

A detailed oil painting depicting a battle scene from the American Revolution. In the foreground, a soldier with red hair and a white shirt is shown in profile, holding a long rifle. Behind him, a large group of soldiers in 18th-century attire are engaged in combat. A large American flag with stars and stripes is being carried by a group of men. The background shows a hazy, cloudy sky.

THE AMERICAN REVOLUTION

COMMANDS
& COLORS
TRICORNE

by RICHARD BORG

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Compass Games
New Directions in Gaming

“DON’T FIRE UNLESS FIRED UPON, BUT IF THEY MEAN TO HAVE A WAR, LET IT BEGIN HERE.”

- JOHN PARKER -



INTRODUCTION

By design, **COMMANDS & COLORS TRICORNE - AMERICAN REVOLUTION** is not overly complex. The game is based on the highly successful **Commands & Colors** game system, where the Command cards drive movement while creating a “fog of war” and the battle dice resolve combat quickly and efficiently. **COMMANDS & COLORS TRICORNE - AMERICAN REVOLUTION**, however, introduces many new game concepts, which will add historical depth and provide even the most veteran *Commands & Colors* player many new play experiences and challenges.

The scale of the game fluctuates, which allows players to effectively portray some of the larger American Revolution battles, as well as smaller size skirmish actions. In some scenarios, an infantry unit may represent an entire brigade, while in others a unit may only represent a few companies of soldiers. Still the linear tactics of the period that you will need to execute to gain victory conform remarkably well to the advantages and limitations inherent to the various American Revolution Armies of the day, and the battlefield terrain features on which they fought. To further emphasize the differences in battlefield doctrine between the British and Continental forces, each army has its own unique deck of Combat cards.

Players, that are familiar with other **Commands & Colors** games, will soon note that unit combat losses in a *Tricorne* game are typically not as great as other games covered in the series. This is a direct result of the linear tactic fighting style of the armies that fought during the American Revolution. Unit morale is the main thematic focus in a *Tricorne* battle as it was historically. With the possibility that an entire unit that has only taken minimal losses, when forced to retreat, may actually break and rout from the battlefield, will definitely keep players on the edge of their command chairs during an entire battle.

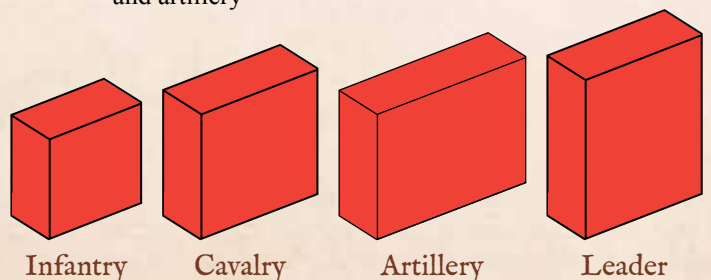
The 12 battles, showcased in the scenario booklet, feature a stylized battlefield map that emphasize the important terrain features and highlight the historical deployment of forces in scale with the game system. These scenarios are a smattering of some of the better-known engagements of the American Revolution.

Welcome and Enjoy!

- Richard Borg

CONTENTS

- 1 Battlefield Game Board
- 5 Terrain and Accessories punchboards containing:
 - 75 Double-sided Terrain Tiles
 - 30 Double-sided Victory Banner counters
- 60 Command cards
- 48 Combat cards (24 British, 24 Continental)
- 8 Battle dice
- 5 Block and Dice Label sheets
- 2 Double-sided Summary Cards
- 1 Rule and Scenario Booklet
- 309 Blocks: blue Continental units, red British units, dark blue German units comprising:
 - 252 small, blue, red and dark blue blocks for infantry units
 - 20 medium, blue and red blocks for cavalry units
 - 37 rectangular, blue, red and dark blue blocks for leaders and artillery



- Infantry blocks are 18x18x8mm in size.
- Cavalry blocks are 22x22x8mm in size.
- Artillery blocks are 22x28x8mm in size and are placed so the 28mm edge runs horizontally.
- Leader blocks are 22x28x8mm in size and are placed so the 28mm edge runs vertically.

A few extra blocks are supplied as spares.

BATTLEFIELD GAME BOARD

The battlefield game board (hereafter referred to as the battlefield) has a hex grid, 13 hexes wide by 11 hexes deep. The battlefield is divided into three sections by two dotted lines, giving each player a Left Flank Section, a Center Section and a Right Flank Section. Where the dotted line cuts through a hex, the hex is considered to be part of both the flank section and the center section.

Note - Left Flank Section, Center Section and Right Flank Section will often simply be denoted as section or sections in these rules.



TERRAIN TILES

The Terrain Tiles represent a wide range of terrain features and are placed on the battlefield to recreate the historical scenario. For a description of all terrain: see the Terrain rules section.



COMMAND CARDS

Command cards are used to order troops on a side to move, battle, or do something special. Units may only move or battle when given an order.



COMBAT CARDS

In the Tricorne - American Revolution core game, there is a deck of Combat cards for each side, British and Continental. These cards represent a mix of unit training, abilities or unexplainable actions that take place during the course of a battle.

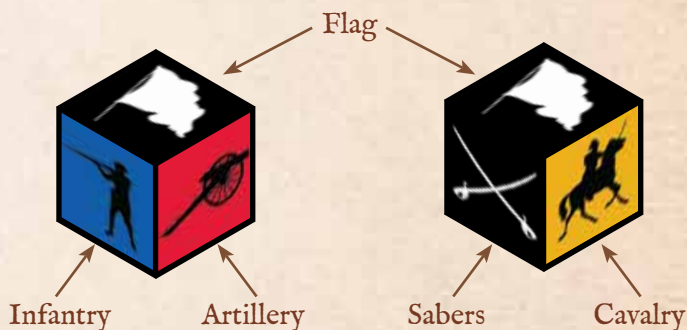


Note - British Combat cards may be played on British units, leaders and their Allies (the German forces) and Continental Combat cards may be played on Continental units, leaders and their Allies.

