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A Glorious Chance:

The Naval Struggle for Lake Ontario, 1813

"What a glorious chance to have cut him off and become at once masters of the Lakes and all their naval force at one blow."

-- Capt. Arthur Sinclair USN, 4 July 1813

1.0 Introduction

A Glorious Chance is a card-assisted solitaire naval wargame that puts you in command of the U.S. squadron on Lake Ontario, in the critical period of June through September 1813.

The Operational Level is a self-contained game with one historical scenario. You assign individual ships to support land battles, patrol the lake, escort supply convoys, and sail to intercept reported enemy forces – all in pursuit of your mission: To control Lake Ontario by the end of September without losing your own squadron.

Control is represented by Victory Points (VPs), which are won by destroying or capturing enemy ships, and by successfully supporting coastal land battles.

The AI British squadron's strategic objectives and battle tactics react dynamically to changing conditions, and to your moves.

2.0 About This Game

Certain game terms are capitalized to signify they have a corresponding entry in the Glossary (30.0) at the back of the rulebook. Be sure to read the Glossary, too, because it can help familiarize you with frequently used concepts in *A Glorious Chance*.

2.1 Die rolls: On a 1d10 die roll, 10 equals zero.

Movement: Unlike other games, *A Glorious Chance* has no sequential movement from zone to zone or point to point. You place ships in the zones they're assigned to each turn, place the surviving ships back in their Homeport at the end of each turn.

2.2 Victory Points: An American VP is positive, while a British VP is negative.

3.0 Game Equipment

The Vassal playtest module contains everything needed to play. Components include:

- One main map window (which includes most tables and quick references for play).
- A Battle Board window, for Lake Combat within the Operational Level.
- The Lake Combat Results Table (LCRT), in a popup window.
- Card deck popup windows containing decks and draw areas for Turn Cards, Event Cards, and Target Cards.
- All the ship counters that start the game, in their starting positions.
- Off-map stacks of counters that may enter the game later: refitted "b" versions of ships, and opposite-colored versions of ships that are

used when ships have been captured and "reflagged" for use by the opposing side.

- Markers, categorized into tabbed panels.
- Die roller buttons for 1d6, 2d6, and 1d10.

3.1 Counters

Each ship counter bears three strengths used in combat. From top to bottom, these are Long Gun Strength, Carronade Strength, and Close Action Strength.

Four ship classes are represented in the game. From smallest to largest, they are: schooner (silhouette with no slashes), brig (two slashes), and corvette (three slashes).

Within the Schooner class is a special type: converted laker schooners (white dot in the silhouette). These were small, shallow-draft cargo ships that the U.S. purchased and hurriedly refitted as with swivel-mounted long guns at the outbreak war. The long guns could be potent weapons under the right circumstances, but their weight made the lakers slow, poor sailers, and unstable gunnery platforms in anything but calm, flat water.

U.S. capabilities grow significantly once the USS Gen. Pike (26) and the USS Sylph (10) are launched. The Pike mounts phenomenal long-range firepower for its size, but is vulnerable at Carronade range. The Sylph, while a schooner, is a purpose-built warship with good speed and sailing characteristics.

Another specific ship worth noting is USS Lady of the Lake, an especially fast schooner-rigged pilot boat that the U.S. used for scouting and dispatches.

The British Squadron starts with five ships -- also a mix of corvettes, brigs, and schooners -- but all purpose-built warships.

The British capability to contest the lake depends on how quickly and completely they're able to refit their primarily carronade-armed force with additional long guns.

Because the British have a longer supply line and more severe manpower shortages, they have only one new ship they can launch during the campaign: The HMS Lord Melville (14)

3.2 Turn Cards

This deck of eight cards is drawn in a specific order, one per turn. Each card sets certain parameters for that turn, many of which help the AI British respond to changing circumstances in the game.

3.3 Target Cards

The heart of the AI system, these cards are drawn at random each turn to control British zones of operation, Missions, and Effort Levels. The backs of the cards show only their target Lake Zone, so you can never be certain where the British will appear, or what they will be up to!

3.4 Event Cards

Check 27.0 for detailed descriptions of all Events and their effects. When drawn, these cards trigger random En Route Events, representing a wide range of tactical, weather, wind, and command-

The Playing Pieces

Ship Symbols



Convoy Marker



Converted Laker Schooner



Schooner

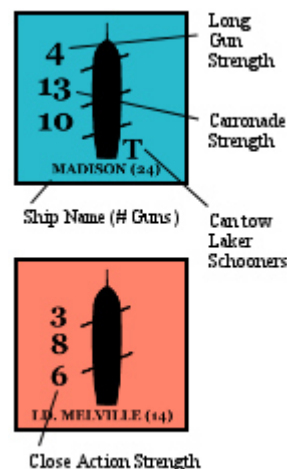


Brig



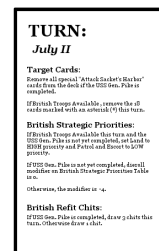
Corvette

Sample Units

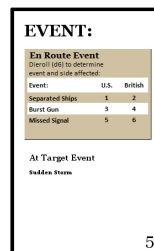


Sample Cards

Turn Card:

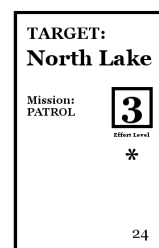


Event Card:



Target Card:

(Front)



(Back)



control circumstances on the lake. The cards also contain At Target Events, which represent things that happen to ships when they engage land defenses to support amphibious missions.

4.0 The Main Map and Displays

The main map represents Lake Ontario, oriented with north as the top. It is divided into six Lake Zones: York, North Lake, Kingston, Sacket's, South Lake, and Niagara.

4.1 Adjacent lake zones: To be considered adjacent, two Lake Zones must share a boundary side and not just a corner. For example, North Lake is adjacent to South Lake, but North Lake is not adjacent to Sacket's.

4.2 Coastline control: Coastlines are under British control in Kingston, North Lake, and York Zones. The U.S. Controls the coastline in the Sacket's Zone and South Lake zone. The Niagara zone is contested throughout this campaign; British troops control the west coast to Burlington Heights, U.S. Troops control forts Washington and George on the south coast, and battles rage across the Niagara Peninsula.

4.3 The British Homeport is Kingston Harbour, and the American Homeport is Sacket's Harbor. Each side has a secondary port (York for the British, Charlotte for the U.S.) that can perform more limited functions, and can serve as a temporary Homeport if the original one is under Blockade.

The four map tracks have markers placed on them to indicate supply status, victory level, game turn, and British strategic priorities.

Ports may contain any of these boxes to hold ships in different status conditions:

- Ready at Anchor, to hold ships that are crewed, armed, supplied, and ready to deploy to the lake.
- Repairing, to hold ships for one turn after they suffer damage.
- Refitting, to hold ships that are changing or adding to their armament.
- Construction, to hold ships as they progress toward completion and launch as reinforcements.
- In Ordinary, to hold ships removed from active service. They are uncrewed and unsupplied and, to some extent, disarmed or partially dismantled. A side may need to place ships In Ordinary to keep its Deployable squadron within the total Close Action Strength limit for that side (12.0).

The British Homeport, Kingston Harbour, has some special boxes of its own:

- The Refit chit box, where chits are drawn at random that may commit British ships to the Refitting box for a turn
- The Training chit box (optional and not yet implemented), where chits are drawn at random that may commit British ships to a

Training mission in the Kingston zone for a turn

- The Deployable box, where all ships in the Operational Squadron that have not been diverted to Refit or Training are kept. These ships are considered Ready at Anchor; they are drawn and placed on the lake when an Encounter triggers their deployment. This pile is set to draw ships at random. To select specific ships in the Vassal module, right-click on the stack and use the "Draw Specific Cards" menu option.

5.0 Game Scale

Each of the eight Game-Turns represents approximately two weeks' time, over June through September 1813.

The main map represents a lake 168 nautical miles long at its longest point by 46 nautical miles wide at its widest point.

Each counter represents an individual ship (or, in the case of Convoy Markers, a flotilla of boats).

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

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

Each ship's Close Action Strength is:

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

**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%*

6.0 Setup

In the Vassal module, everything is set up to begin play except the following:.

6.1 Set the British markers on the Victory Track at a starting level of -15 VP.

6.2 Place a British Lake Control marker on each of the six Lake Zones.

7.0 Sequence of Play

A *Glorious Chance* consists of eight Game-Turns. The sequence below will help you learn the rules. For quick reference, an abbreviated version of the Sequence of Play is printed on the main map.

7.1 The Game-Turn Sequence (Outline)

A. Preparation Phase

1. Prepare for the turn by checking the Convoy Supply Track and applying any conditions it indicates.
2. Check each side's port boxes for newly repaired, refitted, and newly constructed ships. Place those ships in the Ready at Anchor (or British Deployable) box. Place ships In Ordinary, if

needed, to stay within each side's total Close Action Strength limit (55 for British, 60 for U.S.).

3. Assign U.S. forces on the Main Map. Give Deployable ships or stacks their Missions and place them in a Lake Zone, or leave them unassigned in Sacket's Harbor.

4. Draw and apply any instructions on the Turn Card for this Game-Turn.

5. Roll on the British Strategic Priorities Table, and adjust the Mission priority markers as directed on the British Force Size Table.

6. Draw British Refit and (optional) Training chits, and place any ship counters as directed into those boxes at Kingston Harbour. The remaining ships stay in the Deployable stack and are considered Ready at Anchor for this turn.

7. Adjust the Target Card Deck, if directed, to add or remove specific cards that will be in the deck this turn. Draw a number of Target Cards equal to the number of Deployable British ships, placing them face-down in a row.

8. Note the Lake Zones on the backs of the drawn Target Cards. If any of those Target Cards specify a zone that also contains any US ships on Patrol, Escort, Land, or Training missions, place one Possible Encounter marker in that zone for each drawn Target Card matching that zone.

B. Encounter Phase

1. Draw one Event Card for each zone containing a Possible Encounter marker, and apply the event.
2. Make an Encounter Check for Possible Encounter 1. If there's an Encounter, proceed to the Patrol and Interception segments for it. If there's no Encounter, make a check for the next Possible Encounter.

