movement or fire combat. Fences do not block line of sight. In a maneuver check, a unit in line or open order aligned behind a fence receives a +1 modifier. Firing stands suffer a -2 if the target is in open order aligned behind a fence. Fences do not provide a defensive modifier in charge combat.

Roads and Bridge. River Road, Ussher Lane, and the bridge over Street Creek are in good condition. Units in march column, limbered guns, and leaders may move at the road movement rate. A trail continues beyond Ussher Lane through the woods. The trail is in poor condition. A unit moves at the open-ground rate on the trail.

Street's Creek. The deep and miry creek is rated rough ground for infantry and dismounted leaders to cross. It is impassable for cavalry, artillery, and mounted leaders. Units forced to retreat through the creek must lose formation and full retreat broken. The creek has no effect on fire combat. In charge combat a defending unit receives a +2 modifier for



strong position if the attacker charged across the creek.

Buildings. All buildings are rated broken ground for movement and do not block line of sight. In fire combat the firing stands suffer a -1 modifier for partial cover when firing through a building, or a -2 for full cover when firing at a target in open order. Buildings do not provide a defensive modifier in charge combat.

Friendly Table Edge. Broken American units must retreat toward the south table edge. American artillery and cavalry must full retreat broken towards and over the Street's Creek bridge. Broken British units must retreat toward the north table edge. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are removed and count toward heavy casualties.

Order of Battle

The following number of stands is needed:

STAND	AMERICAN	BRITISH & CANADIAN
Infantry	41	36
Infantry command	5	5
Cavalry	1	1
Cavalry command	1	1
Natives	8	9
Artillery (gun with limber)	5	4
Division leader	1	1
Brigade leader	2	1
Brave colonel or captain	0	1
Brave native chief	1	0
Artillery leader	1	1
Total	66	60

American Forces. Total stands represent a force of 2,380 men and 7 guns.

1) Starting units and leaders:

Division leader Brown with the picket (Ropes's Company), and US Dragoons, both in open order

Brigade leader Scott with 3 Regular infantry regiments (combined 9th & 22 US in march column on the road, followed by the 11th US and 25 US, both in field column)

Brigade leader Porter with 1 militia battalion (1 Bn./ 5 PA), and 1 native unit (brave chief Redjacket with the NY Iroquois), both units are broken

Towson's unlimbered battery.

2) Enter on the road at C on turn 6: artillery leader Hindman with Richie's limbered battery and Hall's limbered gun section.

3) Two light howitzers stands in Towson's and Richie's batteries, and Hall's heavy gun stand, are at half-strength.

4) Ropes's company, 1 Bn/ 5 PA Militia and NY Iroquois are rated light infantry (LI). The militia and natives only may

deploy in open order and march column. They are not equipped with bayonets and cannot charge with cold steel. Ropes's Company are Regulars, so they can deploy in any formation, including open order, and are equipped with bayonets (see special scenario rule).

5) Artillery leader Hindman only can command and attach to artillery units, and may mass artillery fire (see special scenario rule).

6) Dragoons may charge with cold steel but cannot dismount. The cavalry unit can deploy in any formation, including open order (see special scenario rule).

British & Canadian Forces. Total British & Canadian stands represent a force of 2,200 men and 6 guns.

a) Starting units and leaders: Brigade leader Pearson with 1 Regulars light infantry battalion (Lt Cos), 1 Canadian militia regiment (2 Lincoln), and 1 native allies unit (Brave Captain Norton with the Grand River Iroquois), all in open order.

b) Enter on the road at B on turn 2: Division leader Riall with 1 cavalry detachment (19 Lt Drg) in march column, followed by artillery leader Maconochie with 2 limbered batteries (Armstrong and Sheppard).

c) Enter between A-B on turn 2: 3 Regular infantry regiments (1 Ft, 8 Ft, and 100 Ft) in field column.

d) Light Dragoons may charge with cold steel but cannot dismount. The cavalry unit can deploy in any formation, including open order.

e) The Lt Inf Cos, 2 Lincoln Militia and Grand River Iroquois are rated light infantry (LI). The Canadian militia and native allies only may deploy in open order and march column. They are not equipped with bayonets and cannot charge with cold steel. The Regular light infantry unit can deploy in any formation, including open order, and are equipped with bayonets (see special scenario rule).

f) Artillery leader Maconochie only can command and attach to artillery units, and may mass artillery fire (see special scenario rule).

g) Two light howitzers stands in Armstrong's and Sheppard's batteries are at half-strength.

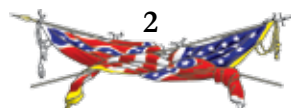
Game Length

Each game turn represents 15 minutes. There are 12 turns, starting with the American player turn at 4:00 PM, and ends after the British player turn at 6:45 PM.

