

1. The enemy -
 2. Koshkewick -
 3. Indian Villages -
 4. High Grounds -
 5. Breast Works -
 6. Island -
 7. Advanced guard -
 8. Hill of Artillery
 9. Squaw
 10. Waggon Pack horses }
 11 wounded in center
 11 Col. Copeland
 12 E. Ten's Militia
 13 Col. Cheatham
 14 Rear Guard
 15 Conuck's
 16 battle ground
 18 New York
 before -
 17 High Hill
 19 That angle
 20 Montgomery's



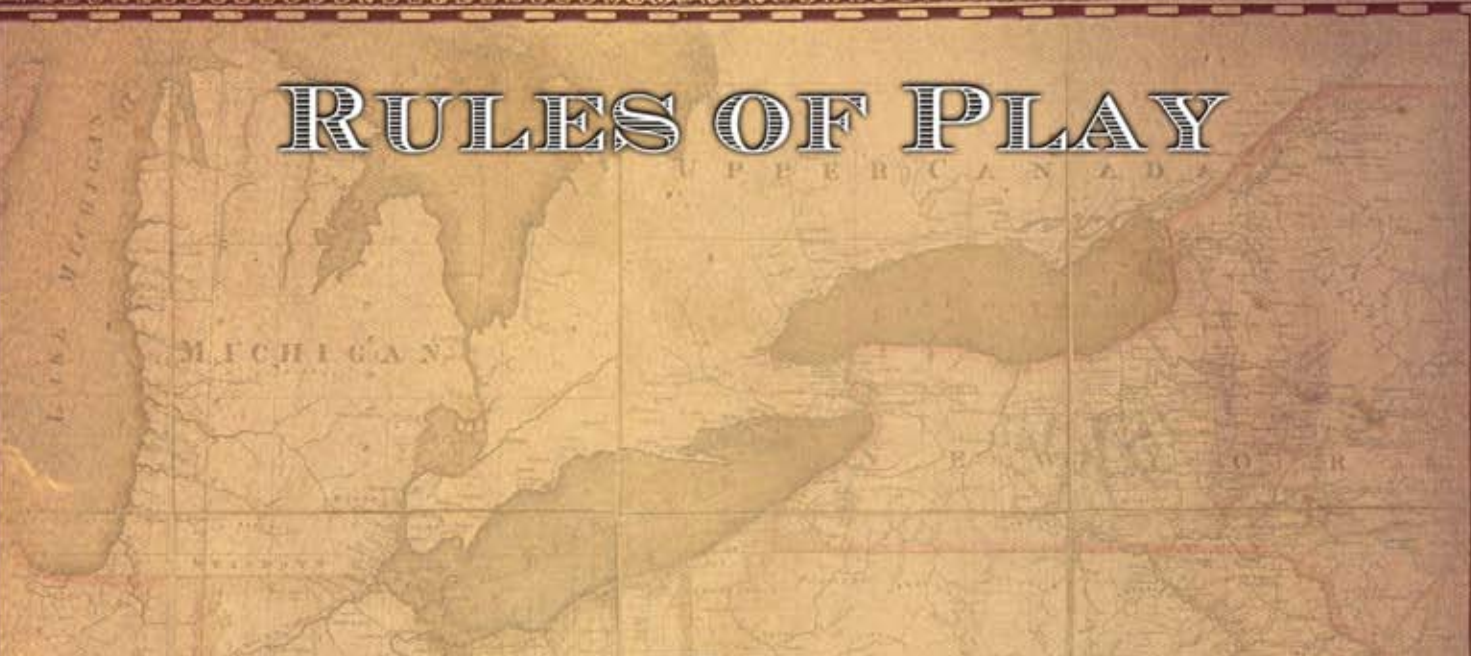
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RULES OF PLAY



War of 1812



AMATEURS TO ARMS!



Designed and Developed by Jerry Shiles and Kevin McPartland



A GAME OF THE WAR OF 1812

1 INTRODUCTION

Amateurs to Arms is a two-player card driven strategic board game of the War of 1812, playable in about three hours. One player assumes the role of the British (including Canadian) forces, and the other plays the Americans (sometimes referred to as the US).

This often-overlooked conflict ended in a draw historically, but this was not the only possible outcome. The Americans clearly wished to annex Upper and Lower Canada to their young nation, while the British wished to teach their former colonies a lesson. The game includes all of the theaters of battle from the war: the US/ Canadian border and the Great Lakes (of course) but also the wilderness of the old Northwest, the Atlantic coast of the US, the Civilized Indians of the south, and the site of the final conflict at New Orleans.

Each turn represents two or three months of time (depending on the season). A typical turn consists of dealing out to each player the number of cards indicated on the turn track. The winter and spring turns require a few special tasks. The players then take turns playing their cards. Each card can be played for the event described on the card, or for the card's Operations Points, to move Expeditions, build ships and fortifications, or raise troops.

Events on the cards and on the map will cause the markers on the Peace Track to move forward. This represents the war weariness of each side's people: bad events will cause your people to demand peace. Most events push inexorably towards peace; only a few rally your people for a longer war. When the two markers meet on the Peace Track, the game proceeds to the negotiations at Ghent, and the winner is determined. Oh yes, and then each player plays one more card, while news of the peace travels across the Atlantic!

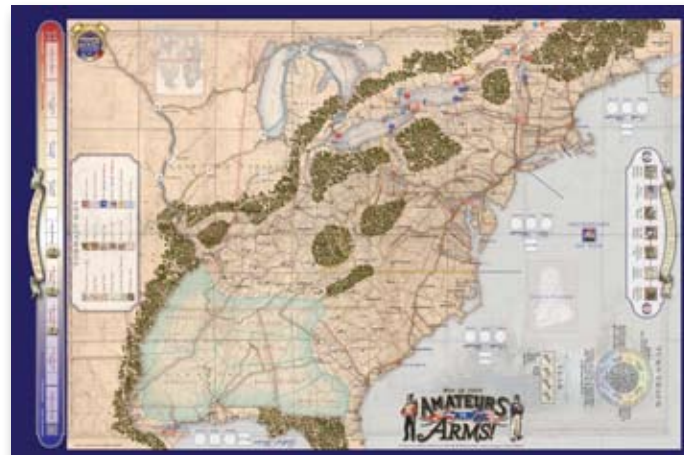
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2 GAME COMPONENTS

- 1 - 34" by 22" map.
- 1 deck of 150 Action Cards
- 352 - 5/8" counters, with units, leaders and markers, including 16 round units.
- 30 wood Expedition markers & stickers.
- 4 - Force Display Charts
- 3 - Player Aid Charts
- 1 Rulebook
- 1 Designer's Notes Booklet
- 2 - Ten-sided Dice

2.1 GAME MAP



The game Map is based on the 4th Edition of a map of the United States, published in 1812 by Abraham Bradley. It can be found on-line at the David Rumsey Map Collection.

The game Map is mostly divided into irregular Areas, which can be occupied by the Expedition markers and individual Units (representing each side's forces) and various markers such as Forts. Areas are connected to adjacent Areas by Stage Roads, Rivers, or no special connection- when only regular, un-improved roads connect the Areas. (Note that a River connects New Orleans with Mobile- this represents the coastal transport available there.) Many Areas contain a Major City,



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Special thanks to Gilbert Collins and Rob Winslow

A note about the game title "Amateurs, to Arms!" - Thanks to the late Colonel John Elting for writing such a great book by that title.

A note about the game map - The game map is based on the 4th Edition of a map of the United States, published in 1812 by Abraham Bradley. It can be found on-line at the David Ramsey Map Collection.

Amateurs, to Arms! t-shirts available at: www.zazzle.com/clashofarms

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Minor City, Country Town, or Frontier Town. Other Areas are labeled for historic interest or as references for the use of Action Cards.

At the beginning of the game, all of the Areas in Canada are Controlled by the British Player: his home country. All of the Areas in the United States are the home country for the US player. All are Controlled except Mobile, which begins the game with a British Control marker, and so it is Controlled by the British player. The Areas in Florida are off limits, until an Action Card makes them part of the home country for (and Controlled by) the British player.

Objective Stars indicate cities of special interest. Move the American Peace Track marker backwards one space the first time one of the cities with a blue star is captured by an American Expedition. Likewise, move the British Peace Track marker backwards one space the first time one of the cities with a red star is captured by a British Expedition.

Wilderness areas are mostly off limits to all forces. However, Light Units and Expeditions composed entirely of Light Units (& their Leaders) may enter the wilderness of the Northwest along Wilderness Trails. Important Locations in the Wilderness are marked with a circle.

