

AMERICAN AT-START FORCES

On the Map:

Fort Mackinac:



Detroit:



Cincinnati:



Buffalo:



Sackets Harbor:



Lake Champlain:



Albany:



Boston:



New York:



Philadelphia:



Baltimore:



Charleston:



Savannah:



New Orleans:



On your Expedition Chart (see US Expedition Chart):

Expedition A: William Hull with 1 Regular and 3 Militia.

Expedition B: Stephen VanRensselaer with 1 Regular and 6 Militia.

Expedition C: Jacob Brown with 2 Militia.

Expedition D: Henry Dearborn with 1 Regular and 2 Militia.

Expedition E: John Armstrong with 3 Regulars.

Expedition F: James Wilkinson with 2 Regulars and 2 Militia.

On your Port Chart (see US Port Chart):

Expedition CH: Thomas MacDonough with 1 Gunboat.

Fort Oswego "In Port": Isaac Chauncey with 1 Schooner and 2 Gunboats.

NAPOLÉON DEFEATED

The turn following Napoleon's Defeat:

The British player receives two additional cards this turn, and each following turn - until Napoleon escapes from Elba. British again receive two extra cards after Waterloo. British play first on each turn that they receive the extra cards. Place 10 points of Regulars with the Invasion Fleet, with Coastal Raiders (if available), in Quebec, or split between them. The British player receives all Leaders with the "Nap. 1" notation; Leaders may be assigned to one of these groups, or added to the Leader Pool. Place the **A. Cochrane** Leader as the commander of the Invasion Fleet Expedition. The Duke of Wellington may be added or withheld, at the British player's option.

At the start of the second turn following Napoleon's Defeat:

The British player receives all Leaders with the "Nap. 2" notation and 10 more points of Regulars, placed as for the earlier reinforcements. The Duke of Wellington may be added (if not added last turn).



TERRAIN EFFECTS CHART



Terrain:	Supply Capacity:	Movement Point Cost:	Troops Raised:	Ops Points Limit:	Local Militia
Water (River or Lake):	Full Supply	1 *	-	-	-
Stage Road:	Partial Supply	1	-	-	-
Settled Area:	Partial Supply	2	-	-	-
Frontier Road:	Partial Supply	2	-	-	-
Civilized Indian boundary:	Partial Supply	4 **	-	-	-
Wilderness Trail:	Unsupplied	4 ***	-	-	-
Other Wilderness:		Not Allowed	-	-	-
Major City:	US Supply Source	-	Reg, ^A Fence. ^B Milita	3	= Die Roll
Minor City:	-	-	Reg, ^A Fence. ^B Milita	2	= Die Roll /2
Country Town:	-	-	Militia ^o only	1	= Die Roll /2
Frontier Town:	-	-	Ranger ^o Voyag. ^{B^o} Indian ^{B^o}	1	none

* *Great Lakes (Erie, Ontario and Champlain): move from an Area on the Lake to any other Area on the same Lake for 1 movement point. Ohio River: move from Pittsburgh to Ft. Massac/ Ft. Jefferson (or a shorter distance between these two places)- down river only- for 4 movement points. Mississippi River: may move from St. Louis to New Orleans (or a shorter distance between these two places)- down river only- for 4 movement points.*

** *The only British units that may enter Civilized Indian Areas are Indians & Indian Leaders.*

*** *Indians, Voyageurs and Rangers only; move an unlimited distance until an enemy location or regular Area is reached; roll on Wilderness Movement Chart.*

^A Americans Only

^B British Only

^o Place Troops Raised Marker

WILDERNESS MOVEMENT CHART

7 or higher: movement is successful. Less than 7: movement fails; units stay in place.

Modifications (all are cumulative):

+ Leader's Tactical Rating.

+2 if all movement is on Great Lakes or the Mississippi River (blue dashed lines).

+1 if Voyageurs are present.

+1 if entire Expedition is composed of Indians and Indian Leaders.

+1 if all movement is in friendly locations.

-1 if movement enters enemy location.



VICTORY



Move the British and/or American markers on the Peace Track:

As indicated on Cards played for the Event.

