

‘LIVING’ RULES OF PLAY

REVISED OCT. 1, 2023

U.S. SOLO CAMPAIGN

“What a glorious chance to have cut him off and become at once masters of the Lakes and all their naval force at one blow.”

— Capt. Arthur Sinclair USN,

4 July 1813

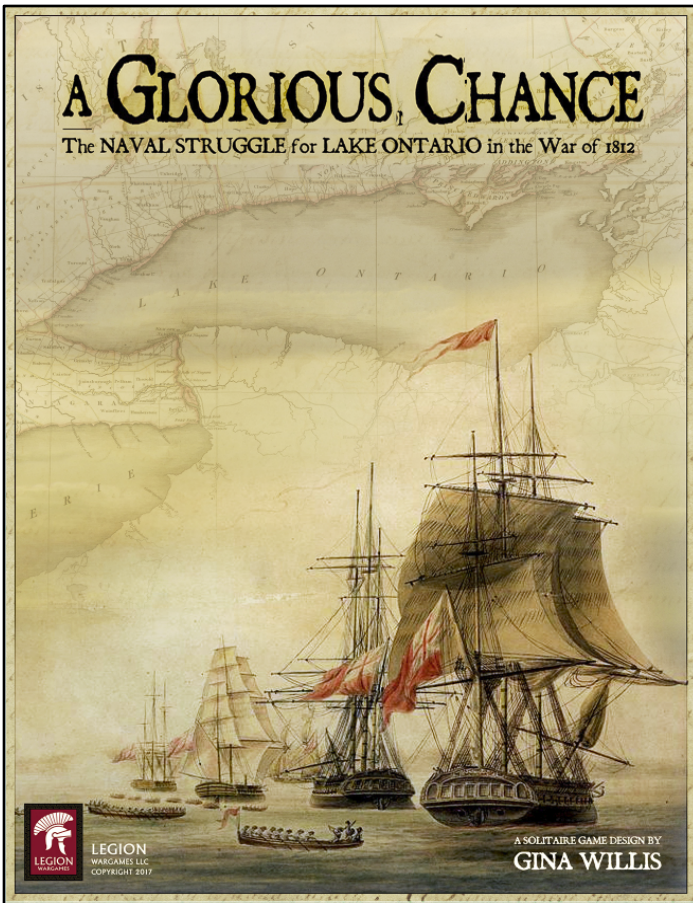
A Glorious Chance is a card-assisted solitaire naval wargame that puts you in command of the U.S. or British squadron on Lake Ontario, in the critical period of June through September 1813. It was a brief period when the rival squadrons were evenly matched and both sides’ commanders were actively seeking a decisive battle.

Lake Ontario was central to American strategy in the War of 1812 because the Niagara Peninsula offered a potential invasion route into the west flank of the United States and an American invasion route into Upper Canada. Only the side that controlled the lake would be able to transport and supply troops in this frontier region of few good roads. The British, in particular, depended on Lake Ontario as the gateway to the St. Lawrence River — their vital supply artery to Montréal and their main North American base in Halifax, Nova Scotia.

In the U.S. Solo Campaign, you take the role of U.S. Navy Commodore Isaac Chauncey. Control of the lake is represented by Victory Points (VPs), which are won by patrolling contested waters, destroying or capturing enemy ships, raiding enemy coastal facilities, and supporting the U.S. army in land battles.

In each turn, you decide where to send your ships and what missions to give them. You decide where to patrol and when to seek battle, when to run monthly supply convoys and how to protect them, and how to balance your naval priorities with the army’s frequent needs for transportation and support.

Your opponent is a British squadron whose strategic objectives and battle tactics react dynamically to changing conditions and to your moves. The significant “fog of war” in this game system challenges you to recognize shifts in the naval balance of power and seize fleeting opportunities to gain the upper hand.



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1 Introduction

1.1 Rules Structure

These rules are organized in a case-by-case format. Rules and notes that relate to different concepts and mechanisms in the game are systematically repeated in all the relevant sections for the sake of clarity and emphasis, and to facilitate research. As a result, the length of the rulebook is not an indicator of the volume of the rules core.

References to pages, rules or steps are indicated in brackets: [p. X], [X.X] or [Step X]. **Changes to the rules since publication are in green type.** In support of the rules, designer’s notes, a detailed example of play, orders of battle and a glossary are presented at the end of the Playbook.

1.2 Game Scale

Each of the eight Game Turns represents approximately two weeks’ time, covering June through September 1813.

The map represents a lake 168 nautical miles long by 46 nautical miles wide, at its widest point.

Each naval counter represents an individual ship (or, in the case of Convoy markers, a flotilla of boats/barges).

Each Troops marker represents about 850 men along with their horses and attached field artillery; roughly eight to 10 army companies.

2 Components

2.1 Inventory

The complete game contains:

- One 34" x 22" British Solo Campaign Map;
- One 34" x 22" American Solo Campaign Map;
- One 8.5" x 22" Lake Combat Board;
- One single-sided, 11" x 8½" Lake Combat Sequences of Play mat;
- Two single-sided, 11" x 8½" Homeport Display mats;
- 50 British Solo Campaign Target Cards;
- 54 U.S. Solo Campaign Target Cards;
- 38 Event Cards;
- 10 Attacker Tactic Cards and
- 10 Defender Tactic Cards;
- 314 Counters and markers;
- British Solo Campaign Rules of Play;
- U.S. Solo Campaign Rules of Play;
- A Playbook containing designer notes, developer notes, playing tips, orders of battle, suggested reading list, and extended example of play;
- Four double-sided, 11" x 8½" Player Aids;
- One red d6 die and 1 blue d6 die;
- One d10 die.

2.2 Map

The map represents Lake Ontario, oriented with north as the top. It is divided into six Lake Zones: York, North Lake, Kingston, Sacket's, South Lake, and Niagara. All Lake Zones start the game in Contested status, and neither side controls them.

Homeports: On the coast of the Kingston Lake Zone is Kingston Harbour, the normal Homeport for the British naval squadron. On the coast of the Sacket's Zone is Sacket's Harbor, the Americans' normal Homeport. Each side also has a Temporary Homeport, which becomes a base for ships that get Isolated [14.1.1, p. 43] if their normal Homeport falls under an enemy Blockade. These are York for the British and Charlotte for the Americans.

A Homeport is represented in detail by an offmap Homeport Display mat. It contains several holding boxes where ships are placed to track their status:

- **Deployable** — Ships in port that are crewed, armed, supplied and ready to be assigned to missions [Rule 9, p. 23] or to React to an Encounter on the lake [p. 26]. These ships are considered to be anchored in the harbor until they are placed from the display into a Lake Zone. The Deployable area on the American mat has a subsection for Main Ships (which have a wheel icon on their counter) and Secondary Ships.
- **Repairing** — Ships that have been Reduced (flipped over due to damage) in combat come here from the In Transit area to get fixed. Once repaired, they flip back to their full-strength side and go to the Deployable area [Rule 6, p. 21].
- **Construction** — The shipyard, where new vessels are being built for addition to the Deployable squadron. Once completed, they go from Construction to the Make Ready area for one turn, and become Deployable the turn after that [Rule 8, p. 23].
- **In Ordinary** — A place in the harbor to park ships removed from active service. They are uncrewed, unsupplied, disarmed or even partially dismantled. [Rule 5, p. 21]
- **Make Ready** — The player moves newly constructed ships of both sides from the Construction area to the Make Ready area for one turn. The next turn, those ships join the Deployable squadron [Rule 8, p. 23].
- **In Transit** — a temporary holding area for ships that followed a "W" (withdraw) combat result during the Lake Action Phase. In the Reset & Turn Advance step [Step F7, p. 20] of the Tally and Reset Phase, any of a side's Reduced ships in Lake Zones are moved here.
- The map also features a number of boxes, tracks, tables, and special play areas, which are shown and identified on Player Aid III (U.S. Solo Map Key). Some especially important ones are:
 - › **Event Cards & Sequence of Play Track:** This track not only guides you through the basic sequence of play in a game turn; it also provides a space to put the Events card deck and shows you when and where those cards are drawn and applied at specific points in a game turn.
 - › **Convoy Supply Track** — A representation of each side's current state of supply. As a side's

marker advances, it makes various things possible, such as newly constructed ships or army Troops that can be used in Land Battles. Construction Delay [8.1, p. 23] is also tracked there.

› Naval Balance Track —A representation of the degree to which one side or the other has naval superiority on the lake on each turn of the game. This affects the draw of Target Cards and the way the AI British may Deploy their ships for Missions.

2.2.1 Lake Zones

To be adjacent, two Lake Zones must be connected side to side. Corner-to-corner contact does not constitute adjacency. Example: North Lake Zone is adjacent to South Lake Zone, but North Lake Zone is not adjacent to Sacket's Zone.

A "clockwise" direction on the map means, for example, from the Kingston to the Sacket's Lake Zone or from the York to the North Lake zone.

2.2.2 Coastlines and their Control

Named coastal locations (like the two sides' Homeports or the Niagara Front) are on Coastlines and are not considered to be in Lake Zones. Coastlines are always under British control in Kingston, North Lake, and York lake zones. The U.S. always controls the Coastline in the Sacket's Zone and South Lake Zone.

The Niagara Front coastline is contested throughout the game, so neither side permanently controls it.

Some coastlines have badges indicating Coastal Targets, which may become objectives for Raids or Land Battles in the Coastal Action Phase. The track representing the Niagara Front is a Coastal Target for Land Battles.

2.3 Player Aids

A Sequence of Play card deck is provided. It contains a Reference Card with instructions.

The four double-sided player aids comprise:

- I. British Solo Map Key / II. Setup Guide
- III. U.S. Solo Map Key / IV. Setup Guide
- V. American AI Force Packages/ VI. Lake Combat Gunnery Hit Distribution Table
- VII. Land Battle Table / VIII. Key Dierolls & Numbers reference

➤ **The Event Cards & Sequence of Play Track should be your main reference during a game. The track helps you remember where you are in each turn's Sequence of Play, it prompts you when to draw Event Cards, and it provides spaces to lay the revealed Event Cards.**

In addition, the Sequence of Play card deck gives you an optional reference to navigate through the steps of a game turn. It breaks down the Sequence of Play, one card at a time, telling you exactly what to do and when to do it. Some rules or dieroll tables are even included on the card itself, so you'll find the deck can help you learn the game faster and reduces trips back to the rulebook.

2.4 Counters and Markers

Ship Counters

Each ship in the game is represented by a counter. Some ships that are capable of Upgrade [Rule 7, p.22] have their starting version labeled "A" and their upgraded version labeled "B." Only one version may be in play at a time.

A ship counter displays a deck view of the ship, and a flag to its upper left indicating its starting nationality (British or American). Below the image is the ship's name, version (if there's more than one), and in parentheses its total guns.

Printed in italics below the name and gun line is the ship's type: *Corvette, Brig, Schooner, or Converted Laker Schooner*. This classification can affect the way a ship behaves in the game.

Ship counters display numbers that rate their strengths in Lake Combat: Long Gun Strength, Carronade Strength, Close Action Strength, and Defense Strength. Full-strength ships show their strength numbers in black. When a ship is flipped to its Reduced side due to its first Hit in combat, its numbers appear in white.

To the right of a ship's flag are dots indicating its current number of Cohesion Steps, which indicate the crew's morale level and willingness to keep fighting. Full-strength ships with three steps show three black dots, two-step ships show two black dots, and single-step ships show one dot.

Ships on their Reduced side show one or two white dots, or no dots at all. Last Step/No Step

Rules of Play

markers are also provided to help keep track of ships' remaining steps.

Some ships have an additional symbols: A wheel icon on a ship's right side designates it as a Main Ship. If a ship has no wheel, it's a Secondary Ship. A "T" in the lower right corner means the ship can tow one other ship in Lake Combat. An "F" means this is a Fast Ship, which (when it is at full strength) gives it an automatic ability to Disengage [p. 34] from Lake Combat.

Markers

Markers are used to track various game functions. Markers with a red band affect/refer to only the British, those with a blue band affect/refer to only the Americans, and those with a black band can affect/refer to either or both sides.

- Mission markers are placed in Lake Zones along with your ships in the Preparation Phase to show what they are assigned to do in a Game Turn.
- Track markers move along various tracks on the board to show the current Game Turn, Convoy Supply and Construction Delay status of each side, status of the Niagara Front, Naval Balance, how many Victory Points each side has scored, and the score of the game.
- In the Lake Action Phase, a numbered set of markers shows where Possible Encounters exist on the lake, and which ones actually become Encounters. Other markers are placed to show the Encounter's progress, from its Patrol Segment to a possible Reaction Segment.
- Random events (called Lake Zone Events and Coastal Events) are generated by the Event Deck in the game, and most have a corresponding marker that is placed in the area affected by the event. Lake Events have a blue circle; Coastal Events have a green circle.

• Lake Combat uses markers to record what specific ships are doing and to mark combat results.

• In the Coastal Action Phase, Land Battles, Cutting-Out missions and Raids may take place. Markers may be placed to record the results. **Use a blank counter or blank side of a marker if Shipyard Damage [p. 21-22] delays the repair of a ship in the repairing area of the Homeport Display, since these were not provided in the printed game.**

• Administrative markers help remind the player of conditions that may apply at certain times or places in the game.

SHIP COUNTERS

FRONT (Full strength)	BACK (Reduced)

T= Can tow; note that T capability is lost when ship is Reduced

F= Fast Ship; No longer Fast when ship is Reduced

Reduced single-step ship has No Steps

MARKERS

FRONT 	BACK 	BACK
Unrevealed side, on Turn Track	Dummy	Troops (Army Support Mission)
Raid Mission	Cutting-Out Mission	Patrol Mission
	(Optional Rule)	
		AI Convoy Escort Mission

CONTINUED on Page 6

MARKERS (continued from Page 5)				
FOR TRACKS				
	Draw:0	Game SCORE	Combat Sequence	Combat Sequence
	Success:1			
	Major:2			
	Feat:3			
	10VP (F3.2)	Convoy Supply	Naval BALANCE	Construction DELAY
CONVOYS		Reveals		(OR)
		Front	Back	
ENCOUNTER				
EVENTS				
LAKE COMBAT				
LAND BATTLES				
ADMIN.				

2.5 Card Decks

Target Cards

The heart of the AI system, some of these 54 cards are drawn at random each turn to control which Lake Zones contain British naval Forces, their Missions, and number and types of ships that may deploy for an Encounter.

The backs of the cards show only their target Lake Zone (highlighted in blue), so you can never be certain where the British will appear, or what they will be up to!

Event Cards

Each turn, you draw several times at random from a deck of 38 multipurpose Event Cards to:

- Make an Encounter Check, which determines whether a Possible Encounter in a Lake Zone becomes an Encounter with a British Force [page 26].
- Draw for Lake Zone Events [Step EN1.2, p. 13], which represent a wide range of weather, command-control and logistical circumstances that could affect operations in a particular Lake Zone.
- Determine which side has the starting Weather Gage in Lake Combat [Step EN1.2, p. 13].
- Compare with a drawn Tactic Card to see whether any Tactics are invalid to use in the present situation [Step LC3, p. 29-30].
- Draw for Coastal Events [Step E, Coastal Action Phase], which represent things that can happen to ships when they conduct Raid or Army Support missions against coastal targets.

2.5.1 Gale Event Card

Event Card No. 30, Gale, is a Lake Zone Event only. If it is drawn at any other time than Step EN1.2, disregard it and redraw. Its application, procedure and effects are detailed on the card itself.

Tactic Cards

Tactic cards are drawn just before resolving a Gunnery Round on the Lake Combat Table. They represent situations that often occurred in age-of-sail combat that gave one side or another various advantages or disadvantages in battle.

Tactic Cards are self-explanatory, and in many cases the rules necessary to apply them are

CARDS

Event Card

Tactic Card

Target Card

Telescope icon means Possible Encounter becomes an Encounter.

Lake Event appears on lake (blue) part of an Event Card.

Weather Gage icon (A = American, B = British).

Coastal Event appears on land (green) part of an Event Card.

Rainy Squalls
If Lake Combat occurs in this Lake Zone during an Encounter's Patrol Segment, Follow steps LC1 (AI Attack Preconditions) and LC2 (Force Assembly), then skip directly to that Lake Combat Sequence's Close Action Round (LC7). All the attacker's full-strength ships may participate in the Close Action Round. When the Patrol Segment ends, then end the Encounter Segment. If there's a Reaction Segment, this Event no longer applies.

Local Militia
This Event affects a Raid mission only! The alerted enemy musters some local resistance. Effect: In the Tally & Reset Phase, Step F4, roll 1d6; If the die roll exceeds the Force's total guns, the Raid scores no VPs and no supplies can be captured.

PURSUIT
Better leadership gives the Attacker Force a chance to keep the Defender from getting away.
The current Attacker retains this card and applies it once to the DW [Defender Withdrawal] result is rolled on the Lake Combat Results Table during the current Combat Sequence.
If the opposing side has ships eligible to withdraw at the end of the Encounter, cancel their withdrawal and immediately start a new Encounter involving the same forces.

(Unrevealed side) Highlighted Lake Zone shows where a Possible Encounter would occur if American ships are assigned there.

(Revealed side) British Force's primary mission is Escort in York Lake Zone.

Secondary mission (Patrol) conducted if conditions preclude the primary mission.

Deployment Table: All Deployable British ships placed on map if ship icon appears.

On a Tactic Card, icon and color band are compared to icons on Event Card to control whether a Tactic can be used [p. 29].

Symbol(s) at the bottom of this Target Card mean this card is removed from the deck under certain conditions [Step A9, p. 10].

➤ **A Force is a single ship counter or a stack containing any number of ship counters. There is no stacking limit.**

printed right on the card. The cards use distinctive colors and symbols to determine whether they are valid for the current situation.

Details of the draw procedure for Tactic Cards are covered on p. 29-30. You will also be prompted when to draw Tactic Cards as you follow the Combat Sequence tracks (A or B) on the Lake Combat Sequences of Play mat.