The Areas with green shading are Civilized Indian Areas; some are traversed by Wilderness Roads and Rivers. Each Area is labeled with a different Indian Tribe name. American forces can enter these Areas; but the only British forces that may move into these Areas are Indians, and only if a Belligerent Tribe marker is in the Area.

There are three Great Lakes that may be controlled during the game: Lakes Erie, Ontario and Champlain. Ships may be built and sheltered at Ports; they may only shelter at Harbors.

The sea is divided into four Sea Zones along the coast: three in the Atlantic Ocean & one in the Gulf of Mexico. Blockade markers can be placed in their box, and British forces at sea have their places, in each Sea Zone.

The game Map includes several tracks to monitor game functions: the Turn (and Year) Track, the Napoleon Status Track, and the Peace Track.

	Initiative	Rank	Tactical	
	↙	↑	↘	
At Start Expedition				
	↘	↙	↘	
	Leader Name	Region	Promoted Side	

2.2 LEADERS

Leaders represent key military personalities of the war.

They are always part of an Expedition, and are placed on each player's Expedition Chart. Some leaders start the game in play (they are marked with the letter of the Expedition they begin with), others can be added randomly by spending an Operations Point to place one, and some are put in play only by an Action Card event (these are designated "Card"). The British player receives several Leaders after Napoleon is defeated ("Nap. 1" or "Nap. 2").

Leaders have three values: their Initiative (a number from 1 to 4), their Rank (one, two, or three stars, an anchor or a tomahawk), and their Tactical rating (a number from 1 to 3).

2.3 UNITS

Units represent groups of soldiers or ships. The number on the Unit indicates that Unit's strength. For ships, different sized ships have different strengths. For land Units, the number is simply the number of Units (or strength points) the counter represents. They can be broken down or combined whenever the player wishes. They represent a hard limit on the number of troops or ships that can be raised. If they run out, no more may be built. There are three categories of Units:



Ships:

Ships can be built on Lakes Erie, Ontario, and Champlain. They remain on the player's Port Chart, which indicates the ship's location in a specific Port or Harbor or in an Expedition on a Lake.

The different types of ships, in ascending strength level, are: Gunboats, Schooners, Brigs, Frigates, and Ships-of-the-Line. On Lakes Erie and Champlain, a Frigate can only be built by card play, and a Ship-of-the-Line can not be built.



Light Units:

Light Units are round counters that represent Rangers, Voyageurs or Indians. Raised in Frontier Towns, and placed directly on the map or in an Expedition on the player's Expedition Chart, they are the only Units that can move along Wilderness Trails.

- I. Rangers can be Raised by either player with Operations points.
- II. Voyageurs can be Raised by the British player (only) with Operations points. They provide an advantage when moving along Wilderness Trails.
- III. Indians can be Raised by the British player (only) with Operations Points - but only if Ft. Mackinac is con-

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trolled or placed by Card play. All are removed at the start of each Winter turn; two are placed with each Indian Leader in play at the beginning of each Spring Turn.



I.



II.



III.



IV.



V.



VI.

Line Units:

Line Units are the square counters that represent Militia, Regulars, Fencibles, Artillery and Cavalry. They are placed either directly on the map, or in an Expedition on your Expedition Chart.

I. Volunteer Militia can be Raised with Operations Points by either player. They must check for Dispersion if they are moved across a national boundary. There are several Card events that negatively affect them. Half of your Militia is removed each winter.

II. Local Militia may arrive to help defend when you are attacked in a Major City, Minor City, or Country Town (but not a Frontier Town) in your Home Country. A die roll determines their number when combat is joined. They go back home after the combat is resolved. One must be subtracted from your Combat die roll if more than half of your troops are Militia (both Local and Volunteer).

III. Regulars can be Raised with Operations Points by the American player, but the British player can add them only by Card play or after Napoleon's defeat.

IV. Fencibles can be Raised by the British player (only). They must check for Dispersion when crossing into the US. They have the advantage of not being Militia.

V. Artillery can enter the game only by a Card event. Each point of Artillery in an attacking Expedition in an Area with an enemy Fort adds an asterisk to the result.

VI. Cavalry can enter the game only by a Card event. Each point of Cavalry in an Expedition in Combat in an Area with no Fort adds one asterisk (*) to the result.

2.4 EXPEDITIONS

The wood Expedition markers are placed on the map to indicate the location of concentrations of troops. The composition of the Expedition is indicated on your Expedition and Port charts. The designation on the wood piece is keyed to the charts, and the Leaders and Units in the Expedition are placed on the chart.



2.5 MARKERS

Markers are placed on the Map or charts to indicate various conditions. They do not imply a limit; if any run out, a temporary indicator can be used. They include markers to indicate the completion of turns and Napoleon's status. The most important markers are the Peace markers, one for each player, that are placed on the Peace Track to show each side's desire to end the war.



Each time a "Napoleon Suffers a Setback" card is played, move this marker forward one space on the Napoleon Track.

When the marker reaches the fourth space, "Paris Falls-Napoleon Defeated", flip the marker over and follow the instructions for Napoleon's defeat. It may only be moved to the next space, "Napoleon Escapes from Elba", by the play of that card; flip the marker over again (but the British player does not remove any Units or Leaders). "Napoleon Suffers a Setback" cards then again move it forward. If it reaches the "Napoleon Defeated at Waterloo" space, flip it for a final time.



I.



II.



III.

I. Forts are placed on the map at the start of the game, and they can be built and improved during the course of the game.

II. Roads can be built during the game; they improve the connection between two Areas to Stage Road status. They are assumed to connect with any other Stage Roads in the Areas they connect.

III. Belligerent Tribe markers are placed on the map in a specific Civilized Indian tribal area when indicated by card play. The marker is flipped to its Defeated side when the American player defeats the tribe.

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IV.



V.



VI.

IV. A Civilized Indian strength marker is placed on the map with a Belligerent Tribe after the Americans have found an Indian force and the British have determined what size it is.

V. A Civilized Indian Combat Victory marker is placed on the map when the Americans win a Combat against a Tribe, but fail to Defeat the Tribe. It will help in future attempts by the same Expedition against the tribe.

VI. The Spain + Indians markers can be placed when the "Spain Enters the War" card is played for the event.



VII.



VIII.



IX.

VII. Troops Raised markers are placed on the map in an Area when troops are raised in a Country or Frontier Town. Place them red side up for the British, blue side up for the Americans. They're removed at the end of each turn.

VIII. Area Control markers are placed with the US flag face-up when American forces have taken control of an Area in Canada (or Florida). They are placed with the British flag face-up when British forces have take control of an Area (or Wilderness Location) in the US.

IX. Military Blockade markers may be purchased by the British player and placed in one of the four Sea Zones after 1812. The British player may pay to flip Military Blockade markers to their Full Blockade side after 1813.



X.



X.



XI.

X. City Captured markers are placed when a Major City or Objective City is captured. Burned City markers indicate that the city was burned (by card play) or that there was a successful Coastal Raid in the Area.

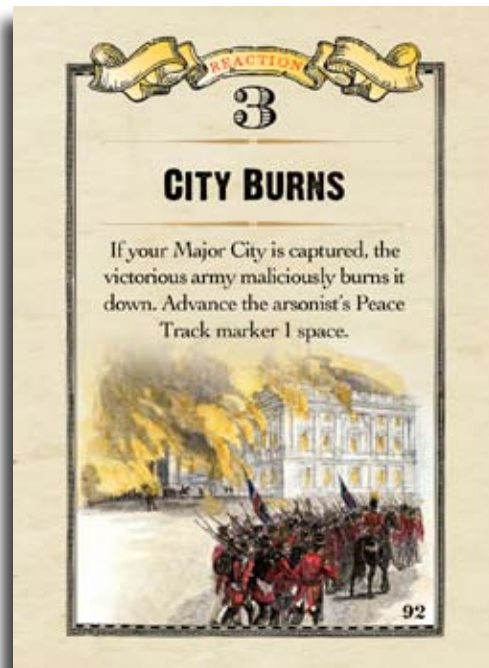
XI. US Flag markers are placed when a Major City successfully defends against a British Invasion Fleet attack, or when an Area successfully defends against a British Coastal Raid. Use the city or town graphics as seem appropriate, and as the counter mix allows.

