

The battle of Lundy's Lane was fought during twilight and well into the night.

## WAR OF 1812 SCENARIO

# LUNDY'S LANE

### July 25, 1814

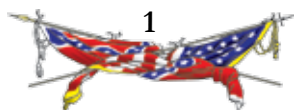
The War of 1812 was in its third year, and at a military stalemate, when an American army led by Maj. Gen. Jacob Brown invaded Canada for the last time. On July 3, 1814, the Americans crossed the Niagara River near its source on Lake Erie and quickly captured Fort Erie before advancing north along the portage road that bypassed the falls. Two days later, just south of the Chippewa River where it flows into the Niagara above the falls, Brig. Gen. Winfield Scott's brigade of U.S. Regulars defeated a British force under Maj. Gen. Phineas Riall. The British withdrew behind the Chippewa, but a few days later they were outflanked upriver and forced to retreat all the way back to Fort George, near the mouth of the Niagara, on Lake Ontario. When the news of the defeat reached Lt. Gen.

Gordon Drummond, the senior British commander in Upper Canada ordered reinforcements to the Niagara Frontier.

Brown pursued as far as Queenston, where he hoped to rendezvous with Commodore Isaac Chancey's U.S. Lake Ontario Squadron, but the ships remained in port after the commodore fell ill. Short on supplies and harassed by Canadian militia and Indians, Brown fell back to the Chippawa. Riall followed him as far as Lundy's Lane to keep an eye on the Americans.

In late afternoon, July 25, Scott's brigade marched out of camp toward the falls. Scott acted on false intelligence that a British force was preparing to cross the Niagara at Queenston and seize the American supply depot at Fort Schlosser. Riall retreated at the American approach, but a mile north of Lundy's Lane he met Drummond bringing reinforcements. Drummond ordered Riall to turn around and march back to the lane.

When the American march column emerged from a chestnut wood they encountered a larger British force drawn up on the open high ground along Lundy's Lane, near a red-frame Presbyterian church. The over-confident Scott decided to fight. He sent Maj. Thomas Jesup with the 25th Infantry down an



unused trail to outflank the British left, while the rest of the brigade made a frontal assault. The attack stalled after the U.S. Regulars suffered heavy casualties in the face of blistering artillery fire to their front, and harassing fire from light troops on their left flank. However, Jesup's attack fared better in driving the British left flank back and capturing Riall.

The sun was setting when Brown arrived with the rest of the American army and resumed the attack. Partially hidden by the fading light, the U.S. troops overran the British gun line. Determined to retake his guns, Drummond launched a series of counterattacks. The battle raged at close quarters in the darkness, with the opposing lines marked only by musket flashes and the crossing of bayonets. By midnight neither side was in any condition to continue the fight. Each side had suffered over 800 casualties, and Drummond, Scott, and Brown were wounded. Drummond withdrew a short distance down the lane to the west, but Brown ordered a full retreat. The Americans returned the next day, but finding the British had reoccupied the battlefield, they fell back to Fort Erie. Although the battle was tactically a draw, it was a strategic victory for the British when the invaders lost the initiative by going on the defensive at Fort Erie.

## The Scenario

The scenario recreates the entire battle of Lundy's Lane. It can be played by two or three British and American players, takes about five hours to play, and requires a 5-ft. wide by 4-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:

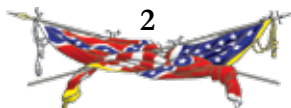
**Elevation.** A 2 level-elevation ridge runs from the west table edge to the southeast edge. The ridge has a continuous slope marked by a crest line. The elevation blocks line of sight for any stand over 1" beyond the crest line. A defending unit in charge combat receives a +1 modifier for favorable ground against an attacker charging up a slope.

**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.

**Apple Orchard.** The orchard is a minor wooded terrain feature that does not block line of sight. It is rated broken ground for movement. Firing stands suffer a -2 modifier only when firing at a target in extended line located in the orchard. The orchard does not provide a cover modifier for units in other formations, and has no defensive modifier in charge combat.

