



Battle of Stoney Creek June 6, 1813

For background on the battle, try these links:

http://en.wikipedia.org/wiki/Battle_of_Stoney_Creek
<http://www.battlefieldhouse.ca/images/battcamp.jpg>

United States Army

Brigadier General John Chandler (rated 1)

Brigadier General William H. Winder (rated 1)

- 5th Infantry (12 + 2 regular infantry)
- 9th Infantry (12 + 2 regular infantry)
- 13th Infantry (12 + 2 regular infantry)
- 14th Infantry (12 + 2 regular infantry)
- 16th Infantry (12 + 2 regular infantry)
- 23rd Infantry (12 + 2 regular infantry)
- 25th Infantry (12 + 2 regular infantry)
- US Rifles (6 + 2 regular skirmishers)
- Foot Artillery w/ light cannon (4 + 2 regular foot artillery)

British Army in Canada

Brigadier General John Vincent (rated 2)

- 8th Foot (12 + 2 regular infantry)
- 49th Foot (10 + 2 regular infantry)
- 49th Foot (6 + 2 regular skirmishers)
- Indians (6 + 2 warband)

Special Rules

- The American army can be commanded by up to two players, with Chandler portrayed first. These generals have command radii of 10 inches each. The British army needs only one commanding player.
- The battle is fought by night, with the British staging a guided sneak attack. Set up the Americans as if in camp, with the British approaching from a table edge of the attacker's choice.
- The American position is on a hill, holding the high ground of the area. Set up all American units as if they're mobs (ATKM 2nd ed, p.17) and assign

them yellow resolve counters rather than green. This represents them in camp.

- Use the "Advanced Activation" rule (ATKM 2nd ed, p. 21) for the Americans all game long, with an addition: If a roll to activate a unit fails and a "1" is rolled, the unit fires on the nearest friendly unit within range (if there is any). The firing unit downgrades, even though it was not activated normally.
- The "Advanced Activation" rule also applies to the British after turn one, when the advantage of surprise is lost. They are not at risk of friendly fire.
- In turns 1 and 2, American units can be activated only with cards valued "8" or higher. The "2" is still applied against them. (So cards 3-7 are discarded if they're turned.)
- The American artillery is incapable of firing in turn 1 as the powder had been allowed to get wet.
- When American infantry can fire, it's at a 10-inch range but with a +1 modifier for loading buckshot.
- The "General Casualties" rule (ATKM 2nd ed, p. 25) should be used.
- The British are incapable of firing in turn one, as the flints are removed from their muskets. They're replaced as of turn two.
- The "Overriding the Deck" rule (ATKM 2nd ed, p. 22) is available to the British all game long.
- The Americans lose if their starting units are reduced by 1/4. The British lose if their starting units are reduced by 1/2.
- Variably sized units take part in this battle, some large and some small. The "Brigading Units" rule (ATKM 2nd ed, p. 23) applies once the battle begins based on normal unit sizes.
- The "Woodland Indians" rule (ATKM 2nd ed, p. 25) applies to the band fighting for the British.