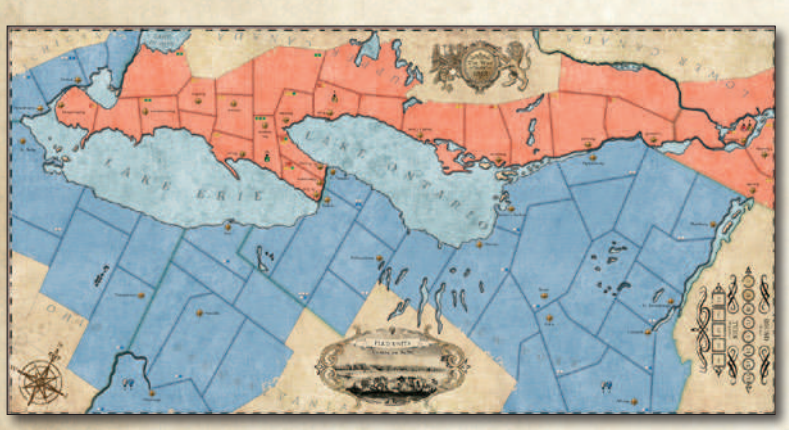
1812 - The Invasion of Canada

The year is 1812. War is raging across Europe and Russia as Napoleon, emperor of France, seeks to dominate Europe through conquest. However, a coalition of France's enemies, led by Great Britain, desperately resists his ambitions. Great Britain, in dire need of resources, is capturing American ships that are supplying France, confiscating their cargoes and impressing some of their sailors to serve in its Royal Navy.

The young United States objects. Eager to defend its sovereign rights and to strengthen its position in North America, the United States declares war on Britain on June 18, 1812. Taking advantage of the British army's struggles against Napoleon in Europe, American forces invade Canada on July 12, 1812. The goal is to drive the British from their last remaining colony on North American soil. Surprised, Britain reels from the attack and now has to face another enemy threat on another continent.

In ***1812 - The Invasion of Canada***, players take on the roles of the major factions that participated in the War of 1812. On the British side these are represented by the British Regulars (Redcoats), Canadian Militia and Native Americans; the American Regular Army and American Militia comprise the American side. Players for each side will strategize together in order to plan and conduct their campaigns. Each side will attempt to capture Objective cities and forts on the map. When a truce is called, the side that controls the most enemy Objectives wins.

Game Components



1 Map - Divided into British (red) and American (blue) Homeland Areas, some with starred Objectives.



60 Cards - 12 red British, 12 yellow Canadian Militia, 12 green Native American, 12 blue American Regulars, 12 white American Militia.



160 Units - 25 red British Regulars, 35 yellow Canadian Militia, 25 green Native American, 30 blue American Regulars, 45 white American Militia.



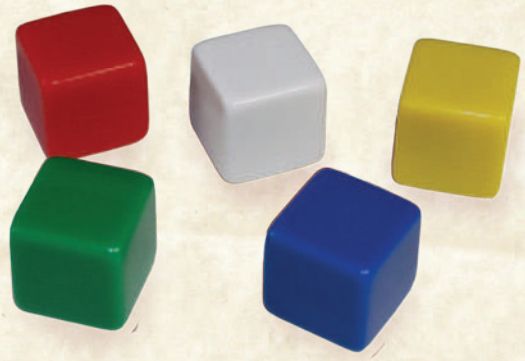
1 Round Marker Pawn



20 Control Markers - Double sided markers.



13 Battle Dice - 2 red British Regulars, 3 yellow Canadian Militia, 3 green Native American, 2 blue American Regulars, 3 white American Militia.



5 Turn Order Markers - One of each color, plus 1 Silk Draw Bag (not shown).

Game Setup

1.0 Choose a Faction - Each player chooses a faction to play and takes the corresponding units, Battle Dice and cards of that specific faction's color.

Each faction is color coded as follows:

American Side:
American Regulars - blue
American Militia - white

British Side:
British Regulars - red
Canadian Militia - yellow
Native Americans - green

When playing with fewer than five people, one or more players will control multiple factions on one side of the conflict. All factions must be played.

1.1 Map Setup - Place the map in the center of the table with American side players on the south edge and British side players on the north.

Homeland Areas - The map is divided into red and blue areas. Blue denotes American Homeland Areas and red denotes British Homeland Areas.



Objectives are starred cities or forts. The side controlling the most **enemy** Objectives at the end of the game wins.

Scenarios - This game contains three scenarios. An 1812 Introductory Scenario, the 1812 Full Campaign Scenario, and an 1813 Campaign Scenario. Each scenario's starting unit placements are described in its individual scenario setup section on pages 7 and 8.

1.2 Starting Units for the 1812 Scenarios - Some areas on the map have colored squares marked on them that represent the starting unit placements for the 1812 Introductory and 1812 Full Campaign Scenarios. Populate the map areas with the corresponding colored units. (The starting units setup for the 1813 Campaign Scenario is listed on page 8.)

Ex: Fort Niagara gets 2 white units and 2 blue units.

1.3 Place Additional Units - The 1812 Scenarios require the players to place additional units. The number of units and where they are placed are listed in the scenario setup sections on page 7.

1.4 Unit Force Pools - Remaining units that were not placed on the map during the game setup are kept near each faction player. These units will be placed on the map during future rounds as Enlistments *(3.1)* or as called for by Special Cards.

1.5 Draw Cards - Each scenario specifies which cards make up a player's draw deck at the beginning of the game. Players shuffle their decks and then each draws a hand of three cards from his deck.

If at any time a player holds only Special Cards, indicated by the word "Special" at the top of a card, he shows the cards, reshuffles them into his draw deck and draws three new cards.

Players from the same side may show each other their cards in order to plan their future actions.

1.6 Place Round Marker - Place the Round Marker Pawn on space 1 of the round track located on the bottom left side of the map.

1.7 The Draw Bag - Place all Turn Order Markers in the Draw Bag. If playing the Full 1812 Campaign, draw the blue American Regulars Turn Order Marker and place it on the 1st Turn space.

Game Play

2.0 Rounds and Turns - The game is played over a variable number of rounds. During each round, all five factions will take a turn to mobilize units using movement cards.

