

A GLORIOUS CHANCE

The NAVAL STRUGGLE for LAKE ONTARIO in the War of 1812



PLAYBOOK

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ORDERS OF BATTLE



British Squadron (pre-Refit)

Commodore:
Sir James Lucas Yeo, RN

HMS Wolfe (Flagship, A version) — Corvette, 22 guns (2 x 68# and 18 x 18# carronades, 2 x 12# long gun). 224 crew (175 seamen, 49 marines).

HMS Royal George (A Version) — Corvette, 20 guns (18 x 32# carronades, 2 x 9# long guns). 204 crew (155 seamen, 49 marines).

HMS Earl of Moira (A version) — Brig, 18 guns (18 x 18# carronades). 127 crew (92 seamen, 35 marines).

HMS Sir Sidney Smith — Schooner, 12 guns (10 x 32# carronades, 2 x 12# long guns). 109 crew (80 seamen, 29 marines).

HMS Beresford (A Version) — Schooner, 12 guns (10 x 12# carronades, 2 x 6# long guns). 98 crew (70 seamen, 28 marines).

British Squadron (post-Refit)

(sw = swivel-mounted guns)

HMS Wolfe (Flagship, B version) — Corvette, 21 guns (4 x 68# and 10 x 32# carronades, 1 x 24#sw and 8 x 18# long guns).

HMS Royal George (B version) — Corvette, 21 guns (16 x 32# and 2 x 68# carronades, 2 x 18# and 1 x 24# sw long guns).

HMS Earl of Moira (B version) — Brig, 14 guns (12 x 24# carronades, 2 x 9# long guns).

HMS Beresford (B Version) — Schooner, 9 guns (8 x 18# carronades, 1 x 24#sw long gun).

Reinforcements

(under construction at start of game):

HMS Lord Melville — Brig, 14 guns (2 x 8# carronades, 12 x 32# long guns). 98 crew (60 seamen, 38 marines).



United States Squadron

Commodore:
Isaac Chauncey, USN

(CLS = Converted laker schooner)

(sw = swivel-mounted guns)

USS Madison — (Flagship) Corvette, 24 guns (20 x 32# carronades, 4 x 12# long guns). 274 crew (240 seamen, 34 marines).

USS Oneida — Brig, 18 guns (16 x 24# carronades, 2 x 6# long guns). 146 crew (132 seamen, 14 marines).

USS Hamilton — CLS, 9 guns (8 x 18# carronades, 1 x 12#sw long gun). 53 crew (44 seamen, 9 marines).

USS Gov. Thompkins — CLS, 6 guns (2 x 24# carronades; 1 x 32# sw, 1 x 24#sw and 2 x 9# long guns). 64 crew (53 seamen, 11 marines).

USS Conquest — CLS, 3 guns (2 x 24#sw and 1 x 6# long guns). 66 crew (57 seamen, 9 marines).

USS Fair American — CLS, 2 guns (1 x 32#sw and 1 x 24#sw long guns). 63 crew (52 seamen, 11 marines).

USS Scourge — CLS, 10 guns (4 x 6# and 6 x 4# long guns). 33 crew (32 seamen, 1 marine).

USS Growler — CLS, 5 guns (1 x 32#sw and 4 x 4# long guns). 31 crew (30 seamen, 1 marine).

USS Julia — CLS, 2 guns (1 x 32#sw and 1 x 12#sw long guns). 36 crew (35 seamen and 1 marine).

USS Pert — CLS, 3 guns (1 32#sw and 2 x 6# long guns). 35 crew (26 seamen, 9 marines).

See OOB, continued on Page 3

PLAYER'S NOTES

British Solo Campaign

The small size of the British squadron is its achilles heel. It is powerful and capable, especially early in the campaign, but only when deployed as a unified Force.

But if you operate as a unified squadron, the downside is that you can really only do one mission per turn. So those missions need to pay off, and if they don't, those turns are lost time.

Bringing the American squadron to battle in a general engagement early is often a good idea, since your squadron is generally superior then — but it's challenging to get really good odds for it, so it's always a bit of a gamble and may come down to attacking at, say 1.5:1 and hoping a good Lake Zone Event, your play of the right Tactic, or that +1 die roll modifier for Yeo's leadership will give you the needed advantage.

The other big challenge for the British is what to do about those powerful U.S. ships under construction. It's clear that the British must go all-out to stop them. But how?

- Do you prey on U.S. Convoys in an effort to delay their shipbuilding?
- Do you go in hard and directly attack them in Sacket's Harbor with your ships and Troops? (highest reward, but highest risk to your ships and difficult to pull off unless you have two or more Troops markers to put into that attack.)
- Or, do you assume the new U.S. Ships will eventually launch, try to Upgrade your British ships with more long guns as quickly as possible, and try to pile up VPs early? That might let you play a more defensive strategy and avoid a general engagement on unfavorable terms in the later turns, after the Naval Balance shifts toward the Americans.

And there's always the Niagara Front to consider. It can be a trap, consuming your missions and Troops for no ultimate VP gain. But if the Americans make a real effort there, you might need to invest some resources in it, if only to prevent a 10VP U.S. gain at the end of the game.

*See **PLAYER'S**, continued on Page 4*

Rating the ships

What was the historical basis for the factors on the ship counters? This formula was the starting point:

Each ship's Long Gun Strength is the weight (in pounds) of its long gun broadside, divided by 6.

Each ship's Carronade Strength is the weight (in pounds) of its carronade broadside, divided by 24.

Each ship's Defense Strength is derived from its displacement (in tons), compared with other ships to generate a range of 0 to 17 points, then individually adjusted for effect where necessary.

Each ship's Close Action Strength is:

$$\frac{\text{Crew Total}}{8} \times \text{Quality Multiplier (1, 3 or 5)*} = 10$$

*The Quality Multiplier is based on the percentage of Marines aboard. The Marine percentage among ships of both sides fell into three main clusters: 0 to 3%, 10 to 19%, and 20% to 30% of the total crew.

OOB, continued from Page 2

USS Ontario — CLS, 2 guns (1 x 32#sw and 1 x 12#sw long guns). 29 crew (26 seamen, 3 marines).

USS Asp — CLS, 2 guns (1 24#sw and 1 x 12#sw long guns). 27 crew (all seamen).