BATTLE DICE

Each battle die has six sides:

- one side has an Infantry symbol - black symbol on blue background
- one side has a Cavalry symbol - black symbol on yellow background
- one side has an Artillery symbol - black symbol on red background
- two sides have a Flag symbol - white symbol on black background
- one side has a Saber symbol - white symbol on black background



As a bonus for players that would like additional dice, a set of dice stickers are included on sticker sheet 5. Players will need to supply their own blank dice and place stickers on their dice as noted above.

SUMMARY CARDS

One side of the summary card has a recap of American Revolution units and on the other side is a summary of terrain effects.

VICTORY BANNER COUNTERS

The 30 Double-sided Victory Banner counters will track a player's quest for victory. When the last block of an enemy unit or leader block is eliminated, take one Victory Banner. Also, take a Victory Banner when completing a scenario specific objective.



COMMANDS & COLORS TRICORNE



Regular Infantry
10 units
40 blocks



Light Infantry
3 units
12 blocks



Rifle Light Infantry
3 units
12 blocks



Provincial Infantry
7 units
28 blocks



Militia Infantry
8 units
32 blocks



Light Cavalry
2 units
8 blocks



Light Field Artillery
3 units
12 blocks



Leaders
4 blocks

CONTINENTAL UNITS



Regular Infantry
11 units
44 blocks



Light Infantry
3 units
12 blocks



Grenadier Infantry
2 units
8 blocks



Guard Infantry
2 units
8 blocks



Highland Infantry
2 units
8 blocks



Provincial Infantry
4 units
16 blocks



Militia Infantry
3 units
12 blocks



Light Cavalry
3 units
12 blocks



Light Field Artillery
3 units
12 blocks



Leaders
4 blocks

BRITISH UNITS



Regular Infantry
3 units
12 blocks



Light Infantry
1 unit
4 blocks



Grenadier Infantry
1 unit
4 blocks



Light Field Artillery
1 unit
4 blocks



Leader
1 block

GERMAN UNITS

UNITS & LEADERS

Each American Revolution unit is composed of four blocks, and a single rectangular block represents a General or a Field officer and is hereafter referred to as a leader. Blocks grouped together on a hex, form a unit. The soldier images and name on the blocks will indicate the troop type, making it easier for both sides to rapidly identify each unit in play.

Infantry units show a number of soldiers and the unit type printed on a color band at the bottom of each block.

- Red band - British Guard, British Grenadier, British Highland and German Grenadier
- Blue band - British Regular, Continental Regular, German Regular
- Green band - British Light, German Light and Continental Light, Continental Rifle Light
- Brown band - British Provincial and Continental Provincial
- Yellow band - British Militia and Continental Militia

Cavalry units show a mounted trooper

- Green band - British Light and Continental Light

In the core Tricorne - American Revolution game there is only one type of cavalry unit.

Artillery units show a cannon with an artillery crew figure

- Green band - British Light, German Light and Continental Light

In the core Tricorne - American Revolution game there is only one type of field artillery unit.

- A Leader block shows a mounted general figure. A leader block does not have a color band.

Applying the Stickers: Apply appropriate unit stickers to the front and back of the blocks for each unit. Place the Continental unit labels on the blue blocks, British unit labels on the red blocks and German unit labels on the dark blue blocks. We suggest that you separate the blocks by color, then sort blocks by size. Start with the Continental units. Pull out 40 small blue blocks. Find the Continental regular infantry stickers on sheet 1 of 5 and 2 of 5. Peel and place a sticker on the front and back of the 40 small blue blocks. When you run out of the 40 blocks, move on to the Continental light infantry. Pull out 12 small blue blocks. Find the Continental light infantry stickers on sheet 1 of 5 and 2 of 5. Peel and place stickers on the front and back of the 12 small blue blocks. When you run out of 12 blocks, move on to the Continental rifle light infantry units that need 12 blocks. Keep going in this fashion until all the Continental units are completed. Then move on to the British units red blocks and finally to the German units using the dark blue blocks. It will take a little time, but it will be worth the effort!

A few extra blocks and stickers are supplied as spares.

ARMY UNIT ROSTER

These army rosters highlight each unit's game stats.

Unit Name: Next to the unit name is an illustration on the unit.

Class: In the Tricorne - American Revolution core game there are five infantry unit classes, which roughly correspond to distinct levels of military training and battle experience.

- Elite units (Guard, Grenadier and Highland) are well equipped, trained and experienced in battle.
- Regular units are the backbone of all American Revolution armies. These formations are drilled to advance and battle without becoming disorganized.
- Light Infantry units are known for their flexible formations and ability to maneuver about the battlefield.
- Provincial units have some military training and battle experience.
- Militia units are volunteers drawn from the local area and usually only take the field when a battle is fought in their local area. Their military training and equipment tends to be meager.

In the Tricorne - American Revolution core game, there are only light cavalry units and light field artillery units.

Movement in Hexes: Is the number of hexes a unit may move when ordered.

Battle: The number of hexes to the enemy unit being targeted determines the base number of battle dice rolled in combat.

The number in () is the base number of dice a unit will roll in melee, followed by the base number of dice the unit will roll as range increases.

For example: (3), 2, 1:

The unit's base number in melee (adjacent hex) is 3 dice.

In ranged combat at a range of two hexes to target, the unit's base number is 2 dice.

In ranged combat at a range of three hexes to target, the unit's base number is 1 die.

Note - The number of block losses a unit has suffered does not affect the number of battle dice the unit rolls in combat. A unit with a single block retains the same combat strength as a unit at full strength.