When a player's Expedition has all of its strength points eliminated in combat, move his marker one space forward.

When a player wins a Major Battle, move the opponent's marker one space forward.

A Major Battle is won when you win the combat and you gain two more asterisks than you opponent (after subtracting those absorbed by any Fort).

A Lake Battle is a Major Battle when you win the Battle and you Capture or Sink ten or more strength points of enemy ships.

When a player inflicts a Devastating Loss, move the opponent's marker one space forward.
A Devastating Loss is inflicted when you win the combat and you eliminate five or more enemy strength points.

When a Major City is captured, move the owner's marker one space forward.
Place a City Captured or Burned marker (as applicable) on the city, to indicate that this city will not move the Peace marker if Captured again.

Move the American Peace Track marker one space forward, each time the British player establishes a Full Blockade.

Move the British Peace Track marker one space forward, each time the American player Defeats a Belligerent Tribe.

When an Objective Star is taken, move the capturing player's marker backwards one space.

GAME END

When the American and British Peace Track markers end in the same space, Peace is declared.

Place one of your flag markers in every enemy Area and Wilderness location that can not trace supply; remove flag markers that can not trace supply.

Proceed to the Ghent Peace negotiations; each player adds:

Four for each enemy Area containing a Major City that you Control.

Three for each enemy Area containing a Minor City that you Control.

Two for each enemy Area containing a Town (Country or Frontier) that you Control.

One for every other enemy Area you Control, including western Wilderness Locations.

Two for each Defeated Tribe marker for the American player.

Four for each Belligerent Tribe marker for the British player.

The sum of all of these items is the player's Ghent Number.

The player with the higher Ghent Number subtracts the other player's Ghent Number from his.

Divide the resulting number by 4, rounding any fractions up: this is the Final Ghent Number.

The player with the higher Ghent Number moves the pair of Peace markers this many boxes back, towards his higher levels of Victory (or lower levels of Defeat).

Each player may then play one more card:

No card can be played as an event that moves the Peace Track.

The British player may not use this card to place or upgrade a Blockade.

Any Major Battle victory, Devastating Loss, Major City captured, Objective Star captured or Belligerent Tribe defeated will move BOTH Peace Markers one space.

Where the pair of Peace Markers end is the final Victory Result.



AMERICAN OPERATIONS POINTS



Activate one Expedition, providing 4 movement points.	Card Value \geq Leader Initiative.	
Build new level 1 Fort in friendly Area or w/Expedition.	Use any Action Card.	
Upgrade an existing Fort by 1 level (not in Wilderness).	Card Value \geq new level of Fort.	
Raise Militia in Country Town, Minor City or Major City; place Troops Raised marker in Country Town.	Place 2 per Ops point.	Build Limits: 2 in Country Town, 4 in Minor City, 6 in Major City.
Raise Regulars in Minor City or Major City.	Place 1 per Ops point.	Build Limits: 2 in Minor City, 3 in Major City.
Raise Rangers in Frontier Town only; place Troops Raised marker.	Place 1 per Ops point.	Build Limits: 1 in Frontier Town.
Move strength points without a leader.	1 per Ops point.	Can not Attack.
Place randomly selected Leader at specified location.	1 Ops point.	Return if not eligible.
Build Stage Road.	2 Ops points.	Place between Areas.
Lake Ship Construction on Port Chart.	Cost of box entered.	In active Port; one step per ship per card.
Activate lake Port for ship construction.	Ops points as listed on Port Chart	
Repair lake Port that has been wrecked by enemy attack.	3 Ops points.	After Area is friendly again.

UNIT ABILITIES

Militia	Check for Dispersion when moving into Canada (or Fla.); 0: none move, 1-3: half move (round up), 4-9: all move. Half removed at start of Winter.
Regulars	They're Regulars, by God!
Artillery	Each Artillery point in Expedition attacking a Fort: add one "*" to result.
Cavalry	If any are included in Expedition: add one "*" to result (not vs. Forts).
Rangers	May move on Wilderness Trails.