USS Raven —CLS, 1 gun (1 x 18#sw long gun).

USS Lady of the Lake — Messenger Schooner, 1 gun (1 x 9# long gun). 40 crew.

Reinforcements: (under construction at start of game)

USS Sylph — Schooner (shown with corvette icon in the game), 10 guns (4 x 32#sw and 6 x 6# long guns). 70 crew.

USS Gen. Pike — Corvette, 26 guns (24 x 24# and 2 x 24#sw long guns). 432 crew (392 seamen, 40 marines).

PLAYER'S, continued from Page 3

U.S. Solo Campaign

The motley composition of the U.S. Squadron presents its own set of opportunities and headaches for the American player. On one hand, the Converted Laker Schooners give you numerous smaller, somewhat expendable ships that let you conduct a variety of simultaneous missions all over the lake. On the other hand, they are a liability in battle; the sooner you can afford to leave them out of your combat Force, the better.

To develop a real squadron of fighting warships, though, means protecting your shipyard at all costs so that the Pike and Sylph can become Deployable as quickly as possible. Be as aggressive as you dare, but the safest American strategy tends to be a fairly defensive one in the early turns: Avoid a general engagement, protect your best Main Ships (Madison and Oneida), escort your Convoys, and patrol your home waters of the Sacket's Zone to catch any intruders.

When you do venture farther out into the lake, a good insurance policy is to make sure that any

Force you assign has sufficient strength to defend against an attack by the full British squadron at no less than 1:1 odds. When you can't do that, send out small 1- and 2-ship Forces that you can afford to lose if the British find them.

The North Lake zone is a good hunting ground for British supply Convoys, as it tends to be less-patrolled by major enemy Forces than the York or Niagara lake zones. Frequent Raid missions against the York and Kingston coastlines will bedevil the British, too, as their small squadron can't be everywhere at once.

But because the British squadron is small, and because it Deploys all its ships as a single Force, it can also be challenging to locate it when you have sufficient firepower and want to wage a decisive battle. Guesses as to where they'll be often prove wrong. You could try to cover all your bases by assigning a Patrol mission to all six Lake Zones — but every ship you detach to keep a lookout somewhere might be a ship you'll miss in your line of battle if the enemy is sighted and the big showdown occurs.

DESIGNER'S NOTES

The 1813 Battle of Lake Erie is famous, but there *never was* a Battle of Lake Ontario — despite that lake hosting the main U.S. and British naval bases, the biggest squadrons, more at stake strategically, and rival commanders who spent all that summer seeking decisive combat. This game is an effort to discover how such actions might have occurred, how they might have turned out, and why.

Two “aha” moments led to the core of this design: One was a set of multiplayer rules for a tabletop miniatures game, *Lords of the Lake*, by *Naval Gazing* blogger Dave Schueler. His basic framework — a two-week turn scale, individual ship counters, area movement using six lake zones, and an Encounter cycle having an initial meeting followed by a possible reaction segment — became aspects I borrowed as I created a solitaire board wargame on the same topic. The key to doing that was seeing John Butterfield's solitaire classic, *RAF: The Battle of Britain 1940* (Decision Games), and the way it used a deck of cards to generate AI German bombing raids. Those types of cards, I realized, could just as easily generate AI naval forces on a lake and add a realistic “fog-of-war.”

Due to the time scale and area-based map, many aspects of the game are necessarily abstracted. To best understand *A Glorious Chance*, think of the board as not always representing actual ships on a physical lake, but as a constantly changing *intelligence picture* inside your commodore's head. Enemy ships are reported here or there, but never firmly located until your ships find them. Sometimes there's actionable information presenting you a fleeting opportunity, and other times you don't learn the enemy has raided your coastline or captured your supply convoy until after the fact.

You might see just one or two full-scale lake battles in an 8-turn game. The rest of the time, the cat-and-mouse skirmishing, the shipbuilding and logistical race, gales, and outbreaks of lake fever can make each twist of the story compelling.

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DESIGNER, continued from Page 4

In 1812, the British dominated Lake Ontario because they had a small naval squadron and the Americans had only the brig *Oneida*. By 1814, the contest evolved into an arms race where each side tried to outbuild the other. Each newly launched ship upset the naval balance and scared the other side into a defensive crouch until they could build an even bigger ship. So, I felt the best wargame situation was the summer of 1813, when both sides had rough parity and were actively seeking a decisive battle.

The game starts in June, in the aftermath of two important events: The American amphibious attack on York in April that destroyed the almost-built British frigate *Sir Isaac Brock*, and the British amphibious attack on Sacket's Harbor that seized on the U.S. squadron's absence to damage the almost-built supercorvette *General Pike*. A deployed *Sir Isaac Brock* would have so favored the British that there would be no real game. That, plus the delay of the *Pike*, set the stage for the closely-contested campaign that happened historically and is reflected in the game.

The focus in *A Glorious Chance* is squarely on naval operations. But, because this is a lake and because armies were fighting around it, the game heavily influences and is influenced by operations on land.

The Victory Points system of the game is designed to reward a navy for accomplishing a *navy's* job, as Commodores Yeo and Chauncey saw it: capturing or destroying enemy ships, raiding enemy supply and base facilities, escorting friendly supply convoys, and answering the army's demands for transport and naval gunnery support. These last two army-related tasks — while vital to the overall war effort — tended to compete for limited naval resources and, as such, were sometimes resisted, delayed or outright rejected by the commodores. The commodores' semi-autonomy existed because neither side had what would today be called a unified theatre command.

The game reflects this by including only the land operations where the navy played a direct role: transport and gunnery support. When a Troops marker becomes available, that's the army saying it has the men and supplies ready to conduct a joint operation to either reinforce the Niagara Front or conduct an amphibious attack on the enemy's Homeport. But, once you assign the Army Support mission to your ships and get the Troops to their target Lake Zone, you've fulfilled your part of the bargain.

There are no VPs for Land Battle results because that's an army affair and beyond your control. You can "put your thumb on the scale" by assigning more gunnery support to increase odds of success, but that's it. However, if you fail to transport a Troops marker, the game does penalize you 1 VP to reflect some harm that your lack of cooperation inflicted on your side's overall war effort.