**Windbreaks.** The windbreaks running along Lundy's Lane and Skinner's Track are a minor linear terrain feature that do not block line of sight. A windbreak is rated broken ground for movement. In fire combat, the firing stands suffer a -2 modifier only when firing at a target in extended line aligned behind the

Battle of Lundy's Lane Scenario Map





windbreak. The windbreak does not provide a cover modifier for units in other formations, and has no defensive modifier in charge combat.

**Cultivated Fields and Cemetery.** The cultivated fields and the cemetery are open ground and have no effect on movement, line of sight, or combat.

**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. Fences do not block line of sight. In a maneuver check, a unit in line or extended line aligned behind a fence receives a +1 modifier. Firing stands suffer a -2 if the target is in extended line aligned behind a fence. Fences do not provide a defensive modifier in charge combat.

**Roads.** Lundy's Lane and the Portage Road are in good condition. Units in march column, limbered guns, and leaders may move at the road movement rate. All other roads are in poor condition. A unit moves at the open ground rate on a poor road.

**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 extended line. Buildings do not provide a defensive modifier in charge combat.

**Friendly Table Edge.** Broken American units must retreat toward the south table edge. 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 from play and count toward heavy casualties.

## Order of Battle

The following number of stands is needed:

STAND	AMERICAN	BRITISH & CANADIAN
Infantry	62	74
Infantry command	10	11
Cavalry	1	2
Cavalry command	1	1
Artillery (gun with limber)	6	6
Army and division leader	1	2
Brigade leader	3	2
Brave Colonel	2	1
Artillery leader	1	1
Total	87	100

**American Forces.** Total stands represent a force of 3,140 men and 9 guns.

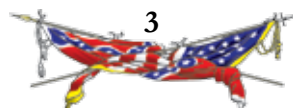
1) Starting units and leaders: brigade leader W. Scott with the 9th, 11th, and 22nd US Infantry, brave major Jesup with

the 25th US Infantry, all in line; the combined US Light Dragoons/New York Dragoons in open order; and Towson's unlimbered battery. One gun section is a half-stand.

- 2) Enter on the road at **A** on turn 5: division leader Brown, artillery leader Hindman with Ritchie's and Biddle's limbered batteries, followed by brigade leader Ripley with the 23rd US Infantry, and brave lieutenant colonel Miller with the 21st US Infantry in march column. One gun section in each battery is a half-stand.
- 3) Enter on the road at **A** on turn 6: 1st US Infantry in march column.
- 4) Enter on the road at **A** on turn 7: brigade leader Porter with the New York Militia, 5th Pennsylvania Militia, and Canadian Volunteers in march column. These units do not carry bayonets and cannot charge with cold steel. They are rated as poorly trained light (Lt) troops that can only deploy in open order and march column (see special scenario rule).
- 5) Artillery leader Hindman may only command and attach to artillery units, and may mass artillery fire (see special scenario rule).
- 6) Cavalry may charge with cold steel but cannot dismount. They are rated as well-trained light (Lt) troops that may deploy in open order (see special scenario rule).

