



Playtesting the Battle of North Point with 6-millimeter figures. Photo by Lowell Hamilton

## WAR OF 1812 SCENARIO

# BATTLE OF NORTH POINT

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By Lowell D. Hamilton

*A special thanks to Lowell Hamilton for his scenario design and playtesting of the Battle of North Point.*

### The Scenario

The scenario uses the higher 50-men per stand scale. It can be played by two British and two American players, takes about four hours to play, and requires a 5-ft. wide by 6-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 is as follows:

**Elevation.** The ground rises towards the west to 1-level elevation ridge behind the American defense line. There are also three low knolls to the east. The gently sloping ridge and knolls have no crest line that blocks line of sight. An elevation level only blocks line of sight when it lies between two units. Only the first 3" along the edge of the ridge is considered a slope. A defending unit in charge combat receives a +1 modifier for favorable ground only if the attacker charged up the 3" slope. The knolls do not provide a modifier for favorable ground in charge combat.

**Open Woods** Much of the battlefield is covered by an open wood of oak trees. Open woods are rated broken ground for movement. The open woods extend the line of sight out to 10". Firing stands suffer a -1 modifier for a target in partial cover when firing through open woods, or a -2 if the target is in open order. The high ground allows artillery to fire further through woods when there is an intervening 3" slope (see special sce-

nario rule). There is no charge combat modifier for defending in the open woods.

**Thicket.** The dense thicket covering most of the north table edge is rated rough ground for movement. The thicket is impassable to artillery and cavalry. Line of sight through the thicket is reduced to 4". In fire combat, the firing stands suffer a -1 modifier for partial cover when firing through the thicket, or a -2 for full cover if the target is in open order. In charge combat, a unit defending in a thicket receives a +1 modifier for favorable ground.

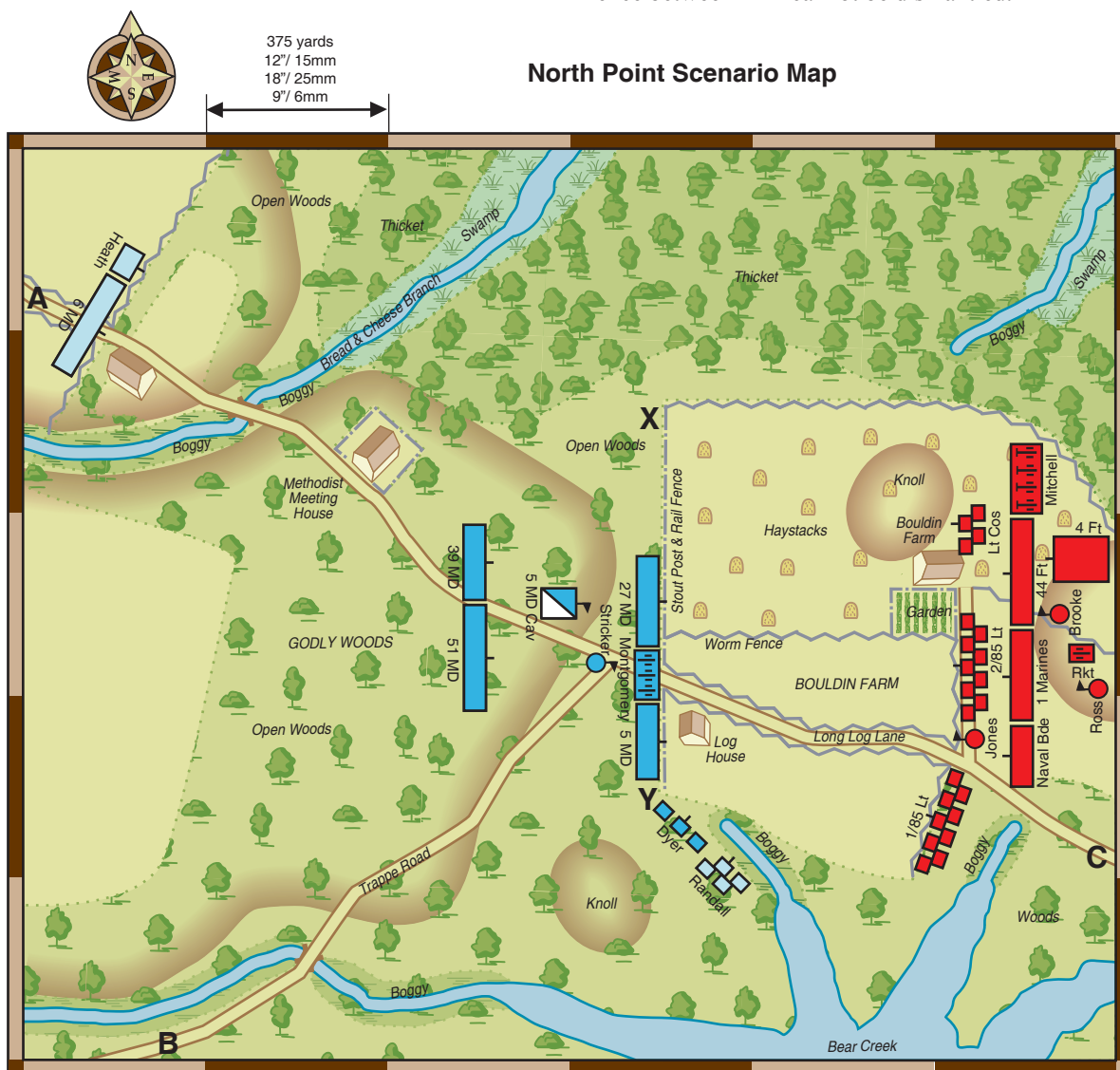
**Swamps.** There are two areas of swamp that flow off the north table edge that are impassable to all units. Units forced to retreat through a swamp must lose formation and full-retreat broken around the swamp, or be eliminated.

