

SHOWDOWN ON THE NIAGARA: THE BATTLE OF LARKIN'S RIDGE
September 15, 1814, along the Chippewa River.

U.S. Order of Battle

2nd Division, Northern Army-J. Brown	div cmd (+1)	
Sapper & Miner company	E-sapper	see scenario rules
2 nd Light Dragoons	C-5/4/3-LC	
New York Volunteer Dragoons	C-3/-/2-LC/irr	
Scott's Brigade-Brady	bde cmd	
11 th Regiment (+)	E-6/4/2	
22 nd Regiment	R-3/-/2	
25 th Regiment	E-4/3/2	
Biddle's Company	R- hv art	
Light Brigade-Gibson	bde cmd	
1 st Rifle Regiment	E-4/3/2-rifle	see rifle rule
21 st Infantry Regiment	R-5/4/2	
26 th Infantry Regiment	R-4/3/2	
1 st section, Towson's Company	R-art	
New York Brigade-Porter	bde cmd-charismatic	
17 th Regiment, NYV	C-3/-/2	
18 th Regiment, NYV	C-7/6/4	
19 th Regiment, NYV	C-6/5/4	
20 th Regiment, NYV	C-4/-/3	
2 nd section, Towson's Company	R-art	
Bissel's Brigade-Bissel	bde cmd	
4 th Rifle Regiment	R-3/-/2 -rifle	see rifle rule
5 th Infantry Regiment	R-5/4/2	
14 th Infantry Regiment	R-3/-/2	
16 th Infantry Regiment (+)	R-6/5/3	
1 st section, Archer's Company	R-art	

FROM GENL. IZARD, COMMANDING THE NORTHERN ARMY

TO: GENL J. BROWN, COMMANDING 2ND DIVISION

General,

In view of our success in the recent action you will take your division and the reinforcements it has received along with Genl Bissel's brigade forward to attack the western most part of the enemy's works. You will force their withdrawal from that point thereby out flanking their position along the Chippewa River.

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-
Genl. Drummond- div cmd (0)

Under direct command

Canadian Light Dragoons	C-3/-/2-LC	arriving
Holcroft's Company (2 nd section)	E- art	arriving
Grand River Indians	C-7/-/6-irr	see Indian rule
Snipe	Indian cmd	
Avant Garde Brigade- Col. Meyers	bde cmd	
19 th Light Dragoons	E-3/2/- LC	
Glengarry Light Infantry	R-5/4/2	
82 nd Foot, PWO Volunteers	R-4/3/2	
Rocket section	E-rocket	see rocket rule
Fort George Brigade-Col Harvey	bde cmd	arriving
1 st Foot, Royal Scots	E-6/4/2	arriving
90 th Foot, Perthshire Volunteers	R-8/6/4	arriving
Regiment De Wattville	C-4/-/3	arriving
Holcroft's Company (1 st section)	E-art	arriving
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	
Converged Light Companies	E-3/2/-	
MacLachlan's Company (2 nd section)	E-art	

TO: SIR GEORGE PREVOST, COMMANDING HIS MAJESTY'S FORCES IN CANADA

FROM: GENERAL DRUMMOND, COMMANDING THE RIGHT DIVISION

My Lord,

As a consequence of the unlooked for result of the action at Brown's Bridge, I am moving at the head of a body of troops to join the ill-used force which has retired from that unfortunate action. We will endeavor to prevent the enemy from turning the flank of our Chippewa River position. If we do not succeed in this, I fear His Majesty's forces will have to withdraw to the Burlington position, uncovering Fort George to the enemy's attentions.

Appropriate War of 1812 modifications to AOE for this game:

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.

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. When determining leader casualties, Indian leaders suffer a -2 on the die roll.
- 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.

RIFLE 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.

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. When a rocket battery is part of fire phase, the owning player will roll 4 dice; two standard six sided dice, a directional die and a ten sided die.

The directional die determines which direction the rocket fire deflects, if at all, the owning player must indicate the exact aiming point before rolling so this can be determined. The ten sided die indicates how far the round deflects, a zero means no deflection. It is possible for the rocket battery to hit friendly units, sort of a 19th century friendly fire. In this case it is possible that a second fire roll might be taken on a target which has already been fired upon, as an exception to the normal AOE/F&F rule that a target may be only be fired on once per phase.

The difference between the two six sided dice is the fire factor, adding one in all cases. For example, a roll of a 4 and a 6 would give a fire factor of three. A 6 and a 6 would give a fire factor of one. Add two more to the fire factor if the target is in a structure, and add one if the target is mounted

SCENARIO SPECIFIC RULES

1) The American sapper company can function as a combat engineer stand as in normal AOE or can, in effect, replace ½ of an artillery stand. If an artillery stand is damaged or wrecked, it may be returned to play the phase after the sapper stand reaches the location of the battery or where the damage was inflicted, if the battery was removed from play. In this case, the sapper stand would be expended and removed from play.

2) In this scenario, Indians receive a maneuver bonus only from General Drummond. They receive a combat bonus only from Chief Snipe, not any British commander. The Indian force will remain hidden as long as it is woods and is over 6" from any enemy forces. Once revealed, it remains revealed for the remainder of the game.