

La Bataille de York, 1813



A Panzerschreck Mini-Sim Solitaire Game

La Bataille de York, 1813 is a simple, solitaire game of maneuver covering the Battle of York (later, Toronto) that was fought on April 27, 1813 during the War of 1812. The gamer plays the defending British forces, while the game system handles the invading American forces. The Americans, with approximately 1,700 fighting men (along with over a dozen naval vessels and 85 canons) far outnumbered the approximately 700 defenders (elements of British regular regiments, Ojibway/Mississauga Indians, and local militiamen).

In the actual battle, the British fought hard near the invasion site, gradually falling back first to Fort York, then to York itself. The advancing Americans were able to take York, but at a price. A tremendous explosion set off by retreating units at Fort York caused heavy American casualties, including General Zebulon Pike (of Pike's Peak fame). Though the town was lost, the professional British troops were able to retreat to Kingston to the northeast. Overall losses in the six-hour engagement were 150 British, and 325 American. Taking the role of British commander General Sir Roger Scheaffe, could you do as well or better?

La Bataille de York, 1813 is a *Panzerschreck* Mini-Sim, meaning the map and counters must be photocopied and cut out before play.

I. COMPONENTS

La Bataille de York, 1813 consists of small map, a couple dozen counters, and these rules. You will need two six-sided dice for play.

Map: The map represents the area where the battle occurred. Terrain types are listed on the map.

Counters: British units have black squares on them. American units have white squares. Units are rated "A" (best quality units), "B" (lesser quality units), and "L" (individual leaders). Ships have no ratings.

Combat Rating (CR): All British "A" and "B" fighting units have a CR of one each. All American "A" and "B" fighting units have a CR of two each. All Leaders have a CR of zero. All units have a Movement Rating of three.

Stacking: Any number of British units may occupy a hex. A maximum of four American units may stack in the same hex (unlimited in a ship). Leader and Explosion counters do not count against stacking limits.

II. SET UP

British: All nine British units are set up first. One unit (of your choice) must be placed in Fort York. The others may be placed anywhere.

American: All American units start the game off map, onboard ship.

III. VICTORY CONDITIONS

The game lasts six turns. After six turns, victory is determined by totaling *Victory Points* (VP). The side with the most VP wins the game. If the game ends with both sides having an equal number of VP, the Americans win.

Victory Points: Each of the five York town hexes are worth one VP each. Fort York is worth two VP (unless the *Explosion* counter occupies it, in which case it is worth one VP). These are called VP hexes. In addition, each of the four "A" British units are worth one VP each.

Hex VP: The side which occupies a VP hex at the end of the game gets that hex's VP. If a hex is unoccupied at the end of the game, neither side gets the VP.

Unit VP: Which side gets the VP for the four British "A" units depends on those unit's location at the end of the game: (1) If a British "A" unit occupies a York hex or Fort York hex at the end of the game, the British gets that unit's VP; (2) If a British "A" unit does not occupy a York hex or Fort York hex, the British get that unit's VP *unless* an American "A" or "B" unit is adjacent to it *or* there is an American "A" or "B" unit occupying a hex nearer the northeast (top) edge of the map than the British unit in question. *Example: The "E" hex on the map is in the most northeastern row; Fort York occupies the seventh row; hex "C" occupies the ninth row, etc.* (3) British "A" units may exit off the top of the map, the British gets the VP for such units. (4) If a British "A" unit has been eliminated, the American gets that unit's VP.

The Americans won the actual battle by a final score of six to four. *Example of scoring: American units occupy the three most southern York hexes and Fort York (which also contains an Explosion counter). The British controls one of the two other York hexes, and one York hex is unoccupied. Two of the British "A" units have exited off the top (northeast) of the map, one has been eliminated, and the other British "A" unit occupies the hex containing the word "York". There is an American unit in the "E" hexrow. The final score would therefore be Americans six, British three.*

IV. SEQUENCE OF PLAY

Each game turn is composed of these phases, completed in this order.

1. American Invasion is conducted.
2. American units are moved.
3. American combat is resolved.
4. British units are moved.
5. British combat is resolved.

After these five phases have been completed, one game turn is over, and the next turn is started. The game lasts six game turns.