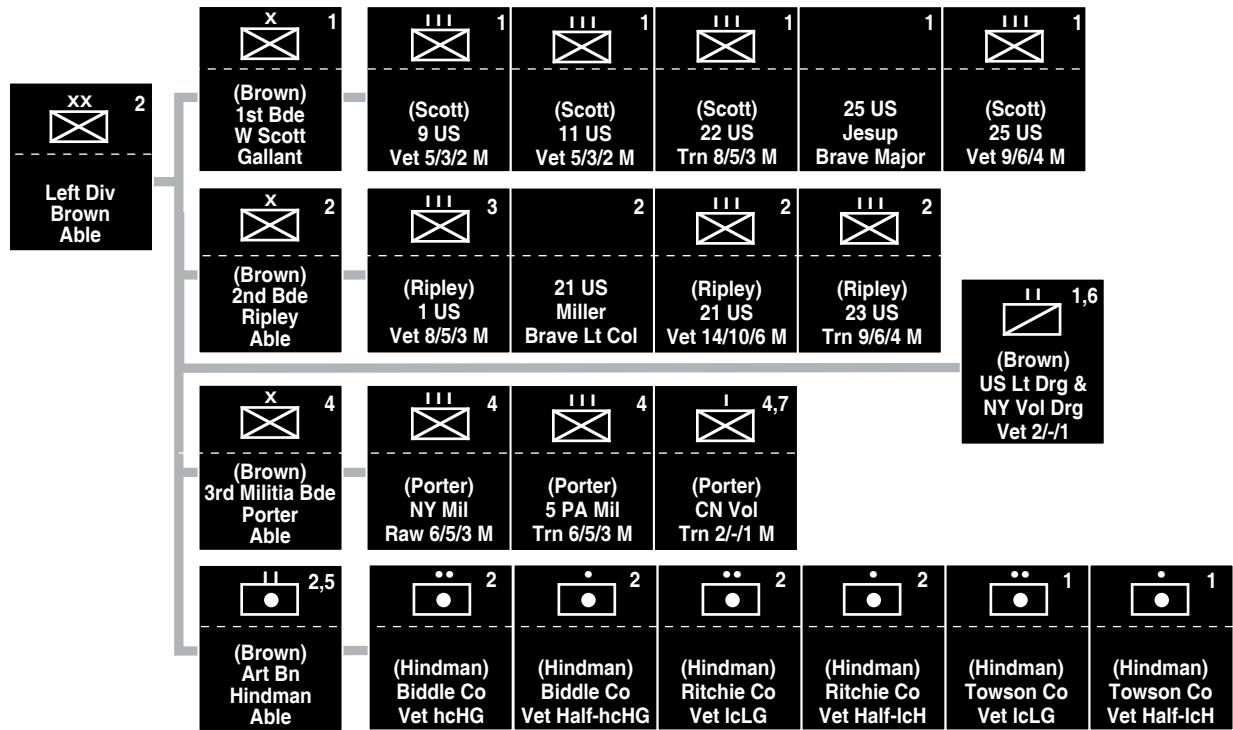
**British & Canadian Forces.** Total British & Canadian stands represent a force of 3,720 men, 8 guns and 2 rocket launchers.

- a) Starting units and leaders: army leader Drummond, division leader Rial, brigade leader Pearson with the Canadian Glengary Light Infantry and Canadian Incorporated Militia, both in line, and combined 19th Light Dragoons and Canadian Provincial Light Dragoons in extended line; brave colonel Morrison with the 2nd Battalion/89th Foot and a 3 company detachment/1st Royal Scots Foot, both in line, the combined light companies/8th and 41st Foot in extended line, the Canadian 1st Militia Brigade in line, artillery leader Maclachlane with 2 Royal Artillery gun sections from Mackonochie's battery, Tomkyns' Royal Artillery gun section, and Austin's Royal Marine rocket section, all unlimbered.
- b) Enter at **B** on turn 7: brigade leader H. Scott with the 103rd Foot, a 5 company detachment/8th Foot, the flank companies/104th Foot, all in march column, and 1 limbered gun section from Mackonochie's battery.
- c) Enter at **B** on turn 8: the 1st Foot and Canadian 2nd Militia brigade, both in march column.
- d) The two Canadian militia brigades may only be under provisional command.
- e) Artillery leader Maclachlane may only command and attach to artillery units. Gun stands from different batteries may operate as a single battery when Maclachlane is attached.
- f) H. Scott's command were tired after a twenty mile force march to reach the battlefield. The effectiveness (moral)