Morale: The number of flags a unit may ignore, and when the unit does retreat, lists the number of hexes the unit must retreat for each flag.

Rally Check: Number of additional dice unit will roll when making a rally check.

Notes: Lists any unit special abilities.

CONTINENTAL FORCES

Continental Regular Infantry

Class: Regular - "Regular" name on blue band

Movement in Hexes: 1

Battle: (2), 2, 1

Morale: Retreat 1 hex for each flag

Rally Check:

Notes:



Continental Light Infantry

Class: Light - "Light" name on green band

Movement in Hexes: 1 and combat, or 2 hexes and no combat

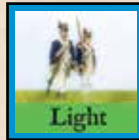
Battle: (2), 2, 1

Morale: Retreat 1 hex for each flag

Rally Check:

Notes: Ranged combat dice are not reduced when unit moves.

- Like other infantry units, when unit moves and engages in melee, its melee combat dice are -1.
- Sabers rolled in melee combat do not score hits.
- May choose to retire and rally when unit is attacked in melee.



Continental Rifle Light Infantry

Class: Light - "Rifle" name on green band

Movement in Hexes: 1 and combat, or 2 hexes and no combat

Battle: (2), 2, 1, 1

Morale: Retreat 1 hex for each flag

Rally Check:

Notes: Ranged combat dice are not reduced when unit moves.

- Like other infantry units, when unit moves and engages in melee, its melee combat dice are -1.
- Sabers rolled in melee combat do not score hits.
- May choose to retire and rally when unit is attacked in melee.



Continental Provincial Infantry

Class: Provincial - "Provincial" name on brown band

Movement in Hexes: 1

Battle: (2), 2, 1

Morale: Retreat 2 hexes for each flag

Rally Check: -1 Die

Notes:



Continental Militia Infantry

Class: Militia - "Militia" name on yellow band

Movement in Hexes: 1

Battle: (2), 1, 1

Morale: Retreat 3 hexes for each flag

Rally Check: -1 Die

Notes: Sabers rolled in melee combat do not score hits.



Continental Light Cavalry

Class: Light - "Light" name on green band

Movement in Hexes: 1 or 2 hexes and melee combat

Battle: (2) No ranged combat

Morale: Retreat 2 hexes for each flag

Rally Check:

Notes: Sabers rolled in melee combat do not score hits.

- After a successful melee, unit may take ground and make a bonus melee combat.
- May choose to retire and rally when unit is attacked in melee.



Continental Light Field Artillery

Class: Light - "Light" name on green band

Movement in Hexes: 1, if unit moves it may not combat

Battle: (2), 2, 1, 1, 1

Morale: Retreat 1 hex for each flag

Rally Check:

Notes: Unlike other light units, sabers rolled in melee combat will score hits.



Continental Leader

Class: Leader

Map ID Code: Star (leaders name near star)

Movement in Hexes: 1, 2, or 3 hexes

- May move through friendly units.

Battle: Lone leader no combat.

- When attached to unit, unit combats at +1 die.

Morale: Lone leader retreats 1, 2, or 3 hexes.

- When attached to unit, unit may ignore 1 flag.

Rally Check: Lone Leader does not rally check after he retreats

- When attached to unit, unit rally check at +1 die.

Notes: When attached to an infantry unit, after a successful melee, unit may take ground and make a bonus melee combat.



BRITISH FORCES

British Guard

Class: Elite - "Guard" name on red band

Movement in Hexes: 1

Battle: (3), 2, 1

Morale: May ignore 2 flags, when unit does retreat, retreat 1 hex for each flag

Rally Check: +2 dice

Notes:



British Grenadier

Class: Elite - "Grenadier" name on red band

Movement in Hexes: 1

Battle: (3), 2, 1

Morale: May ignore 1 flag, when unit does retreat, retreat 1 hex for each flag

Rally Check: +1 die

Notes:



British Regular Infantry

Class: Regular - "Regular" name on blue band

Movement in Hexes: 1

Battle: (2), 2, 1

Morale: Retreat 1 hex for each flag

Rally Check:

Notes:



British Light Infantry

Class: Light - "Light" name on green band

Movement in Hexes: 1 and combat, or 2 hexes and no combat

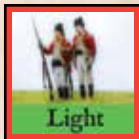
Battle: (2), 2, 1

Morale: Retreat 1 hex for each flag

Rally Check:

Notes: Ranged combat dice are not reduced when unit moves.

- Like other infantry units, when unit moves and engages in melee, its melee combat dice are -1.
- Unlike other light infantry units, sabers rolled in melee combat will score hits.
- May choose to retire and rally when unit is attacked in melee.



British Highland Infantry

Class: Elite - "Highland" name on red band

Movement in Hexes: 1 combat, or 2 hexes when unit moves and can melee.

Battle: (*2), 2, 1

Morale: Retreat 1 hex for each flag

Rally Check:

Notes: *Highland Charge: when ordered unit will melee combat at +1 die. No Highland charge, on bonus combat, on battle back or when battling as a First Strike or Ambush.

- After a successful melee, unit may take ground and make a bonus melee combat.
- When a highland unit starts a combat phase at full strength it may ignore 1 flag. When at full strength and during a combat the unit receives a hit and 1 flag, the highland unit may ignore one flag. The next combat after taking the hit, the highland unit may not ignore a flag.



British Provincial Infantry

Class: Provincial - "Provincial" name on brown band

Movement in Hexes: 1

Battle: (2), 2, 1

Morale: Retreat 2 hexes for each flag

Rally Check: -1 Die

Notes:



British Militia Infantry

Class: Militia - "Militia" name on yellow band

Movement in Hexes: 1

Battle: (2), 1, 1

Morale: Retreat 3 hexes for each flag

Rally Check: -1 Die

Notes: Sabers rolled in melee combat do not score hits.



