

BATTLE OF SHIPMAN'S CORNER, 12/16

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	
Rocket section		E-rocket	see rocket rule
Tompkyn's Battery		E-hv art	
Mohawk/Huron War Party		C-4/-/3-irr	see Indian rule
Snipe		Indian cmd	
Onadaga/Seneca War Party		C-4/-/3-irr	see boat rule
Corn Planter's Son		Indian cmd	
Avant Garde Brigade- Col. Meyers		bde cmd	
19 th Light Dragoons		E-3/2/- LC	
Glengarry Light Infantry		R-4/3/2	
82 nd Foot, PWO Volunteers		R-4/3/2	
2nd Upper Canada Militia		C-5/4/3	
Holcroft's Company (2 nd section)		E- art	
Centre Brigade-Col Harvey		bde cmd	
1 st Foot, Royal Scots		E-6/4/2	
90 th Foot, Perthshire Volunteers		R-8/6/4	
Regiment De Wattville		C-4/-/3	
Holcroft's Company (1 st section)		E-art	
Reserve Brigade-Genl Stovin		bde cmd	
8 th Foot, King's		R-3/-/2	
104 th Foot, New Brunswick		R-4/3/2	
Converged elite companies		E-3/2/-	
Select Embodied Militia		R-4/3/2	
MacLachlan's Company (2 nd section)		E-art	

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U.S. Order of Battle

2nd Division, Northern Army-J. Brown	div cmd (+1)	
2 nd Light Dragoons	C-5/4/3-LC	
4 th Rifle Regiment	R-3/-/2 -rifle	see rifle rule
Scott's Brigade-Brady	bde cmd	
11 th Regiment (+)	E-5/3/2	
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	
1 st section, Towson's Company	R-art	
Bissel's Brigade-Bissel	bde cmd	
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	
New York Brigade-Porter	bde cmd-char	charismatic
17 th New York Militia	C-6/5/4	
18 th New York Militia	C-4/3/2	
New York Volunteer Dragoons	C-3/-/2-LC/irr	
2 nd section, Towson's Company	R-art	

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.
- E) Canoes. Indians in canoes may embark or disembark in the same way that artillery limbers or unlimbers.

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