Activated Lake Port markers are placed on a player's Port Chart when the Operations Points have been spent to Activate that Port. It is flipped to its Rebuild side when an enemy Expedition has taken Control of the Area that the Port is in, and it must be activated again (at a cost of 3 Ops Points).



2.6 ACTION CARDS

There is a single Deck of 150 Action Cards. Both players will draw cards from the same Deck throughout the game. Some cards are removed from the Deck after they are played for the event. All cards have a number of Operations (Ops) Points and an Event description. Some cards are Reaction cards, with an Event that is played at unusual points in the game turn. Typically, a card can be played for the Ops Points or for the Event during the course of play.



3 GAME SETUP

Choose who will be the American (or US) player and who will be the British player. The American player sits on the south side of the map and the British player sits to the north. Each player sets his Expedition Chart and Port Chart to the side. Your Expedition Chart should not be visible to your opponent, so set it on a chair next to you, or behind a screen.

Use the At-Start charts to set up your initial forces. The Units and Leaders that start on the Expedition and Port Charts are shown lightly to expedite setup. Make sure your Leaders are placed on their un-promoted sides, without bars under their stars. Make sure that Lake Leaders are not on their "Replacement" sides. Place your remaining Units

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in a handy location. The Units available to each side is an intentional limit. The British player will find this to be a serious hindrance! Players create a Leader Pool (as described in section 10.1) with some of their remaining Leaders.

Place each player's Peace marker at the ends of the Peace Track. Place the Napoleon marker at the start of the Napoleon Status Track. Place the Turn marker on the "May-June" space on the Turn Track, and the Year marker on 1812. Place the other Markers in handy locations around the map.

Shuffle the Action Cards and deal four cards to each player. Place the rest of the Deck next to the map, ready to deal from on each turn.

The British play the first card on the first turn of the game, but then the Americans go first (have the first Round) on following turns, until Napoleon is defeated, when the British again play the first Round each turn.

4 TURN SEQUENCE

Amateurs to Arms is played in turns that continue until Peace is declared, and the Ghent Peace Talks are resolved.

4.1 PREPARATION

At the beginning of each turn, remove all Troops Raised markers that may have been placed at Towns during the previous turn.

Winter turns begin with several tasks. First, the British player must remove all Indian Units (but not Indian Leaders) from the map and his Expedition Chart. Next, both players must remove half of all of their Voluntary Militia; Units on the map and their Expedition Chart must be counted (fractions are rounded down). The Voluntary Militia may be removed from any locations that the owning player wishes. Then, all Units must check their Supply. Any groups of Units out of Supply must have Units removed until they meet Supply. Finally, all Lake Expeditions must return to one friendly Port or Harbor; after 1812, this will generate Peace Track moves.

March-April turns begin with two tasks. First, move the Year marker forward. Then, the British player places two Indian Units with each of his Indian Leaders in play.

Every turn, each player is dealt a number of Action Cards from the Deck according to the Turn Chart. Note that the American player typically receives more cards than the British Player. The American player may receive additional cards, depending on who is Secretary of War, and if the David Parish card is in play. The American player receives fewer cards as the American Peace marker moves forward, as indicated on the Peace Track. The British player will receive two additional cards after Napoleon is defeated- until he escapes from Elba!

Finally, players pick up all cards that may have been Saved from the previous Turn, and place them in their hand.

4.2 ROUNDS

Play continues in a series of Rounds. Each player can do one of three things in a Round:

1. Save a card: place it face down on the table. A Saved Reaction card may be picked up and played later this turn if an opportunity presents itself. Other cards will remain face down until the following turn. Cards marked "Must Play" may not be Saved.

2. Pass: if your opponent has more cards than you have, you may Pass: do nothing, and then it becomes your opponent's Round again.

3. Play a card: it may be played for the Event described on the card, or for the card's Operations (Ops) Points, which is the number indicated on the card. After playing, place the card in a face-up Discard Pile next to the Deck of face-down unplayed cards.

Note that some cards must be removed from the game after they are played for the Event- this is indicated on the card. (Cards are never removed after they are played for their Ops Points.) Cards remain hidden from the opposing player until played (unless they are revealed by an Event). If a card that says Reshuffle Deck is played (either for the Event or for Ops Points) then place the card face up on the Deck. At the end of the Turn, shuffle the Deck and the Discard Pile together to create a new Deck.

If a player has no cards left in his hand, he must Pass. The turn ends when both players have no cards left. Move the Turn marker forward one space and begin the next Turn.

5 CARD PLAY

At the heart of Amateurs to Arms is the play of Action Cards. The game is driven by the cards.

5.1 EVENTS

Each card describes an Event. Either player can play most Events, but some can be played by only one player. Only the British player can play events with a red Ops Points number and Event title, and only the American player can play events with a blue number and title. Either player can play cards with a black number and title.

When playing a card for the Event, take the card out of your hand and set it down (so that your opponent can also see it) and announce that you are playing it for the Event. Follow the directions on the card. Each card is described in the Designer's Notes for its historic significance, and where some unusual situations of card interactions are explained.

5.2 NAPOLEON CARDS

Action Cards with a green number and title are Napoleon Cards. They can never be Saved.

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The “Napoleon Suffers a Setback” cards must be played for the Event by the US player, but he also gets the Ops Points when the card is played. The British player may choose to play these cards for the Event or for the Ops Points (not both). These cards may not be played for the Event if the Napoleon Status marker is in one of the two “Napoleon Defeated” spaces.

The “Napoleon Escapes from Elba” card may only be played for the Event if the Napoleon Status marker is in the “Paris Falls- Napoleon Defeated” space. Then, the British player must play it for the Event, but he also gets the Ops points when the card is played, while the US player may play the card for the Event or for the Ops Points (not both).

5.3 REACTION EVENTS

Cards with the word Reaction on them can be played in reaction to events in the game, as defined on the card. They can interrupt your opponent’s movement, cancel an attack, or even modify a Combat result (see 8.2 Combat Results Table) or allow you to play another card. They may even be played in the middle of game operations that normally directly follow each other. Cards marked “Reaction*” may be used as a reaction or as a regular Event.

5.4 OPERATIONS POINTS

Cards may be played for the Operations Points shown on the card. Cards in your hand that have an Event that only your opponent can play must be played for their Ops Points. Take the card out of your hand, place it directly on the Discard Pile, and announce that you are playing the card for its Ops Points.

When you are finished spending all of the Ops Points on your Action Card, let your opponent know that it is now his Round to play.

Ops Points can be spent on many items; see your Operations Points chart for a complete list of the options. At the top of the list are three items that consume all of the Ops Points of the card, even if the number on the card is greater than the minimum necessary:

1. Activating an Expedition for movement (see sections 6.2 Moving an Expedition and 6.6 Lake Movement) or for Combat (see 8. Land Combat).
2. Building a new Fort: only one level 1 Fort can be placed regardless of the card played.
3. Upgrading a Fort: increase one Fort by one number level (for example, a level 2 Fort is replaced by a level 3 Fort, using a card with 3 or more Ops Points).

Forts can be built in any Controlled Area or Wilderness Location, or any place containing a friendly Expedition or friendly Units. They can even be built in an Area containing enemy forces, even if there is an enemy Fort in the

Area. They may not be built in Civilized Indian Areas, and they may not be upgraded in Wilderness Locations.

With all other activities, Ops Points may be mixed in nearly any manner desired. You may Raise troops, draw Leaders, build Ships, place Blockades, and build Roads, all with the same card.

Military Blockades can be placed by the British player beginning in 1813 for 3 Ops Points each. They are required for Sea Movement into a US controlled Area, but are not required for Coastal Raids or Sea Invasions. Beginning in 1814, they can be increased to Full Blockades for 3 Ops Points each; this moves the American Peace Track marker forward one space.

Roads can be placed by either player between any two Areas the player controls, at a cost of 2 Ops Points each.

5.5 RAISING TROOPS

Units may be Raised in Home Country Controlled Areas with a Major City, Minor City, Country Town or Frontier Town. Units cannot be Raised in Towns that have a Troops Raised marker in them or in an Area that is Controlled by the enemy. Simply spend the Ops Point(s) required on the Operations Points chart, and place the Unit(s) in the Area, or on your Expedition Chart with an Expedition already in the Area.



There are limits on the number of Ops Points that can be spent to Raise Units in one location with a card. This depends on the type of Town or City in the Area; see the Operations Points chart.

You may Raise different types of Units in the same city with one card. Units may never be Raised in an Area containing enemy forces, even if it also contains friendly forces.