**Bear Creek.** The headwaters of Bear Creek along the south table edge are impassable. Units forced to retreat through Bear Creek must lose formation and full-retreat broken around the swamp, or be eliminated.

**Bread & Cheese Creek and other Streams.** The Bread & Cheese Creek and all unnamed streams have boggy banks. The boggy ground bordering the creek or stream is rated rough ground for troops and leaders to cross, and impassable to artillery. Units forced to retreat across a boggy creek or stream must lose formation and full-retreat broken. Note, the creek and another stream north of the Long Log Road Bridge are impassable where they pass through swamp. In charge combat a defending unit receives a +1 modifier for favorable ground if the attacker charged across a boggy creek or stream.

**Fences.** The American force deployed behind a stout post and rail fence between X-Y, bordering the fields on the west edge of the Bouldin Farm, which has additional tactical advantages.

All 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 open order cannot dismantle a fence. Once dismantled, a fence does not affect movement or fire combat. However, the stoutly built fence between X-Y cannot be dismantled.





All 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. A target in any formation behind the fence between **X-Y** also receives a -2 for full cover. In charge combat, a unit defending behind the fence between **X-Y** receives a +1 for favorable ground. All other fences do not provide a defensive modifier in charge combat.

**Hay Stacks and Garden.** The north field on the Bouldin Farm is covered by hay stacks. There is also a small garden near the farm house. Both the garden and hay stacks are rated broken ground for movement. The garden and hay stacks have no effect on line of sight or combat.

**Roads.** The Long Log Road and Trappe Road are in good condition. Units in march column or broken, limbered guns, and leaders may move on the road at the prorated road-movement rate.

**Buildings.** All buildings are rated broken ground for movement and do not block line of sight. 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. The negative modifier only applies if half or more of the fire points pass through the building. Buildings do not provide a defensive modifier in charge combat.

**Friendly Table Edge.** Broken American units must retreat toward the road exit points at **A** or **B** on the west and south table edges, whichever is closer and not blocked by an enemy unit. Broken British units retreat toward must retreat toward road exit point **C** on the east table edge. If a broken unit contacts the road leading toward an exit point that is not blocked by an enemy unit, the retreating unit must follow the road. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands retreat off the table and count toward heavy casualties.

## Order of Battle

The following number of stands is needed:

STAND	AMERICAN	BRITISH
Infantry	55(58)	85
Infantry command	7(8)	9
Cavalry	2	0
Cavalry command	1	0
Artillery (gun with limber)	3	5
Division leader	0	1
Brigade leader	1	3
Total	69(73)	103

The greater numbers listed in parentheses are the total stands needed with the optional American troops.

**American Forces.** Total stands represent a force of 3,325 men, and 6 guns. The strength increases to 3,525 with the optional troops.

- 1) All units and leaders start on the table: Brigade leader Stricker with 5 militia regiments (5 MD, 6 MD, 27 MD,

39 MD, and 51 MD) in line, 2 militia rifle battalions (Dyer 2 MD Rifle and Randall 1 MD Rifle) in open order, 1 militia detachment (Heath Det) in line, 1 militia cavalry regiment (Biays MD Cav) in line, and 1 unlimbered battery (Montgomery)

- 2) Militia infantry are armed with muskets with bayonets. Troops fire buck and ball when charging or being charged. They may charge with cold steel. They cannot deploy in open order.
- 3) Dyer's and Randall's MD rifle battalions are armed with rifles without bayonets, so they cannot charge with cold steel. They may only deploy in open order and march column (see special scenario rule). Riflemen are rated as marksmen (mR).
- 4) Militia cavalry are armed with sabers and may charge with cold steel. The cavalry unit can deploy in any formation, including open order, but they cannot dismount (see special scenario rule).
- 5) The 6th Maryland and Heath's Detachment have movement restrictions. These reserve units cannot cross Bread & Butter Creek. As an optional rule, the units may cross the creek on turn 6 or later (see special scenario rule).
- 6) Historically, Randall's 1 MD Rifle Battalion was not engaged and remained 2 miles to the southwest guarding the mouth of Bear Creek. Randall can be an optional unit placed on the American right flank.
- 7) Stricker is rated gallant.