British Light Cavalry

Class: Light - "Light" name on green band

Movement in Hexes: 1 or 2 hexes and combat

Battle: (2) No ranged combat

Morale: Retreat 2 hexes for each flag

Rally Check:

Notes: Sabers rolled in melee combat do not score hits.

- After a successful melee, unit may take ground and make a bonus melee combat.
- May choose to retire and rally when unit is attacked in melee.



British Light Field Artillery

Class: Light - "Light" name on green band

Movement in Hexes: 1, if unit moves it may not combat

Battle: (2), 2, 1, 1, 1

Morale: Retreat 1 hex for each flag

Rally Check:

Notes: Unlike other light units, sabers rolled in melee combat will score hits.



British Leader

Class: Leader

Map ID Code: Star (leaders name near star)

Movement in Hexes: 1, 2, or 3 hexes

- May move through friendly units.

Battle: Lone leader no combat.

- When attached to unit, unit combats at +1 die.

Morale: Lone leader retreats 1, 2, or 3 hexes.

- When attached to unit, unit may ignore 1 flag.

Rally Check: Lone Leader does not rally check after he retreats

- When attached to unit, unit rally check at +1 die.

Notes: When attached to an infantry unit, after a successful melee, unit may take ground and make a bonus melee combat.



GERMAN FORCES

Hessian Grenadier

Class: Elite - "Grenadier" name on red band

Movement in Hexes: 1

Battle: (3), 2, 1

Morale: May ignore 1 flag, when unit does retreat, retreat 1 hex for each flag

Rally Check: +1 die

Notes:



Hessian Regular Infantry

Class: Regular - "Regular" name on blue band

Movement in Hexes: 1

Battle: (2), 2, 1

Morale: Retreat 1 hex for each flag

Rally Check:

Notes: When ordered by a Quick Step Command card, units may only move 1 hex, but are not -1 die for moving.

- When ordered by a Bayonet Attack Command card, units are +1 die in melee.



Hessian Light Infantry

Class: Light - "Light" name on green band

Movement in Hexes: 1 and combat, or 2 hexes and no combat

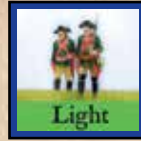
Battle: (2), 2, 1

Morale: Retreat 1 hex for each flag

Rally Check:

Notes: Ranged combat dice are not reduced when unit moves.

- Like other infantry units, when unit moves and engages in melee, its melee combat dice are -1.
- Sabers rolled in melee combat do not score hits.
- May choose to retire and rally when unit is attacked in melee.



Hessian Light Field Artillery

Class: Light - "Light" name on green band

Movement in Hexes: 1, if unit moves it may not combat

Battle: (2), 2, 1, 1, 1

Morale: Retreat 1 hex for each flag

Rally Check:

Notes: Unlike other light units, sabers rolled in melee combat will score hits.



German Leader

Class: Leader

Map ID Code: Star (leaders name near star)

Movement in Hexes: 1, 2, or 3 hexes

- May move through friendly units.

Battle: Lone leader no combat.

- When attached to unit, unit combats at +1 die.

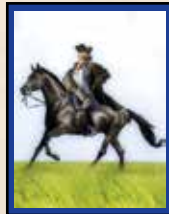
Morale: Lone leader retreats 1, 2, or 3 hexes.

- When attached to unit, unit may ignore 1 flag.

Rally Check: Lone Leader does not rally check after he retreats

- When attached to unit, unit rally check at +1 die.

Notes: When attached to an infantry unit, after a successful melee, unit may take ground and make a bonus melee combat.



SETTING UP A GAME

1. Select a battle from the scenario booklet. First time players should start with Bemis Heights (Scenario #1), which will introduce players to the basics of the game and tactics of linear warfare.

2. Place the board in the center of the table. Each scenario specifies which army is at the top and bottom of the battlefield, and players should sit on the side closest to the army they will command. Each player takes a unit and terrain summary card.

3. Place the terrain hexes onto the battlefield as indicated by the scenario map.

4. Separate the blocks, Continental (blue blocks), British (red blocks) and German (dark blue blocks).

It is recommend that players initially set one block of the required troop type or leader block on the battlefield, using the board's borders and flank boundaries (dotted lines) to quickly locate the correct hexes. Then fill each infantry, cavalry and artillery unit with three additional blocks.

Note - Each unit symbol on the map represents an entire unit with 4 blocks.

5. Shuffle the Command card deck thoroughly and deal Command cards to each side per the selected scenario's battle notes. Keep the Command cards a secret from the opposing player. Place the remainder of the deck facedown, alongside the battlefield, within easy reach of both players.

6. Each player shuffles his Combat card deck thoroughly and draws the number of Combat cards as indicated by the scenario's battle notes. Keep the Combat cards a secret from the opposing player. Set the remaining deck of Combat cards facedown alongside the game board near the deck of Command cards.

7. Place the eight battle dice and Victory Banner counters along side the battlefield.

8. Review any special rules and victory conditions that apply for the battle.

9. The starting player, as indicated in the scenario's battle notes, begins play.

Prior to the start of a battle when Opening Cannonade rules are in effect for the scenario, the starting player will start the opening cannonade.

Opening Cannonade

Prior to the first turn in the battle, when opening cannonade rules are in effect, all artillery units may engage in ranged combat when the artillery unit is in range and has line of sight to an enemy unit. The side that moves first designates one artillery unit to fire. Then, each side will alternate firing their artillery units and possibly retiring until all artillery units on both sides have done a cannonade. Combat cards may not be played during an Opening Cannonade.

OBJECT OF THE GAME

The object of the game is to be the first to capture a set number of Victory Banners, depending on the selected battle scenario's victory conditions.