Leader ratings: Initiative / Rank / Tactical **Ranges:** 1 thru 4 / 1, 2 or 3 stars / 1 thru 3



BRITISH AT-START FORCES

On the Map:

Georgian Bay:



Amherstburg:



Lake Erie:



Queenston:



York:



Kingston:



Montreal:



Quebec:



New Brunswick:



Nova Scotia:



Mobile:



On your Expedition Chart (see British Expedition Chart):

Expedition A: Isaac Brock with Tecumseh, 1 Regular, 1 Militia and 2 Indians.

Expedition B: Phineas Riall with 1 Regular, 2 Fencibles, and 4 Militia.

Expedition C: Roger Sheaffe with 2 Regulars, 1 Fencible and 1 Militia.

Expedition D: George Prevost with 2 Regulars and 2 Militia.

Expedition E: Robert McDouall with 1 Voyageur and 1 Indian.

On your Port Chart (see British Port Chart):

Expedition ER: Robert Barclay with 1 Schooner.

Kingston "In Port": James Yeo with 1 Brig, 1 Schooner and 1 Gunboat.

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Leaders with the "Nap. 1" notation; Leaders may be assigned to one of these groups, or added to the Leader Pool. Place the A. Cochrane Leader as the commander of the Invasion Fleet Expedition. The Duke of Wellington may be added or withheld, at the British player's option.

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Civilized Indian boundary:	Partial Supply	4 **	-	-	-
Wilderness Trail:	Unsupplied	4 ***	-	-	-
Other Wilderness:		Not Allowed	-	-	-
Major City:	US Supply Source	-	Reg. ^A Fence. ^B Milita	3	= Die Roll
Minor City:	-	-	Reg. ^A Fence. ^B Milita	2	= Die Roll /2
Country Town:	-	-	Militia ^o only	1	= Die Roll /2
Frontier Town:	-	-	Ranger ^o Voyag. ^{B^o} Indian ^{B^o}	1	none

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^AAmericans Only ^BBritish Only ^oPlace Troops Raised Marker

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Modifications (all are cumulative):

+ Leader's Tactical Rating.

+2 if all movement is on Great Lakes or the Mississippi River (blue dashed lines).

+1 if Voyageurs are present.

+1 if entire Expedition is composed of Indians and Indian Leaders.

+1 if all movement is in friendly locations.

-1 if movement enters enemy location.



VICTORY



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One for every other enemy Area you Control, including western Wilderness Locations.

Two for each Defeated Tribe marker for the American player.

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The sum of all of these items is the player's Ghent Number.

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Any Major Battle victory, Devastating Loss, Major City captured, Objective Star captured or Belligerent Tribe defeated will move BOTH Peace Markers one space.

Where the pair of Peace Markers end is the final Victory Result.



BRITISH OPERATIONS POINTS



Activate one Expedition, providing 4 movement points.	Card Value \geq Leader Initiative.	
Build new level 1 Fort in friendly Area or w/Expedition.	Use any Action Card.	
Upgrade an existing Fort by 1 level (not in Wilderness).	Card Value \geq new level of Fort.	
Raise Militia in Country Town, Minor City or Major City; place Troops Raised marker in Country Town.	Place 2 per Ops point.	Build Limits: 2 in Country Town, 4 in Minor City, 6 in Major City.
Raise Fencibles in Minor City or Major City.	Place 1 per Ops point.	Build Limits: 2 in Minor City, 3 in Major City.
Raise Voyageurs or Rangers in Frontier Town only; place Troops Raised marker.	Place 1 per Ops point.	Build Limits: 1 in Frontier Town.
Raise Indians in Frontier Town only; place Troops Raised marker. Only if Ft. Mackinac is British controlled.	Place 2 per Ops point.	Build Limits: 2 in Frontier Town.
Move strength points without a leader.	1 per Ops point.	Can not Attack.
Place randomly selected Leader at specified location.	1 Ops point.	Return if not eligible.
Build Stage Road.	2 Ops points.	Place between Areas.
Place Military or upgrade to Full Blockade.	3 Ops points.	In Sea Zones on map.
Lake Ship Construction on Port Chart.	Cost of box entered.	In active Port; one step per ship per card.
Activate lake Port for ship construction.	Ops points as listed on Port Chart	
Repair lake Port that has been wrecked by enemy attack.	3 Ops points.	After Area is friendly again.