3 Game Description

A Glorious Chance has two solitaire campaign scenarios. The human player can play as the British in the British Solo Campaign, or as the Americans in the U.S. Solo Campaign. The non-human side is controlled by an artificial-intelligence opponent (also referred to as the AI side).

3.1 Setup

Player Aid IV offers a visual guide to setting up the U.S. Solo Campaign, so keep it handy as you follow the steps below:

Place all the dice on the table.

Get a small, empty opaque cup to use for shuffling/randomly drawing markers or counters during play, and set it on the table.

Place the U.S. Solo Campaign map on the table.

Place the Lake Combat Sequences of Play mat, somewhere off to the side until needed.

Shuffle the Attacker and Defender Tactic Cards decks separately, then place each deck face-down in the spaces provided on the Lake Combat Sequences of Play mat.

On the Lake Combat Sequences of Play mat, place the blue "Combat Sequence A" marker in the correspondingly named space at the start of the American Combat Sequence Track. Do the same for the red British "Combat Sequence B" marker, placing it on that track's starting space.

Place the U.S. Solo Campaign Target Cards deck, (the one with the backs showing highlighted Lake Zones in red) on the table, face-down, above the

upper left corner of the map. (*Don't shuffle this deck yet*).

Shuffle and place the Event Cards Deck on the map, face-down, in the space provided at the left end of the Event Cards & Sequence of Play Track.

Starting British ships: On British Homeport Display mat, place five ships in the Deployable area: the Sir Sidney Smith; and the "A" versions of the Wolfe (**mark this as Flagship**), Royal George, Earl of Moira, and Lord Beresford. In the Construction area, place the Lord Melville. Place the "B" versions in the Out of Play area until needed.

Starting U.S. ships: On U.S. Homeport Display Mat, place the following in the Deployable Ships area: Oneida, Madison (**mark this as Flagship**), Gov. Tompkins, Fair American, Conquest, Asp, Growler, Hamilton, Julia, Lady of the Lake, Ontario, Pert, Raven and Scourge. Construction area: Sylph and Gen. Pike.

Place markers on the map in starting positions:

- Turn marker: June I space of the Turn Record Track.
- British and U.S. Victory Points and Game Score markers: On the Victory Points Track, in the 0 space.
- Niagara Front Marker: In the middle (neutral) space of the Niagara Front track.
- Convoy Supply markers: U.S. And British markers on the "1" numbered space of their respective Convoy Supply Tracks.
- Construction Delay markers: U.S. and British markers on the "0" numbered space of their respective Convoy Supply Tracks.
- Naval Balance marker: on the middle, "-15 to +15" space of the Naval Balance Track.

British Convoy markers

- Gather the eight red markers labeled "British Convoy?" on one side and "(month) Convoy" or "No Convoy" on the other.
- Take the "June Convoy" and a "No Convoy" marker and shuffle them, keeping both on their "No Convoy" side and taking care not to reveal them.
- Place one of the two shuffled markers on the June I space of the Turn Track, and the other on the June II space.

- Repeat this process for the months of July, August and September so that the AI British will be running their designated monthly Convoy on one of the two turns for each month (you won't yet know which turn).

U.S. Convoy markers

- Gather the four blue markers that show "U.S. Convoy?" on one side and the image of deployed supply vessels on the other.
- In the game you must run one supply convoy per month. Decide now which June turn your June convoy will run.
- Place that marker on its "June Convoy" side in the selected June I or June II space of the Turn Record Track. (Leave the other convoy markers aside for now, as you won't need to schedule them until the Turn Record Track prompts you to.)

AI Troops markers

- Gather seven of the eight markers that are labeled "AI Troops?" on one side, and "AI Troops" or "No Troops" on the other.
- Shuffle these seven markers and draw them at random, keeping the "A.I. Troops?" side face up and taking care not to see the reverse sides. Place a marker in each of the seven spaces numbered 2 through 8 on the British Convoy Supply Track.
- Place the eighth "AI" Troops?" marker in the British Available Troops box, without revealing it.

U.S. Troops markers

Your three U.S. Troops markers go on the U.S. Convoy Supply Track. But, since the army controls them, you don't get to decide the spaces where they set up. Instead, follow this procedure:

- Use the "8 ships" column of the Lake Combat Gunnery Hit Distribution Table [Player Aid VI] to generate three numbers by rolling 2d6 three times and reading it as 11-66, with the red die as 10s and the blue die as 1s. Place a Troops marker on the matching numbered space. If the same number is rolled more than once, reroll for a different result so that each marker gets its own space.
- If the setup puts a U.S. Troops marker on Space 1 of the U.S. Convoy Supply Track, move it now to the U.S. Available Troops box.

3.2 Game Length

The game is eight turns long. It starts with the June I turn and ends with the September II turn.

3.3 Victory Determination

3.3.1 Game End

Victory is determined at the end of the game by the Game Score, which is the sum of (negative) British Victory Points and (positive) American Victory Points. The Game Score markers keep a running total of this net score during play.

3.3.2 Victory Point (VP) Count

VPs are awarded (and sometimes lost) each turn, in the Tally and Reset Phase [Step F, p.17]. VPs are scored by:

- Capturing enemy ships, which can score ± 2 to ± 40 VPs per ship depending on the ship [see VP Value Summary on Homeport Displays];
- Destroying enemy ships, which can score ± 1 to ± 20 VPs per ship depending on the ship [see VP Value Summary on Homeport Displays];
- Winning an Army Victory [Step 3.2.1, p. 18] on the Niagara Front, which scores ± 10 VPs, but only at the end of the game;
- Being first side to reach Space 12 of the friendly Convoy Supply Track, which scores ± 5 VP;
- Successful Raid [Step F4, p. 18] against an enemy-controlled coastline, which can score ± 1 to ± 2 VPs per Raid, depending on the Coastline raided;
- Controlling Lake Zones [Step F2, p. 17], worth ± 1 VP per zone, per turn.
- Keeping the side's Construction Delay value [8.1, p. 23] as close to 0 as possible.

At the end of the September II turn, subtract each side's final Construction Delay value from its VP score. Next, calculate the difference between U.S. and British VPs, and assess victory levels:

- 33 or less: British Decisive Victory
- 22 to -32: British Victory
- 11 to -21: British Marginal Victory
- 10 to +10: Draw
- +11 to +21: U.S. Marginal Victory
- +22 to +32: U.S. Victory
- +33 or more: U.S. Decisive Victory

4 Sequence of Play

Each game turn consists of a cycle of phases. The game proceeds by following these phases and repeating these cycles until the game ends.

This section describes the Sequence of Play. The Event Cards & Sequence of Play Track that appears at the bottom of the map also depicts the sequence of a turn, with spaces to place cards and added prompts showing when to do things.

A Preparation Phase

A1 Schedule Convoy? If you haven't done so, place the U.S. Convoy marker for this month on one of the month's two Turn Track spaces.

A2 New ships Ready ?

- For both sides, move any ships that spent last turn in their Homeport's Make Ready area to the Deployable area of the display.

A3 Repairs?

For both sides:

- i. In the Repairing area of each side's Homeport Display mat, take any Reduced ships **that are free of delay markers**, flip them to full-strength, and move them to the Deployable area. **If a ship in the Repairing area has any delay markers on it, remove one delay marker and leave the ship on its Reduced side.**
- ii. For the U.S. side, Transfer any Reduced ships in its In Transit area to the Repairing area, keeping them on their Reduced side.
- iii. For the AI British side, perform ii, as above, but take any captured Converted Laker Schooners that are in the In Transit area and remove them from the game by placing them in the Out of Play area.

A4 In Ordinary? The human player may place any U.S. ships into the U.S. Homeport Display's "In Ordinary" area. For both sides, check to make sure their Deployable squadron [Rule 5, p.21] contains no more than 30 Close Action Strength points, total. If necessary, place ships of either side into its Homeport's In Ordinary area to comply with the 30-point limit.

A5 Naval Construction

For both sides, check the Convoy Supply Track:

Victory in the Balance

In the Preparation Phase, Step A6, you calculate the Naval Balance for the turn by totaling the if-captured value of all U.S. Deployable Ships and subtracting the if-captured VP value of all British Deployable Ships.

The Naval Balance track marker is placed in the corresponding space. That space also tells you how many Target Cards to draw in Step A10.

These steps help program the AI's "brain" to tell it what state the game is in and how much risk it can afford to take when deciding how to deploy its ships to the lake.



- If a side's Convoy Supply marker has landed on or passed a space with an instruction for new ships *HMS Melville*, *USS Pike* or *USS Sylph*, and if the side's Construction Delay value is 0, move the ship on its Homeport Display from Construction to Make Ready.
- If a side's Construction Delay value [see Rule 8, p. 23] is greater than 0, the new ship remains in the Construction area.

After making the checks for new ships:

- Lower both sides' Construction Delay value by 1. (It can never go below 0.)
- Additional reductions to Construction Delay: A side can place ships In Ordinary to further reduce Construction Delay. For every 2 points of Close Action Strength placed In Ordinary, make a 1-point decrease in a side's Construction Delay value. This is an optional decision for the human U.S. side; the AI British must do it.

A6 Naval Balance: (*Skip this step on the first turn*) Total the if-captured VP value of all the U.S. Deployable ships and subtract the total if-captured VP value of all British Deployable ships [see list **printed on map**]. This single number represents the overall naval advantage of the Americans (positive number) or British (negative number) this turn. This number falls within a range space on the Naval Balance track; place the track's marker on that space.

A7 Assign U.S. ships: For either side, designate a new Flagship, if necessary [Step LC5.1, p. 33-34]. Next, compose Forces [see highlighted note, p. 7] for the U.S. Side from any number of ships in the Deployable area and give them any, all, or none of the following missions:

➤ **You may assign as many Army Support missions as you have Troops markers available. A Force transports Troops at the rate of one Troops marker per four Close Action points. If you fail to assign an Army Support Mission to an available British Troops marker, you pay a 1 VP penalty per available Troops Marker [in Step F3.3].**

- **Patrol** — Place in any Lake Zones and put a Patrol mission [Rule 9.1, p. 23-24] marker on each Force.
- **Escort** — If this is a turn when a U.S. supply convoy is running, you may assign ships this mission [Rule 9.1.2, p. 24] in the Sacket's Lake Zone.
- **Raid** — Place these Forces in the York or Kingston Lake Zone with a Raid Mission marker on each Force. You may assign one Raid, per Lake Zone, per turn [Rule 9.1.3, p. 24].
- **Cutting-Out [Optional/Advanced rule]** — Place these Forces in the Kingston Lake Zone, each with a Cutting-Out Mission. Each side is limited to one Cutting-Out mission Deployments per game.
- **Army Support** — If any U.S. Troops markers are in the U.S. Available Troops box on the map, you may place them next to a Force to assign the Force an Army Support mission. These missions may be in the Niagara Lake Zone or Kingston Lake Zone [Rule 9.1.4, p. 24-25].

A8 Check AI Troops availability: Flip over and reveal any unrevealed "A.I. Troops?" markers in the British Available Troops box on the map.

A9 Adjust, then shuffle Target Cards:

The card number on the Naval Balance Track ...

... dictates the number of Target Cards you draw and place in a row:

➤The numerical order of the marked Possible Encounters must follow the left-to-right order of the Target Cards row, as in this example.

Niagara Zone is first L-R matching card

South Lake Zone is second L-R matching card

U.S. Force

U.S. Force



Certain game situations or instructions on the Turn Record Track direct you to remove cards marked with specific symbols before shuffling the deck for the turn:



symbol — Remove these 15 cards from the deck on the final turn of the game (Sept. II) and do not use them.

symbol — Remove these 11 cards from the deck and do not use them when the British start a turn with any Isolated Ships in a Temporary Homeport [Rule 14.1.1, p. 43].

A10 Draw Target Cards: Draw a number of Target Cards as directed by the card icon below the current space of the Naval Balance track (Example: 6 cards when the balance is +26 to +59). As you draw, place the cards left to right in a row, face down.

- **If the Kingston Lake Zone is Blockaded** [Rule 14, p. 43-44] shift all drawn Kingston Lake Zone Target Cards to the left end of the row. If no Kingston cards were drawn, search the deck **or discards** for one and, keeping it face-down, place it at the left end of the row.

B Lake Action Phase

In the Lake Action Phase, opposing naval forces may encounter each other on the lake and fight.

B1 Possible Encounters?

- Note the Lake Zones highlighted in red on the backs of the drawn Target Cards.
- Look along the Target Card row from left to right, and find the first card whose highlight matches a Lake Zone containing a U.S. Force.
- The first match gets marked Possible Encounter 1, with the marker placed on the U.S. Force. The next match in the row gets marked Possible Encounter 2, and so on.
- **If there are no Possible Encounters or none remain:**
- Proceed to Enemy Operations Phase [Step C].

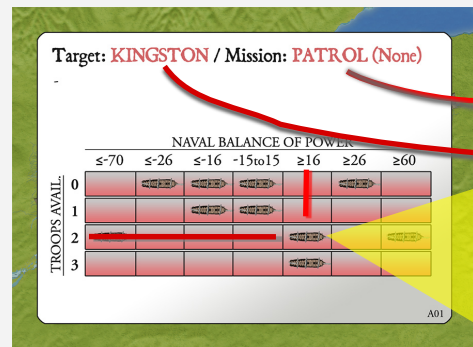
B2 Encounter Check?

For the next numbered Possible Encounter marker (if any), check that there is still a U.S. Force in same Lake Zone as that Possible Encounter marker. If not, discard that Possible Encounter marker and go on to the next one.

If the Lake Zone containing the Possible Encounter marker still contains a U.S. Force, draw an Event Card, reveal it, and check the icon in the upper right corner.

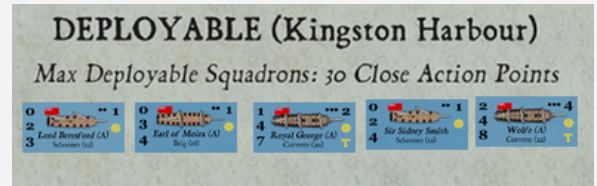
➤It's possible for a Force to have multiple Possible Encounter markers placed on it [see 10.1, p. 25].

Example: How a Target Card deploys ships



1. Revealed card shows Mission is **Patrol**, in **Kingston** Lake Zone.

2. Cross-reference Naval Balance of Power with # of AI's Available Troops. If ship icon appears ...



3. Check the British Homeport Display to see if there are any Deployable ships. If there are, Deploy them to the Encounter on the map.

➤ When an Event Card is drawn, reveal it and place it in its designated space on the Event Cards & Sequence of Play Track. The drawn cards are left in place until the end of the turn, when they get returned to the deck and reshuffled. You can rotate a used Event Card 90 degrees in a track space, as a reminder that it has already been applied.

➤ An Encounter [Rule 11, p. 26] is a cycle of contact and possible combat that comprises a Patrol Segment and — if it continues — a Reaction Segment. Each Encounter must be resolved before the next numbered Possible Encounter is checked.

- If the icon shows a man with a spyglass, mark this as an Encounter. Replace the **Possible** Encounter marker with an **Encounter** marker of the same number.
- If the card shows no man with a spyglass, it means a Possible Encounter is a false alarm. Remove and discard the Possible Encounter marker.
- If the Event Card for GALE (Card #30) is drawn in this step, discard it and redraw for the Encounter Check.

EN Encounter Cycle

(Skip this cycle if there are no Encounters)

EN1 Patrol Segment

EN1.1 British Deployment?

- Reveal the Target Card that triggered the Encounter.
- Follow any instructions on the card and cross-reference the Naval Balance column with the row corresponding to the total number of British Troops markers that are either in the Available Troops box on the map or embarked on British Ships. The result will show either a blank cell (no Deployment) or a ship icon [see graphic, above].
- Check the British Homeport Display's Deployable area to see if it contains any Deployable

British ships. If there are any, Deploy all of them by placing them in the Lake Zone where the Encounter occurs.

› Make an Upgrade Check [Rule 7.1, p. 22] and replace any selected "A" version British ships with their "B" version.

› Place the ships in one stack. Place a mission marker with each Deployed Force to match the mission on the revealed Target Card.

› Ignore any Target Card for a Cutting-Out mission [see **Optional/Advanced rule**] if the British already Deployed their maximum of one Force for this mission.

› A British Raid mission becomes a Patrol instead if there's already a British Force with a Raid mission in the same Lake Zone. [Rule 9.1.3, p. 24]

› A British Escort mission becomes a Patrol instead if there is no British Convoy running this turn [11.3.1].

› Any Force with an Army Support mission must carry Available Troops [Rule 9.1.4, p. 24] and have the requisite Close Action strength to do so, or it does not Deploy.

• If there's no British Deployment:

• This Encounter ends. Place an "Encounter Ended" marker next to the Encounter marker and

go back to check the next numbered Possible Encounter, if any remain.

EN1.2 Lake Zone Event & Weather Gage

- Draw a new Event Card and read the top half to see if a Lake Zone Event is applied. Place a corresponding event marker in the Lake Zone.
- Check the cloud icon on the same Event Card you just drew, to see which side has the starting Weather Gage [Rule 11.1.3, p.27]. The colored letter shows which Lake Combat Sequence (A or B) will be used initially if Lake Combat [Rule 11.1.5, p. 27] occurs in the Encounter.

➤ **Once you draw a Lake Zone Event for a zone, it applies for the rest of the turn in that zone; no new ones are applied.**

EN1.3 Command Decision

If the **British** have the Weather Gage:

The human American player decides whether to Confront (seek battle) or Bypass (try to deny battle and end the Encounter):

- **If you choose Confront:** The British will attack you if they meet their attack preconditions [p. 28] for Lake Combat. If they don't attack, the Patrol Segment ends; continue the Encounter with Step EN2, Reaction Segment [11.2, p. 38-39].
- **If you choose Bypass:** The British will attack you if they meet their attack preconditions [Rule LC1, p. 27-28] for Lake Combat. If they fail the preconditions and don't attack, the Encounter ends; go back to Step B1.