3. Patrol Segment: Reveal the Target Card that triggered the Encounter. Determine the British Force Size, then decide whether the U.S. force will Shadow or Evade. Shadowing causes the British ships to deploy to the map and be revealed, but can trigger Lake Combat. Evading leaves the British ships unrevealed and immediately ends the Patrol Segment.

4. Interception Segment: U.S. ships in zones adjacent to this Encounter, and U.S. ships that are Ready at Anchor in Sacket's Harbor with an Intercept mission, are eligible to attempt Interception. Ships that succeed are placed in the Encounter zone to join friendly forces already there. The British may also Intercept and send more ships to the Encounter, if there are eligible ships and the British Interception Table authorizes it. The Segment is resolved with more Lake Combat, with Victory Points earned for specific major ships destroyed or captured.

C. Land Battles Phase

After all Encounters have been resolved, any full-strength ships on the Main Map that have a Land mission support Land Combat.

1. Draw an Event Card and apply the card's At Target event to the force.

2. Land Combat is resolved by die roll, with results ranging from Major Success on either side to Success, or a Draw. Victory Points are earned for Success in a particular zone, with points doubled in the case of a Major Success.

D. Administration Phase

1. Move damaged ships to the owning side's Homeport Repairing box. Award VPs for ships captured or destroyed.

2. Award VPs for the attacking side's Success or Major Success results in Land Combat. Check for a possible "Niagara Sweep" award (24.1)

3. Conduct the Default Awards procedure to resolve possible British gains and VPs in zones where they were unopposed by U.S. Forces.

4. Place Lake Zone Control markers for either side in zones containing at least two ships of one side and no enemy ships. Remove any control markers in Contested zones.

5. Adjust the Convoy Supply Track, based on turn events that can allow either side's marker to progress, pause, or regress.

6. Check for Blockades and place Blockade markers.

7. End the Game-Turn and advance the Turn Record Track marker one space to the right.

8.0 Convoy Supply

Supply is abstracted in A Glorious Chance by the Convoy Supply Track. The advance of each side's marker can trigger completion of new ships. It also indicates times when a squadron is being tasked by theatre headquarters to transport army troops for larger-scale amphibious missions. The track automatically advances one space per turn. But convoy battles can also make the track marker fail to advance, or even regress.

8.1 In the Preparation Phase, check the current box of the Convoy Supply Track for conditions that apply this turn.

8.2 In the Administration Phase, move each side's track marker one space to the right, unless circumstances dictate it should pause or regress.

8.3 Convoy Supply Track check procedure:

A. If the marker has reached the completion box for a ship under construction (10.0), move that ship's counter (if it is undamaged) to that side's Ready at Anchor (or British Deployable) Homeport box.

B. If the marker has reached a British "Troops Available" box:

- From the Target Card deck, remove the 18 Target Cards marked with an asterisk and place them in the Discard pile. *(In the Vassal module, right-click on the deck and use CTRL+LMB to select cards with an "a" and*

"a" after the card number, then drag from the deck).

- Follow the Target Card rules and procedures (18.0) as usual, but the remaining 30 cards will be the only Target cards used in the active deck this turn.
- If the Marker has reached a U.S. "Troops Available" box: Be aware that you have a special opportunity to earn bonus VPs this turn for a Major Success result in a Land mission to the Niagara zone.

9.0 Leaders and Flagships

9.1 Each side at all times has one ship designated as its Flagship. The flagships are designated below.

9.11 If the flagship is destroyed or captured, follow the order of succession below to designate the new Flagship.

9.2 British starting flagship: HMS Wolfe, succeeded by HMS Royal George. If HMS Royal George is lost, designate the British ship with the highest total guns.

9.21 U.S. Starting Flagship: USS Madison.

9.22 If the Madison is lost before the USS Pike is completed: designate the USS Oneida.

9.23 If the Oneida is lost, designate the USS Gov. Thompkins. If the Thompkins is lost, designate the U.S. ship with the highest total guns.

9.24 After the USS Pike is completed: The Pike becomes the Flagship. The order of succession then becomes Sylph (if completed), Madison, Oneida, and the ship with the highest total guns.

9.3 The starting British leader is Commodore Sire James Lucas Yeo. The starting U.S. leader is Commodore Isaac Chauncey.

9.4 A Flagship always has the side's Leader aboard. Generic Leader markers are provided to place on whatever ship is the side's current Flagship.

Leaders can become casualties in combat (21.7).

10.0 Ships under Construction

Counters representing not yet completed are in the Construction boxes of their respective Homeports. The ships become Deployable when indicated by a box on the Convoy Supply Track.

10.1 The British start the game with one ship under construction: The HMS Melville.

10.2 The U.S. starts the game with two ships at various stages of completion: The USS Gen. Pike and the USS Sylph.

10.21 USS Gen. Pike optional early version

Historically, the Pike was launched with its full armament of 26 long guns. Normally, the Pike (26) is complete when the U.S. Convoy Supply Track

reaches Box 5 and the Sylph is complete at Box 8. But there might be times when you need another principal ship in a hurry. In that case, you can launch an early, 12-gun version of the Pike at Box 4. If you do, you can:

- Continue operating the Pike (12) and launch the Sylph at Box 8, or,
- Place the Pike (12) in the Refit box for one turn, and launch it instead of the Sylph when the track reaches Box 8.

11.0 Deployable Ships

All British ships that are not In Ordinary, Repairing, Refitting, or assigned to Training are considered Deployable. They stack in the British Deployable box and will be drawn at random as determined during gameplay.

The same definition applies to the U.S. squadron, but the human player makes their mission and zone assignments manually.

11.1 If it's the last turn of the game (Sept. II) and the British have no ships eligible to be Deployable this turn, the game ends.

12.0 Deployable Squadron Limits

The scarcity of manpower limited both sides' ability to operate ships at any given time. The game reflects that by imposing a limit of the total Close Action Strength of each side's Deployable squadron.

12.1 In the Preparation Phase:

- Check the total Close Action Strength of all the ships in the U.S. Ready at Anchor Box or British Deployable box, to make sure it's 55 points or less for the British and 60 or less for the U.S.
- If a side's total violates the limit, remove and place In Ordinary however many ships are necessary to bring the squadron's total within the limit.

12.11 Priorities for AI British ship substitutions: Use common sense and make the changes that will convey the greatest advantage possible for the British side.

Note: Violations of the limits may happen when a side has completed construction of new ships and also has Reflagged enemy ships (25.1).

Example: The British anticipated the launch of the USS Gen. Pike by racing to refit their carronade-armed squadron with more long guns. So, for example, it might be worth retiring the HMS Sir Sidney Smith (2-7-7) for a reflagged converted laker schooner like the Conquest (9-0-3).

On the other hand, a British capture of the Pike (52-0-18) adds so much firepower that the British might find it worthwhile to retire the Beresford, the Earl of Moira, and the Melville just to be able to make the Pike operational.

13.0 Repair

All ships start the game at full strength and in operational condition. The game uses a step-loss system to track damage. Larger ships have two steps; after the first hit they flip to a Reduced side to reflect damage. They spend the following turn in their Homeport's Repairing box.

13.1 In the Preparation Phase, check each side's Repairing box for ships with a single Under Repair marker on them. Remove the marker and add the ship to that side's Homeport Ready at Anchor (or British Deployable) box.

Ships under repair can suffer additional damage, or be destroyed, by enemy troops attacking the port in a Land mission (24.3).

14.0 Refit

The game allows certain ships to be upgraded from their original "a" counter to a "b" counter. For the AI British, random chit draws control which ships – if any – will Refit that turn. Once all the British ships capable of upgrading have done so, it is no longer necessary to draw Refit chits.

14.1 In the Preparation Phase, when making British assignments:

- Take any ships that were in a Refitting box, replace them with their "b" version, and move them to the Ready at Anchor (or British Deployable) box.
- Draw the number of Refit chits in Kingston Harbour that are specified by the Turn Card. Place any ships identified by a chit draw in the Refitting box for one turn.

15.0 U.S. Ship Assignments

In every Preparation Phase, each Deployable ship may be assigned a Mission and a Lake Zone in which to conduct it.

You assign a ship or stack by placing a specific Mission marker on it and placing it in its assigned zone.

15.1 Available Missions are Patrol, Escort, Land, Intercept and (optional, not yet implemented) Training.

15.11 Patrol means searching for enemy ships, whether to seek battle or simply to detect them and warn higher headquarters. You can assign ships to Patrol missions in any Lake Zone.

15.12 Escort means guarding a friendly supply convoy as it hugs the coastal route between Oswego and Sacket's Harbor. U.S. Escort missions are allowed only in the Sacket's zone, and only when Sacket's is free of Blockade [#]. The convoy ships are not placed on the map; they are represented by a generic marker that is placed in the Escorting stack if/when your Escort force encounters the enemy (see # for rules governing attacks on convoys).

The AI British, with a longer supply line, operate Escort Missions between Kingston Harbour and either York or Burlington Heights.

Note: If you want to hunt British convoys, assign patrols to the Niagara, York, or North Lake zones.

15.13 Land means your ships will try to land troops on a hostile shore and give them fire support. Land Missions are particularly valuable to assign on turns when the "Troops Available" condition is triggered by the Convoy Supply Track. That condition signifies a major amphibious operation involving army troops. At other times, a Land Mission signifies a raid, using Marines or smaller shore parties. Ships on a Land Mission must survive undamaged through the Encounter Phase, and then their Mission's success or failure is determined in the Land Combat Phase. U.S. Land Missions may be assigned to the Niagara, York, North Lake, or Kingston zones.

15.14 Training (not yet implemented) assigns ships to a noncombat cruise in their Homeport zone. At the end of a Training mission, the ship's crew quality improves. They could have an Encounter on the lake, although it's less likely to happen. Training forces on the lake that are eligible to Intercept may attempt it, although they are less likely to succeed.

15.15 Intercept keeps ships Ready at Anchor in Sacket's Harbor. They're crewed, provisioned, and prepared to sail at a moment's notice to join an Encounter with the enemy. In the Intercept Segment of an Encounter, your Force assigned to an Intercept Mission may roll for a successful interception. If it succeeds, you place it in a zone to reinforce the friendly ships already engaged in that Encounter.

15.2 Ships in the Ready at Anchor or British Deployable box are not considered Deployed on the lake. Ignore them when placing Possible Encounter markers (19.0).