After Raising Units in a Country or Frontier Town, you must place a Troops Raised marker in the Area containing the Town. It can’t be removed until the start of the next turn when all Troops Raised markers are removed.

5.6 BUILDING SHIPS

Ops Points may be used to build Ships on the Great Lakes. Ships are built in a Controlled and Activated Port. Each player has a Port on Lake Erie and on Lake Champlain, and two on Lake Ontario. Some Ports begin the game Activated while some cost Ops Points to Activate, as indicated on the Port Chart. You may Activate a Port by spending the Ops Points indicated on your Port Chart. All of the required Ops Points must be spent with one card. Place an Activated Lake Port marker by the Port’s name.



You can begin building any Ship at an active Port by paying 1 Ops Point, and placing the Ship counter face-down in

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the first box on the Port track (on your Port Chart) where you're building it. Gunboats are complete at this point. Other Ships may be advanced towards completion by paying the Ops Points indicated on the Port Chart to enter the next box. Several Ships may be under construction at the same time, but a Ship can only move one box forward per Action Card played (unless the American plays the "Noah Brown" card). Once a Ship reaches the box indicating that its type of ship is complete, flip it face-up and move the ship into the "In Port" box. If your Lake Expedition is on the Lake, the new Ship immediately joins your Expedition.

Sacket's Harbor is a special situation. The American player must pay the higher cost to enter some boxes on that Port track, until a Road is built between Sackets Harbor and Ft. Oswego. Place a Road marker on the map, and also on the box on the Port Chart (as a reminder). Note that a Ship-of-the-Line can't be built in Sackets Harbor until the Road is built representing the effort expended to get men, supplies and materials to the Harbor without a decent road.

Amherstburg has limitations. The British player must pay a higher cost to build here if the Americans control Lake Erie. They may not build here at all if the Americans control Lake Ontario. Movement to the end of Lake Erie became difficult or impossible without being able to use lake transport.

If an enemy land Expedition takes Control of the Area that your Port is in, all incomplete Ships on that Port's track are destroyed. All completed Ships must immediately move to another Port or Harbor in a Controlled Area on the same Lake. If all are enemy Controlled, the Ships must form an Expedition on the Lake. If the Lake is already occupied by your opponent's Lake Expedition, Combat is immediately triggered. If you do not win the Combat, all of your surviving Ships are sunk. (Note that Put-In Bay can't be Controlled by an enemy land Expedition.)

5.7 DRAWING LEADERS

To spend an Ops Point to draw a new Leader, see 10.2.

6 MOVEMENT

Players may use an Action Card to move their Units on the Map. There are two ways of doing this: moving individual Units and moving an Expedition.

6.1 MOVING INDIVIDUAL UNITS

It costs 1 Ops Point to move 1 strength point. It receives 4 movement points to move across the Map. It may be moved into an Expedition. You may move individual Units out of an Expedition, but the Expedition must be left with at least half of its strength points.

Strength points moved individually may not enter enemy Controlled Areas or Wilderness Locations, or any Area containing your opponent's Forces (Expedition or individual Units) unless your Forces are already in the area.

6.2 MOVING AN EXPEDITION

All of the Ops Points of one Action Card are required to move an Expedition. The card must have Ops Points equal to or greater than the Initiative rating of the Commanding Leader of the Expedition.

The rank of the Commanding Leader determines the number of Units (the total number of strength points) that he can move. A 1-star Leader can command up to 5 Units, a 2-star Leader can command up to 10 Units, and a 3-star Leader can command up to 20 Units.

An activated Expedition can use 4 movement points. You can use less than 4 points, but they can't be saved. See the Terrain Effects chart for the cost to move over certain terrain. It costs 1 movement point to move from one Area to another if there is a Stage Road or river between them (including crossing or moving along a river). It costs 2 movement points if there is not.

Forces may not move out of an Area containing enemy Forces, unless they are moving back into a Controlled Area or an Area already containing friendly Forces.

It costs all 4 movement points to enter a Civilized Indian Tribe Area, unless moving along a river (which costs 1 movement point) or by Frontier Road (which costs 2 movement points). The British player may only move Indian Units (or Expeditions containing only Indian Units and Indian Leaders) into Civilized Indian Areas, and only if they are Belligerent. The American player has no such restrictions.

Moving along a Wilderness Trail is treated differently; see 6.5 Wilderness Movement.

Players may not move any Forces into Florida until after one of the two Action Cards that allows movement into Florida is played for the Event.

An Expedition that enters an Area containing enemy Forces must stop, and then engage in Combat with those Forces (see section 8. Combat).

If an Expedition enters an Area containing an enemy Expedition, and it turns out that the enemy Expedition only contains Leaders (with no Units), the enemy Expedition is removed from the Map, and the Leader(s) are returned to their Leader Pool. This is not considered "Eliminating an Expedition" and there is no Peace Track move.

Moving an Expedition into an Area containing an enemy Major or Minor City or Country Town raises Local Militia to defend the Area, even if the Area is otherwise devoid of Forces (see 8.1, Local Militia). As long as a zero is not rolled, the moving Expedition must stop and have Combat in the Area.

If you move an Expedition into an Area that is Controlled by your opponent, but there are none of his Forces in the

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Area (and no Militia is raised there, as above), the Area becomes Controlled by you. Place one of your Control markers in the Area if it's in your opponent's Home Country or remove his Control marker if in your Home Country. You may continue moving your Expedition if it still has movement points remaining.

6.3 CREATING, SPLITTING & COMBINING AN EXPEDITION

A new Expedition can be created by spending an Ops Point to draw a random Leader (or by receiving him through card play). Place the Leader in his place on the Expedition Chart, and the wood Expedition marker in a friendly Area (or Wilderness Location) on the Map. Usually, it's a good idea to Raise some troops there, too!

A subordinate Leader may be activated to split off from the Expedition he is in. He may take lower-ranking Leaders (or other 1-star Leaders) with him. At least half of the Combat strength must remain with the original Expedition (unless both Expeditions have 1-star Commanding Leaders). Place the split-off Units and Leaders in a new Expedition.

The number of Expeditions available is an intentional limit. If you have no more land (single-letter) Expeditions available, you may not split off or create new Expeditions.

When an Expedition moves (or Retreats) into an Area containing another friendly Expedition, there can be two situations:

1. If the two Expeditions are commanded by leaders of unequal rank, they must be combined. They may be immediately split again, with the active commander continuing his movement if he has movement points remaining. However, the Expedition commanded by the higher-ranked Leader must now contain at least half of the Combat strength of the combined force.

2. If the two Expeditions are commanded by Leaders of the same rank, you may choose to either combine the two Expeditions or not. If not, Units can be moved between the Expeditions. Either way, the Expedition may continue moving if it has more movement points.

When combining two friendly Expeditions, place all of the Units and subordinate Leaders into one box on the Expedition chart, and remove the other wood Expedition marker (and return it to the chart). If there are now two 2- or 3-star Leaders in the combined Expedition, one of each of them must be removed to the Leader Pool (owner's choice).

When an Expedition moves into an Area containing another friendly Expedition that also contains enemy forces, the Expedition may resolve Combat with the enemy forces after combining with the friendly Expedition- but only if the moving Expedition has an equal or higher-ranking Leader. If the moving Expedition has a lower-ranking Leader, it has two choices:

1. It may combine with the other friendly Expedition, and

have Combat.

2. It may have Combat with the enemy forces on its own (without the help of the other friendly Expedition).

If the Expedition is still in the Area after Combat is resolved, the two friendly Expeditions must combine, as described above.

6.4 MILITIA & FENCIBLES



Every time a player moves an Expedition containing Voluntary Militia or Fencibles (or a group of individual Voluntary Militia or Fencible Units) across a national boundary, they must check for Dispersion. After completing the move, roll one die.

On a roll of 0, all of the Voluntary Militia and Fencible Units return to the Area where they were before crossing the border (subordinate Leaders may join them). All other Units and the Commanding Leader in the Expedition must complete their move and engage in Combat if they moved into an Area containing enemy Forces. (Unless all Units were Militia and none crossed.)

On a roll of 1, 2 or 3, half of the Voluntary Militia or Fencible Unit strength points return to the Area at the border, as described above. Round any fraction down.

There are no ill effects on a roll of 4 through 9.

Moving across a national boundary includes American Voluntary Militia moving into Canada or Florida, and British Voluntary Militia and Fencibles moving into the United States (including entering the US by Sea Movement).