The turn order is determined randomly. At the beginning of each round, all five Turn Order Markers are placed into the Draw Bag. A Turn Order Marker is blindly drawn from the bag and is placed on the '1st Turn' space of the turn track. The color drawn denotes which faction's turn it is. The faction completes its turn before the next Turn Order Marker is drawn from the bag.

Note: The American Regulars always take the first turn of Round I in the Full 1812 Campaign.

2.1 Active Player - The person that controls the faction whose turn it is.

Once all the Turn Order Markers have been drawn and all the factions have had their turn, the round ends. All Turn Order Markers are returned to the Draw Bag and the Round Marker Pawn is advanced to the next round space. The new round begins by drawing a new Turn Order Marker from the Draw Bag.

2.2 Game End Check - At the end of round 3 and at the end of each subsequent round, the end of game condition must be checked *(4.0)*.

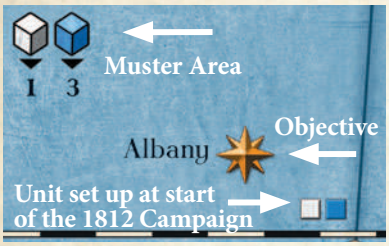
3.0 Turn Order - A drawn Turn Order Marker designates which faction takes its turn next. The active player can then perform the following actions in order:

- Place Enlistments *(3.1)* & Fled Units in Muster Areas *(3.1.2)*
- Play a Movement Card and up to Two Special Cards *(3.2)*
- Resolve Battles *(3.3)*
- Draw New Cards *(3.4)*

3.1 Place Enlistments - Each faction has one or two **Muster Areas** on the map that show Enlistment cube graphics of their color.

- British Regulars - Montreal (3 red)
- Canadian Militia - Montreal (1 yellow), York (1 yellow)
- Native American - Six Nations (1 green) + 1 extra green
- American Regulars - Pittsburgh (2 blue), Albany (3 blue)
- American Militia - Pittsburgh (2 white), Albany (1 white)

Ex: Shown is the Albany area which is a Muster Area for American Militia and American Regular units.



At the beginning of each of their turns, the active player pulls Enlistment Units from their Unit Force Pool and places them in their Muster Area(s). The number of Enlistment Units placed correspond to the number pictured below the cube graphic of their color.

Each faction has a limited supply of units in its Unit Force Pool. If a faction's Unit Force Pool has no units remaining, then no Enlistments can be placed that turn.

3.1.1 Native American Enlistments - In addition to the 1 green unit placed on the Six Nations Muster Area, the Native American player may place an additional green unit in any other area already containing a Native American unit. This additional unit can be placed in an American or British homeland area and it can be placed even if the Native American Muster Area is occupied by enemy units.



3.1.2 Place Fled Units - In addition to placing Enlistments, any of the active player's units located in the Fled Unit Space *(3.3.2)* re-enter play by being placed in the active player's **Muster Area**(s).

Ex: It is the Canadian Militia's turn. The active player pulls yellow Enlistment units from the Unit Force Pool and places one in Montreal and another in York.

There are 7 yellow units in the Fled Units Space which the active player places in any quantity in Montreal and/or York.

If enemy units occupy a Muster Area, no units may be placed on that area. This could result in a turn without Enlistments or Fled Units being placed on the map. If this is the case, the active player loses that turn's Enlistments and their Fled Units stay on the Fled Units Space.

The active player now plays a Movement Card.

3.2 Play a Movement Card and Up to Two Special Cards
Each faction has a custom deck of twelve cards, eight of which are Movement Cards and four that are Special Cards *(3.2.7)*.

The active player **must** play one Movement Card on his turn. He may also play up to two Special Cards. Units may be moved by land or water, depending on what the Movement Card allows. No more than one Movement Card may be played by the active player during his turn.

Remove from the game all played cards, except for Truce Movement Cards *(3.2.3)*.

3.2.1 Land Movement Cards allow units to move from one land area to the next. Units are moved by the active player as permitted by the Movement Card played and as modified by any Special Card played.

3.2.2 Armies are groups of units in the same area. An army can be made up of units from different allied factions.

Ex: A British army in an area could be comprised of 3 red British Regulars units, 5 yellow Canadian Militia units, and 3 green Native American units.

The number of soldier figures on a movement card represents the number of armies that may be moved, followed by how many areas **each** of these armies may move. Any army, including any of its units, may not be moved twice in a turn.



Ex: For the movement card shown, the American Regulars player may move up to four different armies two areas each. None of these armies or any of their units may be moved twice. (Some Special Cards grant an army added movement range.)

In order to move an army, at least 1 unit in the army must belong to the active player. The active player can then move **all units** in the army including other allied units.

Ex: The American Regulars player could move an army comprised of 1 American Regulars unit and 6 American Militia units.

Armies are moved from area to area, across area boundaries. An army must stop if it enters an area occupied by enemy units. Armies cannot drop off or pick up units in the midst of movement. An army may divide into multiple armies before moving. This allows the player to move an army while leaving another army behind. If the Movement Card allows multiple army movements, then the player may also move the other army to a different area. Multiple armies may move to the same area creating one large army.

Ex: There are 4 American Regulars and 5 American Militia units in Fort Niagara. It is the American Regulars' turn and the active player plays the movement card pictured above. They first move 2 Regulars and 2 Militia into Fort George for one army move. Then they move 2 Regulars and 2 Militia into Queenston for a second army move. 1 Militia unit has not been moved and is left in Fort Niagara. The active player still has two army moves left.

The active player does not need to move the full amount of armies indicated on the movement card, nor use all the allowed movement per army.

A minor river is shown as a black line and can be crossed without a boat in the same manner as any map area border.

3.2.3 Truce Cards - Each faction has one Truce Card. Truce Cards are a type of Movement Card and are played as such. After having been played, they are lined up along the western edge of the map instead of being discarded. This is so that players can track how many Truce Cards have been played. When the Truce Cards have been played by all factions of an alliance, at the end of the round the game ends *(4.0)*.

3.2.4 Water Movement - To cross a large body of water, a Warship, Fishing Boat or Canoe Movement card must be played. Lakes and large rivers that are shown on the map as an aqua marine color are considered **Large Bodies of Water**. A large body of water ends where rivers are "greyed out".



Armies that have a Water Movement card may move from a land area adjoining a large body of water to any other land area

adjoining the same large body of water, even if it is occupied by the enemy.