15.3 Ships left in the Ready at Anchor box without an Intercept assignment are considered crewed, armed, and standing at anchor, but may not attempt Interceptions that turn.

15.4 Anchored ships that are in their Homeport when it's attacked by Land Combat will always defend against the Land Combat attack. That includes unassigned ships, and ships with an Intercept Mission (15.15) that have not yet deployed to the lake.

15.5 Blockade effects on U.S. assignments

Blockades have special effects on options for U.S. assignments and zones (25.63).

15.51 If the British Homeport is under Blockade: You may assign eight or more U.S. ships to the Blockaded zone this turn in order to maintain the Blockade, or remove your U.S. Blockade marker and assign ships as usual. To maintain the Blockade:

- Designate a Blockading Force (8 or more ships) and give them a Patrol mission in the

Blockaded zone. That force will fight in the Patrol Segment of any Breakout Attack by the British.

- You may also assign other ships to missions in the blockaded zone, or to other zones, as usual; some may be eligible to attempt to Intercept a British Breakout Attack, under the normal Interception rules.

15.52 If Sacket's Harbor is under Blockade: U.S. Escort Missions are not permitted as long as the Blockade marker is on the map.

16.0 Turn Cards

After making U.S. assignments, draw the Turn Card for this turn. Each Turn Card may specify one or more conditions that apply this turn:

Target Cards: You're given directions to add or remove specific Target Cards in that deck.

British Strategic Priorities: You're given a die-roll modifier to use when rolling on the British Strategic Priorities Table.

Note: The modifier will be higher on turns when the British have a more aggressive posture, and lower on turns when their posture is more conservative.

British Refit chits: Instructions on how many Refit chits to draw when making this turn's British assignments.

17.0 Preparation Phase - AI British Assignments

17.1 If the U.S. Homeport is under Blockade

The AI British must assign four ships to maintain the Blockade this turn (5 ships if the USS Pike is operational, and is among the ships blockaded in port). Procedure:

- Count the number of deployable ships the British will have this turn, excluding any ships now under construction or under repair.

If the British do not have the required number of ships to maintain the Blockade:

- Remove the British Blockade marker and complete the usual assignment procedures.

If the British have the required number of available blockading ships:

- Draw four British ships at random from the British Deployable box. Place them in the Blockade zone now, with a Patrol order. Leave them face-down and do not reveal their identities yet.
- Any remaining British ships now left in the Deployable box will be available for deployment to the lake this turn, as usual.

17.2 British Refit Assignments

17.21 If the British Homeport is under Blockade, do not draw any British Refit chits.

17.22 Otherwise, draw the specified number of Refit chits to the Refit box, and reveal them.

If the chits specify a ship's name:

- The ship counter is placed in the Refitting box this turn, and is not available for any other assignment.
- Remove one "No Refit" chit from the stack for each named ship you draw. Discard the "No Refit" chit for the remainder of the game.

18.0 Target Cards

The final step in the Preparation Phase is the drawing of Target Cards for the turn.

Target cards control where the British Deployable ships appear, and in what strength. The backs of the cards are all you see at first, and they give you only a general indication of the zones where the British might be operating.

18.1 How to Draw Target Cards

18.11 When the British Homeport is Blockaded

If all British ships are in their Homeport under Blockade, no Target Cards are drawn that turn. Go to (23.0), Breakout Attack.

18.111 When one or more British ships are Isolated (25.631) outside the Kingston Zone:

- Remove from the Target Card the 17 cards marked with a triangle (*In the Vassal module, right-click on the deck and use CTRL+LMB to select cards with a "t" and "ta" after the card number, then drag from the deck to the Discard pile*).

The isolated ships, with York their temporary Homeport, are the potentially deployable British ships this turn. Place them in the British Deployable box for York.

Check for a possible Breakout Attack (23.0) at the Blockaded port after all Encounters have been resolved.

18.12 When the British Homeport is not Blockaded

Procedure:

- a. Draw a number of Target Cards equal to the number of British Deployable ships in the Deployable box (unless an Event or Turn card directs otherwise). Keep the cards face-down and place them in a row, on the spaces provided.
- b. Examine the backs of the cards and note the targeted lake zone marked in red on each card.

19.0 Possible Encounters

19.1 How to place Possible Encounter markers

- a. Compare the backs of the drawn Targets Cards to the zones where you deployed U.S. Forces.

b. If any drawn Target Cards specify a zone that contains any US ships on Patrol, Escort, Land, or Training missions, place one Possible Encounter marker in that zone for each drawn Target Card matching that zone. Follow the order of the cards as you place the Possible Encounter markers.

19.2 When you have only one Force in a targeted zone:

- Place all the Possible Encounter markers for that zone on that Force. That force will make all the Encounter Checks (20.2) for that zone.

19.3 When you have more than one force in a targeted zone:

- Select one force to receive the first Possible Encounter marker.
- You must place any second Possible Encounter marker for that zone on a different force.
- You may choose where to place any subsequent Possible Encounter markers, but you must distribute them as evenly as possible among your forces in the zone.

19.4 Possible Encounter markers always stay in the zone where they are placed. If an En Route event displaces a U.S. Force that has a Possible Encounter marker on it, transfer the Possible Encounter marker to a different U.S. Force in the same zone. If no Forces remain in the zone, there will be no Encounter Check there; remove the Possible Encounter marker.

Example of Play: The British have four ships in their Deployable box, and the British Homeport is free of Blockade. The player draws four Target Cards and places them in a row. From left to right, the card backs indicate York, Kingston, Sacket's, and York.

Checking the map, the player notes two U.S. Forces are deployed in York and one U.S. Force is deployed in Kingston.

Possible Encounter markers are placed following the same left-to-right order of the cards: Possible Encounter 1 is placed on one Force in York, Possible Encounter 2 is placed on the Force in Kingston, and Possible Encounter 3 is placed on the other Force in York.

If only one U.S. Force had been in York, that force would have had both Possible Encounter markers (#1 and #3) placed on it.

20.0 Encounter Phase

20.1 En Route Events procedure

- a. Draw one Event card for each zone that contains any Possible Encounter markers (just one event draw per zone, no matter how many Possible Encounter markers are there).
- b. Follow the card instructions to see whether the event affects the American force in this zone, or any British ships that eventually deploy there this turn.

(All Events, and their effects, are detailed in a list in #)

c. After the events are applied, return the cards to the deck.

20.2 Encounter Checks

Note: A Possible Encounter could represent a false sighting, poor intelligence, losing contact with sighted enemy ships, or a genuine Encounter on the lake.

Resolve Possible Encounter 1 with an Encounter Check to determine whether it's No Encounter or an Encounter.

20.21 If you roll for an Encounter, you will resolve each Encounter completely – taking it all the way through the Patrol and Interception phases, and possible combats in both those phases – before checking Possible Encounter 2, and any subsequent higher-numbered Possible Encounters on the map.

20.22 If an Encounter places all the ships in the British Deployable box on the map, the Encounter Phase ends when that Encounter is fully resolved. Ignore any remaining Potential Encounters.

20.23 Encounter Check Procedure:

Roll 1d10 for a Possible Encounter marker:

0 to 4 = No Encounter.

5 to 9 = Encounter occurs.

Dieroll Modifiers:

- US Force making the check has an Escort or Land mission: -2
- US force making the check is assigned a Training mission -1

If an Encounter occurs: Replace the Possible Encounter marker with a numbered Encounter marker.

If your force making the Encounter in its zone has a Patrol, Escort, or Training mission, Proceed to (20.3), Patrol Segment.

If there is no Encounter for that zone: Remove the Possible Encounter marker and:

- a. Go to the next zone indicated by the cards (again, reading the cards left to right) wherever there's the next Possible Encounter, or,
- b. If there are no Possible Encounters left, proceed to (23.0) Breakout Attack (if a Blockade Marker is on the map). Otherwise, proceed to (24.0), Land Battles Phase (if applicable), and then (25.0) Administration Phase.

20.3 Patrol Segment

Your lookouts cry "Sail Ho!" and count the number of sails on the horizon...

If you want to identify what the actual British ships are, you must order your Force to Shadow the enemy. That will also send word to other U.S. ships and give them a chance to attempt

Interception. Or, you can have your patrol Evade, and try to end this Segment.

20.31 When an Encounter occurs

a. Flip over and reveal the Target Card that triggered an encounter. Note the Effort Level (1, 2, 3, or All) and the Mission.

Special Target cards may have specific procedures that override the standard ones:

“Sacket’s Harbor Land Attack” card, see (24.2 and 24.3).

“Attack US Convoy” card, see (22.0)

b. Determine the enemy force size: Roll a 1d6 and check the British Force Size table, cross-referencing the die roll with the column for that Mission’s priority (low, medium, high) and the card’s Effort Level. The result will be 1 to 6 British ships, or none.

If the result is none, the Encounter ends; proceed to (19.0) and the next Possible Encounter.

Now that you know the size of the enemy force, decide whether your U.S. Force will Shadow or Evade.

If you Evade: The Patrol Segment ends. Proceed to the Interception Segment for this Encounter. If your stack electing to Evade has a Land Mission, remove its Mission marker; the Mission is aborted and you will not go to the Land Battles Phase for it later.

If you Shadow: Draw a number of British ship counters from the Deployable tray, equal to the force size you determined in 6.3. (If there aren’t enough chits in the cup to reach the number, draw as many as are available.) Place the British ships in the lake zone where the Encounter is occurring, and flip them over to reveal their identities.

c.. Resolve the Patrol Segment by deciding whether your Force will Confront or Avoid the enemy force it has Encountered.

If you Confront: Proceed to Lake Combat (21.0), or, if a more detailed game is desired, proceed to the Maneuver Level (not yet implemented). When the battle ends for this Encounter’s Patrol Segment, proceed to the Interception Segment (20.4).

If you Avoid and the British stack has a LAND, ESCORT, or TRAIN mission: The British ignore you and your evasion is successful. Proceed to the Interception Segment (20.4) for this Encounter.

If you Avoid and the British stack in the Patrol Encounter has a PATROL mission:

- Roll a 1d6 to determine Wind Gauge (21.1).
- If the British get the Wind Gauge, apply British attack conditions (21.2) to determine

whether the British patrol will attack you now. If they qualify to attack, proceed to Tactical Battle Resolution.