6.5 WILDERNESS MOVEMENT

Most Wilderness areas are impassable; strength points and Expeditions can't move through them. However, there are locations in the western Wilderness that are connected to each other and to settled Areas by Wilderness Trails.

Only Light Units (**the round pieces**) can move on a Wilderness Trail. Expeditions moving on a Wilderness Trail must be composed entirely of Light Units and Leaders. A Wilderness Move attempt consumes all four movement points. It must begin from a Wilderness location or a settled Area where a Wilderness Trail begins.

Moving through the Wilderness is never certain. Players must roll a 7 or higher to be successful on the Wilderness Movement Chart. There are modifiers, depending on leadership, types of Light Units moving, whether the movement is entering enemy territory, and whether the movement is entirely on Lakes Huron or Michigan, or on the Mississippi River (the blue Wilderness Trails).

A single Wilderness move can pass through any number of friendly controlled locations. The movement must stop when entering an enemy location or a settled Area.

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6.6 LAKE MOVEMENT

Land Expeditions:

It costs 1 movement point for an Expedition (or for individual Units) to move from one Area on a Great Lake to any other Area on the same Lake (Erie, Ontario or Champlain). This represents the great speed of lake transportation, compared to other modes of transport in this era.

Your forces may not use lake movement if an enemy Expedition controls the Lake: your troops must spend 2 movement points per Area to move along the lake shore (unless, of course, a Stage Road connects the Areas). Lake movement cannot be used in Winter. However, in Winter it costs only 1 movement point per Area to move along the frozen Lake shore.

Lake Expeditions:

Each player begins the game with a Leader and an Expedition for each of the three Great Lakes (see the Port Charts). You may play an Action Card with an Ops Point value equal to or greater than a Lake Leader's Initiative rating to place your Lake Expedition on the Map, on the corresponding Great Lake. (This can't be done during Winter.) All completed Ships you have in Ports and Harbors on the Lake must join the Expedition- place them in the "Ships on the Lake" box on your Port Chart.

If your opponent does not have his Lake Expedition on that Great Lake, you now control the Lake. If the opposing Lake Expedition is on the Lake, Combat is resolved (see 9. Lake Combat).



6.7 SEA MOVEMENT

Only the British player may move by sea. You may move your forces between different seacoast Areas, and to or from the "At Sea" box- in the same Sea Zone- for 1 movement point each. You may move forces to any other Sea Zone for 1 movement point, but they must stop in the "At Sea" box in that Sea Zone even if they have additional movement points remaining.

Note that Sea Movement must be used to enter or leave Nova Scotia. New Brunswick may be accessed by sea, or by land from St. John. Quebec is a seacoast Area. All of these are in the North Atlantic Sea Zone. Philadelphia is a seacoast Area on the Mid-Atlantic. Richmond is not a seacoast Area.

In order to use Sea Movement to enter a US controlled Area, the Sea Zone of the Area must be under Military or Full Blockade. Sea Movement must stop when an enemy controlled Area is entered (even if the Expedition has additional movement points remaining). If there are American Units in the Area, there will be Combat.

6.8 SEA INVASION

A Sea Invasion is a special type of Sea Movement, available to the British player after Napoleon is defeated, and the Invasion Fleet (IF) marker is placed in any Sea Zone.



Activate the IF (by playing a 2 Ops card or better to activate Cochrane) to move the IF from one Sea Zone to any other Sea Zone, or to initiate an Invasion of a seacoast Area that contains a Major City in the same Sea Zone.

The IF nullifies two levels of Fortification in the Area that it attacks. Therefore, a level 1 or 2 Fort is completely ignored, a level 3 Fort is treated as a level 1 Fort, and a level 4 Fort is treated as a level 2 Fort.

The Combat is resolved in the usual manner, including raising Local Militia in the Major City. The British player must have a land Leader in the IF Expedition (with Cochrane) who is considered the Commanding Leader for the attack on the Major City.

If the British player completely eliminates the defending Units or forces them to Retreat out of the Area, place a City Surrenders marker- but not a British Control marker- on the Major City and move the American Peace Track marker forward one space. If not, then a U.S. Flagged City marker is placed on the Major City. Either way, the British player may not attempt a Sea Invasion in this Area again.

The IF marker with all surviving Units and Leaders must return to their Sea Zone immediately after a Sea Invasion, regardless of the outcome. This occurs even if all of the Units in the IF are eliminated. There is no Peace Track move and the IF Leaders remain in place, unlike when all Units in a land Expedition are eliminated (see 8.3 Combat Results).

Once per game, after a successful Sea Invasion, the British player may announce that he is disbanding his Invasion Fleet. The land Leaders and Units in the IF are transferred to a land Expedition, placed in the Area of the successful Sea Invasion, along with a British Control marker. The Cochrane Leader and the IF marker are removed from the game.

6.9 COASTAL RAID

A Coastal Raid (CR) is another special type of Sea Movement available to the British player after the "George Cockburn" card is played for the Event. After the first Raid, activate the CR (by playing a 2 Ops card or better to activate Cockburn) to move the CR from one Sea Zone to any other Sea Zone, or to initiate a Raid of another Area in the same Sea Zone.



To resolve the Raid, the American player first rolls a die, and divides the result in half (round fractions up). This is the number of Units (strength points) that will defend against the Raid. All of these Units must be removed from Ameri-

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can forces elsewhere in play, including from any Expedition. Cities and Forts are ignored (the Raid is against more rural parts of the Area). Any other forces already in the Area may be added to the defending total.

The Combat is resolved in the usual manner. If the British player wins the Combat (see 8.7 Winning a Combat) place a Burned City marker and move the U.S. Peace Track marker 1 space. If the American player wins or there is a tie, place a US flag marker.

The British player may not Raid the Area again. Surviving American Units remain in the Area. The CR marker with all surviving British Units must return to their Sea Zone immediately after a Coastal Raid regardless of the outcome. This occurs even if all of the Units in the CR are eliminated. There is no Peace Track move and the CR Leader remains in place, unlike when a land Expedition is eliminated (see 8.3 Combat Results).

7 SUPPLY

Supply is typically checked in only two situations. Check the forces involved in a Combat before it is resolved and check the supply status of all forces before beginning each Winter turn. Supply is also checked at the end of the game (see 12. Game End).

7.1 SUPPLY PATH

Trace a path of connected friendly Areas, of any length, to a supply source. American supply sources are all American Major Cities. The British supply source is the sea. Trace the supply path to Quebec or any Coastal Area.

The most restrictive form of transportation crossing an Area boundary along the supply path determines the level of supply. To be in Full Supply, the supply path must follow all water routes along rivers or Great Lakes. For Partial Supply, any other path will do except Wilderness Trails. Units in the Wilderness are considered Unsupplied. See the Terrain Effects Chart for a Supply summary.

Units that have been cut off by the enemy and have no path of friendly Areas to a supply source are Unsupplied. Supply can be traced into an Area containing both your Forces and your opponent's Forces but Supply cannot be traced through such an Area into other Areas.

7.2 SUPPLY EFFECTS

Supply limits the number of Units that can take part in Combat. A force in Full Supply is limited to 20 Units (strength points); Partial Supply is limited to 10 Units, and an Unsupplied force is limited to 5 Units. These limits are indicated on the Combat Results Table. Note that excess Units are not eliminated; they simply do not take part in Combat.

Winter is a different story. Check the supply status of all your Expeditions and other Units. Use the same limits that are used for Combat, but in this case, any Units over the Supply limit must be eliminated.

The owner chooses which Units to eliminate. Note that all Indians and half of your Voluntary Militia have just been removed for Winter, so Supply losses can usually be minimized. Also note that Winter Supply is checked just before the Great Lakes freeze up for Winter.

8 LAND COMBAT

Combat must occur when an Expedition enters an Area containing enemy Forces (an Expedition or individual Units), or when an Expedition in an Area already containing enemy Forces is activated for Combat. Such an Expedition activated for Combat only, without moving, may use the Initiative rating of any Leader in the Expedition, not just the Commanding Leader, while the maximum number of attacking Units is determined by the rank of the Commanding Leader. Combat can be stopped before it begins by card play.

8.1 LOCAL MILITIA

Each time you move into an Area containing an enemy Major or Minor City or Country Town (that does not also have your Control marker in it), or attack enemy forces in such an Area, your opponent has the opportunity to raise Local Militia.



The Area's owner rolls one die. This is the number of Local Militia placed in a Major City (or added to any Forces already in the Area). Rolling a zero means no Local Militia is raised. Divide the result in half (round fractions up) for the number of Local Militia that spring up to defend a Minor City or Country Town. Local Militia is always removed after Combat is resolved.