The land campaign's effect on the larger war effort is also reflected by the 10VP "jackpot" for the side that advances the Niagara Front marker to its goal. Some playtesters have complained that Army Support missions to the Niagara Front, particularly for the British, seem almost pointless when the chances of Army Victory are so remote. But that's a feature, not a bug! Even if you don't *want* to commit naval resources there, the Niagara Front is there to haunt you, complicate your decisions and suck you in — if only to push the marker back one space and prevent an *enemy* Army Victory.

Cutting-out missions were attempted historically, several times, by both sides. They were in the game, but were made an Optional/Advanced Rule because they tended to deal a fatal blow to the side that suffered a stolen ship. Ultimately I decided it was like a rule in a WWII game allowing Hitler to be assassinated: Historically possible, worth trying, but tends to kill the game as well if it succeeds.

The Lake Combat system went through many iterations over years of design work — from a CRT that resolved battles with a single die roll, to a "buckets of dice" system, and more. The challenge was to make it granular enough to represent differences between individual ships and the sides' asymmetrical armament, while maintaining enough abstraction to be playable and not get too literal in simulating tactical maneuvering and gunnery. The present system is what I settled on because it met those goals, provided enough variety and texture to *feel* like age-of-sail combat, and produced historically plausible results. The price of that is a bit of number-crunching on a scratchpad every so often, but nothing beyond what a Scrabble player might expect. If you crave even more tactical detail, there are plenty of great tactical board and miniatures age-of-sail games — many of which can be paired with *A Glorious Chance* to resolve its battles with as much simplicity or complexity as you like.

— Gina Willis

OPTIONAL/ADVANCED RULES

OA1. British Ship Upgrades

(U.S. Solo Campaign only)

This rule replaces Rule 7.1. (p. 22) It maintains some fog-of-war, but simulates logistical constraints that could have kept the British from upgrading their ships as rapidly as they would have liked. It uses a similar mechanism as the British ship upgrade rule in the British Solo Campaign, but applies it at a different point in the Sequence of Play. The rule gives an advantage to the American side and will slow down gameplay a bit.

- The AI British set up with their “A” version ships, as detailed in Rule 3.1 (p. 8).
- In the first Encounter of a Lake Action Phase that will Deploy AI British ships to a Lake Zone, make the following Upgrade Check:
 - Roll 1d10 to get a maximum number of British “A” version ships that are being upgraded this turn:
 - 1 = Upgrade 3 “A” ships
 - 2 to 4 = Upgrade 2 “A” ships
 - 5 to 9 = Upgrade 1 “A” ship
 - 10 = Upgrade 0 “A” ships
- Select the indicated number of “A” version ships at random from the total pool of “A” ships in the Deployable area of the British Homeport Display.
- Place the selected British “A” version ships in the Make Ready area of the display.
- If any British ships are upgrading this turn, recalculate the Naval Balance [as you did in Step A6, p. 10], then recheck the Target Card that triggered this Encounter to see if there is still a Deployment icon at this new Naval Balance/Available Troops cell of the card’s Deployment table. If there is now no Deployment, mark this Encounter ended. If there is still a Deployment:
 - Deploy all British ships that remain in their Homeport’s Deployable area to the Lake Zone where the Encounter is taking place.
 - In the Preparation Phase [Step A2, p. 9] of the subsequent turn, make the “A” version British ships Deployable and remove the replaced “A” versions from the game.

OA2. Cutting-Out Missions

(Both campaigns)

This rule adds a third type of Coastal mission to the game. This is a Coastal mission, meaning that it gets resolved in the Coastal Action Phase. It sends a small party on boats to board an anchored enemy ship in its Homeport, overpower its crew and then sail the ship out of the harbor before other enemy ships or land forces can react. Cutting-Out missions get some special rules to reflect this stealthy attack.

- The human side may assign a Cutting-Out mission in the Preparation Phase [Step A7]. Cutting-Out missions are conducted in the Coastal Action Phase [Step E] by Forces assigned to a Cutting-Out mission.
- Each side is allowed a maximum of one Deployment for a Cutting-Out mission, per game. (For the AI, when the AI side has reached that limit, any further Target Cards that reveal an AI Cutting-Out mission result in no Deployment.)
- Cutting-out missions can be assigned in any zone outside an enemy Homeport or Temporary Homeport that has ship counters in its Deployable and/or Make Ready areas. Blockaded Homeports can be targeted by Cutting-Out missions.
- When the Coastal Action Phase occurs, a Force with a Cutting-Out assignment must not have any Encounter Ended marker on it. If any of these markers are on the Force, the mission aborts and the Force does nothing for the rest of the phase.
- If none of the defending side’s ships occupy their Homeport’s Deployable or Make Ready areas by the time the effects of a Cutting-Out Raid are to be resolved, any Cutting-Out Raids on the Homeport are aborted (since there are no operable ships there to steal).
- Unlike a Raid or an Army Support mission, a Cutting-Out mission does not require drawing an Event Card for a possible Coastal Event before the mission is conducted.

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CUTTING-OUT, continued from Page 6

- A Cutting-Out mission never triggers a Harbor Encounter.
- Cutting-out missions target only ships in the Deployable or Make Ready areas; they have no effect on ships in the Repair, Construction, In Ordinary, or In Transit areas.

Cutting-Out procedure:

- Roll 1d10 and find the result on the Cutting Out Table [printed on the map].
- Apply the result.
- If the result is Success, the mission has succeeded in cutting-out (capturing) an enemy ship.
- Select the ship in the Homeport's Deployable and/or Refitting areas with the highest VP award for capture, and place a Captured marker on it. It is now part of the Force that conducted the raid, and will continue play as part of the attacking side's squadron.
- Flip the captured ship to its Reduced side and stack it with the attacking Force.
- The capturing side will get VPs for the capture in this turn's Tally and Reset Phase [Step F1].