- If the Wind Gauge is U.S. or Neither, your Avoidance is successful and the Patrol Segment ends. Proceed to the Interception Segment (20.4).

20.4 Interception Segment

Word reaches other ships that the enemy has been sighted on the lake. You may order them to make sail and try to join the Encounter. The British may also try to intercept your force.

20.41 Intercept eligibility: You may attempt to Intercept the current Encounter with ships that meet one of these requirements:

- They were assigned to a Homeport with an Intercept mission this turn.
- (If optional Personnel Rules are being used) They were given a Training assignment this turn.
- They were given a Patrol assignment in the same zone where this Encounter is happening.
- They were given a Patrol assignment in a zone adjacent to the zone where this Encounter is happening.

20.411 Only ship counters on their full-strength (unreduced) side may attempt Interception.

20.412 Some ships on Patrol that meet the eligibility requirements may already have completed an Encounter with the enemy this turn (marked Encounter Ended). If so, they are eligible to attempt Interception.

20.42 Interception is always optional for the human U.S. player, but once you declare an attempt, you must carry it out and deploy the ships if the dieroll is successful.

20.43 You must declare at one time all US ships or stacks that will attempt an Interception.

Note: You’re not allowed to try one Interception, wait to see if it succeeds, then try another. All your Interception attempts must be declared first. Then you can choose the order in which to roll for them, but all the ones you declared must be attempted, and any successful Interceptions must be deployed to the Encounter.

20.431 You may select any or all ships in an eligible stack to attempt an Interception.

Example: the USS Pike is stacked with the USS Scourge, and this Force has a Patrol mission in the Niagara zone. The Scourge suffers mast damage due to a Schooner Mishap event. Another U.S. force in the Niagara Zone encounters the British

this turn. The Pike can leave the Scourge behind and try to Intercept that Encounter on its own.]

20.44 A ship or stack that fails to Intercept one Encounter may attempt to Intercept later Encounters in the same turn. But, once that ship or stack successfully Intercepts and moves to join an Encounter, it is committed and may not attempt Interception again that turn.

20.45 Interception Check Procedure

Roll 1d10 for each declared Force making an Interception attempt:

0 to 5: Interception attempt fails.

6 to 9: Interception succeeds.

Dieroll Modifiers (these are cumulative):

- Interception attempt against enemy group within the same Lake Zone: +1
- Fast Ships: USS Lady of the Lake or USS Sylph were among the US ships that made this Encounter in the Patrol Segment: +1
- (If optional Personnel Rules are being used) Group attempting Interception is assigned a Training mission: -1
- Number of Lake Zones from the unit attempting Interception to the target zone: -1 (for each zone distant.)
- If you chose Evade in the Patrol Segment for this Encounter: -1
- If converted laker schooners are in the force making the Interception check: -1

If the Interception check succeeds: For each successful Interception, move the Intercepting force to join the Encounter. Continue rolling for all attempted Interceptions for this Encounter.

After all Interceptions are made and intercepting forces have moved to the zone:

a. Flip the Target Card to reveal it (if it wasn’t flipped in the Patrol Segment), then determine the British Force size and deploy the British ships to the Encounter zone, if they did not already deploy in the Patrol Segment.

b. Once the British ships for the Encounter are deployed, Check the British Interception Table to see whether the British also send ships to Intercept in that zone.

Failed or no Interceptions: If no U.S. Interceptions took place, and there are still U.S. ships in the current Encounter zone:

a. Flip the Target Card to reveal it, if it has not already been revealed.

b. Determine the British Force size, and deploy the British ships to the Encounter zone, if they were

not already deployed there in the Patrol Segment. Reveal the British ships.

c. Determine any British Interceptions (20.46) for this encounter.

d. Proceed to (21.0), Lake Combat.

20.46 British Interceptions

The British Interception table controls whether each eligible British force will make an Interception Check. It simulates a human opponent's thought process by weighing the size of the enemy force against the potential British advantage against it in battle, and taking into account the AI's current victory level in the game.

The table yields a Y (yes) or N (no) decision. If the answer is Y, you make the Interception Check the same way you do for your own U.S. forces.

20.461 British Interception Check Procedure:

a. Consult the British Interception Table for the entire group of British ships remaining in the British Deployable box. On a Y result, make the Interception Check as in (20.45).

b. If the Interception is successful, move all remaining British ships in the Deployable box to join any British force in the current Encounter. Flip over the Intercepting ships to reveal them.

c. Examine the map for any British force on the map that meets all four of the following criteria:

- It still contains one or more full-strength (i.e., unreduced) British ships,
- It deployed to a Lake Zone on a Patrol Target Card earlier this turn,
- It completed its Encounter, and,
- It's in the same Lake Zone where the current Encounter is taking place, or in a Lake Zone that's adjacent (shares a side) with the zone where the current Encounter is taking place.

d. Consult the British Interception Table for each British force you identified in Step c. On a Y result, make an Interception Check for that force.

e. If the Interception Check succeeds, move those ships to join the current Encounter.

f. (Optional step, if Personnel Rules are in use) Follow the same Interception Table and Interception Check for any British ships on a Training mission who have are free of Potential Encounter or Encounter markers. If their interception succeeds, move them to join current Encounter.

Once all the British Interceptions have occurred, proceed to Lake Combat (21.0) for this segment of the Encounter. Or, if a more detailed game is

desired, proceed to Maneuver Level (not yet implemented).

If no British ships intercepted, the Encounter ends. Proceed to the next Possible Encounter, or, if the last one has been resolved, proceed to (24.0), Land Battles Phase.

21.0 Lake Combat

Note: The Lake Combat Results Table offers a simplified and abstracted system to resolve combat, if you don't want to use a separate tactical boardgame or miniatures. The LCRT requires no knowledge of period naval tactics or maneuvering, although playing the game will present you with choices similar to the real ones the U.S. commodore faced. You may also choose to resolve some battles using the LCRT if a game-generated Encounter appears too lopsided to make a fun tactical game, if time and space are limited, or if an unpiored multiplayer game lacks enough players to manage all the tactical battles in a turn.

Lake Combat occurs on the Battle Board in Rounds, and can have as many as three types of Rounds:

1. Long Gun Round (only the ships' long gun values are used).
2. Carronade Round (only the ships' carronade values are used).
3. Close Action Round (this round, when it occurs, simulates continued gunnery at point-blank range, along with small-arms and possible melee combat).

Lake Combat can follow any of three Combat Sequences (A, B, or C), which are diagrammed on the Battle Board. Use the markers on the board to keep track.

The Combat sequence you follow is determined by the Wind Gauge. Wind Gauge can favor the British, neither side, or the U.S. Wind Gauge may be checked during combat, and can change.

The flow of Lake Combat comes from this interplay between a variable Wind Gauge, a variable Combat Sequence, and the changing set of available tactical options that this produces.

21.1 Lake Combat Procedure

a. Roll 1d6 for the starting Wind Gauge.

1 to 2 = British have the Wind Gauge.

3 to 4 = Neither side Wind Gauge.

5 to 6 = US has the Wind Gauge.

b. Determine an attacker and defender:

- If the Wind Gauge is "Neither," decide whether the U.S. will attack or pass. If

the U.S. passes, re-check for Wind Gauge.

- If the Wind Gauge is British, determine whether the British meet the criteria to attack (21.2).
- If the Wind Gauge is U.S., decide whether to attack or pass.

c. Resolve Lake Combat, using the appropriate Combat Sequence and the LCRT.

Note: Since combat is highly abstracted in A Glorious Chance, don't take the "Wind Gauge" term too literally. It represents an amalgam of factors that include wind and weather, initiative, relative positions of the forces, etc. It's more of a randomizing device that lets the game simulate three basic tactical situations that characterized the 1813 campaign.

21.2 British attack preconditions: The AI British are the attacker in a Round if all three of these conditions are true:

- They have the Wind Gauge,
- Their current Carronade strength points total in the battle is greater than the US, and,
- A 1d6 die roll is less than or equal to the number of British ships in this Encounter. [Example: 5 British ships are in the encounter, so if the first two conditions are met, roll a 1d6. The British attack on a roll of 5 or less.]

21.21 Waive this last condition and always attack with the British if the Encounter is with a U.S. unescorted convoy, or if the special Sacket's Harbor Attack Target Card is in play.

21.22 If the British have the Wind Gauge and do not attack, the Segment ends.

21.3 U.S. Attacks

The US is eligible to attack when the Wind Gauge is U.S. or Neither, unless some other factor prohibits it (for example, if all the U.S. ships are reduced).

21.31 Anytime the US meets the requirements to be the attacker, you have the option to attack in that round or pass. For the human U.S. player, attacking is always voluntary. The AI British attack decision is automatic, controlled by Wind Gauge and the three preconditions.

21.32 If the U.S. has Wind Gauge and passes, the Segment ends. If this was the Patrol Segment, proceed to the Interception Segment. If this was the Interception Segment, the Encounter ends.

21.33 If the US chooses to attack, select which ships will be in your engaged stack for Round 1.

21.4 Lake Combat Rounds: How ships engage

Lake Combat follows a different sequence of play and structure, depending on which side has the Wind Gauge and which side is the attacker.

British have Wind Gauge and attack = Combat Sequence A

1. Long Gun Round

- Only ships' Long Gun Strengths are used.
- All full-strength British ships in the Engagement must participate in the attack.
- All U.S. ships in the Encounter must participate.
- U.S. Laker schooners (the ships with a white dot) must be included in the defending stack and are subject to losses, but they don't contribute their Long Gun Strengths to the defending total.
- Roll on the LCRT.
- Apply any losses.
- Make any required Disengagement Checks and Strike Checks.

2. Carronade Round

- Only ships' Carronade Strengths are used.
- All full-strength British ships in the Engagement must participate in the attack.
- Roll on the LCRT.
- Apply any losses.
- Make any required Disengagement Checks and Strike Checks.
- Re-check the Wind Gauge. If British, continue the British attack to a Close Action Round. If Neither, begin Combat Sequence B. If U.S., pass or begin Combat Sequence C.