UNIT ABILITIES

Militia	Check for Dispersion when moving into the US; 0: none move, 1-3: half move (round up), 4-9: all move. Half removed at start of Winter.
Regulars	They're Regulars, by God! May not be raised with Ops points.
Fencibles	Check for dispersion when moving into US (as for Militia).
Artillery	Each Artillery point in Expedition attacking a Fort: add one "*" to result.
Cavalry	If any are included in Expedition: add one "*" to result (not vs. Forts).
Rangers	May move on Wilderness Trails.
Voyageurs	May move on Wilderness Trails; +1 on Wilderness Movement Chart.
Indians	May move on Wilderness Trails; all removed at start of Winter Season. Expedition containing only Indians: -2 against Forts.

Leader ratings: Initiative / Rank / Tactical **Ranges:** 1 thru 4 / 1, 2 or 3 stars / 1 thru 3

COMBAT RESULTS TABLE

FORTS

If there is a friendly Fort in the Area of Combat, then one asterisk (*) is "absorbed" for each number level of the Fort.

Reduce the defender's losses by the number level of the Fort.

After Combat, reduce the number level of the Fort by one for each enemy asterisk rolled.

CIVILIZED INDIAN COMBAT

British player makes a Civilized Indian Tribe Belligerent by card play.

American player moves an Expedition into that Civilized Indian Tribe's Area (or activates an Expedition already in the Area).

Expedition attempts to locate Indian forces in Area: roll $<$ or $=$ 7; must add any one Leader's Initiative rating; subtract 1 for each earlier combat victory.

If successful, British determine size of force found: = die roll.

Resolve combat: Battle winner is the side rolling the most asterisks. If asterisks are tied, winner is the side inflicting the most losses. If still tied, Indians win. However, if all of one side's forces are eliminated, the other side is the winner.

If Americans win the Battle, determine if the victory was big enough to cause the Civilized Indian Tribe to capitulate: roll $<$ or $=$ size of Indian force defeated; subtract 1 for each earlier combat victory.

If roll is greater, Tribe is not defeated, but place an Indian Victory marker.

LAKE COMBAT

Both players may choose to retreat, starting with the defender.

Form Line: each player arrays his fleet, strongest ship first, arranged in descending order; pairs of ships will fight. Leader is placed on the first (strongest) ship.

The player with additional ships may place extras as he wishes, so that two ships will "gang up" on one enemy. Players can not place a third ship against one enemy.

Battle: Roll for each pair, adding the ship's strength to a second ship strength (if present) and the Leader's Tactical rating (if the Leader's ship is still in line) to the die roll.

High modified die roll wins. If difference of modified rolls is:

1-2: loser withdraws. 3: loser is sunk. 4+: loser is captured.

A tie roll results in both sides staying in line.

After all battles down the line are completed, the round is finished.
Players may choose to Retreat their fleet (defender decides first).

Prepare for next round by arranging ships again, as for initial round, then fight again; this continues until one side Retreats.

If a player's front line is empty, that side is the loser and must Retreat.

Loser gathers withdrawn ships, converts captured ships to his own color, and Retreats to any one friendly controlled Port or Harbor on the Lake.

Winner converts captured ships to his own color (same type of ship) and remains in Control of the Lake, with his Expedition on the Lake.

COMBAT RESULTS TABLE

Die Roll	ARMY SIZE											
	1 - 5 (Unsupplied)			6 - 10 (Partial Supply)			11 - 15 (Full Supply)			16 - 20 (Full Supply)		
	LEADER'S TACTICAL VALUE (ANY PRESENT)											
	1	2	3	1	2	3	1	2	3	1	2	3
0-	0	1	1	0	1	1	0	1	2*	1	1	3
1	0	1	1	0	1	2	1	1*	3	1	2	3*
2	0	1	1*	1	1*	2*	1	2	3*	1*	2*	4
3	1	1*	2*	1	2	3*	1*	2	4	2	3	4*
4	1	2	2*	1*	2	3**	2	2*	4**	2	3*	5**
5	1*	2	2**	2	2	4*	2	3	5*	2*	4	6*
6	2	2*	3*	2	2*	4**	2*	3*	5**	3	4*	7**
7	2	2*	3*	2*	3*	5*	3	4	6**	4	5	8**
8	2*	3*	3**	3	3**	5**	4	4*	7**	5	5*	9**
9+	3*	3**	4***	4*	4*	6***	5*	5**	8***	6*	6**	10***

-1 to die roll if more than half of your troops are Militia.