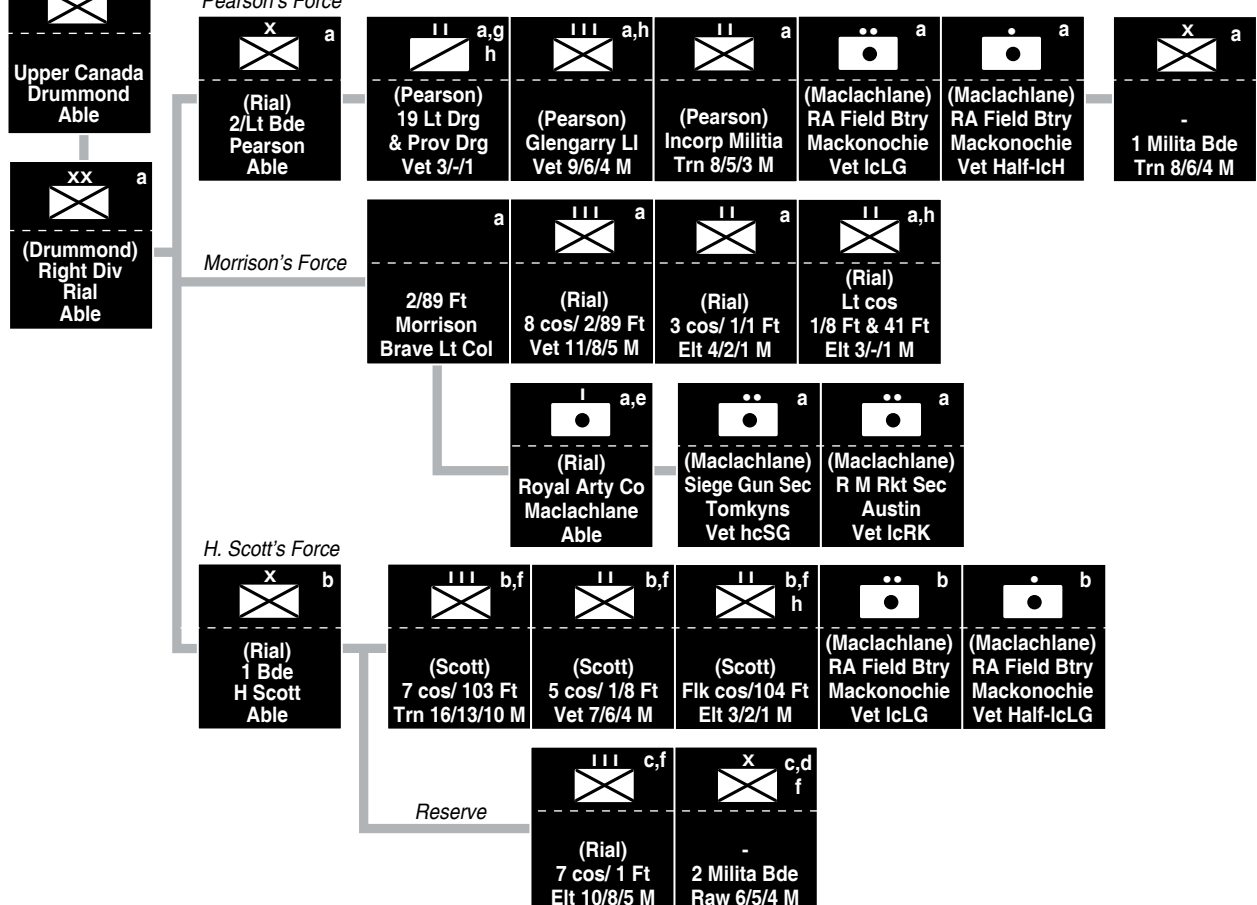


# Lundy's Lane Order of Battle

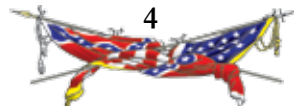
## American Force



## British and Canadian Force



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rating for all units is reduced.

- g) The dragoons cannot dismount.
- h) Only the Light Dragoons, Glengary Light Infantry, Canadian Incorporated Militia, combined light companies from the 8th and 41st Foot, and detachment of flank companies from the 104th Foot may deploy in extended line.