3. Close Action Round

Only Ships' Close Action Strengths are used in this Round. Ships that were on a Land mission have their Close Action strength doubled. *[Note: This reflects the decks packed with transported infantry.]*

- The Close Action Round is single ship vs. single ship. How to match them up:
 - a. Examine the respective CA strengths of the ships remaining in the Engagement. Only full-strength ships attack. Potential defenders include reduced ships that are still present.
 - b. Any of the attacker's ships that can be matched at a 2:1 or better Close Action ratio against a single enemy ship will attack that ship in this round. You must make the most advantageous matchups possible for the attacking side. Any of the attacker's ships

that cannot achieve a 2:1 or better CA ratio against an enemy ship will not participate in this round.

c. Priority ranking in selecting a defender for Close Action matchup should be:

- i. The defending ship that awards the most VPs for being captured.
 - ii. The defending ship that has the greatest number of guns.
 - iii. The ship that has the lowest CA strength compared to the attacking ship.
- Resolve the Close Action Round.

a. Compare the attacker vs. defender CA strengths to get a ratio. Round fractions down.

b. Roll 1d10. If the rolled number is less than the first number of the ratio, the defending ship suffers a step loss. *[Example: The HMS Royal George (CA strength 13) attacks the reduced USS Oneida (CA strength 3). The ratio is 4:1. The Oneida takes a step loss on a roll of 4 or less.]*

If the die roll exceeds the first number of the ratio, the attack has no effect. Proceed to a Melee.

[Note: A Close Action round might proceed to Melee if an attacker rolls for no effect against a reduced defending ship. Alternatively, the round might proceed to Melee if a full-strength defending ship takes a step loss and fails its Disengagement Check.]

21.41 The USS Gen. Pike may not initiate or defend against Melee. If a Close Action round triggers a Melee involving the Pike, its Close Action round ends instead.

c. Melee, if required to end the round.

i. Determine opposing Melee Values: Roll 1d6 and add that number to the attacking ship's CA strength. Roll a 1d6 and add it to the defending ship's CA strength.

ii. Resolve the Melee: Any ship whose Melee Value is 150% or more of the enemy ship's Melee value captures the enemy ship.

iii. If neither ship achieved 150%, there's no effect. *[Meaning that the attacking ship failed to foul and/or grapple so it could board, or the defending ship successfully repelled boarders.]*

4. The Segment ends. If this was the Patrol Segment, proceed to the Interception Segment. If this was the Interception Segment, the Encounter ends.

Wind Gauge is Neither and U.S. attacks = Combat Sequence B

(This assumes the U.S. chooses to attack; you also have the option to pass, see #.)

1. Long Gun Round

- Only ships' Long Gun Strengths are used.
- Only full-strength laker schooners may participate in the attack.
- All British ships still in the Encounter must defend
- Roll on the LCRT.
- Apply any losses.
- Make any required Disengagement Checks and Strike Checks.

2. Re-check the Wind Gauge. If British, check for attack conditions and if the British are eligible to attack, begin Combat Sequence A. If the Wind Gauge is U.S., decide whether to pass or begin Combat Sequence C. If the Wind Gauge is neither, continue Combat Sequence B.

3. Second Long-Gun Round (same as above).

4. The Segment ends. If this was the Patrol Segment, proceed to the Interception Segment. If this was the Interception Segment, the Encounter ends.

U.S. have Wind Gauge and attack = Combat Sequence C

(This assumes the U.S. chooses to attack; you also have the option to pass, see #.)

1. Long Gun Round

- Only ships' Long Gun Strengths are used.
- The U.S. can select which full-strength ships will attack.
- Any laker schooner that participates must be towed into battle by one ship bearing a "T" on the counter. (Note that reduced ships cannot attack, and also lose tow capability.)
- Roll on the LCRT. If laker schooners are in this attack, the U.S. does not get the usual +1 column shift for Wind Gauge.
- Apply any losses.
- Make any required Disengagement Checks and Strike Checks.
- Re-check the Wind Gauge. If British, check for British attack conditions and, if met, begin Combat Sequence A. If Neither, pass or attack with U.S., using Combat Sequence B. If the U.S. gets the Wind Gauge, pass or continue this attack to the Carronade Round.

2. Carronade Round

- Only ships' Carronade Strengths are used.
- The U.S. can select which full-strength ships will attack.
- Roll on the LCRT.

- Apply any losses.
- Make any required Disengagement Checks and Strike Checks.
- Re-check the Wind Gauge. If British, check for British attack conditions and, if met, begin Combat Sequence A. If Neither, pass or attack with U.S., using Combat Sequence B. If the U.S. gets the Wind Gauge, pass or continue this attack to the Close Action Round.

3. Close Action Round

Follow the same Close Action procedure as (21.4, Step 3).

21.5 Lake Combat Results Table (LCRT)

Use the LCRT to determine results of Long Gun and Carronade combat Rounds.

Procedure:

- Subtract the total defender strength from the attacker strength to get a point differential.
- Match the differential to a column on the table, rounding down if necessary.
- Total any applicable column shifts (21.51) in this Round and roll 1d10 on the appropriate column to get a combat result.

21.51 LCRT Column Shifts

All these shifts are cumulative:

- Wind Gauge: +1 for the attacker.
- Command: +1 for British when flagship is attacking with Yeo aboard, -1 when flagship is defending with Yeo aboard. The U.S. gets this shift only if Commodore Chauncey becomes a casualty and the U.S. flagship is attacking/defending with Sinclair aboard (see #).
- Port Defense -2 for the defender, if the attacker in this Encounter has a Land Mission, and the Encounter is a zone with a coast friendly to the defender (York, N. Lake, Kingston for British; Niagara, S. Lake, Sacket's for the U.S.).

21.6 Lake Combat Results

Each ship counter has one or two steps, each representing its current firepower, damage level, and fighting ability.

21.61 A 2-step counter that suffers a step loss is replaced by its Reduced version,, representing its final step. A Reduced ship can no longer attack, but it may defend if attacked. It makes a Disengagement Check (21.8) to see if it is removed from the Encounter, or whether it must remain engaged.

21.62 When a full-strength 1-step unit or an already Reduced 2-step unit loses its final step, it makes a Strike Check (21.9) to determine whether

it will Strike Colors and surrender, Fight On, or is destroyed.

21.63 A Reduced ship with 1 Strength Point (of whatever type is used in this Round) cannot attack or contribute any points to defense.

21.64 An LCRT result with an "A" affects the attacker, and a result with "D" affects the defender.

21.65 A numeral in the result represents a number of step losses to be taken by a side. Example: D2 = defender loses two steps.

21.66 An "E" in the result represents a number of ships to be eliminated by a side. Example: AE2 = attacker loses two ships.

21.67 Step losses and ship eliminations are allocated at random, from among the ships that participated in a Lake Combat Round.

Procedure in Vassal:

- Select all of a side's participating ships and use the CTRL+F command to flip them to their blank "SHIP?" face.
- Shuffle the counters by dragging them around on the map.
- Select the affected ships at random. Shuffle all the ships each time you pick for a step loss, so that it's possible a single ship might suffer multiple hits and other ships none.

21.68 An LCRT result with an "AW" or "DW" means an entire side's Force withdraws from the battle. This immediately ends the Encounter. It also aborts any Land mission that the affected force may have had. Leave the Forces where they were on the Main Map and place an Encounter Ended marker on the Encounter marker.

If a side withdraws, move any ships that were Reduced to that side's Repairing box in its Homeport. The Lake Zone will be under the control of the side whose ships remain in the zone in the Administration Phase (see #, Lake Zone Control).

21.69 An "END" result on the LCRT means the Encounter ends immediately, with no result for either side. Mark this Encounter ended and leave both Forces in place on the Main Map, then proceed to the next Possible Encounter if any remain.

21.7 Leader casualty check:

Any step loss result to a side's Flagship requires a Leader casualty check.

21.71 Leader Casualty Check procedure:

Roll 2d6.

2 to 10 = No Effect

11 = Wounded

12 = Killed.

21.72 Effect on British: Yeo is succeeded by a generic Leader. The British no longer get any Command column shifts on the LCRT for the remainder of the game.

21.73 Effect on U.S.: Chauncey is succeeded by Arthur Sinclair. The U.S. now may be eligible to get a +1/-1 Command shift when its Flagship participates in a Lake Combat Round. If Sinclair becomes a casualty, he's replaced by a generic Leader and the Americans no longer get any Command shifts on the LCRT for the remainder of the game.

21.8 Disengagement Check

A ship that suffers a hit and survives must try to disengage from the battle. If it successfully Disengages, place it in its side's Force Assembly Area of the Battle Board for the remainder of this Encounter.

21.81 A Disengaged ship will not attack or defend again in this Encounter. If it's the Flagship, the owning side can no longer get the LCRT column shift for Command.

21.82 If a ship fails the check and remains Engaged, it must remain in the battle. It can't attack, but it can contribute its strength points in defense and suffers losses along with the other ships in its stack.

21.83 Disengagement Check procedure:

Roll 1d6.

1 to 3 roll: The ship Disengages.

4 to 6 roll: The ship fails remains Engaged.

Dieroll modifier: -1 to the dieroll for each friendly ship that has already Struck Colors in the battle.

21.9 Strike Check

When a full-strength 1-step unit or an already Reduced 2-step unit loses its final step, it makes a Strike Check to determine whether it will Strike Colors and surrender, Fight On, or is destroyed.

21.91 Strike Check procedure

Roll a d6:

1 = Ship sunk.

2 = Fight On! The ship refuses to strike its colors. Continue immediately to a Close Action round for that ship to resolve its fate, then resume the current combat sequence.

3-6 = Strike Colors. The ship strikes its colors and surrenders. Next turn, it's reflagged to the capturing side (replace it with its opposite-color counter), and spends one turn in the new side's Repairing box before it can become Deployable under its new flag.

Dieroll modifier: -1 If the Flagship is making the Strike Check and the Leader (Yeo, Chauncey, or Sinclair) has not been wounded or killed. If a generic Leader commands the Flagship, there's no modifier.

22.0 Attacks on convoys

An attack on a convoy can happen in either of two ways:

- An Encounter revealed an "Escort" Target Card.
- An Encounter reveals a special Target card, "Attack U.S. Convoy."