If the **Americans** have the Weather Gage:

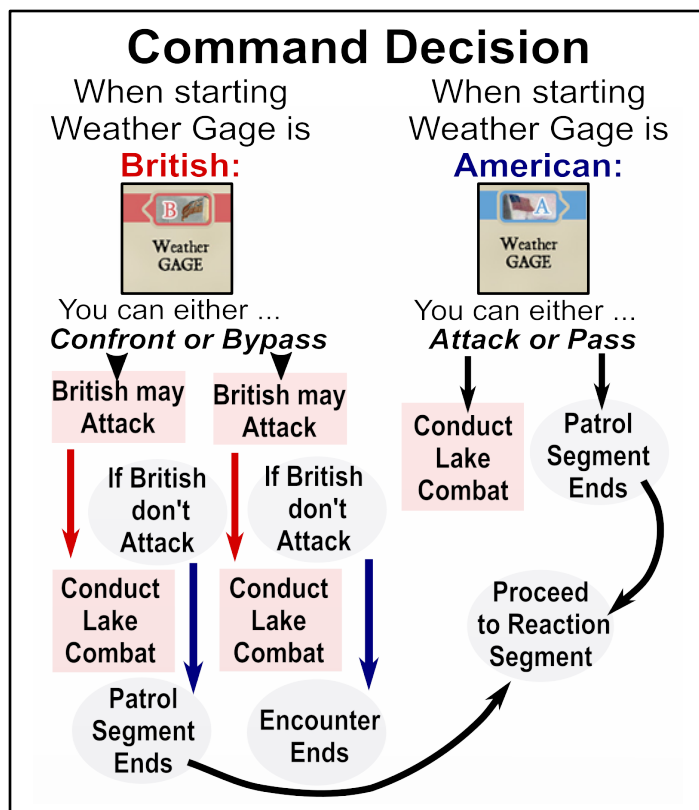
The U.S. human player can Attack or Pass.

- **If you choose Attack,** proceed to Lake Combat [Step EN1.4, see below].
- **If you choose Pass,** the Patrol Segment for this Encounter ends; proceed to the Reaction Segment [Step EN2, see below] for this Encounter.

EN1.4 Lake Combat

If Lake Combat [11.1.5] is triggered during the Patrol Segment of an Encounter, it is conducted and continues until:

- The Encounter ends. (For example, if one side withdrew due to a combat result or lost all its ships). When an Encounter ends, go back to Step B1.



OR

- The Patrol Segment ends [Rule LC8, p. 38]. During Lake Combat, this happens when the marker on Combat Sequence Track A or B on the Lake Combat Board reaches a "Segment Ends" space.

EN2. Reaction Segment?

If an Encounter's Patrol Segment ends and the opposing forces are still Engaged [see Rule LC6, Page 36], the Encounter continues to a Reaction Segment. Eligible ships of both sides have a chance to try to reinforce their side in an Encounter. This is accomplished by Reaction Checks [Rule 11.2, p. 38-39] on eligible Forces.

The player declares any Reaction Checks for the human American side first, checks each one, then performs Reaction Checks for the AI British.

- If a Reaction Check succeeds, the Force passing the check joins forces with the surviving original ships that were having the Encounter.

➤ **When your side has the Weather Gage, you always have the option to Attack or to Pass. You are never forced to attack in Lake Combat.**

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- If a Reaction Check fails, the Force failing the check remains where it is.

More Lake Combat?

If there are still U.S. and British combat-capable ships in the current Encounter, Go back to Step EN2 and draw a new Event Card for Weather Gage and conduct Lake Combat, as you did in steps EN1.3-EN1.4, to resolve the Reaction Segment. The side having the Weather Gage always has the choice whether to Attack or to Pass (thus ending the Segment). When the Reaction Segment ends, the Encounter also ends.

- Place an Encounter Ended marker on the map next to the numbered Encounter Marker.
- Disengaged & Struck Colors ships: When an Encounter ends, check Struck Colors ships for possible Capture [Rule LC5.3, p. 35]. Disengaged ships return to the Lake Zone where the Encounter occurred, along with any remaining ships of their Force (the Force may be subject to further Encounters this turn if it had other Possible Encounter markers on it).
- Check the British Homeport Display: If there are no more Deployable British ships, remove any remaining Possible Encounter markers still on

the map (since there's nothing else left for you to encounter).

- If there are still any Deployable British Ships: Go back to Step B2 to check the next-numbered Possible Encounter.

- If no Possible Encounters remain, Proceed to the Enemy Operations Phase [Step C, see below].

C Enemy Operations Phase

The AI British may also advance their goals in Lake Zones where you chose not to assign U.S. Forces this turn.

C1 AI Deployable ships remaining?

Check the number of Deployable British ships remaining on their Homeport Display; if there are no ships left, return all Target Cards to the deck, skip the Enemy Operations Phase and proceed to the Breakout Attacks Phase [Step D].

- If the Lake Zone outside the British Homeport (Kingston) contains a Blockade marker: Check the British Homeport Display for any Isolated Ships that are Deployable and using York as a Temporary Homeport, then follow this Enemy Operations Phase procedure (C1-C5) for them.

D. Enemy Operations Phase - Example

D1. AI Deployable Ships remaining?

The Naval Balance was -15 to +15, so 8 Target Cards were drawn this turn. No Encounters occurred in the Lake Action Phase and all 5 British ships are still in their Homeport's Deployable area.

D2. Edit the Target Card row

Since no cards were revealed for Encounters and there are no Lake Zones containing British ships, this step is skipped and all 6 cards stay in the row.

D3. Reveal Target Cards

All remaining Target Cards are revealed for Enemy Operations. (*This reveals what the British were really doing in Lake Zones where you didn't have Forces to see them!*)

D4. Deploy AI Ships

Follow the same procedure as in Step EN1.1 to check each card, moving L-R, and see if it triggers a British Deployment. Once there are no ships left to Deploy, the Enemy Operations Phase ends.

D5. Conduct Enemy Operations 1st Card: Sacket's - Army Support No British Troops are Available, so no ships Deploy and this revealed Target card is discarded.

2nd Card: N. Lake - Escort The -15 to -15 / 0 Troops cell is blank, so no ships Deploy and this card is discarded.

3rd Card: S. Lake - Raid The ship icon triggers a Deployment. The Force gets a Raid mission, since there were/are no other British Raids in the South Lake Zone.

4th-6th Cards: Since no British ships remain to Deploy, these are all discarded.

Naval Balance of Power	-70 or less	-26 to -69	-16 to -25	-15 to +15	+16 to +25	+26 to +59	+60 or more
Available Troops:	0 Troops	1 Troop	2 Troops	3 Troops	4 Troops	5 Troops	6 Troops

45

- If all Deployable British ships are Blockaded in Kingston, then skip the Enemy Operations Phase and proceed to the Breakout Attacks Phase [Step D, p.15].

C2 Edit the Target Card row

Examine the row of Target cards you drew this turn, and:

C2.1 Remove and return to the deck any Target Cards that were revealed due to an Encounter.

C2.2 Remove and return to the deck any cards for Lake Zones where there are currently any deployed U.S. ships.

If the removals leave no Target Cards in the row, the phase ends with no Enemy Operations. Proceed to the Breakout Attacks Phase [Step D, see below].

C3 Reveal Target Cards

Proceeding left to right, reveal all the remaining Target Cards in the row.

C4 Deploy AI Ships

On each revealed Target Card, in left to right order, check for a possible British Deployment as in Step EN 1.1. Deploy the ships in the Lake Zones corresponding to the revealed Target Cards, and mark each Force with the mission indicated by the Target Card.

C5 Conduct Enemy Operations

The actions of each Deployed Force in this phase depend on their mission, according to the revealed Target Card:

Patrol — Once placed in a Lake Zone, the Force does nothing. It could count toward Lake Control VPs if it's still there in the Tally & Reset Phase.

Attack U.S. Convoy? — If a U.S. Convoy is scheduled to run this turn and this Secondary Mission appears on the Target Card, follow the procedure [see 11.3.1, p. 40-41] to Deploy the Convoy and — if an AI Force Deploys, too — resolve an Encounter between them.

Army Support, Cutting-Out*, or Raid — The ships that Deploy now for these Coastal missions conduct them later, in the Coastal Action Phase [Step E, see below].

**Optional/Advanced rule; see Playbook.*

The Enemy Operations Phase phase ends when no further AI Deployments can be made (for example, no British Deployable ships remaining), or when all the revealed Target Cards have been resolved.

D Breakout Attacks

After all Encounters in Lake Zones are resolved, ships that are in a Homeport under a Blockade marker may attack the blockading enemy Force to try and break the Blockade [Rule 14.3, p. 44].

If American Homeport is under Blockade:

Launch a Breakout Attack now, or Pass.

- If you launch a Breakout Attack, follow those rules [p. 44] to conduct Lake Combat between the blockaded and blockading forces. Then proceed to the Coastal Action Phase [Step E, see below].

- If you Pass, the Blockade remains in force for now. If a U.S. Convoy was scheduled to run this turn, place a Convoy Delay marker on it and proceed to the Coastal Action Phase [Step E, below].

If British Homeport is under Blockade:

Follow the procedure [p. 44] to determine whether the blockaded British ships will try to break out.

- If the British launch a Breakout Attack, follow those rules to conduct Lake Combat between blockaded and blockading forces. Then proceed to the Coastal Action Phase [Step E, below].

- If the British don't launch a Breakout Attack, they stay in their Homeport and the Blockade continues for now. Place a "Convoy Delay" marker on the "British Convoy?" marker that's in the current Turn Track space, without revealing it. Go to the Coastal Action Phase [Step E, below].

E Coastal Action Phase

Forces with Coastal missions (Cutting-Out missions, Raids, Army Support) that are still in Lake Zones conduct those missions now.

E1. British Cutting-Out missions?

[Skip if not using Optional/Advanced rule]

- If a Force in the Lake Zone outside the American Homeport has a Cutting-Out Mission (each side is limited to one Deployment for this mission per game), place a Cut-Out marker on that coastline and follow the Cutting-Out procedure [see Play-

book] to conduct a Cutting-Out mission and find the results on the Cutting-Out Table [printed in the Playbook].

E2 British Raids?

E2.1 Draw an Event Card and apply its Coastal Event (if there is one) at the targeted Coastline.

E2.2 If the Force with the Raid mission is still in the same Lake Zone after the Coastal Event is applied and still has at least one undamaged ship, place its Raid marker on that coastline. The results of the Raid will be determined later, in the Tally and Reset Phase [F4 and F5.3, p. 18-19].

E3 British Army Support missions?

Conduct this step if any AI Troops markers are embarked on British naval Forces with Army Support missions.

E3.1 Launch AI Troops:

- If any British Forces containing at least one undamaged ship have an Army Support mission in the Lake Zone outside the U.S. Homeport, Launch their Troops by moving the Troops markers to that coastline.
- If any British Forces containing at least one undamaged ship have an Army Support mission in the Niagara Zone, Launch their Troops by moving the Troops markers to the Niagara Zone Coastline.

E3.2 Harbor Encounter?

Before the British Launched Troops and supporting naval guns attack the American Homeport, the attacking naval Force must fight any ships that are still in the Homeport Display's Deployable area. This is a Harbor Encounter [Rule 12, p. 42], which has a few special rules to reflect this distinctive tactical situation.

- If there is no Harbor Encounter, proceed to British Land Battles [Step E3.3, see below].

E3.3 British Land Battles

The launched AI Troops and their supporting ships now conduct Land Battles [Rule 13, p. 41] against the U.S. Homeport and/or the Niagara Front.

E3.3.1 Draw an Event Card and apply the Coastal Event on it (if any) on that Coastline. Do this even if a Coastal Event was drawn for other British Coastal missions in this same Lake Zone.

E3.3.2 Use the Land Battle procedure and Land Battle Table [Player Aid VII] to resolve the attack. Multiple Troops markers making attacks in the same Lake Zone combine for one attack, supported by combined gunnery from all the ships that Launched them. Mark each attack's result by placing the appropriate marker on the targeted Coastal location of the map.

E4 U.S. Cutting-Out missions?

[Skip if not using Optional/Advanced rule]

Follow the Cutting-Out Mission procedure [see Playbook] and find the results of the mission using the Cutting-Out Table [see Playbook, p. 7].

E5 U.S. Raids?

E5.1 Draw a Coastal Event and apply it. Do this even if a Coastal Event was drawn for other U.S. Coastal missions (for example, an Army Support mission) in this same Lake Zone.

E5.2 If the Force with the Raid mission is still in the same Lake Zone after the event is applied and still has at least one undamaged ship, place its Raid marker on that coastline. The results of the Raid will be determined later, in the Tally & Reset Phase [Step F4 and F5.3].

E6 U.S. Army Support missions?

E6.1 Launch U.S. Troops:

- If any U.S. naval Forces containing at least one undamaged ship are still carrying Troops in the Lake Zone outside the British Homeport, Launch the Troops by moving the Troops marker to that Coastline.
- If any U.S. naval Forces containing at least one undamaged ship are still carrying Troops in the Niagara Lake Zone, Launch the Troops by moving the Troops marker to the Coastline of the Niagara Lake Zone.

E6.2 Harbor Encounter?

Before the launched U.S. Troops and supporting naval guns attack the British Homeport, the supporting naval Force must fight any hostile ships that are still in the Homeport Display's Deployable area. This is a Harbor Encounter [p. 41], which has a few special rules to reflect this distinctive tactical situation.

- If there is no Harbor Encounter, proceed to U.S. Land Battles [Step E6.3].

E6.3 U.S. Land Battles

The launched U.S. Troops and their supporting ships now conduct Land Battles [13, p. 42] against the British Homeport and/or the Niagara Front.

E6.3.1 Draw an Event Card and apply its Coastal Event (if any) at the targeted Coastline. Do this even if a Coastal Event was drawn for other U.S. Coastal missions in this same Lake Zone (such as a Raid).

E6.3.2 Use the Land Battle procedure and Land Battle Table to resolve the attack. Multiple Troops markers making attacks in the same Lake Zone combine for one attack, supported by gunnery from all the ships that Launched them. Mark each attack's result by placing the appropriate marker on the targeted location of the map.

When all Coastal missions have been resolved, play continues to the Tally and Reset Phase [F, see below.]

F Tally and Reset Phase

Now that all lake and coastal action has ended, it's time to tally the results, adjust scoring accordingly, and reset components for the next turn.

F1 Destroyed in Battle/Captured Ships

Check the Lake Zones and their coastlines for any ships marked Sunk/Destroyed or Captured this turn. Award VPs for them, using values in the Victory Point Value Summary [on each side's Homeport Display].

F2 Lake Zone Control

The two sides' remaining naval strength in a Lake Zone determines which side controls it in this step. A Lake Zone's status may remain unchanged, flip to the opposite side's control, or be Contested and under neither side's control. Once placed, a Lake Control marker remains in a Lake Zone from turn to turn unless/until the zone becomes Contested, flips to the other side's control, or is removed due to its owning side's Homeport being under Blockade.

Procedure:

➤When a ship is Sunk/Destroyed or Captured, the opposing side scores VPs for it only if the opposing side caused the loss (i.e., not if it was due to a Gale event or some other noncombat cause).

F2.1 Contested Lake Zones?

Remove any Lake Zone Control markers for zones that contain any full-strength warships of both sides (deployed Convoys don't count). Those zones are now considered Contested; remove any side's Lake Control marker from those zones.

F2.2 Mark Controlled Lake Zones

Place a side's Lake Zone Control marker in any Lake Zone where it has at least 5 steps of full-strength warships (Convoys don't count) unopposed by any Deployed, full-strength enemy ships.

Once placed, a Lake Control marker remains in a Lake Zone from turn to turn unless/until the zone becomes Contested, flips to the other side's control, or is removed due to its owning side's Homeport being under Blockade.

F2.3 Remove invalid Blockade markers:

Remove any Blockade markers for a blockading side that fails to meet the conditions [p. 20] for maintaining the Blockade.

F2.4 Remove a Blockaded side's Lake Control markers

If Sacket's or Kingston Lake Zone now contains a Blockade marker, remove the blockaded side's Lake Control markers from all Lake Zones on the map.

F2.5 Tally Lake Control VPs

Count the number of Lake Control markers now on the map for each side. Award +1 VP for each US zone, and -1 VP for each British zone [presence of a Blockade has special effects; see 14.1.3, p. 43-44].

F3 Land Battle Effects

F3.1 Homeport Shipyard Damage?

If either side attacked the enemy Homeport and the Land Battle produced an attacker Major Success or Feat of Arms result, a check is made on the Shipyard Damage Table [printed on Homeport Display]. Results include increases to Defender's

➤Only ships in a Lake Zone on the map are considered to be Deployed and in a Lake Zone. Ships on the offmap Homeport Display mat are considered to be in the coastal Homeport itself.

Construction Delay value and/or **damage/**destruction of enemy ships in Repairing, In Ordinary, or Construction areas of the Homeport Display [see 6.2, p. 21-22].

F3.2 Niagara Front

Each Land Battle fought during the Coastal Action Phase at the Niagara Front will have left a marker showing the result (Feat of Arms, Major Success, Success, Draw), and the side that achieved it. Move the Niagara Front marker along its track now, by the following amounts, for each Land Battle result there this turn:

- British (when attacking) Feat of Arms: 3 spaces right
- British Major Success: 2 spaces right
- British Success: 1 space right
- Draw: No effect on marker
- U.S. Success: 1 space left
- U.S. Major Success: 2 spaces left
- U.S. (when attacking) Feat of Arms: 3 spaces left

F3.2.1 Army Victory?

If this is the final turn of the game (September II), check at this step to see if a side has won an Army Victory on the Niagara Front:

The **British** win an Army Victory and score -10 VP if all of the following are true:

- The Niagara Front marker is in the far right space of the track (Fort George);
- The Niagara Lake Zone is under British Lake Control;
- Kingston Harbour is free of Blockade.

The **Americans** win an Army Victory and score +10 VP if all of the following are true:

- The Niagara Front Marker is in the far left space of the track (Burlington Heights);
- The Niagara Lake Zone is under U.S. Lake Control or is Contested.