A Victory Banner is gained for each enemy leader or enemy unit entirely eliminated. When the last block of a unit, or a leader, is eliminated, collect one Victory Banner. In some scenarios, capturing certain terrain hexes, or accomplishing other battle-specific objectives can gain additional Victory Banners.

A scenario's victory is achieved the instant the last Victory Banner required is gained.

After an artillery unit has fired its opening cannonade, it may retire back 2 hexes toward its baseline or hold its position. If the unit retires, it may move through friendly units, leaders and terrain that is not impassable. No rally check is required on the cannonade retire movement. If an artillery unit cannot retire the 2 hexes then it may not retire. If an artillery unit retires one hex onto a hex with a lone leader, the leader will not allow the artillery unit to stop. The artillery unit must retire 2 hexes.

GAME TURN

The scenario's battle notes state which player goes first. The player taking his turn is the active player, while the active player's opponent is considered the defending player during the turn. Players alternate taking turns, until one player reaches the number of Victory Banners indicated in the scenario's victory conditions.

PLAYER'S TURN SEQUENCE

- Phase 1. Play a Command card
- Phase 2. Order Units
- Phase 3. Movement
- Phase 4. Combat
- Phase 5. End of Turn

The previous phase must be completed before proceeding onto the next phase.

PHASE 1. PLAY A COMMAND CARD

At the start of a turn, the player must play a Command card from his hand. Place it face up and read it aloud. Command cards are used to order a player's units to move, battle, or do something special. The card played, dictates in which section(s) of the battlefield orders are issued, and how many units may be ordered. Hexes with a dotted line running through them are always considered as simultaneously belonging to both the corresponding flank and center section. Units may only move and/or battle when given an order. There are two types of Command cards, section cards and tactic cards.

Section Command card: A Section Command card is recognizable by an iconic representation of the battlefield on the lower half of the card. Each section card is used to order a set number of units and/or leaders in the section or a combination of sections of the battlefield, highlighted by an arrow and a number.

Tactic Command card: A Tactic Command card orders units and leaders across the battlefield in any section, and may allow the ordered units and/or leaders to move and/or battle in ways not normally allowed in the basic rules.

When the number of orders is not a fixed number and instead the card states "for each Command card you have, including this card" the number of units and/or leaders a player may order is equal to the number of Command cards in the player's possession, including the Command card currently being played.

If a player is in a situation, where the Command card just played will not order any units or leaders, disregard phases 2 through 4 of the game turn and go directly to the draw phase End of Turn.

PHASE 2. ORDER UNITS

After playing a Command card, announce which corresponding units and leaders you choose to order.

- Blocks grouped together on the same hex form a battlefield unit.
- Only those units that are issued an order may move, battle, or take a special action during this turn.
- Only one order may be given to each unit or leader during the course of a single game turn.
- A unit or leader on a hex with a dotted line running through it may be ordered from either section flank or center section.
- A leader in the same hex as a friendly unit is considered "attached". It only costs one order for a unit and its attached leader to move and/or battle together.
- An attached leader ordered by a section Command card may be ordered to detach and move separately.
- It costs one order for an attached leader to detach from its unit and move separately.
- A unit and its attached leader may be ordered separately by spending two orders.
- When a leader is ordered to detach the unit the leader was with is not ordered.
- Attaching a leader to a unit does not order the unit the leader just joined.
- An attached leader may not be ordered to detached and move separately when a Tactic Command card is played on a turn, unless stated otherwise on the Tactic card.
- If a Section Command card issues more orders in a given section of the battlefield than the number of units and leaders in that section, those additional orders are lost.
- If a Tactic Command card issues more orders than units and leaders that are currently available, those additional orders are lost.

PHASE 3. MOVEMENT

Movements are announced and made sequentially, one ordered unit or leader at a time, in the sequence of a player's choice.

- A unit or leader may only be ordered to move once per turn.
- A unit or leader that is ordered does not have to move.
- A unit or leader's movement must be completed before beginning the movement of another unit or leader.
- A unit or leader may move from one section of the battlefield into another.
- Two units may never occupy the same hex.
- A unit may not move onto or through a hex occupied by a friendly unit, an enemy unit, or enemy leader.
- A unit may move onto a hex occupied by a friendly leader when the leader is alone in a hex. The unit must stop in the lone leader's hex and move no further on the turn. The leader is then considered attached to the unit.

- A unit may not move off the battlefield's baseline or lateral edges, unless explicitly allowed by the scenario's battle notes.
- A unit may not split off individual blocks from a unit; they must stay together and always move as a group.
- A unit that is reduced through casualties may not combine with another unit.
- Some terrain features will impact movement and may prevent a unit from moving its full distance.
- A unit or leader may not move onto or through a hex with impassable terrain.

Note - Retreat movement rules vary slightly from ordered movement: see Retreat rules section.

INFANTRY MOVEMENT

- An ordered guard, grenadier, regular, provincial and militia infantry unit may move 1 hex and battle.
- An ordered highland infantry unit may move 1 hex and battle or 2 hexes when into melee and battle.
- An ordered light and rifle light infantry unit may move 1 hex and battle or 2 hexes and not battle.

CAVALRY MOVEMENT

- An ordered light cavalry unit may move 1 or 2 hexes and battle.

ARTILLERY MOVEMENT

- An ordered light field artillery unit may move 1 hex and not battle or not move and battle.

LEADER MOVEMENT

- An ordered leader (either alone in a hex or ordered to detach from the unit it is with) may move up to 3 hexes.
- A leader may move through a hex with a friendly unit, a hex with a friendly unit and an attached leader, or another friendly leader that is alone in a hex, but may not end movement in a hex containing another friendly leader.

Note - A friendly unit or leader is defined as all allied units or leaders on the same side.