22.1 "Escort" Target card: This represents a U.S. force sighting a British convoy in one of the zones along the British supply route. Procedure:

- a. Place a British Convoy marker in the Encounter zone.
- b. If the Effort Level is 1, the British convoy is unescorted. Ignore the British Force Size Table and proceed to the Convoy Scatter Table to determine whether the U.S. attack on the convoy destroys it, captures it, or forces it to scatter.
- c. If the Effort Level is 2 or 3, the British convoy has an escort of warships. Follow the standard procedure in (20.31, Step b) to determine the British Force size, and deploy the British ships to the Encounter zone.
- d. Resolve any Patrol Phase battle between the U.S. ships and escorting British ships.
- e. If any U.S. ships survive battle with the escort and are still capable of firing (i.e., they are unreduced and have not disengaged), check for Wind Gauge.
 - If the U.S. gets the Wind Gauge, proceed to the Convoy Scatter table for the result of the U.S. attack on the convoy.
 - If Wind Gauge is British or neither, the Encounter ends with the convoy automatically Scattered.

22.2 "Attack U.S. Convoy" Target card: This represents a British force sighting a U.S. convoy along its route from Oswego to Sacket's Harbor, which lies entirely within the Sacket's zone. Procedure:

- a. Place a U.S. Convoy marker in the Sacket's zone, stacked with a friendly force that has an Escort mission. If there is no Escort Force, then place the Convoy marker in the zone by itself.

b. Use the British Force Size Table to determine British force size, and deploy those ships to the Sacket's zone.

c. If there's a U.S. force in the zone with an Escort mission, the convoy is escorted. Resolve any Patrol Encounter Phase battle between the British ships whichever U.S. Force made the Encounter check.

- If the Encounter Check was made by a U.S. Force on a Patrol mission: Resolve this as a normal Encounter between the patrol and the British. The convoy will be unaffected.
 - If the Encounter Check was made by a U.S. Force with an Escort mission: Depending on the Wind Gauge, the British may attack the escort, the U.S. escort may attack, or the U.S. may pass. If the U.S. passes, the convoy automatically Scatters and this Patrol Encounter Segment ends; proceed to the Interception Segment (20.4), and complete this Encounter.
- d. If there's no U.S. stack in the zone with an Escort mission, the convoy is unescorted. Proceed to the Convoy Scatter Table to determine whether the British attack on the convoy destroys it, captures it, or forces it to Scatter.
- e. If any British ships survive an Encounter with an escorting Force are still capable of firing (i.e., the British ships are not Reduced and have not Disengaged), they may have a chance to attack the convoy if it has not already Scattered. Check again for Wind Gauge.
- If the British get the Wind Gauge, proceed to the Convoy Scatter table for the result of the British attack on the convoy.
 - If Wind Gauge is U.S. or Neither, the convoy automatically scatters.

Note: Scatter means the convoy units broke formation and raced to seek shelter on the coast. Small boats could be safe from pursuers if they reached shallows or shoals, or went upstream in any of the numerous creeks and rivers around the periphery of Lake Ontario. A convoy that scattered would survive to resume its route, but reach its destination behind schedule.

23.0 Breakout Attack

While a side's Homeport is under a Blockade marker, the blockaded side's ships that are inside

their Homeport zone cannot be assigned any Missions or deployed to any Lake Zones. Instead, after all Encounters on the lake are resolved, these ships may attempt to attack and break the Blockade.

23.1 How to check whether a Breakout will occur:

After any Target card-generated Encounters are resolved, determine whether the blockaded side will launch a Breakout Attack:

- **If the US is blockaded in Sacket's:** It's up to you. You may launch a Breakout Attack now, or pass. If you pass, the Blockade remains in force and the turn proceeds to Land Battles Phase (24.0).
- **If the British are blockaded in Kingston:** Determine whether the British will launch a Breakout Attack: Compare the total Carronade Strength of the Blockaded Deployable British Ships to the Carronade strength of the U.S. Blockading ships. If the British total is greater than the U.S. total, proceed to a Breakout Attack. If the British total is less than the U.S. total, the British stay in port and the Blockade continues; proceed to Land Battles Phase (24.0).

23.2 Breakout Attack procedure

1. Follow Lake Combat rules, with these special exceptions to Wind Gauge effects:

- A Blockaded British force with superior Carronade strength to the Blockading force automatically launches a Breakout Attack, if the British get the Wind Gauge.
- A Blockaded US force may launch a Breakout Attack if the Wind Gauge is Neither or U.S.; follow the usual requirements and Combat Sequence B or C.
- If Kingston is Blockaded and the Wind Gauge result is "Neither," draw an En Route event card, apply it, and then reroll for Wind Gauge. If the result is "Neither" a second time, there is no Breakout Attack this turn.
- If the Blockading side gets the Wind Gauge, it gets blown off station. Displaces the Blockading ships immediately to their Homeport zone. It may also be forced off station by an event. In those cases, remove the Blockading ships from the blockaded side's Homeport, and proceed to, Land Battles Phase, (24.0).

2 Draw any En Route event, if required, apply it.

3. Follow the required Combat Sequence.

- If the LCRT result is END, ignore that result and reroll for the combat result.

4. Once the Breakout Battle is resolved, proceed to Land Battles Phase, 24.0.

Note: This procedure allows for the possibility of a Random Event, such as weather, driving off the Blockade or allowing blockaded ships to run the Blockade. A wind from NW, N, or NE would be bad for a British blockading force, because it would drive them toward the enemy lee shore. A wind in the opposite direction would let the Americans sail out of the harbor and tend to push the British blockaders away. The same phenomenon applies to U.S. ships blockading Kingston, only vice-versa.

24.0 Land Battles Phase

Ships on the map that are still supporting Land Missions after all Encounters are resolved follow this procedure:

1. Draw an Event card and apply the At Target Event it to the surviving ships with the Land Mission in the zone.

2. Roll 1d10 with modifiers, to see the result of the Land mission:

0 or less = Major British Success.

1 to 3 = British Success

4 to 6 = Draw.

7 to 9 = American success.

10 or more = Major American Success.

Dieroll Modifiers (cumulative, drop fractions):

- Each full-strength 15+ gun ship in the zone that a.) has a Land Mission, or b.) is Ready at Anchor in the zone under attack = -1 DRM if British and +1 DRM if American.
- Each other full-strength ship in the zone that a.) has a Land Mission, or b.) is Ready at Anchor in the zone under attack = -1/2 DRM if British or +1/2 DRM if American.
- The US Convoy Supply Track advanced more than one space last campaign turn = +2 DRM.
- The British Convoy Supply Track advanced more than one space last campaign turn = -2 DRM.

3. Place a British or US marker for the Land Combat result on the zone indicated by the Target card.

24.1 Sweeping the Niagara Peninsula

The first side to score two consecutive successful Land Combats in a row in the Niagara zone on turns when the “Troops Available” condition is in effect in the Convoy Supply Track will sweep the enemy from the Niagara peninsula for the rest of the game.

To keep track, record a Major Success or Success by placing those markers on the “Troops

Available” boxes of that side’s Convoy Supply Track where they occurred.

24.11 Effects of a Niagara Sweep

a. There are no Land Battles in the Niagara Zone for the remainder of the game. *Note: Control of the peninsula is settled, and the losing side has neither sufficient troops nor resources left to mount a campaign this summer to retake it.*

b. In future turns: In the Lake Control determination segment of the Administration phase, any side that has control of the Niagara zone and unreduced ships with a Land Mission remaining in the zone gets only +1 or -1 VP for that Land mission, regardless of the zone’s printed VP value or the battle’s success level. *Note: This represents friendly resupply/reinforcement missions, or enemy raids and harassment.*

24.2 Cutting-Out Raid

When an “Attack Sacket’s Harbor” Target Card Target Card calls for a British Cutting-Out Raid:

Make a Land Combat dieroll (24.0) with no modifiers.

Major British Success: Select the U.S. ship in the Ready at Anchor box with the highest VP award for capture, switch the counter to a Reflagged version, and continue play with it as part of the British squadron. If the captured ship has two steps, flip it to its Reduced side for the remainder of this turn. It will operate at full-strength next turn.

British Success: Select the U.S. ship in the Ready at Anchor box with the second-highest VP award for capture, and follow the same procedure as above.

24.3 Shipyard damage from Land Combat

If a side scores a Major Success in a Land Battle at the enemy’s port while one or more ships there are Under Construction, Repairing, In Ordinary, or Refitting:

Roll d6 to check for each ship in those boxes to see whether it was damaged or destroyed on the stocks:

1 to 2 = Destroyed.

3 to 4 = Damaged.

5 Captured and Cut Out (applies only to ships under Refit; otherwise treat as Damaged result, above).

6 = No effect.

24.31 Effects of Captured and Cut Out: The captured ship returns to the enemy Homeport with the ships that supported the Land attack. It spends one turn in the Refitting box, then is reflagged

(switch it to its opposite-colored counter) for use by the other side.

24.32 Effects of damage to ship Under Construction: Place a Damage marker on it. When the progress of the Convoy Supply Track indicates the Under Construction ship would have been available, remove the Damage marker and leave the ship Under Construction for one more turn.

24.33 Effects of damage to ship under Refit or In Ordinary: Place a Damage marker on it. In the Preparation Phase next turn, move it to the Under Repair box, remove the marker, and leave the ship there for one turn. The ship becomes Deployable on the subsequent turn.

24.34 Effects of damage to ship Under Repair: Place two Damage markers on it. In the Preparation Phase next turn, remove the first Damage marker. In the Preparation Phase of the subsequent turn, remove the second Damage marker but leave the ship in the Under Repair box. The ship becomes operational on the turn after that.

25.0 Administration Phase

Move any ships damaged in battle to their Homeport’s Under Repair box.

Sunk in Battle/Captured ships

- Award VPs for them, using values in the Victory Point Value Summary on the Main Map.

25.1 Reflagging: Ships that are captured by the enemy may be Reflagged and become part of the enemy’s Deployable squadron. A duplicate set of counters in reversed colors is provided for reflagging ships.

25.11 If a ship was at its Reduced state when captured, it must spend a turn In Repair to bring it up to full strength. It becomes Deployable as a Reflagged ship the following turn, subject to the total Close Action point ceiling for the squadron (see #).

25.2 Successful Land Missions

Only the side with a Land mission can score VPs from it. The defending side in a Land Battle gets no positive or negative VPs for a defensive Success or Major Success.