CUTTING-OUT TABLE	
1d10 die roll	Mission Result
1-2	<p>Repulsed!</p> <p>The cutting-out party enters the defending harbor, only to find it on full alert tonight. The defenders sound the alarm, anchored ships bristle with loaded guns, and shore batteries open fire on the attackers. Their stricken boat is run down and surviving members of the defeated mission are all captured.</p> <p>Defender gains 1 VP.</p>
3-6	<p>Discovered!</p> <p>A guard boat in the enemy harbor spots the attacker's cutting-out party and races to intercept. The cutting-out party row for their lives and narrowly escape death or capture.</p> <p>Mission aborted.</p>
7-9	<p>Success!</p> <p>The cutting-out party enters the enemy harbor undetected, then boards and overpowers the surprised crew of a ship at anchor. The party sails the ship out under the silent guns of enemy shore batteries and out onto the lake.</p> <p>Defender ship captured.</p>

DEVELOPER'S NOTES

I was grateful to develop in this project, as its design posed interesting challenges. It covers an historical episode that never culminated in any significant confrontation between the two opposing forces. The number of fighting units on the British side (and on the American side, if you disregard the ships with lesser to negligible combat value) was small, which meant that the loss of even a single ship was bound to have a drastic impact on the balance of forces. The game had to find a balance between the requirements of the game as a simulation and the requirements of the game as entertainment.

So it became clear to me that A Glorious Chance is not a naval game with a vague historical theme pasted on; the amount of rigorous research Gina

Willis poured into it and the meticulousness with which she translated it into finely tuned game mechanisms makes it a simulation in its own right.

The cat-and-mouse character of this conflict, which featured small forces searching for each other across a vast expanse of water, can result in game periods where no significant encounters occur. But the absence of major clashes for a few consecutive turns is not to be perceived as mere inaction: it is danger unrealized; it's tension. It's certainly not a design flaw.

The suspense is adequately spread over a four-step process: Will the AI's Target Card match one of your assignment areas? If yes, will the

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subsequent Event Card produce the possibility of an encounter? If yes, will the enemy actually deploy any ships, and if yes, will he accept, or be drawn into, combat?

The actual encounters — which on statistical average will occur at some point — and their narrative content therefore gain particular salience, and yes, may dramatically tilt the balance in favour of the winning side, which is in line with historical realism.

But waiting for a sighting of the enemy sails is not all there is, far from it: Players have at their disposal a variety of missions that give them ample choice of distinct approaches to victory. All

these elements combine to guarantee no two games will be alike.

Ultimately, this is a design that, in my opinion, albeit not being an easy undertaking, successfully and elegantly transposes the core dynamics of this conflict into a system, rich in detail yet accessible, without defaulting on the exigencies of an enjoyable, challenging, and balanced solitaire game. It was both a pleasure and a privilege to work with Gina and help her bring this long overdue project to fruition.

— Serge Bettencourt

EXTENDED EXAMPLES OF PLAY

U.S. Solo Campaign

Setup

The player sets up the game as instructed in 3.1.

One of the key variables from game to game is when the three U.S. Troops markers will be available, so the player watches intently as 2d6 is rolled and read as 11-66 on the “8” column of the Lake Combat Gunnery Hit Distribution Table: The rolls are 42 (Result = Space 5), 44 (Result = Space 5), and 13 (Result = Space 1).

Since each marker needs its own setup space on the U.S. Convoy Supply Track, the 44 is rerolled for a 33 (Result = Space 4). So U.S. Troops markers are set up in the 4 and 5 spaces of the track. Since one of the results was for Space 1, that marker is placed in the U.S. Available Troops box instead of on the Track, to make it available on the first turn.

Preparation Phase

The first decision for the player is whether to run the monthly U.S. Convoy this turn or next turn. The sooner U.S. Convoys run, the faster the U.S. Convoy Supply marker will advance and allow new U.S. ships to be built. So a Convoy is a “go” for this turn, and the player places the June U.S. Convoy marker on the June I space of the Turn Track.

The player assigns missions to the U.S. squadron’s five Main Ships and nine Secondary Ships as follows:

Kingston Lake Zone: Raid (*Asp, Ontario, Pert*); Patrol (*Lady of the Lake*).

South Lake Zone: Patrol (*Raven*).

Sacket’s Lake Zone: Patrol (*Growler*), Patrol (*Julia*); Escort (*Scourge, Hamilton*).

The player elects to keep all five Main Ships in the Deployable area of Sacket’s Harbor, where they can not only defend the shipyard but also potentially React to reinforce a battle anywhere on the map.

Although the U.S. has a Troops marker available this turn, the player elects not to transport it anywhere just yet.

Once the player’s assignments are made, the player checks to see whether the AI British actually have Troops available this turn: The marker in the British Available Troops box is revealed; it reads “No Troops,” and is discarded.

The Target Card deck needs no adjustments (since it’s not the final turn of the game, and no ships are using a Temporary Homeport due to an enemy Blockade). According to the Naval Balance Track, this turn’s Target Card draw is eight cards. The drawn cards, kept face down, are laid out in a row.



Lake Action Phase

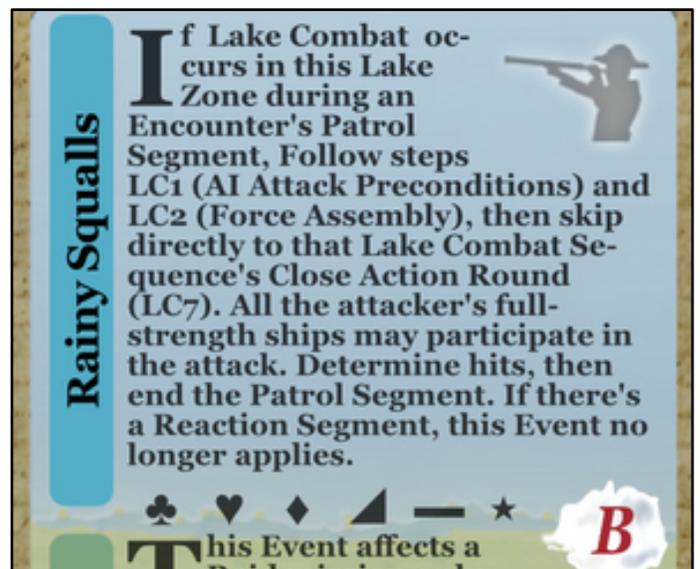
Possible Encounter (PE) markers are placed on the map: As the Target Card row is read left to right, the first card back that matches a Lake Zone containing a U.S. Force is in South Lake. That Force gets the PE1 marker. PE2 could go on either of the forces in the Sacket's Zone; the player chooses to put it on the Force on Patrol, in hopes that the British will find it instead of the escorted U.S. Convoy. Similarly, the player puts PE3, for the Kingston Zone, on the U.S. Patrol Force to keep it away from the Force that's assigned to Raid that coastline. PE4 is in the Sacket's Zone, and it must go on the Escort Force [10.1.2]. PE5 is in the South Lake Zone, so that becomes a second PE marker on the U.S. Force there.