Ex: A British army in Prescott could move across Lake Ontario to Fort Niagara. This army could not move to Buffalo, which borders Lake Erie, because the two lakes are separated by a greyed out river.

3.2.5 Canoe and Fishing Boat Army Size Limits - Some water movement cards limit the size of the armies that can be moved. The number of cubes and their colors denote the maximum units that may be moved per army.



Canoes allow 5 Native American units, from up to 5 different areas on the same body of water, to move to one single area on the same body of water.



Fishing Boats allow two armies, of up to 3 units each and from two different areas, to move to one single area on the same body of water.

Ex: The American Militia Fishing Boat card allows two armies to be moved. Each army may contain up to 3 units and be composed of white and blue units, one of which must be white.

3.2.6 Out of Bounds Areas - Movement into the beige boundary territory is forbidden. Islands appearing in large bodies of water are not considered areas.

3.2.7 Special Cards - Each faction has unique Special Cards in its deck, indicated by the word "Special" at the top. These Special Cards modify movement or combat rules *(5.0)*. When the active player plays his movement Card, he may also play up to all of the Special Cards in his hand.



After the Active Player has finished with all movement for the turn, battles are resolved.

3.2.8 Objectives - These are important cities or forts and are depicted with a star next to the city or fort name.

When a side controls an **enemy** Objective, control is tracked by placing a **Control Marker** on the area with the controlling side's flag symbol face up.

A side controls an enemy Objective if its units occupy the area at the end of a turn. If a controlling side's units leave or are forced out of an enemy Objective Area, its Control Marker is removed and control reverts back to the homeland owners.

Ex: British forces occupy Buffalo at the end of the Canadian Militia's turn. A British Control Marker is placed in this area.

The side that controls the most enemy Objectives at game end wins *(4.0)*. This is easily determined by counting the number of Control Markers for each side on the map.

The Fort Erie and Queenston area has two Objectives in it. If the Americans control this area, two American Control Markers are placed on it.

3.3 Battles

A battle occurs when opposing armies occupy the same area.

If there are multiple battles, the Active Player chooses the order in which the battles are resolved. Any Special Cards played, that may influence a battle, must be assigned prior to battle resolution.

The side in whose Homeland Area *(1.1)* the battle takes place has the initiative and rolls first. In red areas the British players have the initiative and in blue areas the American players have the initiative, regardless of which army is the attacker or defender.

First the players of the side with initiative simultaneously roll their Battle Dice and apply the results. If units of both sides remain after the results are resolved, the other side's players simultaneously roll their Battle Dice and apply the results. The battle continues, alternating back and forth, until only one side remains in the area.

Each faction's controlling player will roll his Battle Dice and make decisions for his own units. The player rolls an amount of dice corresponding to the number of his units present in the battle. The maximum number of dice that may be rolled by the American Regulars and British Regulars players is two, while for the American Militia, Canadian Militia and Native American players the maximum is three.

Battle Dice Results - Each faction's Battle Dice have a unique combination of Hit, Flee and Blank Command Decision faces.

3.3.1 Hit - A Hit result causes an **opponent's** unit to be removed from the map and placed in its Unit Force Pool. The opponents decide among themselves which unit to remove, if there is more than one faction to choose from.



3.3.2 Flee - A Flee result causes a faction's **own** unit of the colored die rolled to flee the battle. These units are placed in the Fled Units Space on the map. These Fled Units are returned to the owning faction's Muster Area(s) at the beginning of that faction's next turn *(3.1.2)*.





3.3.3 Command Decision - When a blank die face is rolled, the controlling player **may** decide to move one of his **own** units out of the current battle. This unit can move to any adjacent Friendly Area.



Friendly Areas are any of your side's Homeland Areas that are empty or contain allied units; or any **enemy** Homeland Areas that are occupied by allied units. Your side's Homeland

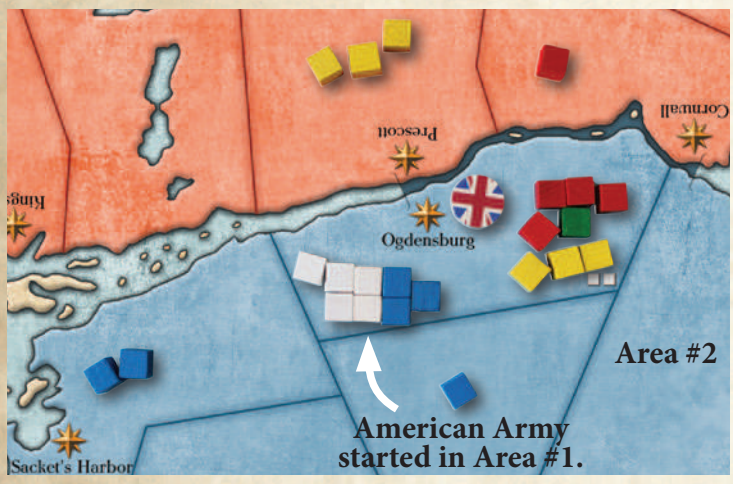
Areas that are solely occupied by enemy units are not considered to be friendly. An area that contains both friendly and enemy units (an upcoming battle) is considered friendly and may be moved into.

The order in which Command Decisions are carried out is determined by the involved allied players.

If there are no friendly areas adjacent to a battle, then movement out of the battle is not an option.

An army that moved into a battle by water **may not** move out by water with a Command Decision.

3.3.4 Native American Command Decision - Native American units have an advantage and may use a Command Decision to move into unoccupied **enemy** Homeland Areas, including unoccupied American Objective Areas.



Turn Example: The British players captured the area of Ogdensburg during a previous round and, since it was their opponent's Homeland Objective Area, placed their Control Marker on it. The American Militia Marker is pulled from the Draw Bag. The American Militia player, wanting to retake Ogdensburg, plays a movement card that allows him to move two armies up to three areas each. The American army in Area #1 starts out with 5 white units and 4 blue units. All units but one blue unit, move one area north into Ogdensburg. The American Militia player then moves another army on the western edge of the map. Movement is completed and a battle occurs in Ogdensburg.