- Award U.S. or British VPs for either side’s Success or Major Success results in Land Combats this turn. For award amounts, consult the Victory Point Value Summary on the Main Map.
- For each Major Success result, double the listed VP award.
- For each Major Success result when the “Troops Available” condition was in

effect on the Convoy Supply Track, triple the listed VP award.

25.3 British Default Awards

The British may also advance their goals in Lake Zones where you chose not to assign U.S. forces this turn. Procedure:

1. Check the number of British ships remaining in the British Deployable box; if there are no ships left, skip Default Awards and proceed to Lake Zone Control Determination (25.4).

2. If a Blockade marker is on the map, this Default Awards procedure is suspended. Proceed to Lake Zone Control Determination (25.4).

3. Examine the row of Target cards you drew this turn, and,

- Remove any Target Cards that were revealed due to an Encounter.
- Remove and return to the deck any cards for zones where there are currently any deployed U.S. ships. (Exception: If any unrevealed Target cards are for the Kingston zone, they remain)
- Remove and return to the deck any cards with the Sacket's zone on the back.
- Proceeding left to right, reveal the following number of cards for Lake Zones containing no U.S. ships. The number of cards to flip depends on how many British ships are now remaining in the British Deployable box:

0 ships remaining: Reveal 0 cards.

1-2 ships remaining: Reveal 1 card

3-4 ships remaining: Reveal 2 cards

5-6 or more ships remaining: Reveal 3 cards

(If there are fewer than the specified number of cards meeting this requirement, just reveal however many cards qualify).

- Return the other cards to the deck, and apply Default Awards for the revealed cards, as follows:

25.31 Land Target card Default Awards:

Draw an Event Card for this Land attack, and apply the At Target Event.

Roll 1d10 with modifiers, to see how successful the British land operation was.

< 0 = Major British Success.

1 to 3 = British Success.

All other die rolls, = no effect.

Die roll Modifiers:

Modify the roll by -1 for Effort Level 1 on the card, -2 for Effort Level 2, and -3 for Effort Level 3.

If British supply track advanced more than one space last campaign turn, -2 DRM.

If the result is a British Success: Award the negative VPs for the objective. If the result is a British Major Success, award double the negative VPs indicated on the card. All other results: No VP change. Remove any U.S. Lake Control Marker from these zones and replace it with a British one.

25.32 Patrol Target Card Default Awards:

If the card's Effort Level is 2 or more, remove any U.S. Lake Control Marker from these zones and replace it with a British marker.

25.33 Convoy Target Cards Default Awards:

This Default award is made only if the Effort Level on the card is 2 or more, and Kingston was free of a U.S. Blockade marker this turn. Advance the British Convoy Supply Track marker as follows:

- For each Convoy Target Card for the Niagara Zone, move the track marker one space to the right if there are no U.S. ships in the York or North Lake Zones.
- For each Convoy Target Card in the York Zone, move the track marker one space to the right if there are no U.S. ships in the North Lake Zone.
- For each Convoy Target Card for the North Lake Zone, move the track marker one space to the right.

Note: At first glance, Default Awards might seem like an artificial cheat by the AI. But they simulate the British ability to advance their campaign goals if the U.S. doesn't act to stop them. Communications were so poor in 1813 that if you didn't have ships on patrol in an area, you wouldn't learn of enemy naval actions there in time to do anything about them. Default Awards also prevent unrealistically passive play by the human side, because it's the human player's deployments that trigger where the British ships appear. Without the threat of Default Awards, you could place two ships on every Lake Zone in the early turns to establish U.S. control, then keep the U.S. squadron safely in port for the rest of the game while accumulating control VPs. There would be no Encounters, and no zones flipping to British control, because nothing would trigger AI ships to deploy.

25.4 Lake Zone Control Determination

Procedure:

1. If Sacket's Harbor or Kingston is now under a Blockade marker, remove all the blockaded side's Lake Control markers from the map.
2. Remove any Lake Zone Control markers that contain ships of both sides. Those zones are now considered Contested.

3. Place a Lake Zone Control marker any Lake Zone where at least two full-strength ships of a single side are left unopposed by any deployed enemy ships.

U.S. Ships in the Sacket's zone with an Intercept mission marker are not considered deployed; they are at anchor under the cover of their shore batteries, in a state of readiness to sail in response to an Encounter. These ships are only considered deployed when they successfully Intercept and are moved out into a Lake Zone for an Encounter.

3.. Count the number of Lake Control markers now on the map for each side. Award +1 VP for each US zone, and -1 VP for each British zone.

25.5 Convoy Supply Segment

Move the marker on each side's Convoy Supply Track one space to the right each turn, unless a side had any convoys delayed, destroyed, or captured this turn.

25.51 Delayed Supplies: If the Sacket's or Kingston zone now has a Blockade marker, the Blockaded side's supplies are delayed. If an Encounter or Event this turn caused a convoy to return to its origin or to Scatter, the owning side's supplies are delayed. When supplies are delayed, the owning side's Convoy Supply Marker does not advance. *[Note that a successful Breakout Attack will lift a Blockade in time to allow supplies to arrive on schedule.]*

25.52 Destroyed Supplies: If an Encounter or event caused a convoy to be destroyed, move the owning side's Convoy Supply Marker one space to the left.

25.53 Captured Supplies: If the Encounter or event caused a convoy to be captured, move the owning side's Convoy Supply Marker one space to the left and the capturing side's marker one space to the right.

25.54 If the Convoy Supply Marker is in its starting space and the owning side is directed to move it to the left, just leave it there. It can't decrease any further.

25.55 Fall Offensive Supply Bonus

If the Convoy Supply Marker for a side reaches the final space on the right, "Fall Offensive Supplied," it remains there for the rest of the game. Ignore any rules that call for it to move left. The first side to reach that track space gets an immediate -10 or +10 VP. If both sides reach the final box at the same time, neither side gets the VPs.

25.6 Blockade check

This step of the Administration Phase checks each side's Homeport for Blockade. Effects of the Blockade will begin next turn.

25.61 Blockade against the U.S.: Place a British Blockade marker on the U.S. Homeport zone (Sacket's or Charlotte) if all of these conditions are true:

- The British now have a Control Marker on the Homeport zone,
- Four or more British ships are now in the Homeport Zone,
- No deployed U.S. ships are in the zone (ships in port on Repair, Refit, or Ready at Anchor with Intercept orders don't count).

25.62 Blockade against the British: Place a U.S. Blockade marker on the Kingston or York zone if all of these conditions are true:

- The U.S. now has a Control Marker on the Homeport zone,
- Eight or more U.S. ships are now in the Homeport zone,
- No deployed British ships are in the zone.
- No Target Cards revealed for Default Awards were for the Homeport zone with a PATROL mission.

25.63 Effects of Blockade

25.631 Isolated ships: Ships that were in Lake Zones outside their Homeport zone when the Blockade marker was placed are Isolated. They may not return to their Homeport as long as the Blockade marker remains there.

Effects on Isolated Ships during Blockade:

- Isolated ships cannot be assigned Refit, Repair, or Training missions.
- As long as Isolated Ships remain in their new Homeport, they are considered Ready at Anchor. They get the +2 Land Defense modifier on the LCRT if attacked by enemy ships on a Land Mission.
- (if American) the Isolated Ships are placed on the coast at Charlotte. Charlotte is considered the new U.S. Homeport for all purposes, unless/until Sacket's is no longer Blockaded.
- (If American) Isolated Ships may be assigned Missions in any zone, with these restrictions:
 - a. No Escort Missions.
 - b. Only ships that are Ready at Anchor in Charlotte may be assigned Intercept Missions.
- (If British) Isolated Ships are placed on the coast at York. York is considered the new British Homeport for all purposes, unless/until Kingston is no longer Blockaded.
- (If British) Isolated ships are deployable, as long as they are not Under Repair.

25.632 Blockaded ships: Ships that were in their Homeport and not deployed when the enemy Blockade marker was placed are now Blockaded.

Effects on Blockaded ships:

- The ships that are Deployable (those not under construction, under repair, under refit, or in post-battle rearm) are automatically placed Ready at Anchor (or British Deployable) box in their Homeport in the next Preparation Phase.
- After all other Encounters next turn are resolved, the blockaded ships may meet conditions to launch a Breakout Attack (23.0) in an effort to lift the Blockade, if the Blockade marker is still in place.

25.633 (If British) Blockaded ships in port do not count toward the Deployable Ship total for the purpose of drawing Target cards.

25.634 (If British) Do not draw any Refit chits for British ships in turns when a blockade of Kingston is in effect.

25.635 Temporary Homeports: When York or Charlotte are temporary Homeports, have the capacity to repair ships. They cannot build new ships during the game, or complete ships that were Under Construction.

25.636 Blockades and Lake Control: In the Administration Phase, if a Blockade marker is still on the map, all of the Blockaded side's Lake Control Markers (25.4) are removed.

25.637 Blockades and Convoy Supply: The Convoy Supply Marker does not advance (25.5) on any turn when the owning side's Homeport is Blockaded.

25.638 Dual Blockades: If a turn ends with the British having Blockade markers on Sacket's and South Lake at the same time, the game ends in a British Decisive Victory. If a turn ends with the Americans having Blockade Markers on both Kingston and York, the game ends with a U.S. Decisive Victory.

To avoid an enemy Blockade, be sure to assign a Patrol Mission in your Homeport zone. Or, if you don't, then always try to intercept any intruders, so that you end the turn with some ships deployed out of port.

25.7 Turn Record Track

At the end of the Administrative Phase, advance the Turn Record Track marker one space to the right.

26.0 Victory Conditions

At the end of the September II turn, assess victory levels as follows:

- -53 or less: British Decisive Victory
- -52 to -32: British Victory
- -31 to -11: British Marginal Victory
- -10 to +10: Draw
- +11 to +31: U.S. Marginal Victory

- +32 to +52: US Victory
- +53 or more: US Decisive Victory

27.0 Events

After an Event Card is drawn and applied, return it to the deck before drawing the next card.

27.1 En Route Events

Located on the top portion of the card, an En Route Event usually directs a die roll to determine the severity of an event, or the side it affects. Some En Route Events affect both sides in the zone where they apply.