F3.3 Untransported Troops markers

- If the U.S. human side has any Troops markers in its Available Troops box but failed to embark them on ships this turn, assess a 1VP penalty now to that side for each Troops marker left in the human side's Available Troops box. (The AI side does not pay this penalty.)

- Troops in an Available Troops box will be available again next turn. (Note that this could mean multiple Troops markers might become available to a side in a single turn.)

F4 Raid VPs

- Each Raid marker on the Kingston Lake Zone coastline scores +2VP for the Americans.
- Each Raid marker on the York Lake Zone coastline scores +1VP for the Americans.
- Each Raid marker on the Sacket's Lake Zone coastline scores -2VP for the British.
- Each Raid marker on the South Lake Zone coastline scores -1VP for the British.

F5 Adjust Convoy Supply Tracks

In a turn when a side has a Convoy scheduled to run, the marker on its Convoy Supply Track automatically advances two spaces to the right — unless something bad happened to it due to an Encounter or an Event. Effects on the Convoy Supply marker are cumulative.

F5.1 British Convoys

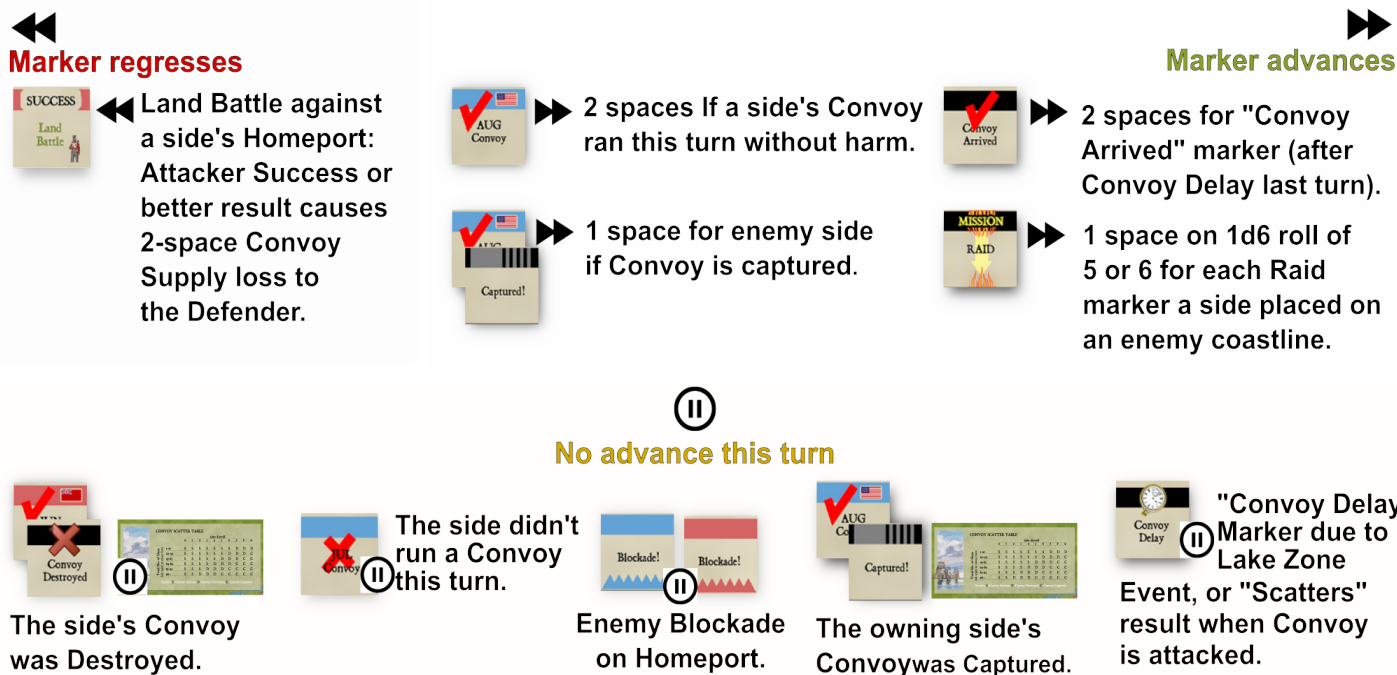
If the “British Convoy?” marker on the Turn Track's space for this turn is still not revealed, reveal it now.

- Discard the marker if it reads, “No Convoy.”
- If it reads, “(month) Convoy,” it has no Convoy Delay marker on it, and there is no Blockade marker in the Kingston Lake Zone, advance the British Convoy Supply Track marker two spaces.
- If a Blockade marker is in the Kingston Lake Zone, place a Convoy Delay marker on the Convoy marker, and leave the Convoy on the Turn Track.
- If a British Convoy was forced to Deploy to a Lake Zone this turn for an Encounter, it still earns the two-space marker advance as long as the Encounter didn't result in the Convoy being Scattered, Destroyed, or Captured [Rule 11.3.2, p. 40] **and there's no enemy Blockade in place.**
- If any “Convoy Arrived” marker is on a British Convoy that ran in a previous turn **and there's no enemy Blockade in place**, remove that marker and advance the British Convoy Supply Track marker two spaces now.

F5.2 U.S. Convoys

- If a U.S. Convoy marker is in the current space of the Turn Record Track, **there is no enemy**

What affects a Convoy Supply Track marker in a Convoy Supply check [Step F5]?



➤ Effects that would lower Convoy Supply beyond the -1 track space are ignored.

Blockade marker in place, and the Convoy doesn't have a Convoy Delay marker on it, the Convoy ran successfully. Advance the U.S. Convoy Supply Track marker two spaces.

- If a U.S. Convoy was forced to Deploy to a Lake Zone this turn for an Encounter and **there is no enemy Blockade marker in place**, it is considered to have run successfully (and earns the two-space marker advance) as long as the Encounter didn't result in the Convoy being Scattered, destroyed, or captured this turn.
- If any "Convoy Arrived" marker is on a U.S. Convoy that ran in a previous turn, remove that marker and advance the U.S. Convoy Supply Track marker two spaces now if **there is no enemy Blockade marker in place**.
- If a Blockade marker is in the Sacket's Lake Zone, place a Convoy Delay marker on the Convoy marker, and leave it on the Turn Track.

F5.3 Other Convoy Supply adjustments

Apply the following effects to either side's Convoy Supply Track marker now [also see graphic, above]:

➤ "Convoy Delay" markers cause a one-turn pause in the marker's advance. This pause lasts only one turn, no matter how many delay markers are present, so long as there's no enemy Blockade in place.

- "Convoy Delay" Lake Zone event, "Convoy Scatters" result on Convoy Scatter Table — the owning side's Convoy Supply marker does not advance this turn.
- Convoy Destroyed – the owning side's Convoy Supply marker does not advance this turn.
- Convoy Captured — the owning side's Convoy Supply marker does not advance this turn. In addition, the side that Captured the Convoy advances its Convoy Supply marker one space right.
- Land Battle Attacker Success or better against the Enemy Homeport — If an Attacker achieved a Success, Major Success or Feat of Arms in a Land Battle against the enemy Homeport, the Defender's Convoy Supply marker regresses two spaces.
- Successful Raids — For each Raid marker a side placed on an enemy-controlled coastline, roll 1d6 now: on a result of 5 or 6, advance the raiding side's Convoy Supply marker one space right and regress the Defender's Convoy Supply marker one space left.

• 5.4 Fall Offensive Supply Bonus

If the Convoy Supply Track marker for a side reaches the final space on the right, “Fall Offensive Supplied,” it stays there for the rest of the game. The first side to occupy that track space when Step 5.4 occurs gets an immediate -5 (British) or +5 (American) VPs.

- If both sides occupy the final box in the same Step 5.4 of the same turn, neither one gets VPs.

F6 Blockade checks

This step checks for placement of Blockades [Rule 14, p. 43-44]. Preexisting Blockade markers on the map are removed now if the following conditions for maintaining a Blockade are not met:

F6.1 Blockade against the U.S.

Place a British Blockade marker in the Lake Zone outside the current U.S. Homeport if all the following conditions are true:

- The British now have a British Lake Control marker on the Homeport zone,
- Four or more undamaged/full-strength British Main Ships are now in the Lake Zone outside the current U.S. Homeport,
- No Deployed U.S. ships are in the Lake Zone outside the current U.S. Homeport (ships in the boxes of the Homeport Display don't count).

F6.2 Blockade against the British

Place a U.S. Blockade marker in the Lake Zone outside the current British Homeport if all the following conditions are true:

- The U.S. now has a U.S. Lake Control Marker on the British Homeport zone,
- Four or more undamaged/full-strength U.S. Main Ships are now in the Lake Zone outside the current British Homeport,
- No deployed British ships are in the Lake Zone outside the current British Homeport (ships in the boxes of the Homeport Display don't count).

Ships that were in their Homeport and not Deployed to the lake when the enemy Blockade marker was placed are now Blockaded in the port.

Isolated Ships?

If any ships were Deployed to a Lake Zone when an enemy Blockade marker was placed, mark them now as Isolated [14.1.1, p. 43].

F7 Reset and turn advance

With the results of the game turn tallied, reset the game components for next turn, as follows:

- Return any full-strength ships remaining in Lake Zones to the Deployable area of their owning side's Homeport Display mat.
- Move any Reduced ships to the In Transit area of their Homeport's Display mat, keeping them on their Reduced side. Discard any Last Step/No Step markers on them. Captured ships (which will also be Reduced) go to the capturing side's In Transit area. Take Sunk/Destroyed ships out of play.
- Move any full-strength ships in a Homeport's In Transit area to the Deployable area.
- Isolated Ships go to the Isolated area of their owning side's Homeport Display mat, in the Deployable or In Transit subareas.
- Remove from the game any Troops markers that were Launched against a Coastal Target.
- Troops markers that were aboard Deployed ships and not Launched [Step E3.1, p. 16] return to their side's Available Troops box.
- Move any U.S. Troops markers in or to the left of the U.S. Convoy Supply marker's current track space to the U.S. Available Troops box. Do the same for any “AI Troops?” Markers, but don't reveal them yet.
- Flip any “Convoy Delay” marker to its “Convoy Arrived” side, then place that Convoy and its arrival marker in the current Turn Track space. (**Exception:** If the side's Homeport is Blockaded, leave the marker on its “Convoy Delay” side.)
- Return Target Cards to their deck, including any that were removed and set aside for this turn.
- Return Event Cards to their deck, and shuffle.
- Return attacker and defender Tactic cards to their respective decks piles, and shuffle.
- Advance the Turn Record Track marker one space to the right. If it was already in the last space of the track, the game is over; go to Victory Determination [Rule 3.3, p. 9].

5 Deployable Ships

All ships on a Homeport Display that are not in the In Ordinary, Repairing, Construction or In Transit areas are considered Deployable to Lake Zones on the map. They stack in the Deployable area of their side's Homeport Display, and they are selected as Forces that Deploy for missions to Lake Zones.

The human player's U.S. Ships Deploy manually, in the Preparation Phase.

AI British ships Deploy in response to revealed Target Cards.

5.1 Last Turn 'Sudden Death' _____

If it's the last turn of the game (Sept. II) and the British have no ships eligible to be Deployable this turn, the game ends.

5.2 Deployable Squadron Limits _____

The scarcity of manpower and prevalence of sickness limited both sides' ability to operate ships. The game reflects that by limiting the total Close Action Strength of each side's Deployable squadron to **30 points**.

- The limit is applied for both sides during the Preparation Phase as each side's pool of Deployable ships is determined for that turn.
- If a side's total violates the limit, remove and place In Ordinary however many ships are necessary to bring the squadron's total within the limit.
- When removing ships from the AI British side's Deployable Squadron, use common sense and make changes that seem to convey the greatest possible advantage for the British side.

5.3 Which British Ships Deploy _____



When a revealed Target Card's Deployment Table shows a ship icon result, all the ships in the Deployable area of the British Homeport Display are placed on the map.

The ships are placed as a single Force, with a mission marker that matches the mission on the revealed Target Card.

6 Ship Damage and Repair

All ships start the game at full strength. Ships that suffer a first Hit are Reduced; i.e., flipped to their reverse side, where they have reduced or even zero values.

Reduced ships that don't sink may be brought to a Homeport and Repaired; a process that costs one turn of time in the Repairing area. Once repaired, they flip back to their full-strength side and are again Deployable.

There is no limit to the number of ships that a Homeport (temporary or otherwise) can Repair at a time.

6.1 Repair Procedure _____

The Repair procedure comes into play at these times in the game:

Preparation Phase [Step A3, p. 9]:

- Ships in a Homeport Display's Repairing area **that are free of delay markers** flip to their full-strength side and move to the Deployable area. **If a ship in the Repairing area has any delay markers on it, remove one delay marker and leave the ship on its Reduced side.**
- Ships in the In Transit area move to the Repairing area, remaining on their Reduced side.

Encounter Cycle [Steps EN1-EN2, p. 12-14]:

When a side withdraws from Lake Combat due to a "W" (withdrawal) or "END" result on the Lake Combat Table, place any Reduced ships into their Homeport's In Transit area.

Tally and Reset Phase [Step F7, p. 20]:

- Move any Reduced ships from Lake Zones to their Homeport's In Transit area. Discard any Last Step/No Steps markers on them.

6.2 Shipyard Damage

When Troops attack a Homeport in a Land Battle, an Attacker result of Major Success or Feat of Arms entitles the Attacker to check for possible Shipyard Damage with a die roll on the Shipyard Damage Table [printed on Homeport Display]. Results range from increases to the Defender's Construction Delay value to destruction of ships in the Repairing, or Construction areas.

- Shipyard Damage has no effect on ships in the Deployable, In Ordinary, Make Ready or In Transit areas of a Homeport Display.

Ship Damage and Repair: Example



July II Turn: Tally & Reset Phase [Step F7]

HMS Royal George (B) is in a Lake Zone, Reduced, as a result of Lake Combat that occurred in Encounter 3. Royal George goes to the British Homeport Display's In Transit area, remaining on its Reduced side.

August I Turn: Prep. Phase [Step A3.i]

Ships already in the Repairing area that are free of any delay markers (due to Shipyard Damage, see p. 22) flip to full strength and move to Deployable area. If a ship in the Repairing area has any delay markers on it, remove one delay marker and leave the ship on its Reduced side.

[Step A3.ii]

Royal George and any other Reduced ships In Transit move to Repairing area, remaining on their Reduced side.

August II Turn

Prep. Phase [Step A3.i]

Repairs completed, Royal George becomes Deployable.



- The attacking side in a Land Battle against the enemy Homeport does score VPs for ships destroyed due to a Shipyard Damage Table Result.

When Shipyard Damage occurs in the Tally and Reset Phase (Step F3.1) to a defender's Reduced ship in a Repairing area,

- Use one of the blank counters from the countersheet, or the blank side of some marker, and place it as a delay marker on the affected Reduced ship in the Repairing area.
- Next turn, in Preparation Phase Step A3.i, leave that delay marker on the Reduced ship in the Repairing area.
- In the turn after that, remove the delay marker in Preparation Phase Step A3.i, but leave that ship on its Reduced side in the Repairing area.
- In the turn after that, flip the Reduced ship to its full-strength side in Preparation Phase Step A3.i and move it from the Repairing area to the Deployable area.

7 British Ship Upgrades

To better counter the long gun-heavy U.S. Squadron, the British on Lake Ontario hastily and secretly altered some of their ships to carry more long guns.

The Americans knew these upgrades were taking place but had limited intelligence about it. This could have made tactical surprises possible if a U.S. Force engaged a British one that was armed differently than expected.

The game reflects this by providing “A” (original) and “B” (upgraded) versions of four British ships.

7.1 Upgrade Checks

In any phase that an Encounter occurs with American ships, when Deployable British ships are about to be placed in a Lake Zone, make this Upgrade Check:

- Take any “A” ship in the British Force that's Deploying, grab its “B” version, and make a random selection between them (use an odd/even die roll, the “2” column on the Gunnery Hit Distribution Table, draw the counters from a cup, or use any method you prefer).
- If the “A” version is selected, it means the ship hasn't been upgraded yet. The A version Deploys.
- If the “B” version is selected, it Deploys, and it replaces the “A” version for the rest of the game.

Once all the “B” versions are in the game, there's no need to make further Upgrade Checks.

7.2 Reflagging and Upgrades

If the Americans capture any British “A” version ships, they Reflag them for American use but do not upgrade them. If those same ships get recaptured by the AI British, they are eligible for British upgrade as usual.

8. Naval Construction

The British start the game with one ship under construction: *HMS Lord Melville*. The U.S. starts with two ships under construction: *USS Gen. Pike* and *USS Sylph*. Counters for them start in the Construction area of their Homeport Display.

In the Preparation Phase, newly built ships of both sides move in Step A5 from the Construction area to the Make Ready area [subject to 8.1, below], when directed by an instruction on the Convoy Supply Track. This represents the newly launched ship receiving its guns, supplies, etc.

The following turn [in Step A2, p. 9], ships move from the Make Ready area to the Deployable area and join their side's Deployable squadron.

8.1 Construction Delay

Supplies alone don't build a warship; it requires a well-managed shipyard with an ample, healthy workforce. Delays in production can accumulate into insurmountable backlogs. This is represented by the Construction Delay marker on the Convoy Supply Track, which can increase or decrease due to Events or to Shipyard Damage from enemy Land Battle attacks.

- When a side's Construction Delay value is above 0, new ships must remain in the Construction area, regardless of whether sufficient Convoy Supply was reached to let them move to the Make Ready area.
- Both sides get a free, 1-point reduction to their Construction Delay value each turn, in Step A5 of the Preparation Phase. This represents time gradually erasing any construction backlog.
- A side's Construction Delay value can never drop below 0. If it's already at 0 and something would make it decrease, just leave it at 0.
- If the automatic, 1-point reduction still isn't enough to get a Construction Delay value to 0, a side can buy additional reductions by placing ships into the In Ordinary area. For every 2 Close Action Strength points of ships placed in Ordinary, the side reduces its Construction Delay value by 1. This purchase is optional for the human side, but it's mandatory for the AI if they still have a positive Construction Delay value after the automatic reduction.