8.2 COMBAT RESULTS TABLE

Both players begin by announcing what column they will be rolling on: both the size range of their Forces and their Leadership column. Each player rolls one die on the Combat Results Table (CRT). Apply any modifiers to the result. Each side takes losses inflicted by the other side (if any) and one side may be required to Retreat.

The size of a Force is the number of Units (strength points) that you have present for the Combat. This is limited by the size of the Force that you can Supply. Each size heading indicates (in parenthesis) the minimum level of Supply necessary to use that column.

Leadership is the best Tactical rating of any Leader that you have in your Expedition (1, 2 or 3). It does not have to be the Commanding Leader's rating. You can use the Tactical rating of any Leader in your Expedition. If you are defending with no Leaders, use the 1 column.

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Card play can shift the Leader value column (these cards must be played before the die is rolled) or add to the die roll (these cards may be played after the die is rolled).

You must subtract 1 from your die roll if your force is more than half Militia (Local and Volunteer). You may add 2 to your die roll if the Combat takes place in an Area that is on a Great Lake that you Control, by having your Lake Expedition out on the Lake.

If Combat occurs in Queenston or Buffalo, the attacker decides which lakeshore (Erie or Ontario) the Combat occurs on. The die roll is modified as required by the situation on the Lake that the attacker chooses.

8.3 COMBAT RESULTS

The number result you roll on the CRT indicates the number of losses inflicted on the enemy.

If you lose all of the Units in your Expedition, remove the Expedition marker from the map and place it on your Expedition Chart. All Leaders in the Expedition are placed in your Leader Pool unless any are killed by card play. Move your Peace Track marker forward (see 11. Victory).

Asterisks (*) indicate the success of your maneuver against the enemy. They have several results:

1. For each asterisk you roll, your opponent must remove one non-Militia unit (if present) for one of his losses.
2. For each asterisk you roll, your opponent must reduce his Fort by one level (if the Combat took place in an Area with an enemy Fort).
3. If you have more asterisk results than your opponent, he must Retreat. If you have a Fort in the Area, one asterisk is “absorbed” for each Level of Fort strength (determined before Fort reduction). If no asterisks are rolled, or if both players roll the same number of asterisks (as modified by any Forts), neither force changes its location; both may continue to occupy the same Area.

You take Control of the Area if the enemy is forced to Retreat or if all enemy Units are eliminated (and at least one of yours remains). Place a Control marker with your flag showing in the Area (if it is in the enemy’s home country) or remove his Control marker (if the Area is in your home country). You do not gain Control of an Area if the after-combat removal of the enemy’s Local Militia leaves the Area vacant of enemy troops.

8.4 RETREATS

If your Combat result had more asterisks than your opponent, even after subtracting for local Forts, your opponent must Retreat to an adjacent Area.

An Expedition or other Units Retreating to an adjacent Area must all go to one friendly Area; owner’s choice when there is more than one option. If there is no friendly Area to retreat to, all of the Units in the Expedition are

lost. If an attacker Retreats, all must go back to the Area the attacker came from.

If a retreating force is in an Area on a Great Lake, it may retreat to any other friendly Controlled Area on the Lake, unless the enemy Lake Expedition occupies that Lake. A British force in a Coastal Area may retreat by sea into the “At Sea” box in that Sea Zone.

You may always choose to Retreat (as described above) after Combat, even if you are not required to do so.

8.5 FORTS

A force defending in a Fort (but not a force attacking an enemy in the same Area containing a Fort friendly to the attacker) has its losses reduced by the number level of the Fort. For example, if an Expedition defending in a level 3 Fort receives a loss result of 5 from an enemy attack, only 2 Units (strength points) are removed. Losses can never be reduced below zero.



A British Expedition containing only Indian units attacking a Fort must subtract 2 from its die roll.

A force defending in a Fort (or attacking an enemy in the same Area containing a friendly Fort) “absorbs” one enemy asterisk (*) result for Retreat purposes for each level of Fort strength. They must still remove non-Militia for losses, and the Fort is still reduced (see below).

After Combat, reduce the Fort one level for each asterisk rolled by the enemy (regardless of the number of asterisks rolled by the defenders). This will some-times completely eliminate the Fort.

See 5.4 Operations Points for how to build Forts.

8.6 CIVILIZED INDIAN COMBAT



Civilized Indian tribes can become Belligerent through card play. The American player can then try to defeat them using the following process.

The process is triggered when the American player moves an Expedition into the Belligerent tribe’s Area or activates an Expedition that is already in the tribe’s Area.

1. The American player attempts to locate Indian forces in the Area. Roll one die adding the Initiative Rating of any Leader in the Expedition to the result. Subtract 1 for each earlier Combat Victory against this Tribe as indicated by the Combat Victory marker(s) in the Area. If the sum is less than or equal to 7, that Expedition has located an Indian force. If it is greater than 7, no Indians were located, and the Expedition’s activation is over.

2. If an Indian force is located, the British player determines the size of that force. Roll one die; the result is the

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number of Indian strength points in the force. Place the appropriate Civilized Indian strength marker in the Area. This force may be added to any Indian Units already in the Area supplied by the Spain card or moved into the Area earlier by the British player. The American player must have Combat against this total force with his Expedition. Determine the winner of the Combat as described in 8.7 Winning a Combat. If zero Indians are in the total force, the American player wins the Combat.

3. If the American player loses the Combat, take losses in the usual manner and the Expedition's activation is over. The Civilized Indian strength marker is always removed after Combat.

4. If the American player wins the Combat, determine if the victory was big enough to cause the Civilized Indian tribe to capitulate. The American player rolls one die subtracting 1 for each earlier Combat Victory against this Tribe (as indicated by the Combat Victory marker(s) in the Area). If the result is less than or equal to the size of the Indian force defeated, that Civilized Indian tribe is Defeated. Flip the Belligerent Tribe marker to its Defeated Tribe side and move the British Peace Track marker forward (see 11. Victory). A Defeated Civilized Indian Tribe cannot become Belligerent again.

5. If the tribe is not Defeated, place one Civilized Indian Combat Victory marker with the tribe. Future attempts to locate forces and defeat this tribe will have one subtracted from the American die roll. However, if the American Expedition leaves the tribe's Area (or is eliminated) before the tribe is Defeated, all Victory markers are removed.

8.7 WINNING A COMBAT

For defeating Civilized Indians, winning Coastal Raids, and playing some Action Card events, it is important to determine the winner of a Combat.

1. If all of the Units of one side are eliminated, the other side is the winner. However, if both sides are eliminated, the Combat is a draw.

2. If neither side is eliminated, the winner is the side that achieves the most asterisks (*) for the Combat result including asterisks added by Cavalry or Artillery, but not counting any absorbed by a Fort.

3. If the number of asterisks is tied, the winner is the side inflicting the most losses, not counting any losses absorbed by a Fort.

4. If this is also tied, then there is no winner and the Combat is a draw.

8.8 PEACE TRACK MOVES

A Land Combat is considered a Devastating Loss when you have won the Combat and the enemy has lost 5 or more strength points (regardless of your losses). Move your opponent's Peace Track marker forward one space.

A Land Combat is considered a Major Battle victory when you have won the Combat and you have gained two more as-

terisks than your opponent (including asterisks added by Cavalry or Artillery but not counting any absorbed by a Fort). Move your opponent's Peace Track marker forward one space.

If all of the Units in an Expedition are lost in Combat, remove the Expedition marker and place all surviving Leaders in the Leader pool. Move the owner's Peace Track marker forward one space.

Two (or all three!) of these things could occur in the same Combat. If so, move the Peace Track marker a total of two (or three!) spaces forward.

9 LAKE COMBAT

Lake Combat may occur when a Lake Expedition moves out onto a Lake already containing the enemy's Lake Expedition. Both players have the option to avoid Combat by retreating their Expedition to a friendly Controlled Port or Harbor. The defending player must decide first.

9.1 FORM LINE

Line up your fleet, strongest ship first, arranged in descending order, with your opponent's strongest ship opposite yours. Pairs of ships will fight. Your Lake Leader is placed on the first ship.

The player with more ships in his Expedition may place extras where he wishes, so that two ships will "gang up" on one enemy ship. Players cannot place a third ship against one enemy; if there are more ships after each of your opponent's ships has a second ship opposite, the extras do not take part in this round of Combat.