- A leader that moves onto a hex with a friendly unit may stop as long as the unit does not already have an attached leader. The leader is then considered attached to the unit.
- A leader may not move onto or through a hex occupied by an enemy unit or enemy leader, unless the leader is attempting to escape through the occupied enemy hex: see Lone Leader Escape rules section.

PHASE 4. COMBAT

Combat, also referred to as battle, is a term that is used for both ranged combat (fire) and melee combat. To engage in range combat, a unit must be within range and have a line of sight to the target unit or leader. To melee, a unit must be in an adjacent hex to the enemy unit or leader. An ordered unit may only engage in one type of combat on a turn.

Combat is resolved, one ordered unit at a time, in the sequence of a player's choice. During the combat phase, combat may switch between ranged combat and melee combat from one unit to the next; however, one unit's combat must be announced and resolved including all related additional combat actions, before proceeding to another ordered unit's combat.

- A unit that is ordered does not have to combat, even when adjacent to an enemy unit.
- A unit may not split its battle dice between several enemy target units during the same combat dice roll.
- A unit may only normally battle once per turn; in some instances after a successful melee a unit may have the opportunity for a bonus melee combat: see Bonus Melee Combat rule section.
- The number of block losses a unit has suffered does not affect the number of battle dice the unit rolls in combat. A unit with a single block retains the same combat strength as a unit at full strength.
- The range to the targeted enemy unit determines the base number of battle dice rolled in a combat. The number in () is the base number of dice a unit will roll in melee, followed by the base number of dice the unit will roll as range increases.

INFANTRY COMBAT

- An ordered guard and grenadier infantry unit will combat at (3), 2, 1.
- An ordered regular, light and provincial infantry unit will combat at (2), 2, 1.
- An ordered militia infantry unit will combat at (2), 1, 1.
- An ordered highland infantry unit will combat at (2), 2, 1 and melee at +1 die when ordered and unit highland charges.
- An ordered rifle light infantry unit will combat at (2), 2, 1, 1.

CAVALRY COMBAT

- An ordered light cavalry unit will melee combat at (2).

ARTILLERY COMBAT

- An ordered light field artillery unit will combat at (2), 2, 1, 1, 1.

LEADER COMBAT

- A leader may not engage in combat when alone in a hex.

RANGED COMBAT

Only infantry and artillery units may engage in range combat. Cavalry units and lone leaders may not engage in range combat. A unit with range weapons, battling an enemy unit more than 1 hex away is said to conduct ranged combat (fire) at the enemy unit “target unit.” In ranged combat, the target unit must be within both range and line of sight of the firing unit.

- An ordered unit may target an enemy unit in any direction.
- Ranged combat may not be used against an enemy unit in an adjacent hex.
- A unit adjacent to an enemy unit may not fire on another, more distant, enemy unit.

Ranged Combat (Fire) Procedure

1. Announce Firing Unit Combat
2. Check Range
3. Check Line of Sight
4. Determine Strength of Ranged Combat
5. Resolve Combat
6. Score Hits
7. Retreats and Rally Checks

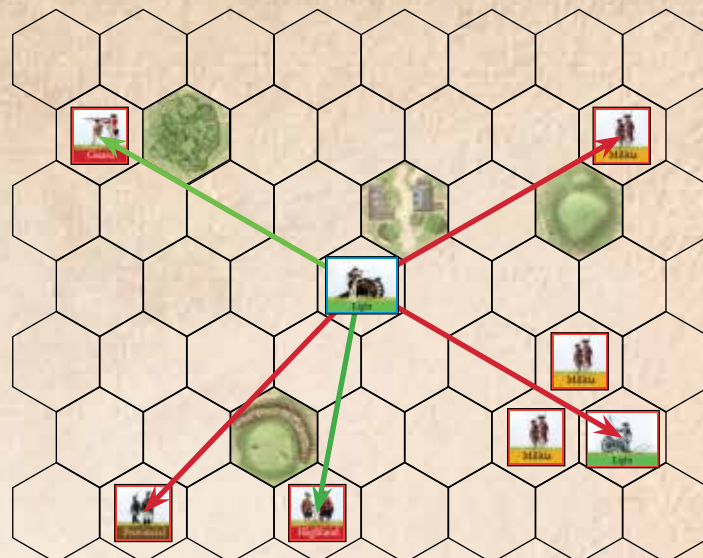
1. Announce Firing Unit Combat: Announce the ordered unit you want to fire and the enemy unit it is targeting. Each ranged combat attack is declared and resolved one ordered unit at a time, in the sequence of your choice. You must announce and resolve one unit’s ranged combat entirely, before beginning the next unit’s combat. Regardless of the number of enemy units in range, each ranged combat is conducted by one eligible, ordered unit against one enemy unit in line of sight and in range.

Ranged combat by several friendly units against one enemy unit must be made and resolved one at a time.

2. Check Range: Verify that your target is within range. The range is the distance between the firing unit and the target unit, measured in hexes. When counting the range in hexes, include the target unit’s hex, but not the firing unit’s hex.

3. Check Line of Sight: Verify that your target is within line of sight. A unit must be able to “see” the enemy unit it wants to fire at. This is known as having Line of Sight.

Imagine a line drawn from the center of the hex containing the firing unit to the center of the hex containing the target unit. This line of sight is blocked only if a hex between the battling unit and the target hex contains an obstruction. Obstructions include a unit or leader (regardless if friend or foe) or some terrain features and the side edge of the battlefield. The terrain in the target unit’s hex does not block line of sight. If the imaginary line runs along the edge of one or more hexes that contain obstructions, line of sight is not blocked unless the obstructions are on both sides of the line.



Note - Red Arrows indicate no line of sight on the target unit and green arrows indicate the target unit is in line of sight.

4. Determine Strength of Ranged Combat: The base number of battle dice rolled in ranged combat is determined by the unit’s range (number of hexes) to the enemy target unit.