+2 to die roll if Combat takes place in an Area adjacent to a Lake that you Control.

+2 to American die roll when defending against a Sea Movement attack-but not against a Sea Invasion or a Coastal Raid.

-2 to British die roll if all-Indian Expedition is attacking a Fort.

Number indicates the number of losses inflicted on the enemy.

Asterisks (*) indicate the maneuver level of your attack.

For each asterisk your opponent rolls, you must remove one non-Militia Unit (if present).

For each asterisk your opponent rolls, any friendly Fort in the Area must be reduced one level.

If one side has at least one asterisk (*) more than the other side, then the other side must Retreat to an adjacent Area.

If a friendly Fort is in the Area, then it may "absorb" one asterisk (*) for each level of the Fort to avoid Retreating from the Area.

When Retreating to an adjacent Area, it must be a friendly Area (owner's choice). If attacker Retreats, all must retreat to the Area the attacker came from.

If no asterisks are rolled, or if both players roll the same number of asterisks, then neither Expedition must Retreat; both may continue to occupy the same Area.

Either player may always choose to retreat out of the Area.

OVER >

Amateurs, to Arms!

Errata: 5/8/2012

Rules correction: page 7, at the top of the second column, insert the word "not" in front of "have Combat."

Rules addition: Section 11, add to the list of situations that will move your opponent's Peace Track marker forward: moving your Lake Expedition into port in winter (1813 or later).

Victory chart (for both players): add the following: When a player moves his Lake Expedition into port in winter (1813 or later), move the opponent's marker one space forward.

British Operations Points chart clarification: after "Place randomly selected leader at specified location", delete "Return if not eligible". British leaders are not limited by East or West regions.

Card #27 Unrest in Upper Canada: The text referring to "Lower Canada" should read "Upper Canada".

Q & A

Q: Can each player play multiple reaction cards per round?

A: Yes.

Q: Who plays Reaction cards first, and when?

A: Reaction cards are played when the card says to play them. But there are two moments that require asking your opponent for any Reaction cards before continuing your turn: before combat and after combat. Before combat, each player can play cards that restrict (or stop) movement or are played before the upcoming combat. Each player can then play cards that modify their Tactical rating; later they can play cards that modify their combat die roll (these do not require a prompt). Finally, they can play cards that take effect after combat (before the next round begins). In all cases, players may play additional cards after seeing the other player's card play. Players may play more than one Reaction card at a time. All played Reaction cards are discarded, even if their effects are prevented by another Reaction card. Players can play Reaction cards on themselves, unless the card specifies which side is affected.

Q: Can you play reaction cards after ambush is resolved, but before the rest of combat?

Answer: Yes. But cards played before the ambush remain in effect through the following combat (if the ambush does not stop it).

Q: Can a weather card be played on yourself to avoid an ambush?

A: No. You're done with movement when the ambush occurs; at that point, you can't take back your movement- even with a card.

Q: 6.2 If an Expedition moves into an area containing an enemy Expedition which contains only leaders, and no Local Militia is raised, can the moving Expedition continue moving?

A: Yes. Additionally, the enemy Expedition is removed and the leaders are returned to the pool; there is no peace track move.

Q: 8.4 Who retreats first in land combat? (9.2 specifies that the original defender retreats first in Lake combat.)

A: The defender.

Q: Is the '0' on a die a '0' or a '10'?

A: Always a zero.

Q: If you play a Campaign Card event to enhance a leader's supply/movement abilities, do you also have to play another card to activate that leader?

A: No. The Campaign Card also activates the leader's expedition; "order any leader" means activate.