Suspense builds as PE1 is checked with the draw of an Event Card: The officer-with-spyglass icon appears, so it's an Encounter. The PE1 marker is replaced with an Encounter 1 marker, and the Target Card that triggered this Encounter — the first card in the row — is revealed. But the table on the card (0 Troops row, Naval Balance 15 to +15 column) is blank, indicating no British Deployment. The Encounter 1 marker is flipped to "Encounter 1 Ended." PE2 is checked, an Encounter is triggered and the third Target Card in the row is revealed, but again there's no British Deployment and Encounter 2 ends.

But PE3, in the Kingston Zone, reveals a Target Card that Deploys the British Squadron. All five British warships in the British Homeport Display's Kingston Harbour Deployable Ships area are placed in the Kingston Lake Zone for Encounter 3.

Now that the player's patrol has found the British Squadron, it's possible to see what armament it has — and whether the British may have secretly upgraded some of their ships. Indeed, these Upgrade Checks [7.1, p. 22] reveal that the Corvette *Royal George* is now operating in its "B" version, which has higher Long Gun and Close Action strengths.

The revealed Target Card indicates the British Force is on a Patrol mission, intent on kicking



out nosy intruders like this ship, the *USS Lady of the Lake*.

Encounter Cycle - Patrol Segment

Encounter 3 starts with a new Event Card draw to see if a Lake Zone Event applies in the Kingston Zone this turn. The Event is Rainy Squalls, and the British have the starting Weather Gage.

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The player's Command Decision is Bypass (meaning that if the British don't attack, the Encounter will end). But the British easily meet all the AI Attack Preconditions [LC1], so the opposing Forces get placed in their Force Assembly areas on the Lake Combat Board and the British are the

attacking side.

The Rainy Squalls Event compresses the Patrol Segment of Encounter 3 to just a single Close Action Round.

Close Action is single ship vs. single ship. The *Lady of the Lake* has a Close Action Strength of 0. The British Flagship (*HMS Wolfe*, Close Action Strength 8), has the strongest matchup, so the *Wolfe* moves in to closely engage the *Lady of the Lake* in the Close Action area at the center of the board.

$8-0 = 8$, so the *Wolfe* needs a 1d10 die roll of 8 or less to inflict a Step Loss. The roll is 7, so the *Lady of the Lake*, flips to its Reduced (1-Step) side, and must make a Disengagement Check. (Note that on its Reduced side, the *Lady of the Lake* no longer has a Fast Ship "F" symbol that would have allowed it to automatically pass Disengagement Checks). The 1d6 die roll is 4; a failure, so the ship remains Engaged and the Round goes to Melee.

For the Melee part of the Close Action Round, Each ship adds its Close Action Strength to a 1d6 die roll. The player rolls 8 for the *Lady of the Lake* ($8+0 = 8$), and 2 for the *Wolfe* ($2+8 = 10$). The *Wolfe* fails to get the 12 it would have needed to beat the *Lady of the Lake*'s total by 150% and win a Melee.

That failed Melee attempt ends the Patrol Segment of Encounter 3. Because the *Lady of the Lake* has survived and is still Engaged, the Encounter goes to a Reaction Segment and opens the possibility of more U.S. ships arriving as reinforcements.

Encounter Cycle - Reaction Segment

All Reaction Checks [11.2] must be declared first, before any dice are rolled to see if they succeed. The entire British Squadron is already in Encounter 3, so the British can't make any Reaction Checks. The Americans, however, have some options. The player declares Reaction Checks for:

- The Force of five U.S. Deployable ships in Sacket's Harbor (from a Homeport, it's eligible to React to an Encounter anywhere on the map);
- The two-ship patrol Force in the Sacket's Zone (it's eligible because the Sacket's Zone is adjacent to the Kingston Zone, and because its Encounter 2 already ended).

Not eligible to React are the U.S. Force on an Escort mission in the Sacket's Zone (it still has a Possible Encounter marker on it); the U.S. Force on Patrol in the South Lake Zone (that zone is not adjacent to the Kingston Lake Zone, under Rule 2.2.1, p. 4); or the U.S. Force on a Raid mission in the Kingston Zone (Forces with Coastal missions can't attempt Reaction).

The player hesitates a moment, realizing that if the Main Ships fail to React but the 2-ship patrol force succeeds, they could be reinforcing a losing battle and risk capture themselves. Still, every gun will be needed and the player decides to gamble:

The Reaction Check 1d10 die roll for the Force of Main Ships in Sacket's Harbor is 6, with a 12 modifier for distance (-1 from the Harbor Display to the Sacket's Lake Zone, and -1 from there to the Kingston Lake Zone), for a total of 4; a failure, just as the player feared!

The Reaction Check die roll for the 2-ship patrol Force is 9, -1 for one zone's distance (Sacket's to Kingston); a success. The *Growler* and *Julia* join the already-damaged *Lady of the Lake* as a single Force, which will face the British in the Reaction Segment of Encounter 3.

The opposing Forces line up again in their respective Force Assembly areas of the Lake Combat Board. A new Event Card is drawn to for the starting Weather Gage (any Lake Zone Event on the card is ignored, since the Rainy Squalls event already occurred there. Its effects have also ended.) This time, the Americans have the starting Weather Gage; the player can opt to attack or to pass. Attacking the British Squadron with three Converted Laker Schooners would be fool-

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hardy, so the U.S. passes. That ends the Reaction Segment and ends Encounter 3 as well.

Encounter 3 is marked as ended, and the opposing Forces return to where they were in the Kingston Lake Zone.

The Lake Action Phase normally would resume with an Encounter Check of PE4, but since there are no Deployable British ships remaining on the British Homeport Display, the Lake Action Phase ends. The PE4 and PE5 markers are removed.

Similarly, the Enemy Operations Phase is skipped this turn because all the British ships have already Deployed.

The Breakout Attacks Phase is skipped because there are no Blockades on the map.