The battle occurs in an American Homeland Area *(1.1)*, so the American players have initiative and roll first. The American Militia player rolls 3 white dice resulting in 1 Hit, 1 Flee and 1 Command Decision. American Regulars player rolls 2 blue dice resulting in 1 Hit and 1 Command



Decision. The British side took 2 hits and its players as a group must decide which 2 units to remove from the map. They choose to remove 2 red units so that they can roll the maximum number of Battle Dice during their next action. The American Militia rolled a Flee result and so must remove a white unit and place it in the Fled Units Space *(3.3.2)*. Both American players rolled a Command Decision and each decides not to move a unit out of the battle area.

Note: Either American player could have moved a unit into any adjacent friendly area. This includes Area #2, which would then make the area inaccessible to any future retreating Native American units *(3.3.4)*.

Now the British players roll. There are two red units, three yellow units and one green unit left. They roll the following results:



The American players take 3 hits and decide to take off one blue and two white units. Next a yellow Canadian Militia is removed and placed in the Fled Unit Space. The Native American and British Regulars each have one Command Decision. The Native American unit could move into Area #2. Then the British Regulars unit could also move into Area #2. Both players decide to stay in the battle, which continues.



The Americans roll:



The British players lose 3 units and decide to keep both red British Regulars, since they have the best odds of scoring hits. The white American Militia rolled a Command Decision and decides to stay in the battle.

The British roll:



The American players choose to remove a white unit. Then the British player decides to withdraw one of his units to Cornwall as his Command Decision result.

The British lose the last unit on the American player's next attack. The battle is won by the Americans and the British Control Marker is removed.

3.4 Draw Cards

At the end of his turn, the active player draws his hand back up to 3 cards. If there are not enough cards left in the draw deck, play with what remains.

If a player draws and only has 3 Special Cards in his hand and no Movement Cards, the player must show his cards, reshuffle them back into his draw deck and draw 3 new cards. A player must always have one movement card in his hand after drawing.

The Active Player's turn is over and a new turn begins by drawing a new Turn Order Marker from the Draw Bag.

4.0 Game End

The game end condition is evaluated at the end of round 3 and at the end of each subsequent round.

The game ends if at the end of a round all Truce Cards **of one or both sides** *(1.0)* have been played. There are 3 Truce Cards for the British allies or 2 for the American allies.

The game is won by the side with the most Control Markers on the map *(3.2.8)*. **Games can end in a tie.**

Ex. The Americans control three British Objectives, so have 3 American Control Markers on the map. The British control two American Objectives, so have 2 British Control Markers on the map. The Americans win by 1.

Special Cards

5.0 Card Examples

Below, clarifications are given for the Special Cards supplied with the game.



War Hawks #09

Ex: Movement card #1 was played that allowed 2 armies to be moved 3 areas each. Now the active player may move 4 armies 3 areas each.



William Harrison #10

Ex: At least one unit in the army that moves must be blue. Units may be left behind in the original area.



Publication Ban #11

Ex: For this turn only, Rome acts as an American Regulars Muster Area *(3.1)*. Units may not be placed in Albany.



Forced March #12

Ex: Movement card #02 was played that allowed 2 armies to be moved 3 areas each. One of these armies may now move 5 areas.



Kentucky Militia #09

Ex: For every white Battle Dice hit, the British allies must remove 2 units of their choice.



Hometown Support #10

Ex: If there are not enough white American Militia units in the Unit Force Pool, these units may be pulled from the Fled Units Space.



Captain Aisquith's Sharpshooters #11

Ex: Both American allied players get the advantage of this card in battle during the American Militia player's turn.



Turncoat #12

Ex: This card must be played before the battle begins.



Mackinac Reinforcements #09

Ex: The British Regular units may be placed in an enemy occupied area.



Fife and Drum #10

Ex: Movement card #03 was played that allowed 2 armies to be moved 1 area each. Both armies may now move 2 areas each.



Napoleon Defeated #11

Ex: These units can only be placed if there are enough red units in the British Regulars Unit Force Pool.



General Brock #12

Ex: All yellow Battle Dice flee results are ignored.



Ambush #09

Ex: The effects of this card occur after movement, but before any battles are resolved.



Billy Green #10

Ex: The battle takes place in a British Homeland area. All British alliance players roll once and apply only the hit results. They then begin the battle by rolling again.



Training #11

Ex: These units must be converted before any movement takes place.



John Brant #09

Ex: These 2 units may be moved after being placed.



Tecumseh #10

Ex: The Native American player chooses one battle before it is resolved. The American players must roll for their units, counting only flee results.



John Norton #11

Ex: The effects of this card may be used before or after the movement card for the turn has been resolved. Areas may be enemy occupied and result in battle.



War Cry #12

Ex: The effects of this card may be used before or after the movement card for the turn has been resolved. Areas may be enemy occupied and can result in battle.

1812 Full Campaign Scenario Setup - This is the full version of the game.

Starting Units: Populate the map areas with the corresponding colored units that are printed on the map *(1.2)*.

Additional Units: After the initial on-board units are placed, the British Regulars, Canadian Militia, and Native American players each **place 4 additional** units of their color **on any** British homeland area. Next, the American Militia and American Regular players each **place 6 additional** units of their color **on any** American homeland area.

A player's units may be placed on one or more areas, including empty areas.

Starting Cards: Each player shuffles their deck of cards and then draws the top 3 cards.

Starting Round: Place the Round Marker Pawn on round 1.

Starting Turn: Place the American Regulars' Turn Order Marker on the Turn 1 space. That player goes first.
Place the remaining Turn Order Markers into the draw bag. These will be pulled randomly at the beginning of subsequent turns to determine the random turn order.

Game End: The game end conditions are evaluated at the end of round 3 and at the end of each subsequent round. If all of the Truce Cards from one or both Alliances have been played, the game ends. The side with the most Control Markers on the map wins *(4.0)*.

1812 Introductory Scenario Setup - Recommended if players are new to the game.

Starting Units: Populate the map areas with the corresponding colored units that are printed on the map *(1.2)*.

Additional Units: Place additional units in the following areas. These additional units are also pictured on the map below.

American Side:
2 ■, 3 □ in Detroit;
2 ■, 1 □ in Buffalo;
1 □ in Ft. Niagara;
1 ■, 2 □ in Williamsburg;
1 ■, 1 □ in Sacket's Harbor;
2 ■, 1 □ in Ogdensburg;
2 ■, 2 □ in Plattsburg.