## Game Length

The game is 19 turns long starting with the American player turn at 7:15 PM, and ends after the British player turn at 11:45 PM. Most of the battle was fought in twilight and well into the night (see special scenario rules for Twilight & Night turns. Turns 3-7 (7:45-8:45 PM) are twilight turns. Turn 8-19 (9:00-11:45 PM) are night turns.

## 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 achieves one victory condition if the American forces lose 10 (30%) troop or gun stands. The threshold for heavy casualties increases to 18 stands on turn 5 as Ripley's Brigade begins to enter, and to 24 stands after Porter's Brigade enters on turn 7.

The American player achieves one victory condition if the British forces lose 13 (25%) troop or gun stands. The threshold increases to 24 stands on turn 7 after H. Scott's command begins to enter. After an army reaches its threshold for heavy casualties, all units receive a -1 modifier in subsequent maneu-

ver 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 Position.** The crest line between points X-Y is a key position. The American player achieves one victory condition if at least one friendly unit occupies the crest line between X-Y at the end of the game. The British player achieves one victory condition if no enemy units occupy the key position at the end of the game.

In addition to this victory condition, each turn after an American unit occupies the key position, all British units receive a -1 modifier in subsequent maneuver checks. If all American units are pushed out of the key position in a later turn, the modifier is reversed and all American units suffer the -1 in subsequent checks. The -1 modifier always applies to the last side to lose the key position.

## Special Scenario Rules

**Jessup's Surprise Attack.** Major Jessup with the 25th US followed an unused trail through the woods which placed it near the flank of the British force. At the start of the scenario, the unit is out of command, but has a brave major attached. If a Well Handled effect is rolled for the unit's maneuver check, the 25th can full move to within musketry range and enfilade the Canadian Incorporated Militia. If a Double Quick effect is rolled, the unit has enough movement at the double quick rate to charge the Canadians, however, the outflank modifier does not apply.

**Twilight & Night.** There are five turns of twilight beginning



Major Jessup's 25th US Infantry advances through the woods toward the British left in the opening stage of the battle.



on turn 3. The gradual fading of sunlight during evening twilight is represented by reducing the maximum distance allowed for weapon ranges, starting on turn 3 to 48", turn 4 to 36", turn 5 to 24", and turns 6 and 7 to 12". In a maneuver check, a leader's command radius is reduced to 4" during twilight. Firing stands suffer a -2 modifier for target in full cover if half or more of the fire points were fired from over 4".

The game length continues past twilight into the night, starting on turn 8. It was a clear moonlit night, so the maximum weapon range is 8". In a maneuver check during a night turn, a unit only can be in command if it has an attached leader. All other units must roll with the -2 modifier for out of command on the Maneuver Table. A unit cannot move at the Double Quick at night. All other Maneuver Table effects remain the same. At night, firing stands suffer a -2 modifier for full cover, with one exception. The -2 modifier does not apply if half or more of the firing stands are from participating units or incidental stands in a charge combat.

**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 Maclachlane for the British, or Hindman for the Americans.

**Light Troops and Open Order.** In addition to the open order formation, light troops that are well trained may also deploy in other standard infantry formations, such as line, field column, and march column. Well-trained British infantry units are the light companies/8th and 41st Foot, flank companies/104th Foot, Glengarry Fencibles, and Canadian Incorporated Militia. There are no well-trained American infantry units rated as light troops. Two cavalry units: the British 19th Light Dragoons/Canadian Provincial Light Dragoons, and the American US Light Dragoons/New York Dragoons, are also rated as well-trained light troops, however they cannot dismount.

Most of the militia on both sides are poorly trained light troops. The 1st and 2nd Canadian Militia on the British side, and the New York Militia, 5th Pennsylvania Militia, and Canadian Volunteers on the American side, may only deploy in open order or march column. They cannot form in line or field column.

**Ammunition Supply.** No units may replenish ammunition after suffering a low on ammunition effect.

Battle of Lundy's Lane terrain set up and troop deployment at the start of the game.