Coastal Action Phase

There is only one Coastal mission on the map: The American Raid against the Kingston coastline. First, an Event Card is drawn and the bottom half is checked for a possible Coastal Event: It's Sudden Storm (a frequent occurrence on Lake Ontario in the summertime), which greatly reduces the possible gain from this Raid.

The player places the Force's Raid marker on the Coastal target (the green badge on the Kingston coastline).

Tally and Reset Phase

The player runs through the checklist of steps to assess the results of the June I turn:

F1. VPs for Captured or Destroyed ships: None.

F2. Lake Zone Control — Neither side meets the conditions to place a Lake Control marker on the

map (Kingston Lake Zone contains full-strength ships of both sides, so it remains Contested; South Lake and Sacket's Lake Zone are not Contested, but the Americans fall short of the threshold presence — 5 Steps of ships — in either zone to control it.)

F3. Land Battle Effects — No Land Battles occurred. However, the human U.S. side pays a penalty of 1 VP for failing to transport an available Troops marker.

F4. Raid VPs — The American Raid on the Kingston coastline, normally worth +2VPs, gets only 1 VP due to the Sudden Storm event. Likewise, that event precludes the 1d6 die roll that would normally be made now to see whether the U.S. captured any British supplies in the Raid.

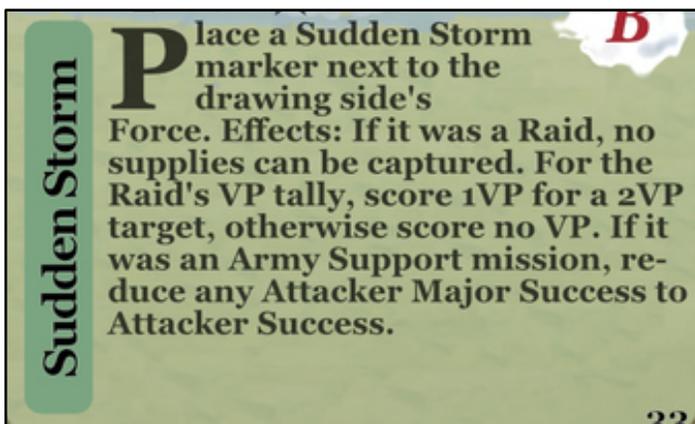
F5. Adjust Convoy Supply Tracks — First, the "June British Convoy?" marker on the June I turn space is revealed: It reads "No Convoy," meaning that the British chose not to run their monthly Convoy this turn (the player makes note of this and plans to assign some Patrol missions to hunt for it next turn). The British don't meet any of the conditions [see the p.19 graphic in the Rulebook] that would make its Convoy Supply marker advance or regress this turn.

But the U.S. *did* schedule a Convoy this turn, and since it didn't suffer any delay, scatter or destruction (the British never even found it), it's considered to have arrived. The U.S. Convoy Supply Marker advances two spaces, from Space 1 to Space 3. (Note that if the U.S. Raid *had* captured British supplies, that would have advanced the U.S. Convoy Supply marker an additional space — thus allowing the *USS Pike* to move from Construction to Make Ready next turn.)

F6. Blockade Checks — Neither side meets any of the conditions for placing a Blockade marker.

F7. Reset — The drawn Target Cards are returned to their deck (the deck won't be shuffled until next turn's Preparation Phase). The drawn Event Cards are returned to their deck, and it is shuffled. The Turn marker advances to the June II space. Full-strength Deployed ships of both sides that were Deployed return to their Homeport Display's Deployable area. But the *USS Lady of the Lake* (Reduced due to a Hit in Lake Combat, goes to its Homeport's In Transit area.

The June I turn ends with the Score U.S. 0, British 0, for a Game Score of 0 (a draw so far).



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

British Solo Campaign

It's the July I turn, and the campaign is balanced on a knife-edge (British -13, U.S. +13; a 0 Game Score.)

Preparation Phase

The player schedules the monthly British supply Convoy for this turn, placing the British July Convoy marker in the July I space of the Turn Track.

The *HMS Lord Beresford* "A" counter spent last turn in the Make Ready box, getting its armament upgraded. It moves to the Deployable area and is replaced by its "B" version counter.

The two remaining British ships eligible for Upgrade (*Wolfe A* and *Earl of Moira A*) spent last turn in the Repairing area. Under the Concurrent Repair and Upgrade rule [7.2, p.23], they now flip to full-strength to complete their repair and are replaced by their upgraded "B" versions at the same time. Both ships move to the Deployable area.

For the AI Americans, the British schooner *Sir Sidney Smith*, Captured two turns ago, spent last turn in the Repairing area. It flips to full strength and moves to the U.S. Homeport Display's Deployable area as a Reflagged ship.

The loss of a warship so early in the campaign weakens the British to a four-ship squadron. The recalculated Naval Balance (American 100 VP vs. British 84 VP = +16) reflects this. It also will allow the Americans a more robust operating tempo this turn by increasing the Target Card draw from 8 cards to 9.

British assignments: The player considers the dismal chances of building a new ship anytime soon (Convoy Supply regressed to Space 1 and the *HMS Lord Melville* suffered damage last turn due to a U.S. Land Battle against Kingston Harbour). The squadron is assigned a Raid mission in the Sacket's Lake Zone, since it has a chance to steal needed supplies, put VPs on the board, Capture an enemy ship if a battle occurs, and perhaps even find a vulnerable U.S. Supply Convoy.

The British Flagship, temporarily the *Royal George*, is redesignated as the *Wolfe* now that it's Deployable again.

Next, a check is made to see whether the AI Americans have any Troops available. The two markers in the U.S. Available Troops box are revealed, and one of them is an AI Troops marker.

Lake Action Phase

The nine Target Cards are drawn and laid face down, left to right, in a row. Any cards whose backs indicate the Sacket's Lake Zone will create a Possible Encounter (PE). There are three of them, so markers for PE1, PE2, and PE3 are placed with the British Force in that zone.

Checking the PEs in numerical order, the player draws an Event Card for PE 1 and reveals it. The card shows the Encounter symbol, so the PE1 marker is replaced by an Encounter 1 marker and the Target Card that triggered Encounter 1 is revealed.

The Target Card is for a Patrol mission in the Sacket's Lake Zone. The result in the 1 Troops / +16 to +25 Naval Balance cell of its Deployment table is a 4, for U.S. Force Package 4.