**British Forces.** Total British stands represent a force of 4,825 men and 8 guns and 2 rockets.

- a) Starting units and leaders"

Division leader Ross

1st (Light) Brigade leader Jones with 3 infantry battalions (converged Lt Cos, 1/ 85 Ft, and 2/ 85 Ft, ) in open order

2nd Brigade leader Brooke with 2 infantry regiments (4 Ft in field column and 44 Ft in line), 2 marine/naval battalions (1/ Marine and Naval Bde) in line

1 limbered battery (Mitchell) and 1 unlimbered rocket section (Mitchell)

- b) Enter on road at **C** on turn 2: 3rd Brigade leader Patterson with 1 infantry regiment (21 Ft) followed by the 1 marine battalion (2/ Marines), both in march column on the road.
- c) All troops are armed with muskets with bayonets. They may charge with cold steel, but cannot fire buck and ball when charging or being charged.
- d) Only the converged light infantry battalion and two battalions of the 85th Foot may deploy in open order (see special scenario rule).
- e) Ross is rated a gallant leader and subject to a modified Fallen Leader Check at the beginning of the game (see special scenario rule).

f) Replacement leader labels if Ross is removed.

## Game Length

Each game turn represents 10 minutes. There are 12 turns, starting with the American player turn at 1:10 PM, and ends after the British player turn at 3:00 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 after the American forces lose 17 (25%) troop or gun stands. The American player receive one victory point if the

British forces lose 30 (30%) stands. If Ross is killed, reduce the British threshold to 25 (25%) stands lost. 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 Position.** Historically, the Americans were fighting for time to delay the British advance on Baltimore. To receive victory points for controlling the key position, the British players must do as well as or better than their historical counterparts. The American defense line behind the stout post and rail fence between X-Y is a key position. The British are awarded one victory point if they clear X-Y of all American units aligned behind the fence by the end of turn 5 (1:50 PM). No victory

### Battle of North Point Scenario

#### American Order of Battle

<div><div><div>X</div><div>1,7</div></div><div>(Brown) 3rd Mil Bde Stricker Gallant</div></div>	<div><div><div>III</div><div>1,2</div></div><div>(Stricker) 5 MD Mil Trn 9/6/4 M</div></div>	<div><div><div>III</div><div>1,2 5</div></div><div>(Stricker) 6 MD Mil Trn 12/9/6 M</div></div>	<div><div><div>III</div><div>1,2</div></div><div>(Stricker) 27 MD Mil Trn 11/9/6 M</div></div>	<div><div><div>III</div><div>1,2</div></div><div>(Stricker) 39 MD Mil Trn 9/7/5 M</div></div>	<div><div><div>III</div><div>1,2</div></div><div>(Stricker) 51 MD Mil Raw 14/11/7 M</div></div>
	<div><div><div>II</div><div>1,2 5</div></div><div>(Stricker) Heath Det Trn 4/-/3 M Lt</div></div>	<div><div><div>II</div><div>1,3</div></div><div>(Stricker) Dyer 2 MD Rifle Lt Trn 3/2/1 mR</div></div>	<div><div><div>II</div><div>1,4</div></div><div>(Stricker) Biays MD Cav Trn 3/2/1 Lt</div></div>	<div><div><div>II</div><div>1</div></div><div>(Stricker) Montgomery 1 / 4-pdr Vet lCLG</div></div>	<div><div><div>II</div><div>1</div></div><div>(Stricker) Montgomery 2 / 4-pdr Vet lCLG</div></div>
					<div><div><div>II</div><div>1,6</div></div><div>(Stricker) Randall 1 MD Rifle Lt Trn 4/3/2 mR</div></div>