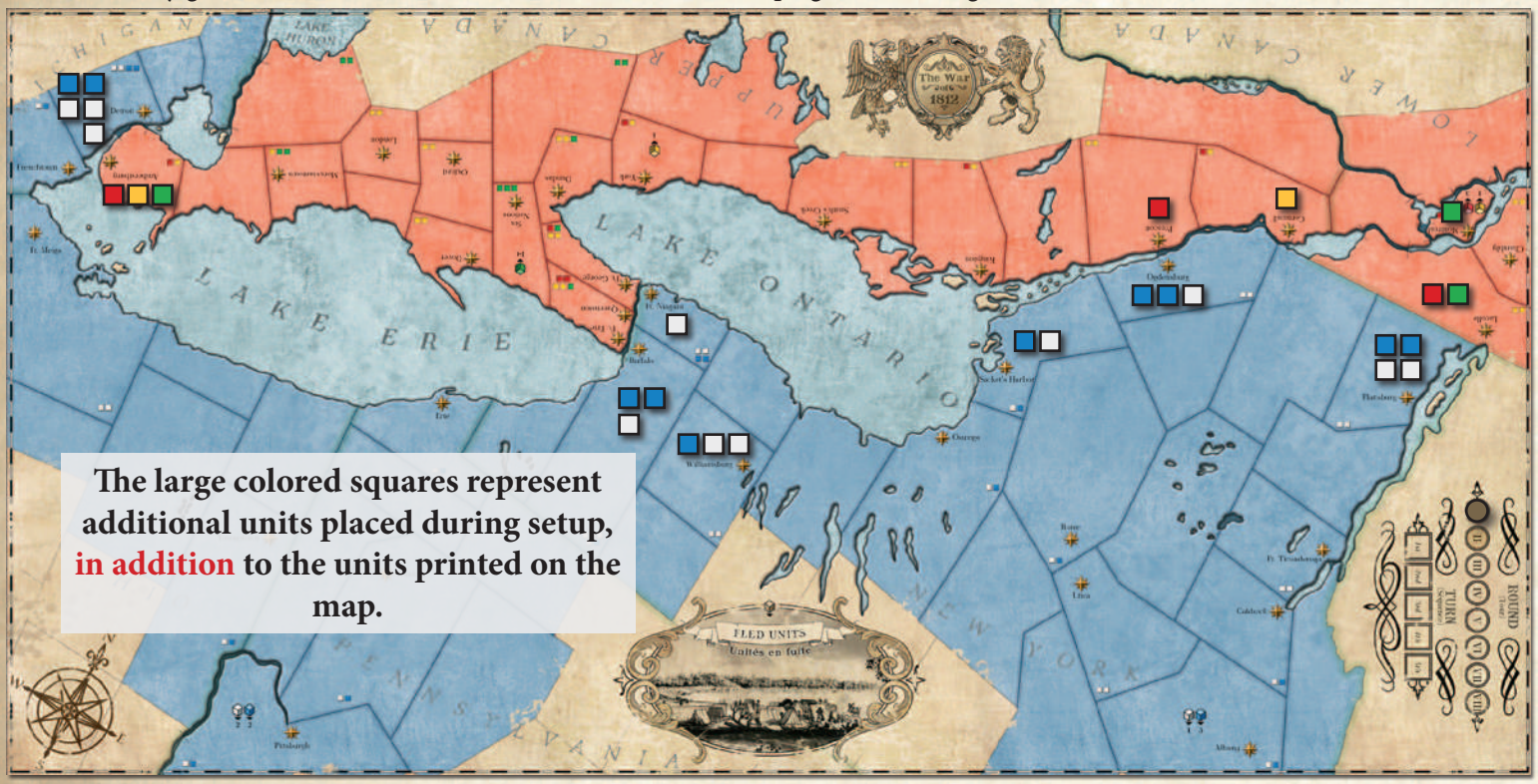
British Side:
1 ■, 1 ■ in Lacolle;
1 ■ in Montreal;
1 ■ in Cornwall;
1 ■ in Prescott;
1 ■, 1 ■, 1 ■ in Amherstburg.

Starting Cards: Each player builds their deck with the cards listed below, shuffles this deck and then draws the top 3 cards.
American Regulars: 01, 03, 05, 06, 09, 11. **American Militia**: 01, 03, 04, 05, 09, 12.
British Regulars: 03, 04, 05, 07, 10, 12. **Canadian Militia**: 03, 04, 05, 07, 10, 12. **Native Americans**: 02, 04, 05, 07, 09, 10.

Starting Round: Place the Round Marker Pawn on round 1.

Starting Turn: Place all of the Turn-Order markers into the draw bag and randomly draw one out and place it on the first turn spot. This faction will play first.

Game End: The game is over at the end of round two and is won by the side with the most Control Markers on the map. The introductory game does not utilize Truce Cards or the Full Campaign Scenario's game end conditions.



1813 Scenario Setup - This scenario begins in Round 3, with factions already in the midst of battle.

Historical Introduction: By the spring of 1813, the war had been raging for almost a year with fierce battles occurring on both sides of the border. The Americans realized that this was not going to be a simple invasion. Under the command of General William Hull, the American northwest army had been defeated at Fort Detroit, losing the entire territory of Michigan to the British. In addition, several attempts to advance on the Niagara front failed.

Undeterred, the American forces rallied for a second invasion of Canada. William Harrison amassed an army in the west, ready to retake Michigan and march onward into British territory. York (present day Toronto), the capitol of Upper Canada, was raided and burned by men from Sacket's Harbor. In the Niagara peninsula, Fort George finally fell to American troops who then marched on Stoney Creek. American plans for Lower Canada were well underway, focusing on a two-pronged attack on Montreal.

The war is at its peak and both sides are desperately trying to hold their territories. The Americans, confronted with unexpected resistance, are pushed to the limits of their resources and the British are struggling to maintain their presence in North America. This is where "1813 Scenario" begins...

Starting Units: Populate the map areas with the starting units listed below. These starting units are also shown on the map as the large colored squares. The units printed on the actual map **are not** placed.