The base number of ranged combat dice is increased or reduced as follows:

- A full strength unit combats with 1 additional die.
- A leader attached to an infantry unit, the unit rolls 1 additional die in ranged combat.
- A leader attached to an artillery unit, the artillery unit does not roll an additional die in ranged combat.
- Add any Command card ranged combat additions.
- Add any Combat card ranged combat additions.
- Reduce the number of dice rolled in ranged combat by any Terrain Modifiers ranged combat reductions: see Terrain rules section.
- Reduce the number of dice rolled in ranged combat when an ordered infantry unit moves. An ordered infantry unit that moves ranged combat dice is reduced by 1 die. *Exception is when a light infantry class unit moves, its ranged combat dice are not reduced.*

5. Resolve Combat: Roll the resulting number of battle dice against the target; hits are resolved first, followed by retreats.

6. Score Hits: In ranged combat, the attacker scores 1 hit for each unit symbol rolled that matches the target unit. Other symbols rolled are a miss.

Ranged Combat Roll



Score 1 hit on Infantry unit



Score 1 hit on Cavalry unit



Score 1 hit on Artillery unit



Does not score a hit in ranged combat



A flag does not cause a hit, but may cause the unit to retreat

For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, collect a Victory Banner. If more hits are rolled than the number of blocks in the enemy unit, these additional hits have no effect.

Chance to Hit a Leader: When an unit with an attached leader takes a hit in range combat, a leader casualty check must be made: see Leader Casualty Check rules section.

A leader when not attached to a unit (alone in a hex) may also be attacked in ranged combat: see Leader Casualty Check rule section.

7. Retreats and Rally Checks: A flag does not cause a hit, but may cause the unit to retreat: see Retreat and Rally Check rules section.

MELEE COMBAT

All units may engage in melee combat. A unit attacking an adjacent enemy unit is said to be engaging that enemy unit in melee. Target units engaged in melee are always considered within range and in line of sight of their attacker.

A unit adjacent to an enemy unit may not use ranged combat against the adjacent enemy unit or target another enemy unit within fire range. The unit must melee combat the adjacent enemy unit if it chooses to combat.

Melee Combat Procedure

1. Announce Melee Unit Combat
2. Defending Unit Retire and Rally from Melee
3. Determine Strength of Melee Combat
4. Resolve Combat
5. Score Hits
6. Retreats and Rally Checks
7. Additional Combat Actions; Taking Ground, Bonus Melee Attack
8. Melee Battle Back: Defending unit's battle back, apply hits, resolves retreats and rally checks

1. Announce Melee Unit Combat: Announce the ordered unit you want to melee and the enemy unit it is battling. The unit must be in an adjacent hex to the targeted enemy unit to engage in melee combat. Each melee combat is declared and resolved one ordered unit at a time, in the sequence of your choice. You must declare and resolve one unit's melee combat entirely, including any additional combat actions, before beginning the next unit's combat.

Melee Combat by several friendly units against one enemy unit must be made and resolved one at a time.

2. Defending Unit Retire and Rally from Melee: Cavalry and light infantry classed units that are being attacked in melee combat may retire and rally instead of standing and possibly battling back.

The player must announce that the unit being attacked is going to retire before the attacking unit rolls the unit's melee dice.

Game courtesy, requires the attacking player to ask if the unit being attacked would like to retire and rally.

To retire and rally, a unit must be able to move back two hexes toward its side of the battlefield. Occupied hexes, impassable terrain and the edge of the battlefield may prevent a unit from retiring 2 hexes. If there are not two hexes for the unit to move back, the unit may not retire and rally. A unit cannot Retire and Rally when an enemy unit is battling back or playing an Ambush or First Strike card.

When the unit does not choose to retire and rally, or cannot, the melee is resolved normally.

When a unit declares it will retire and rally, the attacking unit rolls its melee combat dice, but only unit symbols will score a hit. All other symbols and flags are ignored. After hits are removed, the unit that declared it will retire and rally, is moved two hexes back towards its side of the battlefield. After the unit has moved, the unit must roll a rally check: see Retire and Rally when attacked in melee rules section.

- A unit that retires and rallies may move through terrain hexes that would normally stop movement, but not through impassable terrain or units.
- A unit without an attached leader may retire onto a hex that contains a lone friendly leader. The leader is immediately attached to that unit and the unit's retire and rally movement stops. In this case a one hex retire and rally is possible.
- A unit when it retires and rallies, may not battle back.
- After a unit retires and rallies, the attacking unit may advance onto the vacated hex. The attacking unit may not gain a bonus melee combat, even if the unit that retired and rallied is eliminated or fails its rally check.

3. Determine Strength of Melee Combat: The base number of battle dice rolled in a melee is the number in (). The number of block losses a unit has suffered does not affect the number of battle dice the unit rolls in melee combat. A unit with a single block retains the same combat strength as a unit at full strength.

Infantry Combat

- An ordered guard and grenadier infantry unit will melee combat at (3)
- An ordered regular, light and provincial infantry unit will melee combat at (2).
- An ordered militia unit will melee combat at (2).
- An ordered highland infantry unit will melee combat at (2) and melee at +1 die when ordered and unit highland charges.
- An ordered rifle light infantry unit will melee combat at (2).

Cavalry Combat

- An ordered light cavalry unit will melee combat at (2).

Artillery Combat

- An ordered light field artillery unit will melee combat at (2).

Leader Combat

- A leader may not engage in melee combat when alone in a hex.

The base number of melee dice is increased or reduced as follows:

- A full strength unit combats with 1 additional die.
- A leader attached to an infantry, cavalry and artillery unit, the unit rolls 1 additional die in melee combat.
- Add any Command card melee combat additions.
- Add any Combat card melee combat additions.
- Reduce the number of dice rolled in melee combat by any Terrain Modifiers melee combat reductions: see Terrain rules section.
- Reduce the number of dice rolled in melee combat when an ordered infantry unit moves, its melee combat dice are reduced by 1 die, including a light infantry class unit.