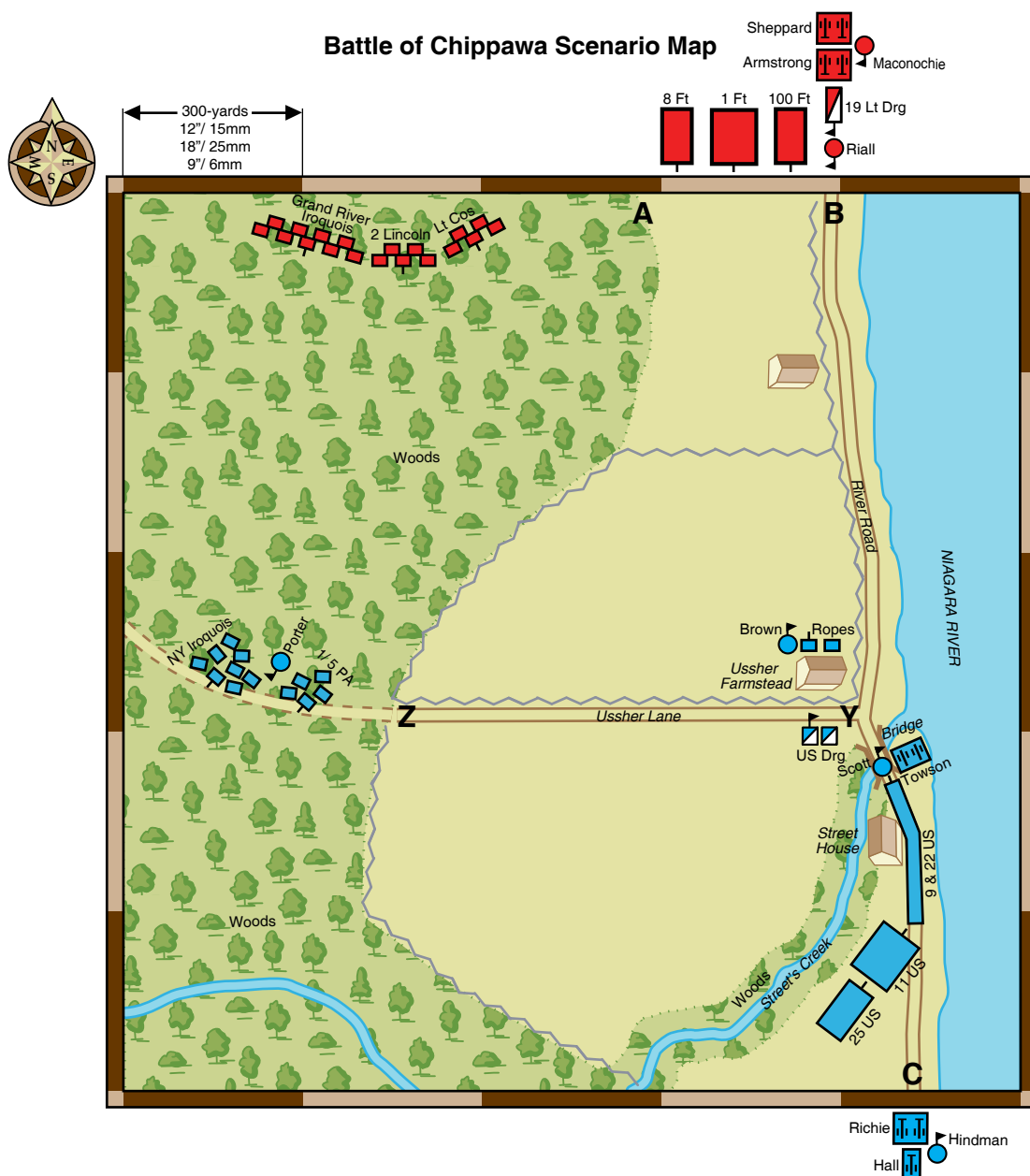
Victory Conditions

One side must achieve more victory conditions than its opponent to claim victory. Victory conditions are achieved by inflicting heavy casualties and greater losses on the enemy, and occupying the key position, as follows:

Heavy Casualties. The British player receive one victory point if the American forces lose 22 (35%) troop or gun



Battle of Chippawa Scenario Map



stands, and 15 of the lost stands are infantry Regulars. The American player receive one victory point if the British forces lose 20 (35%) troop or gun stands, and 15 of the lost stands are infantry Regulars. After an army reaches its threshold for heavy casualties, all units receive a -1 modifier in subsequent maneuver checks.

Greater Losses. A second victory condition is achieved and the modifier increases to a -2 after an army reaches both its heavy casualties threshold and suffers greater losses than the enemy.

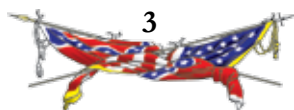
Key Positions. Ussher Lane between points Y-Z is a key position under American control at the start of the scenario. The British player receives one victory point if at least one regiment of Regulars (1 Ft, 8 Ft, or 100 Ft) occupies the lane. At least half of the unit's stands must be aligned in or south of the lane. The key position counts as a British victory point even if they are pushed out of the lane later in the game. The

Americans do not receive a victory point for controlling the lane at the end of the game.