American Side:
- 1 ■, 2 □ in Pittsburgh;
- 1 ■, 2 □ in Ft. Niagara;
- 2 ■, 2 □ in Oswego;
- 1 ■, 1 □ in Albany;
- 4 ■, 5 □ in Ft. Meigs;
- 1 ■, 1 □ in Franklin;
- 2 ■, 2 □ in Buffalo;
- 2 ■, 1 □ in Sacket's Harbor;
- 1 ■, 1 □ in Caldwell;
- 3 ■, 2 □ south of Ft. Meigs;
- 1 ■, 1 □ in Erie;
- 2 ■, 2 □ in York;
- 2 ■, 2 □ in Rome;
- 3 ■, 2 □ in Ft. Ticonderoga;
- 1 ■, 1 □ in Youngstown;
- 2 ■, 2 □ in Ft. George;
- 2 □ in Williamsburg;
- 2 □ in Utica;
- 2 □ in Plattsburg

British Side:
- 1 ■, 1 ■ west of Montreal;
- 1 ■, 1 ■ in Kingston;
- 2 ■ in Dover;
- 2 ■ north of Moraviantown;
- 1 ■, 2 ■ in Frenchtown;
- 2 ■ in Chambly;
- 1 ■, 1 ■ in Cornwall;
- 2 ■ in Smith's Creek;
- 2 ■ in Oxford;
- 2 ■, 2 ■, 1 ■ in Amherstburg;
- 2 ■, 1 ■, 2 ■ in Queenston/ Ft. Erie
- 1 ■, 2 ■ in Lacolle;
- 2 ■, 1 ■ in Ogdensburg;
- 2 ■, 4 ■ in Six Nations;
- 2 ■ in London;
- 1 ■, 2 ■ in Detroit;
- 1 ■, 1 ■ in Montreal;
- 1 ■, 1 ■ in Prescott;
- 2 ■ north of Six Nations;
- 1 ■, 1 ■ in Moraviantown;
- 1 ■, 2 ■, 1 ■ in Dundas;

Starting Cards: Each player builds their deck with all cards minus those listed below. Each deck is then shuffled and each player then draws the top 3 cards from their deck. **American Regulars**: -01, -03, -09. **American Militia**: -01, -07, -11. **British Regulars**: -03, -07, -09, -12. **Canadian Militia**: -03, -07, -11. **Native Americans**: -02, -07, -11.

Starting Turn: Place all of the Turn-Order markers into the draw bag and randomly draw one out and place it on the first turn spot. This faction will play first. **Starting Round:** Place the Round Marker Pawn on round 3.

Game End: The game end conditions are evaluated at the end of round 3 and at the end of each subsequent round. If all of the Truce Cards from one or both Alliances have been played, the game ends. The side with the most Control Markers wins *(4.0)*.



The War of 1812 has been called America's second war of independence, a forgotten conflict, the war that nobody won. It was a complex and fascinating chapter in North American history which shaped the destiny of two nations. Beginning in 2012, its bicentennial will commemorate 200 years of peace between Canada and the United States.

Causes of the War

The causes of the war were complex and remain controversial to this day. Not all Americans at the time favored war, and some issues were more important in certain regions of the United States than others. In addition, much of the public debate had more to do with sensational newspaper reports and inflammatory speeches than what was actually going on. Ultimately, a number of factors contributed in some degree to the decision to go to war.

Sailors' Rights - Since 1799, Britain had been embroiled in a war against Napoleon Bonaparte. To carry out the war, Britain constantly needed new recruits for the Royal Navy. Impressment – forcing men into service against their will – was the solution. Along with drafting men in British ports, the British navy stopped neutral American vessels and seized anyone deemed to be a British subject or a deserter. There were numerous abuses, including the notorious Chesapeake affair. In June 1807, the American frigate was hailed by HMS Leander off the coast of Virginia. British officers wanted to search for navy deserters onboard. When the Chesapeake objected, the Leander opened fire, killing three and injuring sixteen. Four men were taken into custody – three of them Americans who had deserted from the British navy after being pressed into service. The fourth, a British subject, was subsequently hanged for desertion, while one of the Americans died in prison in Halifax. Outraged Americans loudly protested British actions and focused on the Chesapeake affair as a symbol of British arrogance and violation of American rights - even though a diplomatic agreement was reached in November 1811 which arranged for the compensation and the return of the surviving Americans.



Free Trade - Economic issues also contributed to the war. Both Britain and France imposed various sanctions against neutral vessels, each hoping to deprive the other of needed supplies. This made it more difficult and costly for Americans to trade with Europe. Businessmen and politicians in the U.S. strongly objected to Britain's orders-in-council, a series of decrees meant to limit or stop neutral ships from trading with France and her allies.

Other restrictions enacted by both Britain and France also cut into American profits, especially when either side used their laws as an excuse to capture American ships and their cargoes. In the nine years leading up to the war, about 1,700 ships were seized. Although roughly half were taken by France and her allies, it was the British seizures which received the most attention and fueled pro-war sentiments. Ironically, the orders-in-council were rescinded on June 23, 1812, before Britain heard of the declaration of war. News did not reach Washington until August 13.

Native Relations - as settlers moved into territories held by various Indian tribes, notably in the old Northwest (Ohio, Illinois, Michigan, Indiana and Wisconsin) they often ignored existing treaties and attacked natives without a second thought. Just as often, the natives retaliated.

Recalling the Revolution and the depredations of Britain's native allies, Americans accused the British of providing weapons and ammunition and encouraging natives to attack white settlers. The British did maintain close relationships with the native people, traded with them, and supplied arms and weapons. But they did not want a full-scale war with the U.S. and encouraged peaceful solutions to conflicts whenever possible. However, that did not prevent the British from manipulating native feelings against the United States in order to keep them from pushing into British-held territory. One goal the British had held since the end of the Revolution was the creation of a separate native territory at the southwestern border of Canada, which would act as a buffer zone against the Americans.

What both sides often forgot was that most natives did not consider themselves subjects but nations in their own right, with their own cultures, internal conflicts and political agendas. Years before the war began, in reaction to decades of broken promises and white encroachment, the Shawnee prophet Tenskwatawa and his warrior brother Tecumseh had started working to unite various tribes and persuade them to return to traditional ways. The resulting unrest led to native raids on frontier settlements and then to the Battle of Tippecanoe in November 1811. Future president William Henry Harrison's victory there and the destruction of Prophetstown [near Lafayette, Indiana] undermined the influence of the brothers and pushed Tecumseh into a closer alliance with the British during the War of 1812.