Adverse Wind -- -2 die roll modifier on Interception Checks this turn for the affected side when a Force attempts to Intercept an Encounter in this zone.

Becalmed -- The initial Wind Gauge for the first Lake Combat Round in this zone this turn will be Neither. If the U.S. chooses to attack in that round, start with Combat Sequence B.

Burst Gun -- Select a deployed ship at random from the affected side in the affected zone. In Lake Combat, this ship will have its strength reduced by 1 point in its first Long Gun or Carronade Round this turn, whichever comes first. It will also have its Close Action strength reduced by 1 point this turn. It does not participate in any second Combat Round (due to the disruption and morale effects of the accident). The ship may resume participation in this turn's Combat Rounds after that, but with the 1-point reductions listed above. It must go to a Repairing box at the end of this turn, and spend the next turn there. It becomes Deployable at full strength on the subsequent turn.

Commanding Breeze -- In the Patrol Segment for Encounters in this zone this turn, skip the U.S. Confront/Avoid options and check whether the British Force meets the preconditions for attacking. If the British attack, the initial Wind Gauge for Lake Combat will be British. Start with Combat Sequence A.

Construction Delay -- Place one Damage marker on the affected side's next available ship in its Homeport's Under Construction box. When the Convoy Supply Track reaches the completion box for that ship, remove the Damage Marker and leave the ship in the Under Construction box one more turn. (This penalty is in addition to any that might be caused by shipyard damage after a Land Battle.)

Fair Wind -- +2 die roll modifier for Interception Checks this turn for the affected side when a Force attempts to Intercept an Encounter in this zone.

Falling Dark -- This event affects both sides in this zone this turn, regardless of which side rolled the

event. After the first Round of Lake Combat, Roll 1d6:

- 1 = Continue the Lake Combat battle as normal.
- 2 to 5 = One more Round, then the Encounter ends.
- 6 = The Encounter ends now.

Gale – All ships of both sides in this zone immediately displace one zone clockwise, then roll 1d6 for every ship displaced:

- 1 = Sunk.
- 2 = Beached. Place the ship on the nearest coast, out of play.
- If the coastline is under friendly control: move the ship at the end of this turn to the nearest friendly port Repairing box. It will spend one turn there, then is Deployable the following turn as usual.
- If the coastline is under enemy control: The ship is captured. Move the ship at the end of this turn to the nearest enemy port Repairing box. It will spend one turn there, then it's Reflagged and is Deployable the following turn for its new side.
- If the coast is in the Niagara zone, and the zone has not been "swept" by either side (24.1), roll 1d6 to determine which side recovers the ship:

Odd die roll = Enemy.

Even Die roll = Friendly.

Haze – This affects both sides. When the U.S. or the British get the Wind Gauge in any Lake Combat Round this turn in this zone, substitute a Carronade Round for any Long Gun Round. When the Wind Gauge is Neither, the Encounter ends.

Lightning Strike – Select a deployed ship at random from the affected side in the affected zone. Place a Damage marker on the ship. This ship cannot attack this turn, or support any Land Combat. If it is attacked, it is captured. At the end of the turn, remove the marker and send the ship to its Homeport Repairing box. It will spend next turn under Repair, then be Deployable as normal on the subsequent turn.

Missed Signal -- Select a deployed ship at random from the affected side in the affected zone. In its first Encounter this turn, this ship will not participate in the first Round of Lake Combat that it would otherwise have been eligible to join.

Rainy Squalls – Converted laker schooners in this zone may not attack this turn. All ships in this zone – including the laker schooners – have their Long Gun Strengths halved in Lake Combat.

Schooner Mishap – Sudden rough weather and heavy seas overwhelm any converted laker

schooners in this zone this turn. Roll 1d10 for each laker schooner in the zone and apply an effect:

- 0 = Beached (same effect as Gale Result No. 2).
- 1 to 2 = If the ship is the USS Scourge or USS Hamilton, it founders and is lost. No VPs are awarded to the enemy for its destruction. If it's neither of these ships, treat as heavy swells result (below).
- 3 to 4 = Lost gun. A gun breaks loose and rolls overboard, or is jettisoned in a last-ditch effort to lighten the ship. This ship cannot attack in any Lake Combat this turn, and cannot support any Land Combat. If attacked, it is captured. At the end of the turn, send it to its Homeport Refitting box. It will spend next turn under Repair, then be Deployable as normal on the subsequent turn.
- 5 to 7 = Rigging damage. This ship cannot attack in any Lake Combat this turn, but if attacked, it can contribute points to its side's defense. The ship can support Land Combat. Move the ship at the end of this turn to the nearest friendly port Repairing box. It will spend one turn there. On the following turn, the ship is Deployable but must be given a Patrol Mission in that port's zone. After that turn, all restrictions are lifted.
- 8 to 9 = Heavy swells. Remove this ship from the lake this turn and place it Ready at Anchor in the nearest friendly port for the remainder of this turn. After this turn, all restrictions are lifted.

Separated Ships – If this zone contains a force of two or more ships on the affected side, split the force in half (rounding down and selecting at random) and displace the selected ships by one zone. If British, displace one zone counter-clockwise. If U.S., displace one zone clockwise.

Sickness – For the affected side, reduce the Close Action Strength of every ship in this zone by 1 point this turn (2 points for the USS. Gen. Pike).

Surprised -- For the affected side, reduce the strength of every ship in this zone by 1 point in the first Round of Lake Combat in this zone's first Encounter this turn. Also, the affected side gets no LCRT column shifts in that Round.

27.2 At Target Events

An At Target Event is drawn just before resolving Land Combat. Its effects apply to the Force with the Land Mission.

Army requisition – The theatre commander has requisitioned a navy vessel to transport wounded and prisoners from the Niagara Peninsula. After Land Combat is resolved, select the friendly ship in this Force with the smallest number of guns, and remove it from play next turn.

Heated shot – Shore batteries using heated shot set fire to a ship. Before Land Combat is resolved, select one ship in this Force at random. Roll 1d6 for effect:

- 1 to 3 = Fire extinguished, no effect.
- 4 to 5 = Fire damage. Ship may not support Land Combat this turn. At the end of this turn, send the ship to its Homeport Repairing box. It will spend one turn there. On the following turn, the ship is Deployable as usual.
- 6 = Fire triggers magazine explosion; ship destroyed.

Reinforced defenses – The enemy has reinforced the coastal objective with more troops and artillery than expected. If the Event affects British: +2 modifier to the Land Combat roll. If the Event affects U.S.: -2 modifier to the Land Combat roll.

Sudden storm – A severe storm breaks in the midst of the Land attack, forcing an early end to the operation. Any net VPs from this Land Attack will be halved, rounding down.

Intelligence – Deserters reveal the enemy squadron's next plans. For the side affected by this event, the first Encounter Check made by a Force next turn will automatically be successful.

28.0 Order of Battle

British Squadron (pre-Refit)

Commodore: Sir James Lucas Yeo, Royal Navy

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 10 x 12# carronades, 2 x 6# long guns). 98 crew (70 seamen, 28 marines).

British Squadron (post-Refit)

(sw = swivel-mounted)

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:

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, U.S. Navy.

(CLS = *Converted laker schooner*)

(sw = *swivel-mounted*)

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. Thompson – 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).

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:

USS Sylph – Schooner, 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).

(or)

USS Gen. Pike – Corvette, 12 guns (2 x 24#sw long guns, 10 x 24# carronades).

29.0 Credits

Designer and Developer: Gina Willis

Special thanks to:

- Dave Schueler, whose Lords of the Lake multiplayer tournament ruleset for miniatures inspired this game. Dave's concepts of six Lake Zones, the Mission types, Encounter and Interception mechanics, and turn scale provided some simple and realistic concepts to make an 1813 Lake Ontario campaign playable.
- John H. Butterfield, who designed many innovative solitaire game mechanics in RAF (West End Games, 1986) that got adapted and reworked for the age of sail in A Glorious Chance.

30.0 Glossary

Disengagement Check: A die roll check that occurs when a ship suffers its first step loss and survives (21.8).

Deployable: A ship that can be assigned to a Mission in a Lake Zone, or to remain Ready at Anchor for Interceptions. The human U.S. player assigns Deployable ships to their Missions and Lake Zones manually. For the AI British, all Deployable ships stack in a box at their Homeport and are drawn at random for Encounters on the lake.

Effort Level: A number (1, 2, 3, or All) on a Target Card that helps determine the number of AI British ships that deploy to an Encounter. The actual number of ships is determined by cross-referencing a die roll on the British Force Size Table with the card's Effort Level and that mission's current Strategic Priority.

Encounter: Contact between enemy Forces on the lake. Each turn, Encounters are numbered and resolved in the same order as the Target Cards that generated them (20.2).

Homeport: The port that a side's ships usually deploy from. Starting Homeports are Kingston Harbour (British) and Sacket's Harbor (American). A side may need to use a temporary Homeport (25.635) if their Homeport is under Blockade and they have Isolated Ships (25.631) outside the blockaded zone.

Force: A single ship or stack of ships deployed to a Lake Zone. You may assign your ships singly or in stacks as you choose. Example: In the Sacket's Zone you might assign two ships to Patrol, a separate stack of six ships to Patrol, and a single ship to Escort. Each separately deployed ship or stack of ships would count as a Force, so you would have three Forces in the zone.

Interception: A form of reaction movement, which allows certain ships to join an Encounter in progress (20.4).

Operational Level: This game, which is the highest-scale (campaign) level of *A Glorious Chance*. The Operational Level will integrate with a Maneuver Level, which sets up Encounters on a 1km gridded map section and covers the period from first sighting (19 km) to combat range (1 km). At that point, players can either roll on the LCRT or fight the battle with their favorite tactical miniature or boardgame system.

Patrol Segment: The first of two segments in an Encounter on the lake. If a Patrol Segment is resolved and the Encounter continues, it proceeds to the Interception Segment.

Possible Encounter: A numbered marker that is placed (19.0) when the back of a drawn Target Card matches a zone where the U.S. has deployed ships. An Encounter Check (20.2) determines whether a Possible Encounter becomes an Encounter.

Strike Check: A die roll check that occurs when a ship loses its final step in combat, to see whether it sinks, strikes colors (surrenders) or fights on (21.9).