In addition to a British victory point, each turn after British Regulars occupy Y-Z, all American units receive a -1 modifier in subsequent maneuver checks for loss of key position. Normally, the modifier would be reversed if the British are pushed out of the key position in a later turn, however, there would be little incentive for the outnumbered British force to risk attacking. Therefore the negative modifier does not apply to either sided if the British lose the key position in a later turn.

Special Scenario Rules

Massing Artillery Fire. Each artillery unit maneuvering as a battery or a separate gun section must fire at a different target. Two or more artillery units may "mass" their fire upon the same target only if the target is in canister range, or the closest



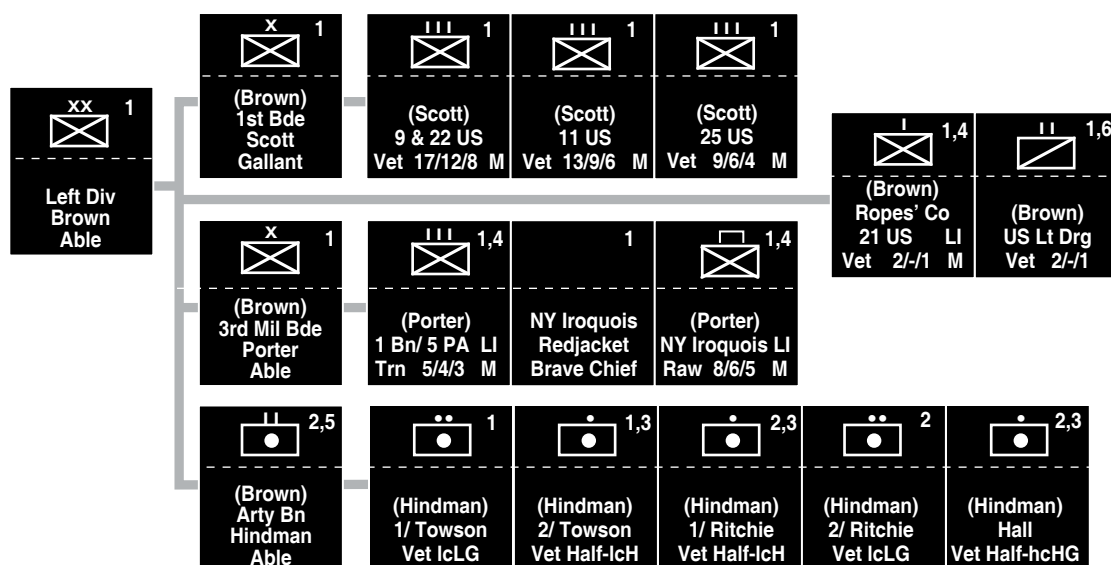
or only target, or within the command radius of artillery leaders Maconochie for the British, or Hindman for the Americans.

Light Troops and Open Order. In addition to the open order formation, light troops that are rated well-trained may also deploy in other standard infantry formations, such as line, field column, and march column. The British light infantry battalion and American picket (Ropes's Co) are rated well-trained light troops. Two cavalry units, the British 19 Lt Dragoon and American US Lt Dragoon, are also rated as well-trained light troops, however they cannot dismount.

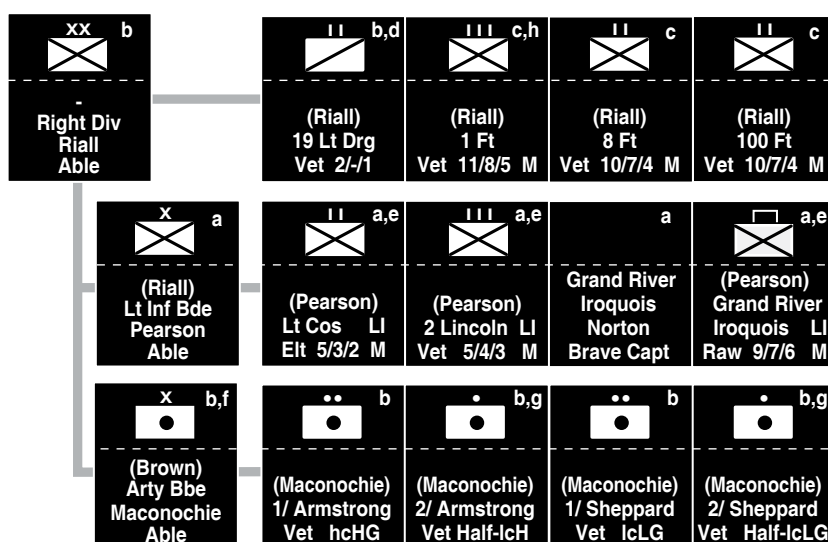
The militia and native troops on both sides are poorly trained light troops. The Canadian 2 Lincoln and Grand River Iroquois on the British side, and 1 Bn./ 5 PA and NY Iroquois on the American side, may only deploy in open order or march column. They cannot deploy in line or field column.

Ammunition Supply. No units can suffer from a low on ammunition effect during turns 1-4. Starting on turn 5, units cannot replenish ammunition after suffering a low on ammunition effect.

Chippawa Order of Battle American Force



British and Canadian Force



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