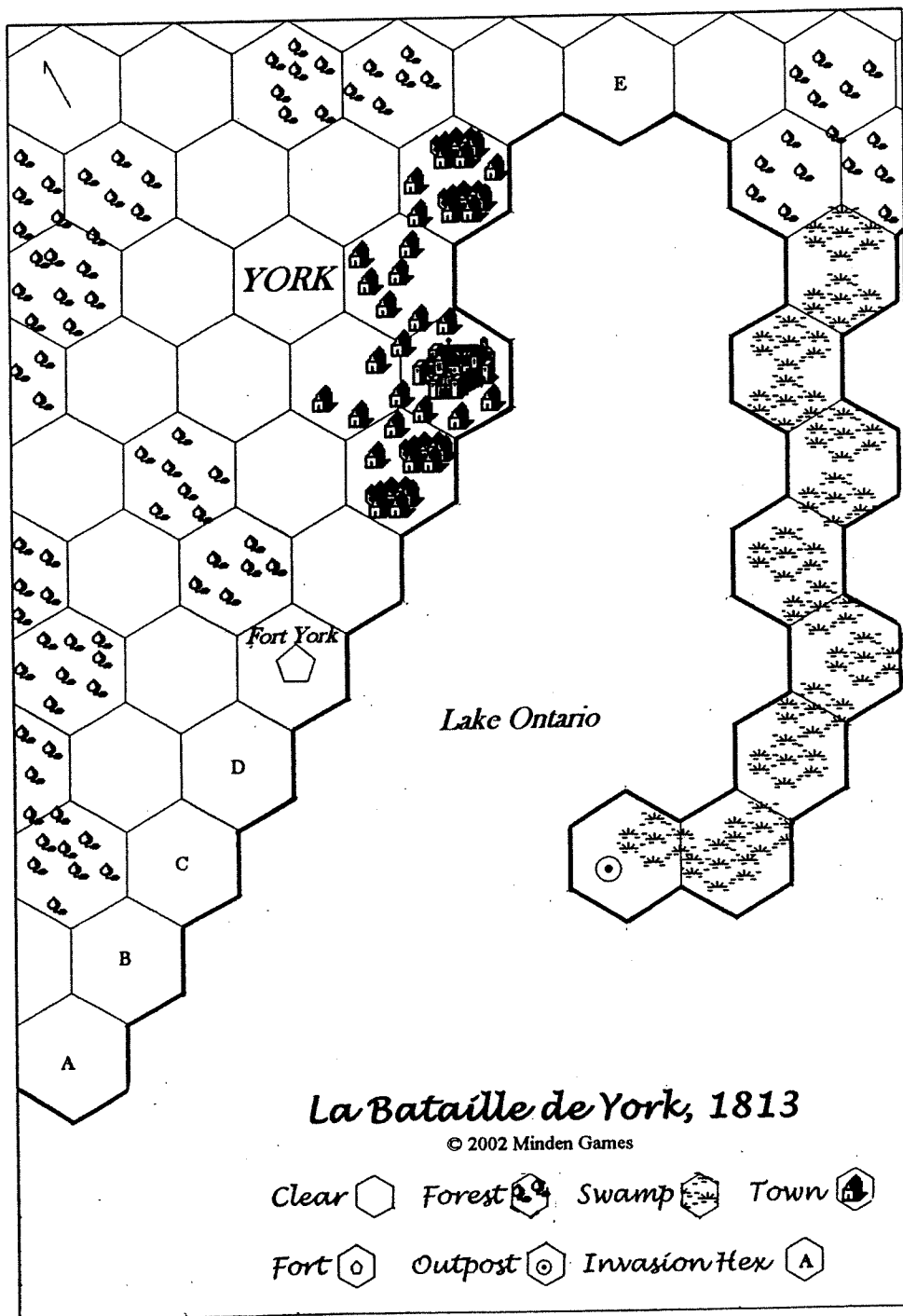
V. AMERICAN INVASION

All American units start the game off map, on board the American ship counter. The American fighting units will invade on turn one. The hex they will invade depends on the following dice roll. Roll two dice, and the table below will indicate what the invasion hex will be.

2-3= E 4-5= D 6-7= C 8-9= B 10= A 11-12= any York hex*

* any York hex not occupied by a British "A" or "B" unit, nor adjacent to a hex occupied by a British "A" or "B" unit. (If more than one, determine randomly.) If all York hexes are occupied or adjacent to British "A" or "B" units, no invasion occurs on turn one, and turn one is over. On turn two, roll again, rerolling if a 2-3, 11-12 is rolled. The invasion hex in this case will therefore be hex A, B, C, or D.