9.2 BATTLE

Players roll for each pair of ships. Add your ship's strength plus the second ship's strength (if present) plus your Leader's Tactical rating to a die roll. Note that your Leader affects every die roll down the line unless his ship is captured, sunk, or withdrawn. The high modified roll wins. If the difference of the two modified die rolls is:

- **1 or 2: loser withdraws from Combat.**
- **3: loser is sunk and removed.**
- **4 or more: loser is captured by the enemy.**
- **A tie roll results in both sides continuing to the next round of Combat.**

After all battles down the line are completed, the round is completed.

Each player may now choose to retreat to any friendly Controlled Port or Harbor on the lake, beginning with the original defender.

If neither player retreats, prepare for the next round. Arrange the ships again, same as the initial round. Ships that withdrew, were sunk or captured do not take part. Combat continues until one side chooses to Retreat or has no more ships able to continue the fight.

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If your Leader is on a ship that has withdrawn, he is out of this Combat. If he is on a ship that is sunk or captured, he is out of this Combat and flipped to his Replacement side. If already on the Replacement side, there is no further effect. He is considered dead, seriously wounded, or captured and out of the game.

After the Combat, the loser gathers his withdrawn ships, converts any captured ships to his own color, and retreats to one friendly Controlled Harbor or Port. The winner also converts any captured ships to his own color and his Expedition remains on the Lake.

9.3 MAJOR BATTLE VICTORY

A Lake Combat is considered a Major Battle victory when you have won and captured or sunk enemy ships with a strength totaling 10 points or more. Move the enemy's Peace Track marker one space. (No additional advantage is gained if all enemy ships have been removed.)

10 LEADERS

Leadership is a critical aspect of the game. Each player begins the game with some Leaders, and has a pool of Leaders to draw from. Many British Leaders become available only after Napoleon is defeated. Some Leaders enter the game through card play.

10.1 LEADER POOL

Each player has a Leader Pool. It is composed of all Leaders that are available at this time. Place the Great Lakes leaders on the Port Chart. Place the two Replacement Leaders to one side. The British player sets the Napoleon leaders to one side, until after Napoleon is defeated. The British player also sets aside the Indian Leaders that only enter the game by card play. The American player sets aside James Monroe, who enters by card play. The group of remaining Leaders is your Leader Pool.

10.2 DRAWING LEADERS

Players may draw a new, randomly selected Leader for the cost of 1 Operations Point. First, announce what Controlled Area, Wilderness Location, or Expedition you are drawing a Leader for. Then, randomly select one Leader counter from your pool of all available Leaders. If the Leader is specifically indicated for the wrong region (East or West), set it aside and draw another.

Place the first regionally appropriate Leader chosen on the Expedition Chart, either in the Expedition you indicated, or in a new Expedition in the Area you indicated (if there is no Expedition already there). Place the Leader with his un-promoted side up- with no bar under his star(s).

If there is no Leader or only a Replacement Leader in the

Expedition, then the new Leader becomes the Commanding Leader. Place him in the box next to the letter indicator (remove any Replacement Leader).

If there are any Leaders already in the Expedition, then place the highest ranking Leader in the Commanding Leader location. Only one three-star Leader and one two-star Leader may be in an Expedition. If you draw another, he must be returned to your Leader Pool- you have wasted an Ops Point.

There may be any number of one-star Leaders in an Expedition. If there are no two- or three-star Leaders in the Expedition, any of them can be placed in the Commanding Leader position; they may be switched at any time.

10.3 REPLACEMENT LEADERS



If a Commanding Leader is removed from an Expedition due to card play (or Secretary of War move) the next highest ranking Leader takes Command- your choice if all are one-star Leaders.

If there are no more Leaders in the Expedition, you must place a Replacement Leader in the Commander's location. (Unlike regular Leaders, he may be removed at any later time.) An Expedition can not be dissolved because its Leader has been removed (for any reason). However, the new Leader may not be capable of moving or attacking with all of the Units in the Expedition (if he is lower-ranking than the removed Leader).

10.4 PROMOTIONS

Certain cards allow for the promotion of Leaders. Flip them to their promoted side, indicated by a bar under the stars.



If there is already a Leader of the same rank as the newly promoted Leader in the same Expedition, then the old leader is "bumped", and placed in the Leader Pool. The newly promoted Leader will take his place as the Commander of the Expedition (unless there is a higher-ranking Leader already there).

Some cards allow for the relocation of a Leader to a new Expedition. Again, if there is a same-ranked Leader already in the Expedition, he is "bumped" to the Leader Pool (unless both are one-star Leaders).

10.5 INDIAN LEADERS



The British player has the use of Indian Leaders, indicated by the tomahawk symbol in place of leadership stars. They may be subordinate leaders in any Expedition. They may never be the Commanding Leader in any Expedition that contains any non-Indian Units. They may command any number of Indian Units (and any subordinate Indian Leaders) when they are the Commanding Leader of an all-Indian Expedition.

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The British player must subtract 2 from the die roll when an Expedition with all Indian Units attacks American Units defending a Fort.

Unlike all other Leaders, the William Weatherford Indian Leader is placed loose (without an Expedition) in a Belligerent Civilized Indian Tribe Area when his card is played for the event.

10.6 NAVAL LEADERS

Naval Leaders are indicated by the anchor symbol in place of leadership stars. Both players have a Naval Leader for each of the Great Lakes. Lake Expeditions can not have subordinate Leaders. The British player has a dedicated Leader for the Invasion Fleet and the Coastal Raid Expeditions, they are never moved to other Expeditions.



If lost in Lake Combat or killed by card play (they are not affected by Leader Wounded cards), Naval Leaders are flipped to their replacement side. This side indicates the name of a subordinate that was likely to replace them; this subordinate can not be removed, and remains the Leader of his Expedition for the rest of the game.

10.6 SECRETARY OF WAR

The American player begins the game with William Eustis as Secretary of War; this is indicated on the map. Any two- or three-star American Leader in play may be activated (with the usual play of a card with Ops Points equal to or greater than his Initiative) and “moved” to the Secretary of War box (taking Eustis’s place). His Expedition remains in place, with a subordinate or replacement Leader taking his place, if he was the Commanding Leader.

Each turn, the American player receives one additional card for each point of Tactical rating of the Leader who is Secretary of War.

If another Leader is later “moved” to the Secretary of War box, the Leader currently occupying the box is removed from play. Note also that James Monroe can become Secretary of War by playing his Action Card.

11 VICTORY

Moving your opponent’s Peace Track marker forward is the key to victory. Many cards move your opponent’s Peace Track forward; most do this only if certain conditions are met. A few cards will move it backwards.

The following game situations will move your opponent’s Peace Track marker forward:

- Winning a Major Battle (land or lake).
- Inflicting a Devastating Loss.
- Eliminating an enemy Land Expedition (not Lake Expeditions, nor the British CR or IF Expeditions).
- Capturing an enemy Major City (only once per city- place a City Captured marker).

- Each time the British player places a Full Blockade marker.
- Each time the American player Defeats a Belligerent Civilized Indian Tribe.

One game situation will move your Peace Track marker backward: capturing an enemy Area marked with a star (only once per star). Place a City Captured marker.

12 GAME END

When the American and British Peace Track markers end in the same space on the Peace Track, peace is declared. Proceed to the Ghent Peace negotiations.

First, remove any Control markers that can not trace a line of Supply. Place an American Control marker in each Area and Wilderness Location of Canada that can not trace a line of supply, and a British Control marker in each Area and Wilderness Location in the US that can not trace supply.

Each player determines his Ghent Number by adding the following:

- 1. One for each enemy Area or Wilderness Location Controlled.**
- 2. Two for each enemy Area Controlled that contains a Frontier or Country Town.**
- 3. Three for each enemy Area Controlled that contains a Minor City.**
- 4. Four for each enemy Area Controlled that contains a Major City.**
- 5. Two for the American player for each Defeated Civilized Tribe marker.**
- 6. Four for the British player for each Belligerent Civilized Tribe marker.**
- 7. Eight for the British or the American player if the Indian Nation card is in play.**

The sum of all of these items is the Ghent Number.

The player with the higher Ghent Number subtracts the other player’s Ghent Number from his. Divide the result by 4, rounding fractions up: this is the Final Ghent Number. The player who had the higher Ghent Number moves the pair of Peace markers this many boxes backward towards a higher level of Victory.