➤ When selecting AI ships to place In Ordinary, select Secondary Ships first, if possible.

- Any Construction Delay value left for a side at the end of the game is deducted from its VP total.

9. Missions

In each Preparation Phase, each Deployable U.S. ship [Rule 5, p. 21] may be assigned a mission [Step A9], and a Lake Zone in which to conduct it. Any individual ship or stack of ships is called a Force. There is no stacking limit.

You won't know what missions the AI British side has or where they are unless you discover them in a Lake Zone in an Encounter [Step EN, p. 12] and a Target Card is revealed [Step EN 1.1], or the AI conducts an Enemy Operations Phase [Step C].

- A U.S. Force may be assigned one of the following missions: Patrol, Escort, Raid, Cutting-Out (see Optional/Advanced rule), or Army Support.
- AI Forces that deploy to the map are marked with the mission indicated on the revealed Target Card. Some Target Cards indicate a Secondary Mission, which the Force follows if the Primary mission isn't applicable or allowed. (For example, a Target Card with a Raid mission has Patrol as its Secondary mission if there's already an AI Force with a Raid mission in the same Lake Zone.)
- You assign a ship or stack by placing a specific mission marker on it and placing it in the Lake Zone where you want it to perform its mission.
- Deployable ships not assigned a mission stay on their Homeport Display. They can try to React to an Encounter [Step EN2, p. 13-14] in any Lake Zone during the turn. If they stay in the Homeport, they can defend it in Harbor Encounters [Step E3.2 & Step E2.2, p. 16] during the Coastal Action Phase.
- In an Encounter's Reaction Phase, ships that pass a Reaction Check and are placed in a new Lake Zone to reinforce a friendly Force adopt the mission of the friendly Force they are joining.

“Separated Ships” event:

- When this event displaces ships with a Coastal mission to a new Lake Zone, the displaced ships' mission becomes Patrol [9.1.1, see below].

9.1 How Missions Work

9.1.1 Patrol missions

➤ **Deployable Ships in a Blockaded Homeport can't be assigned any missions [Rule 14.1.2, p. 43].**

A Patrol mission means searching for enemy ships, whether to seek battle or simply to detect them and warn higher headquarters. You can assign ships to Patrol missions in any Lake Zones. Each side is allowed to conduct any number of Patrol missions in any Lake Zones each turn.

9.1.2 Escort mission

An Escort mission has your warships guard the U.S. Convoy route (shown by a blue arrow) in the Sacket's Lake Zone.

- The U.S. Force assigned to an Escort mission is placed in the Sacket's Zone. The Convoy it's escorting does not Deploy with it unless a Target Card with an "Attack U.S. Convoy" designation is revealed. In the ensuing Encounter, the attacker must first defeat the escort Force before it can attack the Convoy itself [11.3.2, p. 40-41]
- U.S. Forces may Encounter escorted or unescorted AI British Convoys in the Niagara, York, or North Lake zones, on any turn when the Sacket's Lake Zone is free of Blockade. To hunt for them, you would assign those U.S. Forces a Patrol mission.
- A side's Convoy deploys to a Lake Zone for an Encounter only on turns when a Convoy is scheduled to run, and only once per turn.

9.1.3 Raid missions

A Raid is one type of Coastal mission. Raids are quick hit-and-run attacks that are strictly a navy affair, using ships' crew and Marines. They would launch from the ships on small boats, often at night, and would seldom face any organized opposition ashore unless the local militia had raised an alarm in time. The main purpose was to steal supplies and to burn/destroy anything ashore that supported the enemy war effort.

- The human American player can assign Raid missions in the Preparation Phase [Step A7, p. 10] to the Kingston Lake Zone or York Lake Zone, with a limit of one Raid assignment per zone, per turn.
- AI British Raids may occur in the Sacket's or South Lake zone. The AI British, too, follow the one Raid per Lake Zone, per turn limit (Revealed Target Cards with Raid missions become Patrol

missions if there's already an AI British Force with a Raid mission in the same Lake Zone.)

- Raids are conducted in the Coastal Action Phase [Step E2, p. 16] by Forces assigned to a Raid mission. Conducting the Raid requires drawing for a possible Coastal Event and (if the Coastal Event doesn't spoil the Raid) placing the Raid mission marker on the targeted enemy coastline.
- Once the Raid marker is placed on an enemy coastline, the Raid succeeds. VPs (and possible Convoy Supply effects) for successful Raids are credited in the Tally and Reset Phase [Steps F4 and F5.3, p. 18-19].

9.1.4 Army Support missions

On the Great Lakes, both sides' armies relied on their navies to transport them to the battlefields. Naval gunnery support could also be a decisive force in a Land Battle's outcome.

Army Support missions are one type of Coastal mission in the game. The human American player assigns them in the Preparation Phase [Step A7, p. 10] and both sides conduct them in the Coastal Action Phase [Steps E1-E2, p. 15-16].

- This mission can be assigned only if one or more friendly Troops markers are in a side's Available Troops Box. It is the only mission in the game that uses Troops. When a side's Convoy Supply Track marker reaches or passes a track space containing one or more Troops markers, those troops become *available* — meaning the army leadership is planning a Land Battle and is asking the navy for transportation and shore gunnery support.
- If a U.S. Troops marker is available, you are not required to assign an Army Support Mission to transport it. But failing to do so will cost you a 1VP penalty, per untransported Troops marker, per turn, in the Tally and Reset Phase [Step F3.3, p.18]. A marker that is transported but fails to Launch (for example, due to an Event or a bad Lake Combat result) does not trigger the penalty.
- Land Battles can target either the Niagara Front or the enemy's Homeport. Consequently, in the Preparation Phase [Step A7, p. 10] the American player may assign Army Support missions only to the Niagara Lake Zone or to the Kingston Lake Zone. (or York Lake Zone if York is being used as a Temporary Homeport due to a Blockade).
- AI British Forces with Troops aboard may appear in the Niagara Zone or the Sacket's Lake

Zone (or the South Lake Zone, if Charlotte is a Temporary Homeport due to a Blockade).

- **Transport capacity:** A Force can transport Troops at the rate of one Troops marker for every four Close Action Strength points. The limit applies only when the Troops marker is placed on the Force; there is no effect if it loses capacity later in the turn.

- When more than one Troops marker is available in a Turn, the human U.S. player may assign as many Army Support missions as there are available Troops markers. This could result in, for example, three separate Forces assigned Army Support missions to the Niagara Lake Zone, with each Force transporting one Troops marker. However, when a Land Battle die-roll is made, all of a side's Troops and supporting Long Gun points in a single Lake Zone must be totaled for a single attack.

- Results of a Land Battle can be an Attacker Feat of Arms, Attacker Major Success, Attacker Success, Draw, Defender Success, or Defender Major Success, and are determined by **an 11-66 result using two d6 dice** on the Land Battle Table [Player Aid VII]. Chances of success increase with the total Long Gun Strength of the supporting naval Force and the number of attacking Troops markers committed.

The Lake Action Phase is the heart of the game, because it's when your assigned naval Forces may meet the enemy.

The row of drawn Target Cards governs how a Lake Action Phase plays out; this is described in the Sequence of Play [Step B, p. 11-12].

10.1 Possible Encounter placement ———

➤ **A Troops marker does not represent a literal unit of soldiers; it's an abstraction of the land war's role in naval operations that can represent different things at different times. An available Troops marker represents the Army asking you for naval transport. A Troops marker on a naval Force marks the fact that the Force has a Naval Support mission. A Launched Troops marker represents soldiers loaded into bateaux, who storm ashore. A Troops marker that is unused, placed back in the Available box and used again might easily represent different soldiers than it did the previous time.**

The back of each Target Card in the row shows the Lake Zones where the British may be operating this turn. If a highlighted Lake Zone on a card back matches a Lake Zone where you assigned any U.S. Force, a numbered Possible Encounter

10 Lake Action Phase

marker is placed on that Force [Step B1, p. 11, also illustrated by the example graphic on the page].

- Possible Encounter and Encounter markers always stay in the Lake Zone where they are placed, until they are removed from play.

10.1.1 When there's only one U.S. Force in a highlighted Lake Zone

Place all the Possible Encounter markers for that Lake Zone on that U.S. Force. That Force will make all the Encounter Checks for that zone. If the Force is no longer in the Lake Zone after an Encounter, any remaining Possible Encounter markers that were placed on it are discarded.

10.1.2 When there's more than one U.S. Force in a highlighted Lake Zone

- Select one U.S. Force to receive the first Possible Encounter (PE) marker.

- You must place any second PE marker for that Lake Zone on a different U.S. Force.

- You may choose which U.S. Forces in the Lake Zone receive any subsequent PE markers, but each Force must receive one marker before any Force receives a second one. Distribute PE markers them as evenly as possible among Forces in the Lake Zone.

10.2 Encounter Checks ———

A Possible Encounter signifies the opposing Forces are in the same general area over the two-week turn period. But wind, weather, timing, false sightings, or an elusive enemy might mean the Forces never actually meet. Those factors are abstracted into an Event Card draw called an Encounter Check [Step B2, p. 11-12].



A man-with-spyglass symbol on the Event card means the Forces meet. In that case, the Possible Encounter marker is removed and replaced by an Encounter marker of the same number. The Se-

quence of Play pauses while an Encounter Cycle [Steps EN1-EN2, p. 12-14] is resolved.



If there's no man-with-spyglass symbol on the Event Card, there's no Encounter; the Possible Encounter marker is removed and the next-numbered Possible Encounter on the map is checked.

- All Possible Encounters placed on the map must eventually be checked, in numerical order, as long as there are still any British ships in the Deployable area of the British Homeport Display.
- If an Encounter places the last remaining ships on the map from the British Deployable area, the Lake Action Phase ends once that Encounter is fully resolved. Remove any any remaining Possible Encounter markers from the map.
- If you draw an Encounter for Possible Encounter 1, you must resolve Encounter 1 completely – taking it all the way through the Encounter Cycle – before returning to Step B2 to check Possible Encounter 2, and so on.

11 Encounter Cycle

An Encounter takes place within an Encounter Cycle: a cycle of contact and possible combat that comprises a Patrol Segment [11.1, p. 26-28] and – if it continues – a Reaction Segment [11.2, p. 38-39].

The Sequence of Play pauses for an Encounter Cycle; each Encounter must be resolved before play returns to the Lake Action Phase and the next numbered Possible Encounter is checked.

The steps of an Encounter Cycle are described in narrative form on pages 26-40, and are also laid out sequentially on the Event Cards & Sequence of Play Track that's printed along the bottom of the map.

The rules in this section address some of the finer points and special situations that may come up.

11.1 Patrol Segment

11.1.1 Target Card Reveal

The player flips the Target Card that Triggered the Encounter. This reveals the British Force's mission. The card also may instruct how the card effects should be applied, depending on when it's revealed in the game.

11.1.2 British Deployment?

Next, see if the British Deploy any ships for this Encounter. The player consults the Deployment table printed on the Target Card, cross-referencing the Naval Balance column with this turn's number of Available AI Troops.

- If the Target Card result cell is blank, no British ships will Deploy; the Encounter is marked Encounter Ended.
- If the Deployment Table cell table contains a ship icon, all the ships in the Deployable area of the British Homeport Display Deploy to the map.
- To Deploy, the British ships are placed directly in the Lake Zone where the Encounter is happening, next to the U.S. Force and the Encounter marker. Place the British ships as a single Force.

• AI Force's Mission: A Force that can't perform its Primary Mission diverts to its Secondary Mission. If that Secondary Mission is "none," then that Target Card makes no enemy Deployment. Just mark that Encounter ended and check the next Possible Encounter (10.2).

11.1.3 Lake Zone Event & Weather Gage

Once the British Force is placed at the Encounter, an Event Card is drawn. The card generates a possible Lake Zone Event and indicates which side has the initiative to attack (called the the starting Weather Gage).

Lake Zone Event:

A Lake Zone Event is a random occurrence that may affect one or both sides in a Lake Zone this turn, or may affect some meteorological, logistical or operational aspect of the wider campaign.

Located on the top portion of the Event Card, a Lake Zone Event is applied as directed by the text next to the question mark symbol on the card.

➤ **There is no sequential movement from zone to zone in A Glorious Chance, so there are no movement rules either. Ships are simply picked up and placed wherever they go. Part of the reason for this is simplicity; another is that it's an area movement game and the time scale of a turn is long enough to cover any type of move.**

Some Lake Zone Events direct a die roll or random ships to determine effects. Some Lake Zone Events affect both sides in the Lake Zone where they apply, while others affect only one side.

- The effects of a Lake Zone Event apply only to that Lake Zone, unless the event says otherwise.
- Only one Lake Zone Event is applied per Lake Zone, per turn. That means you'll do this check only once, when it's triggered by the first Encounter that occurs in that Lake Zone. Subsequent Encounters use the same Lake Event.
- If a Lake Zone Event displaces all the ships in a U.S. Force to another Lake Zone and that Force has a Possible Encounter marker on it, transfer the Possible Encounter marker to a different U.S. Force in the original Lake Zone. If the displacement results in no U.S. Force remaining in the original Lake Zone, then remove the Possible Encounter markers in that zone.

Weather Gage:



An icon in the middle of an Event Card with a blue A in it or a red B shows which side holds the Weather Gage.



Only the side that holds the Weather Gage may attack in the game. But possession of the Weather Gage can change hands over the course of a single Encounter [see Lake Combat Sequence of Play mat].

11.1.4 Command Decision

Now that the tactical situation of this Encounter has become clearer, it's decision time: Do you want to accept battle or deny battle? Do you want this Encounter to end as soon as possible, or do you want to extend it to buy time for possible reinforcements to arrive?

For each Weather Gage situation, you have two different Command Decision options [see diagram graphic on Page 13]:

If the Weather Gage is British:

- **CONFRONT** — If the British attack, play goes straight to Lake Combat [11.1.5, p. 27-38]. But if the British don't attack, the current Segment ends; if it was the Patrol Segment, the Encounter continues to a Reaction Segment [11.2, p. 38-39], where both sides may get a chance to bring in reinforcements before a possible fight.

- **BYPASS** — If the British attack, play goes straight to Lake Combat. But if they don't attack, the Encounter ends.

If the Weather Gage is American:

- **ATTACK** — Play goes to Lake Combat [Rule 11.1.5, p. 27-38].
- **PASS** — The Patrol Segment ends and the Encounter continues to a Reaction Segment [Rule 11.2, p. 38-39].

11.1.5 Lake Combat

Lake Combat is a highly abstracted battle-board system. It gives some flavor of Age of Sail fighting while generating a variety of situations as well as realistic outcomes.

It can follow either of two Combat Sequences: Combat Sequence A, when the Americans attack; or Combat Sequence B when the British attack. They are presented as tracks on the Lake Combat Board. Use the A or B markers on the starting spaces of the Combat Sequence tracks to remind you where you are in a battle.

- Note that the progress of the track marker during a battle may trigger a new Event Card draw to recheck the Weather Gage. This may switch the side that can attack and thus switch the Combat Sequence to follow (see example, above).

- Whenever a side has the Weather Gage, it has the option to Attack or to Pass. You are never forced to attack in Lake Combat.

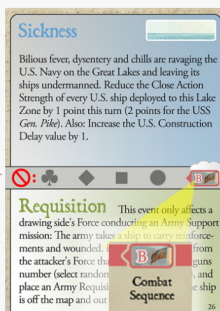
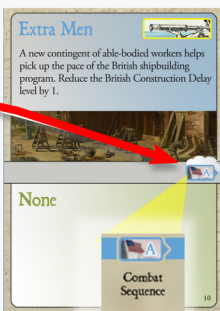
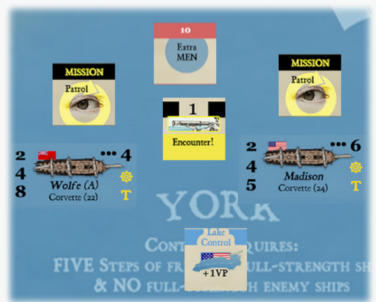
- If you have the Weather Gage and Pass, the effects of passing differ depending on which Segment (Patrol or Reaction) the Encounter is in. If you Pass in the Patrol Segment, that segment ends and play continues to a Reaction Segment. If you Pass in the Reaction Segment, that segment ends — so the the Encounter ends then, too.

Lake Combat occurs in Rounds. It consists of a Gunnery Round and, potentially, a Close Action Round. Gunnery rounds simulate ranged fire by long guns and carronades. Close Action rounds simulate more gunnery at point-blank range, with small-arms and possible melee combat.

LC1 AI Attack Preconditions?

Example: Two Combat Sequences and a changing Weather Gage

Encounter 1 is in the York Lake Zone. Event Card is drawn for Lake Zone Event and starting Weather Gage (it's American).



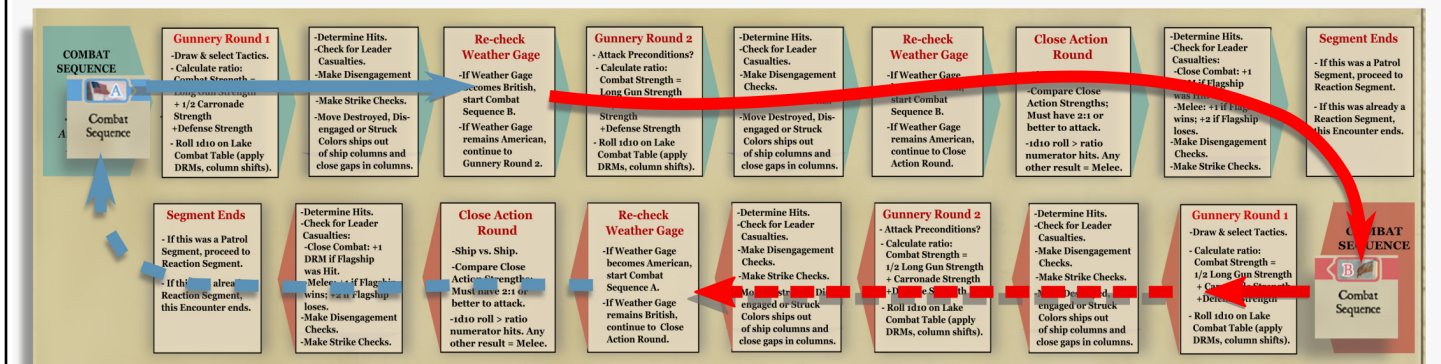
After Gunnery Round 1, Weather Gage is rechecked with new Event Card draw. This time, the Weather Gage is British.