#### British Order of Battle

<div><div><div>xx</div><div>a,e</div></div><div>Ross Gallant</div></div>	<div><div><div>x</div><div>a</div></div><div>(Ross) 1st (Lt) Bde Jones Able</div></div>	<div><div><div><div><div></div><div>a,c</div></div><div>d</div></div></div><div>(Jones) Lt Cos Elt 4/2/1 M</div></div>	<div><div><div><div><div></div><div>a,c</div></div><div>d</div></div></div><div>(Jones) 1/ 85 Ft Lt Vet 9/6/4 M</div></div>	<div><div><div><div><div></div><div>a,c</div></div><div>d</div></div></div><div>(Jones) 2/ 85 Ft Lt Vet 9/6/4 M</div></div>			
	<div><div><div>x</div><div>a</div></div><div>(Ross) 2nd Bde Brooke Able</div></div>	<div><div><div><div><div></div><div>a,c</div></div><div></div></div></div><div>(Brooke) 4 Ft Vet 13/9/6 M</div></div>	<div><div><div><div><div></div><div>a,c</div></div><div></div></div></div><div>(Brooke) 44 Ft Vet 13/9/6 M</div></div>	<div><div><div><div><div></div><div>a,c</div></div><div></div></div></div><div>(Brooke) 1/ Marines Trn 11/9/6 M</div></div>	<div><div><div><div><div></div><div>a,c</div></div><div></div></div></div><div>(Brooke) Naval Bde Trn 8/6/4 M</div></div>	<div><div><div>xx</div><div>f</div></div><div>Replacement leader for Ross Brooke Poor</div></div>	
	<div><div><div>x</div><div>b,c</div></div><div>(Ross) 3rd Bde Patterson Able</div></div>	<div><div><div><div><div></div><div>b,c</div></div><div></div></div></div><div>(Patterson) 21 Ft Vet 15/11/7 M</div></div>	<div><div><div><div><div></div><div>b,c</div></div><div></div></div></div><div>(Patterson) 2/ Marines Trn 12/9/6 M</div></div>			<div><div><div>xx</div><div>f</div></div><div>Replacement leader for Brooke 2nd Bde Mullins Poor</div></div>	
		<div><div><div><div><div></div><div>a</div></div><div></div></div></div><div>(Ross) Mitchell 1 / 6-pdr Elt lCLG</div></div>	<div><div><div><div><div></div><div>a</div></div><div></div></div></div><div>(Ross) Mitchell 2 / 6-pdr Elt lCLG</div></div>	<div><div><div><div><div></div><div>a</div></div><div></div></div></div><div>(Ross) Mitchell 3 / 6-pdr Elt lCLG</div></div>	<div><div><div><div><div></div><div>a</div></div><div></div></div></div><div>(Ross) Mitchell 4 / 5.5" How Elt lCH</div></div>	<div><div><div><div><div></div><div>a</div></div><div></div></div></div><div>(Ross) Mitchell Congreve Rkt Trn lCR</div></div>	

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point is awarded if they control the fence line by the end of turn 7. The Americans receive one victory point if the British control of **X-Y** is delayed until turn 8 or later.

In addition to this victory condition, each turn after no American units occupy the key position, all American units receive a -1 modifier in subsequent maneuver checks. If one or more American units reoccupy the key position in a later turn, the negative modifier does not apply as long as the key position is occupied by at least one friendly unit. If on a later turn, the Americans regain control of the entire fence line and there are no British units located west of the fence line, between **X-Y**, the modifier is reversed and all British units suffer the -1 maneuver check modifier. The last side to lose control of the entire key position suffers the -1 maneuver modifier.

## Special Scenario Rules

**General Ross's Fate.** On the approach march to the battlefield, British Commander Maj. Gen Robert Ross, the "Sacker of Washington, DC," was killed by American riflemen. Before the scenario starts, the American player rolls on a modified Fallen Leader Table to determine the fate of Ross. Apply a +1 fire modifier to the die roll for marksmen.

On a modified die roll result of 8-11, Ross is killed and removed from the game. The game is delayed by one turn (1:20 PM), while Ross is being replaced by the 2nd Brigade commander, Col. Arthur Brooke and Brooke is replaced by Col. Thomas Mullins, commander of the 44th Foot as the new 2nd Brigade commander. Both replacement leaders are rated Poor. On a modified die roll result of 6 or 7, Ross survives but the game still starts one turn later. A modified die result 2-5 has no effect.

**Light Troops and Open Order.** Only units designated as light infantry (Lt) may deploy in open order. Dyer's MD Rifle Battalion can only form in open order or march column formation. Biays MD Cavalry Regiment can deploy in any formation including open order, but they cannot dismount. Three British units (Lt Cos, 1/85 Ft, and 2/85 Ft) can deploy in any formation including open order.

**American Reserves.** Historically, General Stricker deployed the 6th Maryland Militia Regiment in reserve behind Bread & Butter Creek. Heath's detachment from the 5th Maryland, exhausted from earlier fighting, was also ordered back to the reserves to rest. Stricker's plan, if forced back, was to reform on his reserve behind the creek.

As an optional rule, the player controlling Stricker has the option to bring his reserves forward if things go better than planned. If the British fail to gain control of the entire key position between **X-Y** by the end of turn 5, Stricker may move the 6th MD and Heath's Detachment across the creek on turn 6 or later.

**Ammunition Supply.** No units can suffer from a low on ammunition effect during the first four game turns. Starting on the fifth turn, units cannot replenish ammunition after suffering a low on ammunition effect.