The player consults Player Aid IV (American AI Force Packages) and checks whether that package — 16 points of Long gun strength, Deployed as a single Force — can be created from the pool of U.S. Deployable ships. It can, but after Deploying the Americans' six Main Ships first, three more Long Gun points are needed. The player then draws Secondary Ships at random until the required strength is reached.

A new Event Card is drawn for a Lake Zone Event and the starting Weather Gage. The Lake Zone Event is U.S. Fair Wind (which could help the Americans later if Encounter 1 continues to a Reaction Segment).

But the Event card gives the British the starting Weather Gage.



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The player must decide whether the British will Attack or Pass, which is a good time to see what they are up against:

As the attacker in a Gunnery Round, the British Force would have $8/2=4$ Long Gun strength + 13 Carronade strength + 11 Defense strength, for a total of 28. The Americans would defend with $16/2 = 8$ Long Gun strength + 7 Carronade strength + 8 Defense strength, for a total of 23. That's 1:1 odds, which is about the best the British can hope for in a full squadron vs. full squadron battle before the *USS Gen. Pike* enters the campaign. Due to the presence of the British Flagship with a healthy Commodore Yeo aboard, the British attack would also enjoy a +1 die roll modifier on the Lake Combat Table.

It's important for the British to strike a hard blow to the Americans before their naval buildup becomes insurmountable. So this looks like the "Glorious Chance" the British have been waiting for, and the player decides to take it.

The opposing Forces move to the Lake Combat Board and their respective Force Assembly areas. The AI Americans must defend in Gunnery Round 1 with all eight of their ships. The player decides to send all three British ships into the attack, as every gun will be needed. Once the attacking and defending ships are established, the opposing squadrons' lines of battle move inward to the Gunnery Round 1 zone.

Continuing with Combat Sequence B, Attacker and Defender Tactics are selected. Any Tactic will be valid, since there are no symbols on the most recently drawn Event Card that would preclude any Tactics.

Four cards are drawn and revealed for the human-controlled British. One is a Dummy; after discarding it, the player examines the implications of the remaining three Tactic options: Rate of Fire, Grapple, and Pursuit:

Rate of Fire (a +1 modifier to all Lake Combat Table die rolls for the remainder of the current Combat Sequence) is a solid and safe choice that would always be useful.

The player sees Pursuit (cancel an enemy Withdrawal result and fight another Encounter Cycle) as the least attractive Tactic option; something more appropriate for chasing down an already-beaten inferior Force.

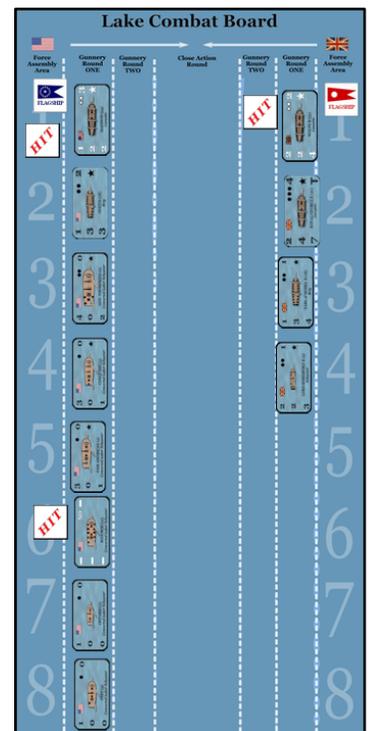
The highest-risk/highest reward Tactic of the three is Grapple (multiple effects that convey a significant British advantage in a Close Action Round). It's higher risk because it might never get to be used, since it requires the battle to continue past a Gunnery Round 2 (the Encounter might end or the AI might Withdraw before then), But it's higher reward because Grapple plays to the British squadron's already-superior ship-vs.-ship Close Action strengths. It could hold the key to a decisive victory, if it can be applied. The player decides to go big, and chooses Grapple.

Next, a Tactic is selected for the AI Americans. The player draws 5 cards for the AI (a bit of compensation for the fact that the AI can't really evaluate options the way a human can). Two of them are Dummies and are discarded. Open Range, a Tactic available only to the British, is also discarded. The remaining three cards are shuffled and one is selected at random: Defender Mutual Support. This is a great tactic to counter Attacker Rake or Outmaneuver Tactics, but it won't be any help against Grapple.

The 1d10 die roll on the Lake Combat Table's 1:1 column for Gunnery Round 1 is 4, modified to 5 for Yeo's command presence. The result: A1/D2.

For each Hit, 2d6 is rolled and read as 11-66 on the Lake Combat Gunnery Hit Distribution Table (Player Aid VI).

The British 11-66 roll of 11 on the 4 ships column puts the Hit on the Position 1 ship: the Flagship *HMS Wolfe*. Commodore Yeo survives the Leader Casualty Check (2d6 roll of 8). The *Wolfe*, a 3-step ship, loses a step and flips to its Reduced (2-step) side, then makes a Disengagement Check. The check 1d6 die roll of 4 means the *Wolfe* does not Disengage.



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

The first Hit on the American line of battle crashes into the No. 1 position ship, the Flagship *USS Madison* (11-66 roll of 12 on the 8 ships column). Chauncey, too, survives his Leader Casualty Check (1d6 roll of 7), and the *Madison*, now Reduced to 2 steps, also does not Disengage (Disengagement Check 1d6 roll of 4).

The second Hit (11-66 distribution roll of 46 on the 8 ships column) impacts the the single-step *USS Scourge*. It flips to its Reduced (0-steps) side, which forces a Strike Check. The 1d6 die roll of 2 gives a “Fight On!” result, and the *Scourge* not only refuses to surrender but remains in its No. 6 position in the American line.

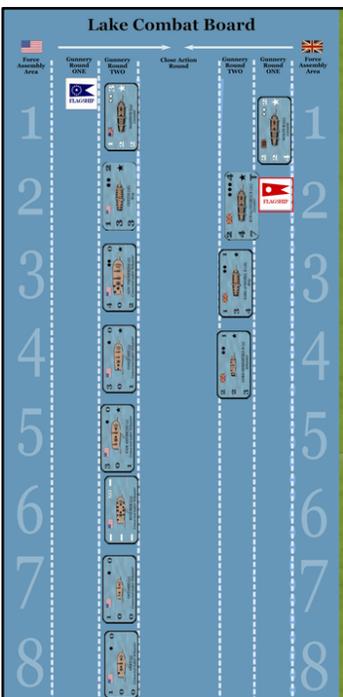
Since at least one side still has full-strength ships on the Lake Combat Board, the sides are still Engaged and Combat Sequence B continues. Both lines of battle draw closer, now moving to their Gunnery Round 2 zones.