Each player may then play one more Action Card, beginning with the player whose turn it would be if Ghent had not interrupted. No card can be played as an Event that moves the Peace Track markers- it’s too late for that! The British player may not use this card to place a Blockade. Any Major Battle victory, Devastating Loss, eliminated enemy Expedition, Major City captured, or Defeated Belligerent Tribe will move the pair of Peace Track markers one space (each, if you achieve more than one of these).

The final location of the pair of Peace Track markers is the final Victory Result.

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EXAMPLE OF PLAY

Turn 1: May/June 1812. Players receive 4 cards each (not the cards listed on the Turn Track); British play first (first turn).

British play "*New England Thriftiness*" (card #48) for the event, draw two cards, added to the British player's hand, then play one card. British play "*Really Bad Weather*" (card #75) for 3 ops points to activate McDouall (2 Initiative rating) and Expedition E; attempt Wilderness move to Ft. Mackinac. Modifiers: +2 MacDouall's Tactical rating; +2 Great Lake Wilderness trail; +1 Voyageurs present; -1 entering enemy location. Total modifier: +4. Die roll: 3 + 4 = 7: success. No combat, since the location is not occupied by American troops. Place a British flag control marker in Ft. Mackinac.

Americans play "*David Parish*" (card #39) for the event. Place the card in its place on the map, with the +1 marker on the card. Place four markers in their designated areas on the map (along the US/Canadian border).

British play "*Cavalry!*" (card #112) for the event. Place one cavalry unit with the other units in Expedition A. Note that the American player does not know which Expedition the cavalry was placed in- the Expedition Charts are hidden.

Americans play "*Indian Raids*" (card #32) for 4 ops points (they can not play this British event for the event). Activates Presque Isle for 3 points (place Activated Port marker on its place on the Port Chart) and begins construction of a Brig there for 1 point (place the Brig counter face-down on the first box- the British player does not yet know if this is a Schooner or a Brig under construction).

British play "*Militia Fear of Indians*" (card #38) for 1 ops point. This was a difficult decision, since this could be a useful event now. Build 2 Indian strength points in Amhurstburg; place in Expedition A units box. (This brings the troop strength of Expedition A up to the 6-10 column.) Raising Indians is allowed now that Ft. Mackinac is British controlled. Place a Troops Raised marker (on its British side) in Amhurstburg. The American player does not know what was added to Expedition A, but it must be 1 Ranger, 1 Voyageurs, or 2 Indians- the only things the British can raise in a Frontier Town.

Americans save a card- "*Secret Frigate Building Program*" (card #117). It will take the Americans a while to set up the conditions to play this card. The British do not know what card has been saved.

British play "*Those are Regulars, by God!*" (card #118) for 1 ops point, to activate Brock (1 Initiative rating) and Expedition A; moves to Detroit (1 movement point). Crossing international boundary, roll for Militia: die roll of 3 = 1/2 of Militia remain. But there is only 1 militia and no Fencibles in Expedition A, and 1/2 of 1 rounded up is 1, so it crosses the border anyway. No Local Militia appear in Frontier Towns. Combat. British player announces "I have 6 through 10 units, on the 3 leadership column" for the 7 units and a leader (actually two of them!) with a tactical rating of 3. The American player announces "I have 1 through 5 on the 1" for the 4 units and a leader with a tactical rating of 1. The British roll a 4, +2 for control of Lake Erie = 6, which is a result of 4**. The Americans roll a 5, -1 because at least half of his units are Militia = 4, which is a result of 1. The British remove 1 Militia. The American level 1 fort absorbs 1 loss and 1 asterisk; 3 losses are taken (the 1 Regular must be removed, and 2 Militia) and must retreat to the Ft. Meigs area. The fort is then removed. Place a British flag control marker in Detroit; British Expedition A remains in the area. Note that if the level 1 fort had not been there to absorb 1 loss and 1 asterisk, things would

have been very different. The American Expedition would have been destroyed with 4 losses, and there would have been three asterisks- including one generated by the British cavalry unit in a area without a fort. These outcomes would have generated two Peace Track moves: one for the eliminated Expedition, and one for the Decisive Victory.

Americans play "*Opponent's Orders are Lost in the Mail*" (card #146) for 2 ops points, to activate the 2 Militia in Cincinnati for movement. Move to Urbana (1 m.p.- river), to Ft. Defiance (2 m.p.) and then to Ft. Meigs (1 m.p.- river) for a total of 4 movement points. The 2 Militia are placed in the Expedition A units box on the American Expedition Chart.

British save a card- "*Ripe for the Taking*" (card #70). They were tempted to use this card to activate Brock and finish off Hull, but this card is especially useful when there are few ships on the lakes- and the American are building something on Lake Erie. Hull's Expedition A isn't going anywhere any time soon; we'll get him next turn.

Turn 2: July/August 1812. Americans draw 9 cards: 8 + 1 for David Parish. British draw 6 cards. Both players pick up their card saved from the previous turn. The Troops Raised marker is removed from Amhurstburg. Americans play first.

We end our example of play here, but let's take a look at the cards that the players have drawn, and see what their plans will be for these cards.

American cards: "*Secret Frigate Building Program*" (card #117): saved from last turn; will try to use this card this turn. Two "*Major Campaigns*" (card #1 and #7) and one "*Minor Campaign*" (card #8): these represent a lot of ops points, and would likely be used to build a Brig (and convert it to a Frigate with the saved card), protect Presque Isle, and raise lots of troops. One might be used to activate a difficult leader; perhaps to attack Queenston with Van Rensselaer, or bring up newly raised troops with Dearborn (in Albany). "*Leader Killed*" (card #82): a bullet with Brock's or Tecumseh's name on it! "*Napoleon Suffers a Setback*" (card #79): the American player must play this for the event, but can also spend the 4 ops points. "*Council of your Fears*" (card #72): always a useful card; it will stall the British attacks around Lake Erie. "*William Clark*" (card #144): likely to be played for the event, it will create a force for the British to worry about in the northwest, especially if "Indian Nation" comes into play. "*We Have Met the Enemy and They are Ours*" (card #115): maybe spent for ops, maybe saved for the event, depending on how the turn goes. "*Unsure of Victory*" (card #104): likely to be played for ops points; it's difficult to use this card against the generally good British leaders.

British Cards: "*Ripe for the Taking*" (card #70): saved from last turn. "*Borders Mean Nothing to Farmers*" (card #49): played first for the event, and see what new cards are drawn; then play card #145 if no better option is drawn. "*Opponent's Orders are Lost in the Mail*" (card #145): played for the ops points to activate Brock and finish off Hull. "*Congreve's Rockets*" (card #71): played for the event before the attack on Hull is rolled, it will cause 2 Militia to be removed (the reinforcements from Cincinnati!) and practically guarantee victory over Hull's small Expedition. "*George Cockburn*" (card #88): played for the event, gets the British coastal raids started earlier than they did historically. "*Sally Onto the Lake*" (card #106): used for the event when a pressing reason to get Yeo onto Lake Ontario presents itself. "*Captain Decatur Captures a Frigate*" (card #143): an American event, it must be used for its ops points.

Amateurs, To Arms! A Game of the War of 1812

EXAMPLE OF PLAY

THOSE ARE BEARMS!
1

NEW ENGLAND THIRSTINESS
2

REALLY BAD WEATHER
3

MILITIA FEAR OF INDIANS
1

CANALONI!
3

UNIT CARDS:
 American (A): 1 Cavalry, 1 Infantry, 1 Militia, 2 Artillery, 1 Engineer, 1 Cavalry, 1 Infantry, 1 Militia, 2 Artillery, 1 Engineer.
 British (B): 1 Cavalry, 1 Infantry, 1 Militia, 2 Artillery, 1 Engineer, 1 Cavalry, 1 Infantry, 1 Militia, 2 Artillery, 1 Engineer.

SHIP CARD: PRESQUE ISLE
 Schooner: 2 Complete
 Brig: 3 Complete

EVENT CARDS:
DAVID PARISH (3)
 These divisions are the finest on the sea with the 17 masted in the 18th century...
INDIAN RAIDS (3)
 Great Lakes tribes raid US settlements in the Northwest...
OPPONENT'S ORDERS ARE LOST IN THE MAIL (2)
 The card allows remaining your card after the card immediately after the card...
PORT ACTIVE

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ATA COUNTER MANIFEST

FRONT AMATEURS TO ARMS

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SHEET 1 OF 2

COUNTER GRAPHICS: TIM SCHLEIF

FRONT AMATEURS TO ARMS

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SHEET 2 OF 2

COUNTER GRAPHICS: TIM SCHLEIF