Land Hunger - As the American population expanded, the need for land increased. Aside from eyeing western lands held by native people, Americans looked northward. After the American Revolution, John Grave Simcoe, the first lieutenant-governor of Upper Canada [Ontario] had lured many Americans to the province with the promise of cheap, fertile land. As a result of this, as well as the migration of United Empire Loyalists after the Revolution, in 1812 about 30 percent of the population of Upper Canada was American born.

The term "manifest destiny" was not yet in use, but many Americans believed they were destined to occupy the entire North American continent. Although historians argue that land hunger alone would not have led to war, it was one factor

which politicians and journalists used to inflame the public.

Politics - Republicans, who controlled the government, often accused Federalists of being too sympathetic to the British. They saw war as a way to undermine their political opponents. Regional interests played a part as well. Most Republicans were from the south and west, where there was considerable support for the war. Federalists, on the other hand, were more dominant in the north and east and generally opposed war.

When the question went to a vote, the decision was made along party lines, with 86 per cent of Republicans who voted favoring the war and 100 percent of Federalists opposing it. Because of the Republicans' majority, just over 61 percent of those voting in the House of Representatives and the Senate came down in favor of war.

The War Begins

When war was declared, most of the British army and navy were engaged in fighting Napoleon and his allies. This, the Americans believed, gave them an advantage. By attacking Canada, there was a good possibility they would win more territory as well as an advantage in negotiating with Britain on issues such as sailor's rights and free trade. Canada, as former president Thomas Jefferson famously remarked, was "a mere matter of marching." First of all, the American population of 7.5 million was fifteen times greater than that of British North America.

In Upper Canada, where much of the land action took place, the population was under 80,000, roughly 27,000 of them American born, spread out in a long string of settlements along the north shore of the St. Lawrence River and the Great Lakes. Roads were poor, naval defenses were less than optimal, British regular forces were stretched to their limits and few members of the militia had any significant training. Right from the start there were fears of food shortages, since many essential goods – notably the salt needed to preserve meat – had to be imported. Add to this a widespread dissatisfaction with the government and the presence of many recently arrived Americans, who, it was believed, would happily take up arms and fight alongside their former country and it seemed Jefferson's prediction was correct.

To complicate matters even further, some native groups, notably the Six Nations of the Grand River, hesitated to support the British-Canadian cause. After losing land to the United States because of their alliance with the British during the Revolution, they had settled in southern Ontario. Ongoing land disputes, reluctance to fight against relatives still living in the U.S., fear that an American victory would again leave them homeless, and political factionalism at first kept them out of the war.

Because Britain's main focus was defeating Napoleon in Europe, their initial strategy was to defend their territory from the American forces. This meant the Americans had to take the offensive, but no comprehensive strategy had been formulated prior to the war. In addition, the Republicans had reduced the armed forces considerably in the years leading up to the war as they were more concerned with paying off the national debt. The navy was in reasonably good shape, with experienced sailors who had seen action against pirates off the coast of Africa and in battles with France between 1797 and 1801, although a number of vessels had been mothballed. The army was poorly organized and led mostly by older officers who had fought in the Revolution or were political appointees. The militia, on whom many Americans pinned their hopes of victory, were inadequately trained and poorly disciplined.



1812

The first campaign season brought some notable success on the water. American privateers constantly harassed British vessels and the navy won a number of engagements. In August, the Constitution, later nicknamed Old Ironsides, defeated the British ship Guerrière 750 miles east of Boston.



Land campaigns did not go so well. William Hull crossed into the western end of Upper Canada on July 12, issuing a proclamation to encourage settlers to remain peaceably at home and threatening to execute anyone caught fighting alongside native warriors. Major-General Isaac Brock, commander of the forces in Upper Canada and acting lieutenant-governor of the province, responded with a declaration of his own and laid plans to push Hull out of Canada.

Four days after Hull crossed into Canada, a combined force of British-Canadian soldiers, native warriors and fur traders moved artillery into place under cover of darkness on Michillimackinac Island, a strategically located post in the narrow passage between Lakes Michigan and Huron. The next day, they forced surrender of the Fort Mackinac. The fort's commander, Lieutenant Porter Hanks had not yet been informed that the United States was at war.

When Hull learned of the surrender, he concluded that tribes of the northwest would attack American settlers and his own forces. He pulled most of his men back across the border and ordered Fort Dearborn [Chicago] abandoned. In mid-August, troops under Isaac Brock reached the eastern side of the Detroit River and set up artillery. After bombarding Fort Detroit, he convinced Hull that in the event of an attack he would not be able to control his native allies, including warriors under Tecumseh and John Norton of the Six Nations. Hull surrendered.



These two virtually bloodless victories raised morale in Upper Canada and encouraged the participation of more

native warriors. They played a significant role at the Battle of Queenston Heights in October. The American invasion fell apart because of conflict between senior officers and the refusal of New York militia to cross into Canadian territory. As the first campaign season ended, it was clear that the invasion of Canada had not progressed as hoped by the Americans and was far from over.

1813

January 1813 brought horrific events. American troops, sent to recapture the Michigan territory Hull had surrendered the previous year, were defeated at Frenchtown [Monroe]. In the aftermath of the battle, more than 60 American prisoners of war were massacred by the natives allied with the British. Many of the dead were Kentuckians and "Remember the Raisin" became a rallying cry in further battles. In early February, the British navy blockaded the Chesapeake and Delaware bays, gradually expanding their patrols to the entire American coast.



As spring approached, the United States prepared for an attack on Kingston, the primary British naval base on the Great Lakes. Exaggerated reports of the strength of the naval base there, plus behind-the-scenes political wrangling changed the target to York [Toronto], the capital of Upper Canada. One of the main goals to was to capture two British vessels anchored there, but one left before the Americans arrived while the other was burned as the British withdrew. American forces occupied the town for a week, burning public buildings, occupying private dwellings and looting.

By this point, the "shipbuilders' war" was in full swing. Realizing the crucial role naval strength would play in the outcome of the war, both sides hurried to build new and bigger vessels, while capturing and destroying those of the enemy. Sacket's Harbor, the U.S. naval headquarters on the Great Lakes, was attacked by the British in May, but American forces successfully repulsed them.