The Combat Sequence A marker is removed from its track ...

...and the Combat Sequence B marker is placed on the starting space of its track. Lake Combat now follows Combat Sequence B.

The Americans attack, so Lake Combat begins using Combat Sequence A.

If Combat Sequence B reaches a "Re-Check Weather Gage" space, AND the Americans regain the Weather Gage, Combat Sequence A would start again!



Since the AI British can't really know what they're facing and make decisions the way a human player does, a checklist of conditions determines whether the British will Attack or Pass.

The AI British are the attacker in a Round if all three of these conditions are true:

- They have the Weather Gage,
- Their Force's unmodified **(just what's printed on the counters)** Carronade Strength + Defense Strength is greater than that of the American player's side, and,
- The attack must be at odds of 1:1 or better.

Waive all attack preconditions and always have the AI British attack if the Encounter is with a U.S. unescorted Convoy [Rule 11.3, p. 40-41].

The diagram on Page 13 shows what happens if the British fail this check and don't attack (either the current segment ends, or the Encounter ends). If the British attack, play moves to the Lake Combat Board.

LC2 Force Assembly

The Lake Combat Board is an abstracted representation of opposing Forces starting out at maximum weapons range and, as they move towards

the middle, getting progressively closer to each other. This is represented by the vertical zones for each combat Round, which are bounded by dotted lines. Numbers on the Lake Combat Board identify the position of each ship in a zone.

Start by picking up the ship counters for the opposing Forces in the Encounter and placing them on the Lake Combat Board, in their respective Force Assembly zones.

The Force Assembly areas are considered out of range and ships in them are not yet Engaged.

Which ships can attack

The AI British can attack when they meet the AI Attack Preconditions [LC1, see above]. When the preconditions are met, all full strength/undamaged AI ships in the Encounter that give the AI its best possible combat odds ratio make the attack.

The Americans can attack when they hold the Weather Gage and they have at least one full-strength/undamaged ship left in the Encounter.

- Only full-strength ships may attack.
- Each attacking U.S. ship bearing a "T" on its current counter side may tow one Converted Laker Schooner with it into an attack. To signify a tow, place the towed ship counter behind the



➤ **The British were contemptuous of the Converted Laker Schooners' sailing and combat capabilities. They would have cannibalized them for weapons and rigging, or used them only for transport.**

towing counter and put a Tow marker either straddling the space between the two counters, or to one side of that space.

- The AI British do not use Converted Laker Schooners in combat.

Which ships can defend

The side without the Weather Gage must defend with all its full-strength or Reduced ships that have not Disengaged or Struck Colors [LC 5.2-LC5.3, p. 34-35].

Ship placement

Once the attacking and defending ships are identified, move them to their respective Gunnery Round 1 zones of the Lake Combat Board. They are now Engaged. Each side's ships are placed in a continuous vertical column, in any order, starting from the top of the zone and working down. For example, a five-ship column in the Gunnery Round 1 zone will have ships in positions 1 through 5. (In future Rounds, they use the zones progressively closer to the center of the Lake Combat Board.)

LC3. Draw and select Tactics

Tactic cards offer some decisions to make and can throw an element of uncertainty into Lake Combat. They represent battle plans or fleeting opportunities that skilled commanders could turn into decisive advantages during battle.

The attacking side uses the Attacker deck; the defending side uses the Defender deck. If you haven't shuffled those decks, do so now.

➤ **Towing U.S. Converted Laker Schooners into an attack is usually desirable, because if an attacking Force contains any untowed Converted Laker Schooners, the attacker may suffer a penalty on the Lake Combat Table. The other option is to leave Converted Laker Schooners out of a Round's attack. This might make sense if the Americans can afford to do without their firepower and they have a sufficient number of conventional warships.**

Lake Combat: Usable Tactics

[LC3, Step b] Check the Event Card that was drawn for starting Weather Gage:

Check for any icons in the middle of the Event Card. Tactic cards that show those icons are **not valid** to use.


[LC3, Step g] A valid tactic that one side plays still could be **negated** if the enemy plays a Tactic showing the **same** color band:







Procedure:

- For the American player's side, draw FOUR Tactic cards at random and reveal them. Discard any dummies, as well as any Tactics that are valid only for the AI British side.
- Consult the Event Card you drew in Step EN1.2 [p. 13] that set the starting Weather Gage for this battle. In the middle of the card are one or more symbols. Those symbols may match symbols on some of the Tactic cards you just drew. As long as the current Weather Gage card draw is in effect, Tactic cards matching any of the symbols on it are invalid for the current situation; discard them now.
- Select one of the remaining, valid American player side's Tactics (if any remain) to play. Instructions on the Tactic's effect and how/when to apply it are printed on the Tactic card. Return the unselected Tactics and discards to the deck and reshuffle it.
- Draw FIVE Tactic cards at random for the AI British and reveal them. Discard any dummies, as

A Glorious Chance: The Naval Struggle for Lake Ontario in the War of 1812

Gunnery Round: Odds Ratio Example

Weather Gage: **British** 

Attacking Force		vs.	Defending Force	
2 4 8	 Wolfe (A) Corvette (22)		1 3 3	 Oneida Brig (18)
1 4 7	 Royal George (A) Corvette (20)		1 0 1	 Hamilton Conv. Laker Schooner (9)
0 2 4	 Sir Sidney Smith Schooner (12)		3 0 1	 Conquest Conv. Laker Schooner (3)
Long Gun Strength: 3, (halved, rounding down, when British attack) = 1.5 Carronade Strength: 10 Defense Strength: 7			Long Gun Strength: 5, (halved, rounding down, when British attack) = 2.5 Carronade Strength: 3 Defense Strength: 2	
Raw combat strength: 18.5 Tactics in effect: None that affect this calculation.			Raw combat strength: 7.5	
$18.5 / 7.5 = 2.47$, rounds down to odds of 2:1				
Lake Combat Table Column Shifts: None Lake Combat Table Dieroll Modifiers: +1 for Command				

a. Calculate the raw combat strength for the attacking Force, then for the defending Force, using the appropriate formula [see graphic, left] for Combat Sequence A or B. Retain fractions. Apply any modifiers imposed by a played Tactic card or Lake Zone Event.

b. Compare the two sides' net combat strengths to get a Combat Odds Ratio. Consult the Lake Combat Table and find the column (rounding down) for the ratio.

c. Apply a column shift for Shore Batteries (if this is a Harbor Encounter) and any column shifts imposed by a played Tactic card or Lake Zone Event.

d. Roll 1d10, apply any dieroll modifiers, and cross-reference the dieroll with the ratio column to get a result.

Gunnery combat formula:

Total the strength of each side according to the combat formula (shown below). Both sides use the same formula, which changes depending on which side is attacking in the Gunnery Round. Retain fractions. Then divide the attacker total by the defender total to get a ratio, and round down to the nearest odds column on the Lake Combat Table.

When the British attack:

- 1/2 Long Gun Strength
- + Carronade Strength
- + Defense Strength

When the Americans attack:

- Long Gun Strength
- + 1/2 Carronade Strength
- + Defense Strength

LC4.1 Lake Combat Table Column Shifts –

The last step before a Lake Combat Table dieroll is making any applicable column shifts:

• **Shore batteries:** In Harbor Encounters only [Rule 12, p. 42] apply a -1 column shift, that represents the effect of land-based defending artillery.

LC4.2 Lake Combat Table Dieroll Modifiers

well as any Tactics that are valid only for the American side.

e. As you did in Step b, compare the remaining AI British side's Tactic cards to the symbols on the current Weather Gage card and discard invalid Tactics.

f. Take the remaining, valid AI side's Tactic cards (if any remain) and from those draw one Tactic at random for the AI British side to play.

g. Check the colors of the played attacker and defender Tactics: If the color bars match, the Tactics negate each other and are ignored. If the color bars are different, both Tactics get applied as directed on the cards. Some Tactics (like Surprise or First Shot) are single-use; others (like Mutual Support or Escape) remain valid until the next Weather Gage check.

LC4 Gunnery Round

Procedure summary:

➤ **The British on Lake Ontario were armed primarily with short-ranged carronades and carried experienced Royal Marines. The Americans were armed primarily with long guns and had less-experienced crews and Marines. These asymmetries in armament and combat doctrine are reflected in the game by the halving of carronade or long gun strength, depending on which side has the Weather Gage and thus is the attacking side.**

Dieroll modifiers are cumulative. In addition to the ones below, some may be added or subtracted by Tactic cards in play.

- **Command:** +1 DRM for a British attack that includes their Flagship [LC5.1, p. 33-34], as long as Commodore Yeo has not become a casualty [LC5.1, p. 33-34]. The U.S. does not get a Command DRM unless Commodore Chauncey is replaced by Capt. Sinclair [LC5.1, p. 33-34], he is not a casualty, and their Flagship is in the attack.

- **Untowed attacking Converted Laker Schooners:** When the U.S. attacks, roll 1d6:

- If the result is less than or equal to half the number of untowed Converted Laker Schooners participating in the attack, apply a -2 DRM.

- If the result is greater than half the number of untowed Converted Laker Schooners in the attack but not greater than their total number, apply a -1 DRM.

- If the result is greater than the number of untowed Converted Laker Schooners in the attack, apply no DRM.

If all the Converted Laker Schooners in the attack are towed by a tow-capable ship (“T” symbol on the counter), the DRMs do not apply.

LC5. Lake Combat Results

Hits and Step Losses

A Lake Combat Table result with an “A” affects the attacker, and a result with “D” affects the defender.

The numeral in the result represents a number of step losses to be taken by a side. Example: D2 = two Hits; the defender loses two steps.

Hit distribution

Unless a Tactic card says otherwise (for example, the Attacker Rake Tactic lets the attacker select which enemy ships suffer Hits), a dice roll on the Lake Combat Gunnery Hit Distribution Table

[Player Aid VI] determines which ships receive Hits.

Procedure:

A. For each Hit, Roll two d6 dice. Read the red die as 10s and the blue die as 1s to get a number from 11 to 66. Cross-reference the 11-66 number’s row with the column for the number of Engaged ships for that side in this Gunnery Round. The result will identify the position number of the ship that is Hit.

B. On the Lake Combat Board, find that Position number and look across to find the ship counter that occupies that position in the column of ships for this Gunnery Round.

C. Place a Hit marker on the ship.

Repeat steps A-C as necessary until a Hit marker has been placed for every Hit the side received in this Round.

D. Make Disengagement Checks and Strike Checks.

Each ship counter has one, two, or three Steps, each representing its remaining level of combat cohesion. When a ship takes a Hit in Lake Combat, it loses one Step for each Hit. The first Hit also flips the ship to its Reduced side to represent physical damage and reduced combat power. Here’s how combat losses affect one, two, and three-Step ships specifically:

- **One-step ship** — a first Hit flips it to Reduced and (since this was also its last Step) it makes a Strike Check [LC 5.3, p. 35] to determine whether it will Strike Colors, sink, or will Fight On.

- **Two-Step ship** — A first Hit flips it to Reduced and it makes a Disengagement Check [LC 5.2, p. 34-35] to see if it is removed from the Encounter, or whether it must remain Engaged. A second Hit removes its last Step; place a No Steps marker on the ship and make a Strike Check.

- **Three-Step ship** — A first Hit flips it to Reduced and it makes a Disengagement Check. After a Sec-

Gunnery Round: Hit Distribution Example

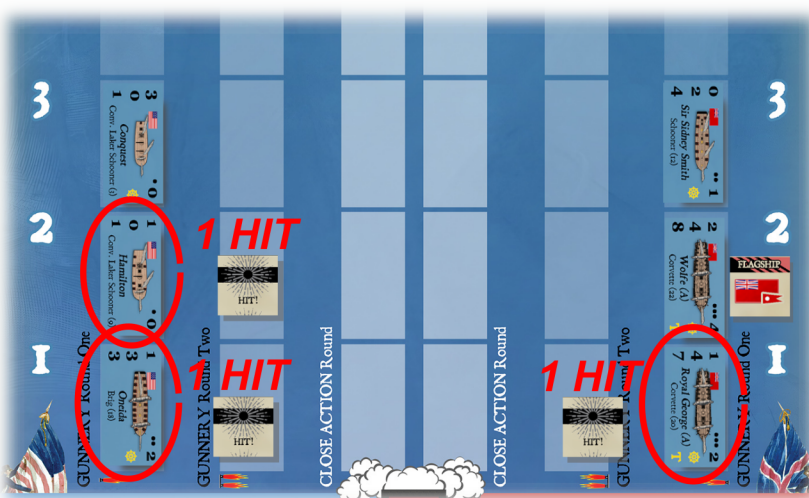
In this example, the Lake Combat Table result was **A1/D2W**.

That means the attacking British take 1 Hit, the defending Americans take 2 Hits, and the U.S. ships will then try to Withdraw and end this Encounter.

Consult Player Aid VIII, the Lake Combat Gunnery Hit Distribution Table. Checking for the British first, the die roll is red 1 and blue 6 for an 11-66 result of **16**.

The player cross-references the total number of attacking British ships (3 column on the table) with the 16 die roll result, which identifies the ship in the #1 position of the British column: the HMS Royal George.

Line	Col 1 (1 Ship)	Col 2 (2 Ships)	Col 3 (3 Ships)	Col 4 (4 Ships)	Col 5 (5 Ships)	Col 6 (6 Ships)	Col 7 (7 Ships)	Col 8 (8 Ships)	Col 9 (9 Ships)	Col 10 (10 Ships)	Col 11 (11 Ships)	Col 12 (12 Ships)
11	1	1	1	1	1	1	1	1	1	1	1	1
12												
13												
14												
15												
16	1	1	1	1	1	1	1	1	1	1	1	1
17												
18												
19												
20												
21												
22												
23	1	1	1	1	1	1	1	1	1	1	1	1
24												
25												
26												
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63												
64												
65												
66												
Total Hits	2	3	4	5	6	7	8	9	10	11	12	12



The Royal George (Position 1) flips to its Reduced side and makes a Disengagement Check; it passes, so it remains in the British column and still Engaged.

Next, the player rolls the dice twice; once for each of the two Hits against the defending American ships. The first roll is **23** for a Hit on the Oneida; The second roll is **44** for a Hit on the Hamilton.

The Oneida (Position 1) flips to Reduced side and **fails** its Disengagement Check, so it can't Withdraw and remains in the U.S. column, still Engaged.

The Hamilton loses its single step, and its Strike Check result is Struck Colors. It is marked Struck Colors and moved off-board until the battle is over.

The #3 U.S. ship, Conquest, wasn't hit, so it can apply the Withdraw result and moves to the In Transit area of the U.S. Homeport Display.

ond Hit, place a Last Step marker on it and make a new Disengagement Check. If the ship takes a third Hit, flip the Last Step marker to No Steps and make a Strike Check.

Disengaged or Struck Colors?

A ship marked Disengaged or Struck Colors is immediately marked as such, and is moved off the board until the Encounter is over. It is no longer Engaged in this Encounter.

The removal of a Disengaged or Struck Colors ship may create a gap in the side's column of ships. Close each gap immediately by moving up the ships that are on the higher-numbered side of the gap, unless a Tactic in play prevents this.

- Exception: Some Tactics may direct a gap to be left open and exploited by the enemy.

“AW” or “DW” (Withdrawal) results

A Lake Combat Table result with an “AW” or “DW” means an entire side’s Force Withdraws from the battle and returns to its Homeport. This usually ends the Encounter, but it will continue if any ships were just Hit also fail their Disengagement Check. In an “AW/DW” result, both sides immediately return to their Homeports.

Withdrawal results against the Human Player’s side are optional. They mean you may Withdraw, if you wish, or you can ignore the “W” part and continue the battle at your own risk.

If a side withdraws, The Lake Zone will be under the control of the side whose ships remain in the zone in the Tally & Reset Phase [Step F2, p. 17].

Some AW or DW results also come with hits, such as “D1W.” In those cases, apply the Hits and make any required Disengagement Checks or Strike Checks [LC5.3, p. 35-36] before applying Withdrawal effects.



Withdrawal procedure:

a. Abort any Coastal mission that the affected force may have had. If the force was transporting Troops, it will not get to launch them for Land Combat this turn. The Troops will remain available for future use.

b. Place ships that Struck Colors off the board, with a Struck Colors marker. When the Encounter ends, check for Capture or Rescue [LC 5.3, p. 35].

c. Make a Disengagement Check for any two- or three-Step ship that just took a first or second Hit as part of the “W” combat result. If any of those ships fail to Disengage, they remain Engaged and the Encounter continues while the rest of their side withdraws.

d. The rest of the Force now withdraws by moving to the In Transit area of their Homeport Display. This includes ships that suffered a Hit as part of the “W” result but passed their Disengagement check.

The Withdrawn ships are finished for the turn and may not Deploy again. Any Last Step/No Step markers on them are discarded, but Reduced ships that Withdraw stay on their Reduced side.

e. If a Blockade marker was in the Lake Zone where this Encounter occurred and this result ended the Encounter, remove the Blockade

➤ Multiple hits on a ship examples:

A. Gunnery Round 2 yields a D4 result. The four Hit distribution die rolls result in a full-strength, 2-step defending ship suffering 3 hits. Since it lost all its Steps all at once, skip its Disengagement Check and go directly to its Strike Check. Apply a +1 die roll modifier, since that third Hit impacted a zero-Step ship.

B. Gunnery Round 1 yields a D3 result and all three Hits strike a defending one-Step ship. It flips to its Reduced side (which is also zero-Step) and then makes a Strike Check with a +2 die roll modifier (because the second and third Hits are impacting a zero-Step ship.

marker if the Blockading side now lacks the minimum four Main Ships to maintain the Blockade [Step F6, p. 20].

