I. Setup
   1. Remove naval and Indian units, mix up remaining units, by color, face down
   2. British draw 10 units
   3. Americans draw 12 units
   4. Americans deploy:
      a. At least 1 unit in each town rated at 2 or more, others deployed as desired
   5. British deploy:
      a. At least 1 unit in each town rated at 2 or more, others deployed as desired
   6. Each player puts 1 naval unit in each base:
      a. Americans: Erie, Sacket’s Harbor, Plattsburg
      b. British: Amherstburg, Kingston, Lacolle

II. Campaign Turns
   A. 3 sets of 10 + Winter, 3 times
      1. Both roll 2d6, higher total has choice of who goes first
   B. Navy phase
      1. Build/repair 1 naval unit
         a. Only in original naval bases
         b. To build takes 2 turns
            (1). 1st turn: place face-down
            (2). 2nd turn: place face-up; unit is operational
      2. Or, make 1 naval move
         a. Any number of ships from lake to friendly lakeside towns, or from friendly lakeside towns to lake, even if ship is being built or in need of repair
            (1). Never between lakes
            (2). Never from lakeside town to lakeside town
         b. Amphibious move, in same lake by ships that haven’t moved normally, allowed at same time
            (1). May move 1 army unit/operational naval unit on lake from 1 lakeside town to another lakeside town on same lake. Naval units don’t move, but are considered to have moved.
               (a). Indian unit may not make amphibious move
               (b). Cavalry may not make amphibious move
               (c). If amphibious move made in Navy phase, units remaining in group from which moved units came may move normally
               (d). If moving to attack, Indian may not be alone
               (e). Cavalry may move 1 additional space
      3. Or, reinforcing units that could not enter during reinforcement phase may be placed, even into enemy-occupied town

   C. Army phase
      1. Any/all units in group (those in any one town) may be moved to one or more adjacent towns connected by road/rail
         a. If amphibious move made in Navy phase, units remaining in group from which moved units came may move normally
         b. If moving to attack, Indian may not be alone
         c. Cavalry may move 1 additional space
      2. For each American unit moving into Canada by land, roll a die. If 6 is rolled, one unit, chosen randomly by British, does not move.
      3. Or, reinforcing units that could not enter during reinforcement phase may be placed, even into enemy-occupied town

   D. Battle phase
      1. Naval battles
         a. If player moves naval units onto lake occupied by opponent
            (1). Never in lakeside towns or bases
            (2). Each player rolls 2 dice [his operational naval units]:
               (a). For each 6, firing player may:
                  i. Turn enemy operational unit face-down
                  ii. Or, sink face-down unit (gone from game)
            (3). Attacker may retreat all naval units to friendly lakeside town(s)
            (4). If Attacker does not retreat, Defender may retreat all naval units to friendly lakeside town(s)
            (5). If neither side retreats, repeat from (2)
      2. Army battles
         a. If player moves army units into town occupied by opponent. If more than 1 battle, resolved in order Attacker wishes.
            (1). If Indian attacked by itself, it leaves game
            (2). Defender may retreat
               (a). Subject to pursuit fire 1 die/victorious unit, hit on 4-6 (Defender chooses which units take damage)
                  i. Cavalry being pursued by infantry or Indian is not subject to pursuit fire
                  ii. Cavalry being pursued by cavalry subject to normal pursuit fire
                  iii. Indian in pursuit of infantry rolls 2 dice
                  iv. Cavalry in pursuit of infantry rolls 2 dice
                  v. If Indian is sole survivor, it leaves game
               (b). Retreat all surviving units to same adjacent town along a land route
i. Not if occupied by enemy
ii. Not if it contains an unresolved battle
iii. Not to town Attacker came from

(3.) Both players tilt units face up

(4.) Defender rolls 1 die/total Defender CV
   (a.) Rolls 2 die/total Defender CV on first battle turn only, if attack comes by amphibious move
   (b.) For each 6 rolled, Attacker unit (chosen by Attacker) loses 1 CV
      i. If Indian is sole survivor, it leaves game

(5.) Attacker may retreat
   (a.) If attack came from reinforcing troops, no retreat possible
   (b.) Subject to pursuit fire: 1 die/victorious unit, hit on 4-6 (Attacker chooses which units take damage)
      i. Cavalry being pursued by infantry or Indian is not subject to pursuit fire
      ii. Cavalry being pursued by cavalry subject to normal pursuit fire
      iii. Indian in pursuit of infantry rolls 2 dice
      iv. Cavalry in pursuit of infantry rolls 2 dice
      v. If Indian is sole survivor, it leaves game
   (c.) Retreat all surviving units to town attack came from
      i. If attack was by amphibious move, Attacker must retreat by amphibious move

(6.) Attacker rolls 1 die/total Attacker CV
   (a.) For each 6 rolled, Defender unit (chosen by Defender) loses 1 CV
      i. If Indian is sole survivor, it leaves game

(7.) Repeat from (1)

(8.) Battle ends with retreat or with elimination of one side. Stand units upright.
   (a.) If British capture Detroit, Indian unit enters play there

III. Victory Check

A. At end of turn 10
   1. Player wins if his [victory points (VPs)] = [opponent’s VPs + (10 or more)]
      a. 1 VP/army unit, +
      b. 2 VP/controlled lake, +
      c. VP value of all enemy towns occupied by army units

B. Wintering
   1. Attrition: for each town:
      a. If units are in own territory and [Units] > [VP of town], excess units lose 1 CV, chosen by owner
      b. If units are in enemy territory and [Units] > [VP of town], excess units lost, chosen by owner
   2. All naval units on lakes withdraw to friendly lakeside towns
      a. If they cannot, naval units are eliminated
   3. Reinforcements - number printed on board, drawn at random
      a. If town to be reinforced is enemy-occupied, future army phase may be used to bring in reinforcing units