Invasion Procedure: If the invasion hex is occupied by a British "A" or "B" unit, roll one die for each such unit, simulating invasion bombardment. On a roll of 1-4 (for "A" units) or 1-5 (for "B" units), the guns from the American ships have forced the British unit to retreat one hex (your choice). A 5-6 (for "A" units)



or 6 (for "B" units) means the British unit stays put. If the invasion hex (after rolls) is unoccupied, the American fighting units "go ashore" (see below). If one or more British units remains in the invasion hex, the Americans invasion will shift one hex to the southwest (e.g. from hex C to hex B). *Exceptions: If hex E is the hex in question, the invasion shifts one hex to the southeast (e.g. to the hex immediately to the right of hex E); if hex A is the original, no invasion occurs on turn one (and turn one is over), and on turn two another invasion roll is conducted as usual.* If the invasion is shifted, the original procedure is followed (e.g. roll bombardment for each British "A" or "B" unit present), and shift if necessary. If and when an invasion hex is unoccupied, the American fighting units "go ashore".

Going Ashore: An invasion against an unoccupied (after invasion bombardment) means the American fighting units go ashore. **Procedure:** Two American "A", one "B", and one "L" are placed in the invasion hex. The remaining two American "A", one "B", and one "L" (determine randomly) are placed in the first unoccupied hex available to the southwest of the invasion hex (e.g. if hex C is invaded, and hex B is British occupied, they are placed in hex A). If hex A, hex E, or a York hex is the invasion hex, only that hex is invaded; the other two "A", one "B", and one "L" remain on the ship counter. These units will go ashore at the original invasion (or adjacent invasion) hex, as soon as one of these are unoccupied. After going ashore, the American units will move the remained of their movement (e.g. up to two hexes). On turns after invasion they will move normally.

VI. MOVEMENT

Moving into an adjacent hex costs one movement point, no matter what the terrain of the hex. All units have a movement rating of three.

American: American units will move their full movement rating toward York. They must stop upon entering a hex containing a British unit. Opposing units may occupy the same hex; combat will make one side or the other retreat. Move Americans toward York as much as possible, going around British units when they can. However, if Fort York is occupied by the British, the American must move into this hex (if they can reach it *and* have a higher CR, otherwise they will bypass it, too). If American units occupy Fort York or any York hex, the next turn a "B" unit (if none available, an "A" unit) remains in the hex to "hold" it for the Americans, and the rest of the units keep moving toward York. If York is reached, movement to the other York hexes is done during American movement. The idea is for the Americans to try and take Fort York and York. The gamer should play the Americans as best he can (using these movement rules as a guide) for the most satisfying gaming experience. **Split American Units:** American units start the game stacked together. Through attacker retreat rolls or from "holding" VP hexes, they may become split up. Otherwise, they may not voluntarily split up (*exception: see Last Turn, below*). Once they are split up, they are not allowed to recombine, but move independently. **Last Turn:** As much as possible, American units must try and occupy VP hexes on the last turn. They may voluntarily split up to do so. **Note:** All American movement eventualities have not been covered; use the above rules and some gaming sense to determine American movement.











British: British units move where they wish, as their movement rating allows. They must stop upon entering a hex containing an American unit. British units may move off the map if they wish, but cannot reenter.

VII. COMBAT









Combat occurs if enemy units are in the same hex after a side's movement phase and the attacker (side moving) has more *Combat Rating* (CR) factors than

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COUNTERS

 A 8th Regiment Grenadiers	 A 8th Regiment Battalion	 A Royal Newfield Fencibles	 A Glengarry Lt. Infantry	 B Ojibway/Mississauga Indians	 B York Militia 1
 B York Militia 2	 B York Militia 3	 L Maj. General R.H. Sheaffe			

British

 A 6th Infantry Regiment	 A 15th Infantry Regiment	 A 16th Infantry Regiment	 A 2nd Artillery Regiment	 B Forsyth's Riflemen	 B NY & Balt. Volunteers
 L General H. Dearborn	 L Brig. General Zeb. Pike	US Ships			

Americans

the defenders. If the defender has the same or higher CR, no combat occurs, and the attackers must retreat one hex. American "A" and "B" units have a CR of two each; British "A" and "B" units have a CR of one each. "L" units have a CR of zero. If combat occurs, each attacking "A" and "B" unit rolls once on the table below. Units may roll in any order desired. Defending units do not roll.

