

THE BATTLE OF BROWN'S BRIDGE

By John Gee

In early October 1814, the newly re-enforced American Army of the Niagara had advanced up to the fortified British position on the Chippewa River, in what is now the Canadian Province of Ontario. It was a strong position, extensive field works had been constructed and the British force was not much smaller than that of the Americans. The river itself was an obstacle if a crossing was attempted against any sort of serious resistance. The eastern flank was anchored on the Niagara River, essentially uncrossable at this point but the western flank was in the air, protected only by the vast forest which covered this sparsely inhabited area in the early 19th century. Historically, the U.S. Army made a few small probing attacks, hoping to lure the British out of their position and one brigade sized raid to the west to destroy supplies. When those actions had little or no result and the U.S. squadron on Lake Ontario did not co-operate by cutting off British movement on the lake, the Army of the Niagara just withdrew to the south to Fort Erie. This is where we depart from history.

This game posits a more aggressive American commander and an attempt to turn the British position by out flanking it to the west. There were few roads or bridges in this heavily forested and watered area, and fighting would almost inevitably be over road junctions and crossing points over the many water courses. Brown's Bridge was one of the few towns in the area, and there was a good intact road bridge over the Chippewa River at that spot. The U.S. outflanking force has moved west, the British have detected that movement, as they almost assuredly would, and have marched to frustrate the American maneuver. So the battle opens on the morning of 13 October, 1814.

Only some of the rules for the adaptation of AOE to the War of 1812 are pertinent to this scenario. These rules are:

1) Scale.

- A) Each stand of infantry represents from 90 to 120 troops, each cavalry stand represents 45 to 60, and each artillery model represents 2 to 3 guns.
- B) Each turn represents 10 to 15 minutes.
- C) Because of the reduced ground scale, we will not use the reserve movement rule.

2) Indians.

Indians could still be a factor in organized warfare in this period. To simulate their special characteristics the following rules are in effect:

- A). Indians can only assume two formations, tirailleur or march column. The AOE tirailleur rules are in force with the exception that Indians can attack in any terrain and that an Indian unit may be any size.
- B.) Indian leaders. Indian leaders are permanently attached to their units if present. These are represented by single figure stands which move with the units and confer all normal benefits for attached leaders. If eliminated or captured, these leaders are not replaced. It is quite possible that one Indian unit may have a leader, while another in the same scenario may not. Indian units may or may not receive benefits from other command figures, also depending on the scenario.
- C.) Melee. Indian units receive a +1 in close action. Units in close action with any Indian unit suffer an additional -1 for fear. Indian units must break though if successful in melee, they cannot opt to just occupy the enemy position.

D) Rating. Indians are always rated as irregulars.

4) Fire.

The only change on the fire table is the addition of rifle armed units. They fire 2 points out to 6" and 1 point out to 12" in 25mm scale. All rifle units are rated as 2 rank impulse infantry.

AGE OF EAGLES ADDITION: ROCKETS

Rockets were used by some nations during the Napoleonic Wars, but only the British used them as field weapons. Rockets are treated as horse artillery in all ways except:

A.) Rocket batteries may adjust up to 90' in a turn as opposed to the 45' allowed for normal artillery.

B.) Rockets were very inaccurate, but had a significant explosive power by the standards of the day. To reflect this, the fire factors of a rocket battery are variable, regardless of the range to the target. When a rocket battery is part of fire phase, roll two six sided dice and the difference between the two is the fire factor. For example, a roll of a 4 and a 6 would give a fire factor of two. A 6 and a 6 would give a zero fire factor. Add two to the fire factor if the target is in a structure, and add one if the target is in woods.

ORDERS OF BATTLE FOR THE ACTIONS AT BROWN'S BRIDGE

US Order of Battle

All infantry units are skirmish capable, and all are two rank impulse infantry

| Unit | rating | notes |
|---|---|----------------|
| 1 st Division, Army of the Niagara-Izard | div cmd (-1) | |
| Under direct command 2 nd Dragoons | C-3/-/2-LC | |
| Light Brigade-Gibson 1 st & 4 th Rifle Regiments 26 th Infantry Regiment 3 rd & 8 th New York Light Dragoons | bde cmd E-4/3/2-rifle R-6/5/3 C-3/-/2-LC/irr | see rifle rule |
| Scott's Brigade-Brady 11 th Regiments (+) 23 rd Regiment 25 th Regiment 1 st Section, Towson's battery | bde cmd E-6/4/2 R-3/-/2 R-4/3/2 R-art | |
| Bissel's Brigade-Bissel 5 th Infantry Regiment 16 th Infantry Regiment (+) 14 th Infantry Regiment 2 nd Section, Towson's battery | bde cmd E-4/3/2 R-6/5/3 R-4/3/2 R-art | |
| New York Brigade-Porter 3 rd New York Militia Regiment 17 th & 19 th New York Militia Regiments 18 th & 20 th New York Militia Regiments 3 rd Section, Towson's battery | bde cmd-charismatic C-3/-/2 C-5/4/3 C-5/4/3 R-art | |

British Order of Battle

All infantry units are skirmish capable, and all are two rank impulse infantry.

Right Division-His Majesty's Land Forces in Upper Canada-
Baron De Watteville- div cmd (0)

Under direct command

| | | |
|--|---------------------|-----------------|
| Grand River Indians | C-5/-/4-irr | see Indian rule |
| Snipe | Indian cmd | “ |
| Avant Garde Brigade- Col. Meyers | bde cmd | |
| Glengarry Light Infantry | R-4/3/2 | |
| 82nd Foot, Prince of Wales Own | R-3/-/2 | |
| 19 th Light Dragoons | E-3/2/- HC | |
| Rocket battery | E-rocket | see rocket rule |
| Queenstown Brigade-Marquis of Tweeddale | bde cmd-charismatic | |
| 100 th Foot, County of Dublin | R-4/3/2 | |
| 6 th Foot, Warwickshire | E-4/3/2 | |
| Upper Canadian Militia | C-5/4/3 | A section, Mc |
| Quarrie's battery | E-art | |
| Reserve Brigade-Genl. Stovin | bde cmd | |
| 2 nd Battalion, Royal Marines | E-3/2/- | |
| 8 th Foot, King's | R-4/3/2 | |
| 104 th Foot, New Brunswick | R-4/3/2 | |
| B section, Mc Quarrie's battery | E-art | |