The U.S. fared better at two sieges at Fort Meigs, Ohio, although again some American captives were massacred by native warriors. And there was a significant progress in the Niagara area, with the capture of Fort George and occupation of the Niagara peninsula. By early June, American troops had advanced as far west as Stoney Creek but were pushed back after a confused night battle.

In the aftermath, Captain James FitzGibbon, an Irishman serving with the British forces, asked for and received permission to form an elite group of soldiers to harass American troops in the Niagara Peninsula. FitzGibbon's Green Tigers wreaked such havoc that 500 troops under Lieutenant-Colonel Charles G. Boerstler were assigned to root them out of their headquarters. Laura Secord, 37, whose father had served with American patriots during the Revolution, heard of the plans and walked 32 kilometers to warn FitzGibbon. Although he may have already known of the planned attack, Laura eventually became one of the most famous Canadian figures of the War of 1812. As it turned out, although FitzGibbon was initially given credit for defeating Boerstler and his men, the fighting was actually carried out by native troops from Upper and Lower Canada.



The most significant American victory of 1813 was the Battle of Lake Erie in September when Commodore Oliver Hazard Perry defeated British ships under Lieutenant Robert Barclay at Put-in-Bay. British losses included six ships, 41 dead and 94 wounded. The result was that the United States controlled the southwestern portion of Upper Canada. In the aftermath of the Battle of Lake Erie, the Six Nations fled their lands along the Grand River to take refuge near British military headquarters on Burlington Bay, near present-day Hamilton. Meanwhile, the British army contemplated abandoning the area and withdrawing to Kingston.

The Battle of the Thames followed in October, an American victory, at which Shawnee war leader Tecumseh was killed. Further east, Americans staged a two-pronged attack in an attempt to capture Montreal and the surrounding territory, but were repulsed at Chateauguay, Lower Canada, and Crysler's Farm, Upper Canada.

In December, as American troops prepared to withdraw across the Niagara River, the village of Newark [Niagara-on-the-Lake] was torched. The occupants were women, children and the elderly, since most of the able-bodied men were either prisoners-of-war or in active service. The action was condemned on both sides of the border, and led to retaliation later that month when British troops burned Lewiston, Youngstown, Manchester, Buffalo and Black Rock, New York.

1814

The war in Europe was coming to a close as 1814 began. In an attempt to take advantage of their ascendancy on Lake Erie and the western section of Upper Canada, Americans planned to recapture Mackinac. They reached the island in July, but were unsuccessful.

In March, American troops marched on Montreal, but were stopped at Lacolle, just north of the American border. That month, Napoleon Bonaparte abdicated, allowing Britain to concentrate more closely on the war in North America. By April, battle-hardened troops were on their way across the ocean.



Meanwhile, civilian targets were attacked in western Upper Canada. In May, several settlements along the north shore of Lake Erie and further inland were burned.

In Niagara, the Americans occupied Fort Erie then met the British at the Battle of Chippawa on July 5. In the bloody battle that followed, Generals Jacob Brown and Winfield Scott defeated about 2,000 British-Canadians under General Phineas Riall, who had wrongly assumed that part of the American force was still involved in capturing Fort Erie. Later that month, the two armies clashed on a hot July night at Lundy's Lane. The fighting between 3500 British and 2800 Americans was intense, confusing and inconclusive, although both sides claimed victory.

That summer, British troops made their way towards the U.S. capital, landing near Washington on August 14th and gradually working their way towards the capitol. When they arrived on August 25, they found much of the city deserted

and set about burning public buildings, including the White House. That action was widely criticized, even though it was claimed that it was a justifiable retaliation for the burning of York in April 1813.

An attack on Baltimore followed in September. During the bombardment of Fort McHenry, Francis Scott Key observed an oversized American flag flying from the fort and jotted down some words that would eventually become 'The Star-Spangled Banner'. Unable to get close enough to do serious damage, the British eventually withdrew from Baltimore harbor.

Meanwhile, Canadian Governor-General Sir George Prevost, who much preferred diplomacy to action in the field marched towards Lake Champlain. His plan was to capture Plattsburgh, New York, but a battle between American and British squadrons on Lake Champlain ended with an American victory and Prevost withdrew.



That fall, Americans at Fort Erie marched northwards in a bid to gain additional territory. They ran into British troops at Cook's Mill [Welland]. Although the Americans forced the British to retreat and captured supplies, they were unable to consolidate their victory after learning that the British had gained control of Lake Ontario.

From the west, 1,500 Americans under Duncan McArthur swept across Upper Canada, burning and looting. Their goal was to reinforce the troops in the Niagara Peninsula, but they were turned back at the Grand River. A brief skirmish followed at Malcolm's Mills [Oakland], where the Norfolk militia and regulars were quickly defeated by McArthur's men in what would prove to be the war's last land battle in Canada.

Although fighting continued in the southern United States for the remainder of the year, the war was coming to an end as peace talks proceeded in Europe.

Peace Talks

The first real attempt at ending the war came in August 1812. Sir George Prevost and American commander Henry Dearborn arranged a brief truce to allow time to consider the repealing of the orders-in-council. It lasted from August 9 until September 8. That month, Russian Tsar Alexander I offered to broker peace talks, but was not seriously considered. It was not until January 1814 that the United States and Britain agreed to send representatives to meet face to face. The talks began that August in Ghent, which was then part of Holland. Although both sides tried to win various concessions, when the Treaty of Ghent was signed on Christmas Eve, its main thrust was a return to pre-war conditions – status quo ante bellum.



According to official reports, the war resulted in about 11,300 American casualties and 8,600 British-Canadians killed, wounded or missing. In actuality, casualties were probably much higher as losses were often under-reported and it was impossible to calculate how many, including civilians, died or were permanently disabled as a result of disease or hardships suffered during the war.

The Battle of New Orleans

Although the Treaty of Ghent was signed on December 24, 1814, it did not come into effect until both sides ratified the agreement. Before details of the treaty reached the United States, British and American troops clashed at the Battle of New Orleans on January 8, 1815. It was a major triumph for the Americans and the last major battle of the war.

Historical Overview written by Cheryl MacDonald

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