Q: If you play a Reaction Card as a reaction, does it count as your round's play?

A: No.

Q: How does the counter limit work with losses and desertions? If all of the counters are deployed, and, say, a '3' militia unit has to leave half of its strength behind at the border, what happens? Consider the same question for losses. If the regulars counters are fully deployed, and an asterisk result forces a '5' regulars counter to take one loss, what happens?

A: If you cannot make change from unused pieces, then you must leave behind or lose additional points until you can satisfy the requirement to leave behind or lose the required number of points. This can result in multiple extra, unforced losses. Players should ensure they keep a reserve of unused counters to prevent this. Players can make exact change with any expeditions at any time to comply with losses and desertions. (Two '1' counters in another expedition could have one flipped to '2' and the other one returned to the unused pool, for use in taking losses or splitting an expedition.)

Q: 6.2 Are ungarrisoned forts captured intact or destroyed?

A: They are captured intact - another reason to

make the move on Mackinac right out of the gate for the British.

Q: 6.2 Can you destroy your own fort voluntarily?

A: No.

Q: 6.8 and 6.9 Can an Area that was invaded be raided, and vice versa?

A: Yes. An area can be both invaded and raided. There are "burning city" and "burning town" markers, as well as "US flag city" and "US flag town" markers. The rules say "Use the city or town graphics as seem appropriate, and as the counter mix allows". In areas that contain a Major City, be sure to use the town graphic marker when a Coastal Raid occurs, and the city graphic marker when an Invasion occurs.

Q: 8 Can an expedition attack with only a portion of its units?

A: No. All defenders participate in combat, and all units in an activated attacking expedition participate. However, if all units can not participate because of limits of supply or command, then the owner decides which units take part in the combat; all modifiers and combat effects apply to these units. This would be the only time that a player can leave some units out of a combat and it is not voluntary.

Q: 8 When activating an expedition, can you intentionally activate only select counters?

A: Yes, but only subject to all rules in 6.3 splitting an expedition.

Q: 8.8 Peace Track Moves. If card play (like Militia Flee Indians) results in all of an expedition being lost, does the peace track move?

A: Yes; the expedition has been eliminated.

Q: 9.2 If one side wrests control of a Lake from the other, are both Peace Track markers moved, the victor's backward, and the loser's forward, for the change of control?

A: No. Peace Track moves for Lake control are only executed based on control of the Lakes at the start of the Winter turn of each year starting with 1813. For 1813 and each subsequent turn,

whoever has control of the Lake at the beginning of Winter, when fleets must return to port, moves his opponent's peace track marker forward one space. This is done for each of the three lakes. If a Lake is not controlled at that time, there is no Peace Marker move for that Lake.

Q: 9.2 In Lake combat, is the side that retreats first the "loser?"

A: Yes. This is important in that the winner now has control of the lake.

Q: 10.5 Can Indian leaders use their tactical ratings if any non-Indian units are present in an Expedition?

A: Yes, even if there are no Indian present at all. They cannot command expeditions with any non-Indian units, however.

Q: 12 What happens if you get to the end of the time track and the peace markers have not met on the peace track?

A: Keep playing! Place the year marker next to 1815 to indicate 1816.

Q: Does Ambush use normal combat modifiers, like +2 for control of a Lake?

A: Yes

Q: 6.6 Lake Movement says, "It costs 1 movement point for an Expedition (or for individual Units) to move from one Area on a Great Lake to any other Area on the same Lake..." Does it cost 1 MP even between areas all the way across the Lake, such as moving across Lake Ontario to Fort Oswego, and even if no one controls the Lake?

A: Yes, and yes. Lake movement was exceptionally fast and easy, compared to other forms of transport available at this time. You may move over a Lake you control or over an uncontrolled Lake. If your opponent doesn't control the lake, leave it uncontrolled at your own risk!

Q: 9.2 Are captured ships "available to fight" in the combat in which they are captured? I presume not, because converting captured ships to your control is done after combat.

A: Correct, as per the procedure.

Q: 9.2 Is there any cost to refit captured ships?

A: No. They'll be ready to go in time for the next combat on that lake.