If one side didn’t withdraw:

- When the Encounter ends, return its Force to the Lake Zone where the Encounter occurred and place an Encounter Ended marker next to the Encounter marker.

“END” results

An “END” result on the Lake Combat Table means the current Segment of the Encounter ends immediately, with no result for either side.

- If this was the Patrol Segment of the Encounter, proceed to its Reaction Segment.
- If the Encounter was already in its Reaction Segment, mark this Encounter ended and leave both Forces in place on the map, go to Step B1.

LC5.1 Leaders and Flagships

Leaders, while not represented physically by any counters in the game, are assumed to be aboard their side’s current Flagship.

The British starting flagship is the HMS Wolfe. The U.S. starting Flagship is the USS Madison, but automatically changes to the USS Gen. Pike when that ship becomes Deployable.

A side must start a turn with a Deployable ship that serves as its Flagship, even if it stays in port. In the Prepara-



tion Phase of a turn [Step A7], a side may have a different ship designated to serve as Flagship for that turn. If something has made a side's Flagship non-Deployable (it's in the Repairing area, for example), a new Flagship *must* be designated.

Leader Casualties?

If a side's Flagship is randomly selected to be destroyed due to an "Explosion" Coastal Event, its Leader is automatically killed.

In Lake Combat, Each Hit result on a side's Flagship in a Gunnery Round or a Close Action Round requires a Leader Casualty Check.

Any Flagship that is the winner or loser of a Melee must make a Leader Casualty Check (If there is no Melee result, then no check is made).

Make a Leader Casualty Check before any required Strike check [Step LC5.3, p. 35].

Leader Casualty Check procedure:

Roll 2d6.

2 to 9 = No effect

10 = Wounds

11-12 = Killed.

Dieroll modifiers:

+1 when the side's Flagship has taken a Hit in a Close Action Round.

+1 when a Flagship wins a Melee.

+2 when a Flagship loses a Melee.



- Wounded leaders negate the Command dieroll modifier in Lake Combat [LC4.2, p. 31]. In addition, they affect the dieroll modifier to Strike Checks [LC5.3], for their Flagship this turn. They return to duty next turn.



- Killed leader effect on British: Yeo is succeeded by a generic Leader. The British no longer get any Command dieroll modifiers on the Lake Combat Table for the remainder of the game.

- Killed leader effect on U.S.: Chauncey is succeeded by Arthur Sinclair. The U.S. then becomes eligible for a +1 Command dieroll modifier on the Lake Combat Table when its Flagship participates in an attack. If Sinclair dies, he's replaced by a generic Leader and the Americans no longer get any Command dieroll modifiers for the remainder of the game.

Leader Capture:

If the current Flagship of a side is captured in a Melee [LC7, p. 37], or Strikes Colors or sinks when no other friendly ships remain Engaged in the current Encounter, the Leader is captured (if still alive) and removed from the game. For Lake Combat purposes, treat it the same way as a killed Leader.

Transferring the Flag during Lake Combat

During Lake Combat, if a side's Flagship becomes Reduced and the Leader has not become a casualty, that side is permitted to transfer the Leader to any Full-Strength ship that is adjacent to it in the friendly ship column on the Lake Combat Board. (Do this automatically for the AI side if it would benefit the AI — for example, if it would let the Leader convey a bonus in an attack.)

- A commodore transferring to another ship during battle is dangerous and uncertain, as the enemy can see it and will concentrate fire on his boat. To simulate this, any Leader attempting to transfer the flag must immediately pass a Leader Casualty Check for the transfer to succeed.

LC5.2 Disengagement Checks?

A two-Step ship that suffers its first Hit, or a three-Step ship that suffers its first or second Hit is not only flipped to its Reduced side; it also makes a Disengagement Check to try and Disengage from combat. If it successfully Disengages, place a Disengaged marker on it and move it off the board until the Encounter is over.

In other words, place all Hits from a combat round. Then, for each Hit ship, make one or two Disengagement Checks depending on how many Steps a ship lost. A ship that loses its final step never makes a Disengagement Check; it makes a Strike Check [LC5.3, p.35].

Disengagement Check procedure:

Roll 1d6.

1 to 3 roll: The ship Disengages.

4 to 6 roll: The ship fails and remains Engaged.

Dieroll modifier: -1 to the dieroll for each friendly ship in the Encounter that has already Struck Colors.

- A Disengaged ship will not attack or defend again in this Encounter, nor is it subject to further

➤ Disengagement Check examples:

- 1) A 3-Step ship suffers 1 Hit. It flips to its Reduced, 2-step side and makes one Disengagement Check.
- 2) A 3 Step ship suffers 2 Hits all at once. The first Hit costs the ship 1 Step and flips it to its Reduced, 2-step side. The second Hit costs the ship its second Step, and a Last Step marker is placed on the now 1-step ship. And because it took two Hits, two Disengagement Check dierolls are made.
- 3) A 3-step ship suffers 3 Hits all at once. Because the ship lost its last step, it skips any Disengagement Checks and goes directly to making a Strike Check (see LC5.3).

Hits. If it's the Flagship, the other ships on its side that are still Engaged can no longer get the dieroll modifier for Command.

- If a ship fails a Disengagement Check, it remains Engaged and is still in the Encounter. It can't attack, but it defends against enemy attack along with the rest of its Force, and is subject to combat losses.
- When a ship is Hit as part of a Lake Combat Table result that requires its side to withdraw (for example, D1W), its Disengagement Check also determines whether the ship gets to withdraw with its side. If the ship passes the check, it joins the withdrawal to its Homeport Display's In Transit area. If the ship fails the check, it remains Engaged and stays in place.
- Full-strength ships with an "F" symbol ("fast ship") on their counter automatically pass their **first Disengagement Check. Any subsequent Disengagement Checks must be rolled for.**
- If a ship suffers multiple hits in a single Lake Combat Round that causes it to lose all its steps at once, skip its Disengagement Check and go directly to a Strike Check for it.

LC5.3 Strike Checks?

When a ship loses its final step, it makes a Strike Check to determine whether it will Fight On, Strike Colors, or sink.

Strike Check procedure:

Roll 1d10:

1-2 = Fight On! The ship refuses to strike its colors. It remains Engaged and keeps its place on the Lake Combat Board in its column of ships. Its strengths in further combat are 0.

3-8 = Strike Colors. The ship strikes its colors and tentatively surrenders. Place a Struck Colors

marker on it and move it off the board. The ship is no longer Engaged and will no longer be subject to further combat results in this Encounter. Its final fate (Capture, Rescue) will be resolved at the end of the Encounter.

9-10 = Ship sinks. The ship is too badly damaged to remain fully afloat and be repaired for Re-flagging. Mark it Destroyed and move it to the Lake Zone where the Encounter occurred. Destruction VPs for it get counted later, in the Tally and Reset Phase [Step F1, p.17].

Dieroll modifiers:

- 1 If the Flagship is making the Strike Check and the original Leader (Yeo, Chauncey, or Sinclair) is alive and unwounded.
- +1 for each Hit on a zero-step ship (for example, a one-step ship that was Reduced to No Steps and then takes 2 Hits gets a +2 DRM to its Strike Check.)

Effects of Struck Colors:

A ship that Strikes Colors during Lake Combat has lowered its ensign to signal the enemy that it has ceased fighting, has surrendered, and should no longer be fired upon. The ship's ultimate fate is determined at the end of the Segment, as follows:

- If the Encounter ended because the ship's original owning side withdrew or lost all its ships, the ship is Captured. Replace the Struck Colors marker with a Captured marker.
- If the Encounter ended because the side that forced a ship to Strike Colors withdrew or lost all its ships, the ship that Struck Colors is Rescued. Remove the Struck Colors marker. It returns to its original side's Homeport Display in the Tally and Reset Phase [Step F7].
- If an Encounter ends with both sides withdrawn (AW/DW), or an END result, or as the result of a

Close Action Round: Example

Weather Gage: American



Attacking Force

1		2
3		2
3	Oneida Brig (13)	
10		9
0	General Pike Supercorvette (26)	T
9		
2		6
4	Madison Corvette (24)	T
5		

Defending Force

1		2
2		2
4	Royal George (B) Corvette (20)	
2		2
2		2
4	Wolfe (B) Corvette (22)	

Close Action Strength:

Royal George B: 4
Wolfe B: 4

Close Action Strength:

Oneida: 3
Gen. Pike: 9
Madison: 5

a. Examine and compare the respective Close Action Strengths..."

"b. Any of the attacker's ships that can be matched at a 2:1 or better Close Action ratio against a single enemy ship will attack that ship in this round."

Since each defending ship has a CA Strength of 4, a U.S. ship would need a CA Strength of at least 8 to attack at the 2:1 ratio.

Since AI is attacking, and both British ships have CA Strength of 4, use bulleted priorities ...

"The defending ship that awards the most VPs for being captured."

Wolfe B capture is worth 32VP to the U.S. vs. 28VP for Royal George B, so Pike attacks Wolfe B:

10		9		2		2
0		9		2		2
9	General Pike Supercorvette (26)	T	Close Action	4	Wolfe (B) Corvette (22)	

"If the rolled number is less than or equal to the difference between CA strengths, the defending ship suffers a step loss."



9 - 4 = 5.
1d10 result of 3 < 5, so Royal George B loses its second step, makes a Disengagement Check [LC5.2] and has +1 modifier to Leader Casualty Check [LC5.1].

➤A Close Action round might go to Melee if an attacker rolls for no effect against a Reduced defender. Or, the round might go to Melee if a full-strength defending ship takes a step loss and fails a Disengagement Check.

side with the Weather Gage electing to Pass, roll 1d6 for each ship of either side that Struck Colors:

1 to 3 = Ship captured; same effects as above.

4 to 6 = Ship rescued; same effects as above.

LC6 Still Engaged?

What happens after a Gunnery Round can depend on combat results, whether the forces in this Encounter are still Engaged, and whether Lake Combat is following Combat Sequence A or Combat Sequence B.

The sides in an Encounter remain Engaged if a side has the Weather Gage and is still capable of attacking (i.e., it has one or more full-strength ships still on the Lake Combat Board), and not all its opponent's ships have Disengaged, Withdrawn or Struck Colors.

Procedure:

a. Advance the marker in the current Combat Sequence to its next space and follow its instructions.

- If the sequence directs a Gunnery Round or a Close Action Round, check first to see whether the side holding the Weather Gage still has ships eligible to attack (see LC2, p. 28-29). For the AI side, this includes meeting the Attack Preconditions [LC1, p. 27-28].

- If the defending side has no Engaged ships remaining on the Lake Combat Board (i.e., they're all either Disengaged, have Struck Colors, or withdrew due to an "AW" or "W" combat result), the Encounter ends.

- If the sequence calls for a Weather Gage recheck, draw a new Event card. If the Weather Gage remains unchanged, proceed along the existing Combat Sequence. If the Weather Gage changes, start at the beginning of the new Combat Sequence (as illustrated on Page 28).

Example of Melee

In a Close Action Round, the USS Madison attacked the HMS Earl of Moira but it had no effect, so Lake Combat proceeds for these two ships to a Melee Round.

For each ship, the player rolls a 1d6 and adds it to the ship's Close Action Strength.

Since $9 > 7.5$
HMS Earl of Moira is Captured.

"Any ship whose Melee Value is at least **1.5 times** greater than the enemy ship's Melee Value immediately captures the enemy ship. No Strike Check is made."

$5 \times 1.5 = 7.5$

LC7 Close Action Round

Only Ships' Close Action (CA) Strengths are used in this Round. The Close Action Round is single ship vs. single ship.

Close Action procedure:

a. Examine and compare the respective Close Action (CA) strengths of all the ships that participated in the previous combat round. Only full-strength ships attack. Potential defenders include reduced or full-strength ships that are still in the fight (i.e, have not Disengaged, Struck Colors, or withdrawn due to a "W" or "AW" combat result).

b. Any of the attacker's ships that can be matched at a 2:1 or better Close Action ratio against a single enemy ship will attack that ship in this round. You must make the most advantageous matchups possible for the attacking side. Any of the attacker's ships that cannot achieve a 2:1 or better CA ratio against an enemy ship will not participate in this round.

- If no ships meet the 2:1 requirement, the current Segment of the Encounter ends.

c. If the AI is making the attack, priority ranking in selecting a defender for Close Action matchup should be:

- The defending ship that awards the most VPs for being captured.
- The defending ship that has the greatest total number of guns.
- The ship that has the lowest CA strength compared to the attacking ship. (Subtract the lower CA strength from the higher CA Strength.)

d. Roll 1d10.

- If the rolled number is less than or equal to the difference between CA strengths, the defending ship suffers a Step loss (make Disengagement or Strike Checks as required).
- If the die roll exceeds the difference between CA strengths, the the attack has no effect. The same ships proceed to a Melee to end the Round.

Melee procedure:

a. Determine opposing Melee Values: Roll 1d6 and add that number to the attacking ship's CA strength. Roll a 1d6 and add it to the defending ship's CA strength.

b. Resolve the Melee: Any ship whose Melee Value is 150% or more of the enemy ship's Melee value immediately captures the enemy ship. No Strike Check is made.

c. If neither ship achieved 150%, there's no effect. (Meaning that the attacking ship failed to board, or the defending ship repelled boarders.)

- The USS General Pike may not initiate Melee and cannot be Meleed (due to the difference in deck levels between this larger ship and anything else afloat on either side).

LC8 Segment ends

If the marker on a Combat Sequence Track reaches its final space, the current segment of the Encounter Cycle ends.

- If this was the Patrol Segment, proceed to the Reaction Segment [11.2] for the Encounter.

- If this was already the Reaction Segment, the Encounter ends. Place an Encounter Ended marker next to the numbered Encounter marker. If more Possible Encounters remain on the map, go back to Step B1 to check the next Possible Encounter. If no Possible Encounters remain, proceed to Enemy Operations Phase [Step C, p. 14-15].

11.2 Reaction Segment

In a Reaction Segment [Step EN2, p. 13-14], ships may have a chance to reinforce their side in an ongoing Encounter. In order to join the Encounter, the ships must pass a Reaction Check. The Americans announce and conduct their Reaction Checks first, then the AI British.

11.2.1 U.S. Reaction Check Eligibility

You may attempt to Intercept the current Encounter with American ships that meet these requirements:

1. They are in a Homeport Display's Deployable area, or,
2. They were given a Patrol mission in the same Lake Zone where this Encounter is happening, or,
3. They were given a Patrol Mission in a zone adjacent [see 2.2.1, p. 4] to the Lake Zone where this Encounter is happening.

In addition, all the following must be true:

- They are on their full-strength side;
- They are free of any Possible Encounter markers. If they had an Encounter earlier in the turn, it must already have ended;
- They do not have a Coastal mission;
- They are not in a port that is Blockaded.

11.2.2 Declaring U.S. Reaction Checks

Reaction Checks are always optional for the human American player. You must declare at one time all U.S. ships or stacks that will make a Reaction Check for the Encounter in progress. Any or all ships in an eligible stack may be selected to make a Reaction Check. Ships that are already part of one Force make a single check. Ships in different Forces make individual checks.

11.2.3 U.S. Reaction Check Procedure

Roll 1d10 for each declared Force making a reaction Check:

0 to 4 = Reaction fails.

5 to 9 = Reaction succeeds.

Dieroll Modifiers (cumulative):

Reaction attempt to an Encounter within the same Lake Zone: +1

Distance: -1 for each Lake Zone distance from the Force attempting Reaction to the Lake Zone containing the Encounter. (The distance from the U.S. Homeport Display to the Sacket's Lake Zone counts as 1 Lake Zone's distance.)

For each successful U.S. Reaction, place the Reacting Force in the U.S. Force Assembly zone of the Lake Combat Board. The reacting ships and the original surviving ships are now a single Force; the reacting ships also adopt the mission [9.1.1-9.1.5, p. 23-25] of the friendly Force they are joining.

11.2.4 British Reaction Checks Procedure

a. Examine the map for any already-deployed British Force that meets all four of the following criteria:

- It still contains one or more full-strength (i.e., unreduced) British ships,

➤ You're not allowed to try one Reaction Check, wait to see if it succeeds, then try another. All Reaction Checks must be declared first. The order in which to roll for them doesn't matter, but all of them must be attempted, and ships that pass must be deployed to the Encounter.

Reaction Check Examples

➤ Start counting distance from the Homeport Display or the Lake Zone containing the Reacting Force to the port or Lake Zone of the Encounter.

Example 1: An Encounter in the North Lake Zone has reached its Reaction Segment. A British Force already Deployed in the Kingston Lake Zone is eligible to make a Reaction Check, since the Kingston and North Lake zone are adjacent. The British Force would have to count 1 Lake Zone's distance, for a -1 die roll modifier to its Reaction Check.

Example 2: The ships in the Deployable space of the player's Homeport Display, which are eligible to React to an Encounter anywhere on the Lake, make a single Reaction Check die roll for an Encounter in the North Lake Zone.

- A British player counts 2 Lake Zones' distance, for a -2 die roll modifier to their Reaction Check (1 from the British Homeport Display to Kingston Lake Zone, and 1 from there to the adjacent North Lake Zone).
- An American player counts 3 Lake Zones' distance, for a -3 die roll modifier to their Reaction Check (1 from the U.S. Homeport Display to the Sacket's Lake Zone, 1 to the adjacent Kingston or South Lake Zone, and 1 to the adjacent North Lake Zone).

Example 3: The ships in the Deployable space of the AI side's Homeport Display, which are eligible to React to an Encounter anywhere on the Lake, make a single Reaction Check die roll for an Encounter in the North Lake Zone. Under Rule 11.2.4c, there is no die roll modifier for this Reaction Check.