1-3= no effect; 4-5 = one defender retreats 2 hexes; 6+ = one defender eliminated

If "A" attacker = +1

If "B" defender(s) alone in hex (no "A" present) = +1

If Defender in Fort York hex or York hex = -1

Attacker Retreats: In addition, if a "natural" one is the combat roll, the attacker who rolled it must retreat one hex. A "natural" one is when a one is rolled on the combat roll, even if modified otherwise to another number. A "modified" one result (e.g. 2-1=1) is *not* a "natural" one.

Ending Combat: After one round of combat rolls (one per attacking unit), combat is over for the phase. After combat rolls, if any defending "A" or "B" unit remains in the hex, all remaining attackers must retreat one hex (to the same hex).

Retreats: British units may retreat as desired, though not into an American occupied hex or into the lake (they are eliminated if forced to do so). American units must retreat toward its invasion area as much as possible (though not into a British or American occupied hex, or the lake; they are eliminated if forced to do so). These guidelines apply to Attacker Retreat results as well as defender retreats results. Note especially that Americans cannot retreat into *any* occupied hex.

Eliminations: If a 6+ is rolled, one defender is eliminated and removed from the game. Elimination means the unit has ceased being an effective fighting unit. "B" units must be selected for elimination before "A" units if both are present.

Combat Examples: (1) Two American "A" units and one "B" unit (plus a Leader) move into Fort York, which is occupied by one British "A" unit and one British "B" unit. Since the American has the CR advantage (6 to 2), combat occurs, and the attacking Americans roll three combat rolls. One American "A" rolls first, and rolls a 1 (modified +1 for the "A" unit attacking, and -1 for attack-

ing Fort York), so the roll has no effect, but since it is a natural one, that attacking unit must retreat one hex. The American "B" rolls a 5, modified to 4, so one British unit must retreat two hexes. The British selects the "A" to do so. This leaves the last American "A" attacking the British "B". The roll is another 5, modified to 6 (+1 "A" attacking, -1 vs Fort York, +1 vs "B" defender without "A" in hex), so the British "B" is eliminated. (2) Three British "A" units (total CR of 3) move into a hex occupied by two American "B" units (total CR of 4). There is no combat, since the British CR is not more than four, and the British units are retreated one hex.

VIII. SPECIAL RULES

Explosion: If there is a British "A" or "B" unit in Fort York, it may ignite the powder in Fort York after American movement, but before American combat is resolved. **Procedure:** If you decide to ignite the powder, retreat all British units in Fort York two hexes. Next, count up the number of American "A" and "B" units currently in Fort York, and roll that many dice, adding them together. If the total is six or higher, the explosion has caused significant confusion and destruction among American troops, and the *Explosion* counter is placed in Fort York. In addition, if the dice total is nine or more, one American unit (randomly determined) is eliminated. If the explosion roll is five or less, the explosion is not effective, and the *Explosion* counter is not placed. Only one explosion roll is allowed per game. If an American Leader is present in the hex, and the Explosion roll is nine or more, roll one die to see if that Leader is eliminated (1-5= no effect, 6= eliminated).

Ships: Ships are used to conduct the American invasion. Otherwise, they play no part in the game.

Leaders: Leaders must set up with and remain stacked with "A" or "B" units; they cannot move on their own. They may retreat with friendly retreating units. They are included for historical purposes only. Losing them does not generate VP.

IX. OPTIONAL RULES

British Guns: Consider the outpost hex on the peninsula to have British guns. During the American Invasion phase of turn one (only), roll one die. On a roll of six, the guns disrupt the American invasion; turn one is over, and the American invasion is forced to start on turn two. On a roll of 1-5, there is no effect.

Two-Player Game: You may play the game with two players, in which case the American may disregard the game's movement instructions. He must still roll to see where he invades, however.

Variants: Players may agree before play to include options, introduce variations in play, or try variable victory conditions, as they wish.

Designer's Notes

If you visit historic Fort York in Toronto, you will see a bilingual provincial sign at the entrance reading "La Bataille de York", which gives this little game its name. The Battle of York (renamed Toronto in 1834) proved to be a British loss, but it would have been a bigger defeat had the British troops not successfully withdrawn to Kingston. The victorious Americans accepted the surrender of the town by the York militia and occupied it for six days, destroying the Parliament buildings and laying waste to much of the town. As in the actual event, the heavily outnumbered British must rely on maneuver and withdraw the best they can.

The area's geography has changed much over the following two centuries. The coast of Lake Ontario is now several hundred yards to the south, and the swampy peninsula is now the Toronto Islands.

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