The British still hold the Weather Gage and can attack — but since only full-strength ships are allowed to attack, the *Wolfe* stays in the Gunnery Round 1 zone and can't participate in this next Round.

Seeing that this would prevent Commodore Yeo from conveying his Command die roll modifier, the player decides to transfer the flag [LC5.1] of the British squadron from the *Wolfe* to the *Royal George*. Yeo must pass an extra Leader

Casualty Check in order to transfer his flag; the 2d6 roll of 5 is No Effect, so the Flagship marker transfers to the *Royal George*.

Decision time again for the British: An attack would now be at 1:1.5 odds, but with Yeo's +1 modifier it could still be reasonable to press on. Plus, with the Grapple card, the British have no risk of losing the Weather Gage after Gunnery Round 2 and can then fight on stronger terms in Close Action.



A cheer erupts from the British line as the attack signal goes up and the 1d10 is rolled again:

The roll is 8, modified to 9, which gives a Gunnery Round 2 result of D2/DW

Another good Round for the British! The momentum of battle appears to have swung firmly toward the British ... or has it?

The Gunnery Hit Distribution Table rolls (11-66 results of 51 and 53 on the 8 ships column) land both Hits on the already stricken *USS Scourge*.

The *Scourge* was already Reduced to its 0-step side, so the two Hits that fall on a 0-step ship add a +2 die roll modifier to its Strike Check. The 1d6 die roll of 9 sinks her.

The “W” part of the result signals Withdrawal for the remaining seven American ships. They skedaddle to the In Transit area of the Sacket's Harbor display and end Encounter 1 just before the British can unleash a Close Action Round and play their Grapple Tactic. (If the British had chosen the Pursuit Tactic instead of Grapple, the “W” result would have been canceled and a new Encounter Cycle begun.)

The British squadron is placed back in the Sacket's Lake Zone, and the Encounter 1 marker flips to Encounter Ended. The sinking *USS Scourge* is moved back to the Sacket's Lake Zone, too, with its Destroyed/Sunk marker, as a reminder to tally British VPs for it later.

[As the Lake Action Cycle continues, Encounter 2 results in a British attack against a weak two-ship American Patrol. The British sink the *USS Julia* and Reduce the *USS Lady of the Lake* before she Disengages to end the Encounter. We skip now to Encounter 3 ...]

The Target Card for the Sacket's Lake Zone that triggered Encounter 3 is revealed to be a U.S. Escort mission. Following the procedure in 11.3.1, the “July U.S. Convoy?” marker on the current Turn Track space is revealed to see if a U.S. Convoy is running. The marker shows a Convoy, so it is Deployed to the Sacket's Lake Zone for Encounter 3.



Is the U.S. Convoy escorted by any warships? There is still the *Sir Sidney Smith*, now Reflagged

as American, in the Sacket's Harbor Deployable area. But the Target Card has a blank space in the 1 Troops row/+16 to +25 column, so there is no Deployment of warships and the U.S. Convoy is unescorted.

This allows the player to make an immediate 1d10 die roll on the Convoy Scatter Table. The total number of guns (excluding the Reduced *HMS Wolfe*) in the attacking British Force totals 47. The 1d10 die roll of 3 is read on the third (43-63 guns) row of the table: It's a Scatter ("S") result. This means that all the Convoy vessels split up, each supply vessel fleeing in different direction, to seek safety in coastal creeks or in waters too shallow for the British warships to pursue.

Since all Possible Encounters have been resolved, the Lake Action Phase ends. The presence of one remaining Deployable U.S. Ship means there will be an Enemy Operations Phase.

Enemy Operations Phase

The row of nine Target Cards is edited to remove the three that were already revealed. Next, the six remaining Target Cards are all revealed. One by one, left to right, the cards are checked to see if any of them can Deploy the last remaining U.S. Deployable ship. But in this case, no Deployment occurs — either because the cell of a card's Deployment table is blank, or because the conditions to Deploy the U.S. Force Package called for by the card cannot be met.

Coastal Action Phase

The only Coastal mission on the map is the British Force's Raid in the Sacket's Lake Zone.

An Event Card is drawn for a possible Coastal Event: The event, "More Defenders," does not apply, since this is a Raid mission and not an Army Support mission.

The player moves the Raid marker to the Coastal Target, ending the phase.

Tally and Reset Phase

Destroyed/Captured Ships: The British sank the *Scourge* and *Julia* for -4 VP each; total of -8 VPs.

Lake Zone Control: In the Sacket's Lake Zone,

The British have 5 or more steps from full-strength ships and the Americans have no full-strength ships (the *Lady of the Lake* is in the zone, but is Reduced from combat). That allows



a British Lake Zone Control marker to be placed in the Sacket's Lake Zone.

The Americans still have preexisting U.S. Lake Control markers in the Kingston and South Lake zones, so the British get -1VP and the Americans get +2 VP for Lake Control this turn.

Land Battle effects: None this turn.

Raid Effects: The British Raid on the Sacket's coastline gets them -2 VPs.

Adjustments to Convoy Supply tracks: The U.S. side ran a Convoy this turn, but it Scattered due to combat. As a result, a Convoy Delay marker is placed on the Convoy. The Convoy and its Convoy Delay marker are then moved to the current space of the Turn Track. The U.S. Convoy will not contribute any advance to the U.S. Convoy Supply Track this turn.

The British, however, did successfully run a convoy. Their track marker advances two spaces, from Space 1 to Space 3. In addition, the British now get to roll 1d6 to see if they managed to steal any American supplies in the Sacket's coastline Raid. The roll is 1, not the required 5 or 6, so no U.S. supplies were stolen.

Blockade Checks: The British control the Sacket's Lake Zone, but they have only three full-strength ships there. In addition there's still an American ship in the zone (the Reduced *Lady of the Lake*). So no British Blockade marker is placed.

The board is then reset for the next turn, with the score British -24, U.S. +15 (Game Score -9, nearing a British marginal victory).

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