- It deployed to a Lake Zone on a Patrol Target Card or an "Attack U.S. Convoy" card earlier this turn,
- It is free of any Possible Encounter markers, and,
- It's in the same Lake Zone where the current Encounter is taking place, or in a Lake Zone that's adjacent to the zone where the current Encounter is taking place.

b. Roll a Reaction Check, as in 11.2.3 (p. 38), for each of the British forces meeting the criteria in (a). On any successful Reaction Check, move those ships to join the current Encounter by placing them on the Lake Combat Board in the British Force Assembly zone.

c. Roll one Reaction Check, for the entire pool of ships remaining in the Deployable area of the British Homeport Display. Apply no modifiers to this die roll, unless an Event says otherwise. If this

check is successful, move all remaining British Deployable ships to join the current Encounter by placing them on the Lake Combat Board in the British Force Assembly zone.

The reacting British ships and the original British ships that were in this Encounter are now a single Force; the reacting ships also adopt the mission [9.1, p.23-25] of the friendly Force they are joining.

11.2.5 Reaction Segment Lake Combat

Regardless of whether any Forces react to reinforce the battle, the Encounter continues its Reaction Segment.

It starts with an Event Card draw for the starting Weather Gage, and more possible Lake Combat as in steps LC1-LC8 (p. 28-38).

Since the Reaction Segment is the final Segment of an Encounter, anything during Lake Combat that ends this Segment also ends the Encounter.



11.3 Attacks on Convoys

Normally, monthly supply Convoys run invisibly and their successful trips are represented by an advance of their side's Convoy Supply Track marker.

But in the Lake Action Phase or the Enemy Operations Phase, a Convoy might be Encountered by the enemy — in which case an American or British convoy marker is placed in a Lake Zone on the map.



If the Convoy is escorted: The Force of escorting warships also deploys to the Lake Zone with the Convoy. The enemy won't get to attack the Convoy unless it first defeats or drives off the escort in a cycle of Lake Combat.

If a Convoy is unescorted (or its Escort has been defeated or driven off): the Convoy may be attacked. Those attacks get resolved with a simple die roll on the Convoy Scatter Table [printed on the map].

11.3.1 Convoy Encounters

A Convoy may be Encountered in two possible ways:

1. An Encounter in the Lake Action Phase reveals an "Escort" Target Card.

This means a U.S. Force in the North Lake, York or Niagara Lake Zone may have found an British Convoy. A die roll on the card's deployment table

determines whether the Convoy is escorted, the escort Force's size, and its composition.

Procedure:

a. Flip the "British Convoy?" marker that's on the current Turn Record Track space to reveal it.

- If the marker reads "No Convoy," the Target Card is treated as a standard British Patrol mission and play goes to an Encounter Cycle [Step EN, p. 12].

- If the marker reads "(month) Convoy," place the it on that Deployed side in the Lake Zone indicated on the revealed Target Card.

b. Check whether the British Convoy is escorted: Consult the Target Card's card's Deployment table and look for a ship symbol.

- If no ship symbol appears, no British warships Deploy and the British Convoy is unescorted. Consult the Convoy Scatter Table and use the row matching the total guns in the attacking Force (omit those from Reduced ships). Roll for a result, then place an Encounter Ended ended marker next to the numbered marker for this Encounter.

- If British warships Deploy, place them with the Convoy in the Lake Zone and follow the rules for an attack on an escorted Convoy [11.3.2, p. 41].

- Once a British Convoy has Deployed to a Lake Zone, any further Target Cards with an Escort mission use their Secondary Mission (Patrol) instead.

2. A Target Card revealed in the Enemy Operations Phase is labeled, "Attack U.S. Convoy."

If you assigned a U.S. Convoy to run this turn, and the Convoy didn't deploy in a previous Encounter, then a British Force — if one Deploys — finds the Convoy in the Sacket's Lake Zone. If it's not a scheduled U.S. Convoy turn, the Target Card is treated as a standard British Patrol mission [9.1.1, p. 23-24] card instead.

Procedure:

a. Flip the U.S. Convoy marker that's on the current Turn Record Track space from its (month) Convoy" side to its Deployed side and place it in the Sacket's Lake Zone.

b. If you did not assign any U.S. ships to an Escort mission this turn, the Convoy is unescorted. Consult the Convoy Scatter Table and roll for a result.

c. If there are any U.S. ships on an Escort mission, place the Convoy with them in the Saxcket's Lake Zone and follow the rules for an attack on an escorted Convoy [11.3.2, see below].

11.3.2 Attacks on Escorted Convoys

Attacks on Escorted Convoys are a special type of Encounter that first involves Lake Combat between the force trying to reach the Convoy and the defending escort. If the escort Force is defeated or driven off, the other side gets to attack the Convoy itself.

Procedure:

a. Conduct a partial Encounter Cycle, starting with the Event Card draw for Lake Zone Event starting Weather Gage [EN1.2, p. 13]. Resolve only the Patrol Segment [EN1.1 - EN1.4, p. 12-13].

b. When the Patrol Segment ends, the side trying to reach the Convoy may attack it using the Convoy Scatter Table if both of the following are true:

- The side trying to reach the Convoy still has at least one ship counter that's on its full-strength side;

➤ **A Convoy marker may deploy from the Turn Record Track to the lake only once per turn.**

- All the ships in the escorting force are either on their Reduced side, Disengaged, have Struck Colors, or have withdrawn due to a "W" combat result.

c. Consult the Convoy Scatter Table and cross-reference a 1d10 die roll with the total number of guns in the surviving, full-strength Force that's attacking the Convoy.

- Table results can be Convoy Scatter, Convoy Destroyed, Convoy Captured. Put a marker matching the result next to the Convoy marker; the results will be applied in the Tally and Reset Phase [Step F5.3, p. 19].

d. If this is the Lake Action Phase [Step B, p. 11-12], mark the Encounter ended and return to Step B1 (p. 11).

e. If this is the Enemy Operations Phase, continue it by returning to Step C5 (p. 15).



12 Harbor Encounters

In the Coastal Action Phase [Step E, p. 15-17], each naval Force with an Army Support mission [9.1.4] must fight any combat-capable enemy ships that are in the enemy's Homeport Display, in a modified version of the Encounter Cycle.

The defenders in a Harbor Encounter include any ships in the Homeport's Display's Deployable/area, as well as any of the Homeport's Reduced or full-strength ships that are in the In Transit area.

Harbor Encounter procedure:

Place the opposing forces on the Lake Combat Board and conduct an Encounter Cycle [Steps EN1-EN2, p. 12-14] with the following rules exceptions:

- Skip AI Attack Preconditions and Command Decision steps. Do not draw for Weather Gage or Tactics; just use Lake Combat Sequence A when Americans attack, or Lake Combat Sequence B when the British attack. Skip any Weather Gage rechecks.
- Conduct up to two Gunnery Rounds, applying effects each time, then the Harbor Encounter ends.
- The die roll modifier on the Lake Combat Table for untowed attacking Laker Schooners does not apply. Apply the -1 combat odds column shift for Shore Batteries.
- Ignore Disengagement Checks or Withdrawal results. All ships remain Engaged and subject to combat results until they either Strike Colors or the Harbor Encounter ends.
- Defending side's ships that Strike Colors are not Captured. Attacking side's ships that strike colors are Captured.

After a Harbor Encounter, return defending ships to their Homeport Display. Return any uncaptured, unsunk attacking ships to the Lake Zone outside the enemy Homeport.

The Coastal Action Phase then resumes and the launched Troops conduct their Land Battle. The naval long gun support for the Land Battle consists of whatever full-strength attacking ships survived the Harbor Encounter.



13 Land Battles

Troops markers that were launched and placed on a Coastal target in the Coastal Action Phase attack their targets in Step E3.3, p. 16, (for British Land Battles) and Step E6.3, p. 16-17, (for U.S. Land Battles).

Land Battles procedure:

Multiple Troops markers making attacks in the same Lake Zone combine for one attack, supported by gunnery from all the ships that Launched them and survived any Harbor Encounter.

a. Total the Long Gun Strengths of all undamaged ships in the naval Force(s) that launched the Troops.

b. Roll 2d6 and read the result as an 11-66 number, with the red die as tens and the blue die as ones. Cross-reference the die roll on the Land Battle Table with the column for the attacking Long Gun Strength. Apply any column shifts required by a Coastal Event (shifting the Long Gun Strength column but applying the same number of Troops markers).

- Column shift example: An attack using 16-24 Long Gun strength / 1 Troops marker that shifts 1 column left uses the column for 7-15 Long Gun strength / 1 Troops marker.

c. The Land Battle result can be Attacker Feat of Arms, Success, or Major Success; Draw, Defender Success, or Defender Major Success. Place a British or US success level marker for each Land Battle result on the Coastal target.

After the Land Battle, the surviving supporting ships are left in the Lake Zone from which they launched the Troops.

14 Blockades

Blockades may be placed in the Tally and Reset Phase [Step F6, p.20].

Blockade was one of the most frequently used and effective strategies in the age of sail. It involved stationing a superior force outside an enemy port to see and pounce on the enemy the moment they exited, or blocking the enemy from exiting their port at all.

An outgunned navy under blockade would either have to accept being bottled up in port, or face destruction if it tried to break the blockade by force. A blockade was a way to pressure an elusive or reluctant enemy to come out and fight. But it was hard to maintain — especially on Lake Ontario, where the small, shallow-draft ships carried limited provisions and cramped quarters facilitated disease and poor morale.

In the game, a Blockade is represented by a Blockade marker. It is placed in the Blockade Check [F6, p. 20] step of the Tally and Reset Phase, when checks are made to see if the conditions for placing Blockade markers are met. It may be removed in the next turn [Step F2.1, p. 17] if it hasn't been maintained. As long as the marker remains, it continues to impose certain penalties on the Blockaded side.

14.1 Effects of Blockade

Being under Blockade severely limits what ships in a Homeport can do. While ships stranded outside the Blockade can't go home, they can use a different friendly port temporarily and — if there are enough of them — they can conduct missions to keep the war going.

14.1.1 Isolated ships

When a Blockade marker is placed in the Lake Zone outside a Homeport, some of the Blockaded side's ships may be in the other five Lake Zones. Those other ships are marked Isolated.

Isolated Ships use a Temporary Homeport (see below), and may not return to their original Homeport as long as the Blockade marker remains in the Lake Zone outside it.

- American Isolated Ships use Charlotte as a Temporary Homeport until Sacket's Harbour is no longer Blockaded. Charlotte's port is represented

➤ **Note that it's the Blockade marker that creates the effects of a Blockade. The presence of four enemy Main Ships is needed only to place or maintain the marker at the instant the check is made.**

on the U.S. Homeport Display by the Isolated Ships area.

- AI British Isolated Ships use York as a Temporary Homeport until Kingston Harbour is no longer Blockaded. York's port is represented on the British Homeport Display by the Isolated Ships area.

- In the Preparation Phase of a turn when the AI is using a Temporary Homeport, [Step A9] all Target Cards with the hourglass symbol are removed from the deck before shuffling.

- Isolated Ships are Deployable, as long as they are not in their Isolated Ships area's Repairing or In Transit subareas.

- Isolated Ships that are Deployable do count toward the Naval Balance.

- Isolated ships can undergo Repair in their temporary Homeport, but not Upgrade.

14.1.2 Blockaded ships

Ships that were in their original Homeport and were not Deployed to a Lake Zone when the enemy Blockade marker was placed are Blockaded.

- In the Preparation Phase of a turn when a Homeport is under Blockade, Blockaded Ships may not be assigned missions and may not Deploy in an Enemy Operations Phase.

- In the Preparation Phase of a turn when a Homeport is under Blockade, Blockaded ships do not count toward the Deployable Ship total for the purpose of calculating the Naval Balance.

- In Step C of the Sequence of Play, Blockaded ships may meet conditions to launch a Breakout Attack [14.3, p. 43] in an effort to lift the Blockade, if the Blockade marker is still in place.

14.1.3 Blockades and Lake Control

In the Tally and Reset Phase [Step F2, p. 17], All of the Blockaded side's Lake Control markers are removed if a Blockade marker is still on the Lake

Zone(s) outside its original and/or Temporary Homeport.

14.1.4 Blockades and Convoy Supply

In the Tally and Reset Phase [Step F5, p. 18-19], a side's Convoy Supply Track marker does not advance if its Homeport is Blockaded.

If a side's Homeport is under Blockade when the Convoy Supply tracks are adjusted [Tally and Reset Phase, Step F5, p. 18-19], any of that side's Convoys that ran that turn get a Convoy Delay marker.

14.1.5 Blockades and Construction

A side whose main Homeport is under Blockade and has a newly built ship places it in the Deployable area, as usual [in Step A5, p. 9-10], but can't assign it any Missions [see 14.1.2, p. 42]. The ship may, however, attempt a Breakout Attack if it meets those requirements [see 14.3, below].

14.2 Dual Blockades = Sudden Death? —

If a turn ends with the British having Blockade markers in both the Sacket's and South Lake zones at the same time, the game ends in a British Decisive Victory IF the Americans don't meet the requirements to launch a Breakout Attack.

If a turn ends with the Americans having Blockade markers on both Kingston and York zones, the game ends with a U.S. Decisive Victory if the British don't meet the requirements to launch a Breakout Attack.

14.3 Breakout Attacks —————

When the Sacket's or Kingston Lake Zones contain a Blockade, the Blockaded side's ships in Sacket's Harbor or Kingston Harbour may attempt to attack and break the Blockade in Step C of the Sequence of Play.

If the American Homeport is Blockaded:

The human American player in Step C has the option to launch a Breakout Attack (use the procedure below), or to pass (and leave it up to the AI side whether the Blockade is maintained or not).

If the British Homeport is Blockaded:

Determine whether the British will launch a Breakout Attack:

- Compare the total Carronade Strength of the Blockaded British ships in the Kingston Harbour Deployable Ships area to the total Carronade strength of the U.S. ships in the Kingston Lake Zone.
- If the British Carronade Strength total is greater than the U.S. Carronade Strength total, a British Breakout Attack occurs.
- If the British total Carronade Strength is less than the U.S. total Carronade Strength, the Americans stay in port and the Blockade continues.

Breakout Attack procedure:

- Start an Encounter Cycle with Step EN1.2 (p. 13) to apply a Lake Zone Event.
- Ignore the Starting Weather Gage on the card; the attacking Blockaded side always starts in possession of the Weather Gage.
- Play an Encounter Cycle, but with these these special rules:

14.3.1 Blockade Forced Off Station by Event

A Blockading Force may be forced out of the Lake Zone by a Lake Zone Event. In that case, remove the Blockading ships from the Blockaded side's Homeport, remove the Blockade marker, and proceed to the Coastal Action Phase [Step D, p. 15].

14.3.2 Reroll 'End' Lake Combat Result

If A Breakout Attack occurs and Lake Combat gives an "END" result, ignore that result and reroll until you get a different result.

14.3.3 Reactions to Breakout Attack

If the Breakout Attack's Encounter Cycle continues to a Reaction Segment [Step EN2, p. 13-14], the Blockaded side's Isolated Ships may be eligible to make Reaction Checks and join the battle. The Blockading side may also make Reaction Checks for eligible ships.

➤ **If the Blockading side hasn't sent any ships to the Lake Zone, then a Breakout Attack won't be necessary because the unmaintained Blockade marker will be removed automatically in Step F2.3 (p. 17).**

OTHER ERRATA AND CLARIFICATIONS

Shipyards Damage to ship under repair (p. Rulebooks p. 9, 22 and Shipyards Damage Table on the Homeport Displays):

On the Homeport Displays, the second damage result on the Shipyards Damage Table says to randomly select a ship in the defender's Repairing area "and flip it to its Reduced side."

Since ships in the Repairing area are *already* on their Reduced side, a delay marker is needed to mark the delaying effect that Shipyards Damage has on this ship's repair. This is addressed by the following changes:

- An addition to "Markers," (p.5) directing the player to use a blank marker or the blank side of a marker for this purpose.
- A change to the "Ship Damage and Repair: Example" graphic on Page 22 of the Rulebooks.
- An addition in the Living Rules to Step A3.i under "Repairs?"
- An addition in the Living Rules to Rule 6.2, Shipyards Damage.
- On The Homeport Displays, the second die roll result in the Shipyards Damage Table should be changed to read (addition in italics):

"...then randomly select a ship in Defender's Repairing area (if any) and place a delay marker on it."

Rule LC5.2, Disengagement Checks: Clarification of the effect of an "F" (Fast ship) symbol:

Clarifying text has been added to LC5.2 in the living Rules that "full-strength ships with an 'F' symbol automatically pass their *first* Disengagement Checks."

Note that the back (Reduced) side of the counter has no "F" symbol. This has led some players to ask how such ships ever get to use their Fast capability, since the normal procedure is to flip a Hit ship to its Reduced side, then make any required Disengagement Check.

That "F" on the front side is there to remind you that these ships automatically pass that first

Disengagement check. After that, the ship is no longer Fast, and any subsequent Disengagement Checks that Reduced ship makes will require the usual die roll. That's why there is no "F" on the reverse side.

What if a full-strength Fast ship with 3 steps suffers, say, 2 Hits all at once in a single Round of combat? In that case, there is no free Disengagement; multiple Hits mean the ship has already lost its Fast capability due to the second Hit, and that Hit triggers 1 Disengagement Check.

Player Aid VIII., "Key Die Rolls and Numbers Reference," Victory Point (VP) Count – Incorrect values for first two bulleted items.

Text of first bulleted item should read:

• Captured enemy ship: **±4** to ±40 VPs per ship
[See VP Value **printed on map**"]

Text of second bulleted item should read:

• Destroyed enemy ship: **±2** to ±32 VPs per ship
[See VP Value **printed on map**"]

Markers – "Encounter 1" marker missing reverse-side text. The "Encounter 1 Ended" text is missing from that marker. In play, when Encounter 1 ends, flip the marker as usual and just consider the blank side to mean Encounter 1 has ended. Alternatively, write the missing text on the blank side.

U.S. Solo Map – Reversed +/- Convoy Supply values on South Lake coastal raid target box. The text should say die roll of 5 or 6 = -1 U.S. Convoy Supply and +1 British Convoy Supply.

U.S. Solo Map – Reversed +/- Convoy Supply values on Sacket's coastal raid target box. The text should say die roll of 5 or 6 = -1 U.S. Convoy Supply and +1 British Convoy Supply.



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 - Raid VPs 18
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