4. Resolve Combat: Roll the resulting number of battle dice against the target unit; hits are resolved first, followed by retreats.

5. Score Hits: In melee combat, the attacker scores 1 hit for each troop symbol rolled that matches the enemy unit and 1 hit for each saber symbol rolled. A saber symbol normally scores 1 hit regardless of the troop type being targeted. Other symbols rolled are a miss.

Melee Combat Roll



Score 1 hit on Infantry unit



Score 1 hit on Cavalry unit



Score 1 hit on Artillery unit



*Score 1 hit in melee on any unit.



A flag does not cause a hit, but may cause the unit to retreat

**Militia infantry, Continental light infantry, light rifle infantry units and light cavalry units do not score a hit when a sabers is rolled in melee combat.*

For each hit scored, 1 block is removed from the target unit. When the last block in the opponent's unit is removed, collect a Victory Banner. If a player rolls more hits than the number of blocks in the enemy unit, these additional hits have no effect.

Chance to Hit a Leader: When an enemy unit with an attached leader takes a hit in melee combat, the attached leader must make a leader casualty check: see Leader Casualty Check rules section.

A leader when not attached to a unit (alone in a hex) may be attacked in melee: see Leader Casualty Check rule section.

6. Retreats and Rally Checks: A flag does not cause a hit, but may cause the unit to retreat: see Retreat and Rally Check rules section.

7. Additional Combat Actions: See rule sections Taking Ground and Bonus Melee Attack.

8. Melee Battle Back: The defending enemy unit may battle back against the attacking unit, if one or more of the defending unit's blocks survived the melee combat and the defending unit did not retreat from its hex. The attacking player's unit, that conducted the initial attack, is now considered in a defending posture: see Additional Combat Actions Battle Back rules section.

RETREAT AND RALLY CHECKS

Retreat: After all combat hits have been resolved in a ranged combat and/or a melee combat and blocks removed, retreats are resolved.

For each retreat flag rolled against a unit, the unit must make its retreat movement towards its own side of the battlefield. Two flags will force the unit to make two retreat movements, etc.

- Guard, grenadier, regular, highland, light, light rifle infantry units and artillery units, retreat 1 hex for each flag.
- Provincial infantry and light cavalry units, retreat 2 hexes for each flag.
- Militia infantry units, retreat 3 hexes for each flag.

The player controlling the retreating unit decides which hex the unit retreats onto, using the following rules:

- A unit must always retreat toward its controlling player's side of the battlefield, regardless of what direction the attack came from.
- Units may not retreat toward the opponent's side of the battlefield or sideways.
- A unit may not retreat onto, or through, a hex already containing another friendly unit or an enemy unit or enemy leader.
- An attached leader must retreat along with the unit it is with when the unit retreats.
- A unit without an attached leader, may retreat onto a hex that contains an unattached friendly leader (a leader alone in a hex). The leader is immediately attached to that unit and the unit's retreat stops in the leader's hex. The retreating unit will ignore any additional retreat movement.
- Terrain that is not impassable has no effect on retreat movement.
- Impassable terrain features will prevent a unit's retreat movement.

Unit must Retreat, but Cannot: When a unit cannot retreat, because its retreat path is occupied or it is forced to retreat off the limits of the battlefield, one block must be removed from the unit for each retreat hex of movement that cannot be completed. After loses are removed from the unit, the unit must still make its rally check, even if the unit did not retreat from its original hex.

A unit that remains in its hex and makes a successful rally check, may battle back in melee, if eligible.

Bolster Morale: Some situations will allow a unit to disregard one or more flags rolled against it. Disregarding a flag result is optional and the owning player may always decide to accept a flag result. If more than one flag result can be ignored, the owning player can choose to ignore one (or more) and accept one (or more). A unit may choose to disregard flags rolled against it each time it is attacked.

If more than one of the following bolster morale situations applies, the effects are cumulative:

- A unit may ignore 1 flag when a leader is attached to the unit.

Note - If the unit loses one or more blocks in combat, the leader must first survive the leader casualty check for the unit to ignore the flag.

- A unit may ignore 1 flag when there are two supporting friendly units occupying any two adjacent hexes.

Note - four adjacent units will not allow a unit to ignore 2 flags.

- A leader alone on a hex does not count as a friendly support, instead when a leader is alone on a hex all adjacent friendly units without a leader may ignore 1 flag.
- A Guard infantry unit may ignore 2 flags.
- A Grenadier infantry unit may ignore 1 flag.
- When a Highland unit starts a combat phase at full strength it may ignore 1 flag. When at full strength and during a combat the unit receives a hit and 1 flag, the highland unit may ignore one flag. The next combat after taking the hit, the Highland unit may not ignore a flag.
- Some terrain features will allow a unit defending on the terrain to ignore 1 flag: see Terrain rules section.
- Some terrain will act as one support: see Terrain rules section.
- Light infantry class units may ignore 1 flag when on a forest hex.

Key Rule - A unit may only ignore a maximum of 2 flags during a single combat roll.

Rally Check: A unit that retreats must make one rally check after it completes its total retreat movement. The rally check will determine whether the retreating unit can be rallied and remain on the battlefield or will continue to retreat and rout off the battlefield.

After the unit completes its retreat movement, determine and roll the proper number of dice for the unit's rally check. When at least one flag is rolled, the retreating unit has rallied and will remain on the battlefield. If the unit fails to roll a flag, the unit will break and rout from the battlefield. A unit that fails its rally check is removed from the battlefield, which gains the opponent a Victory Banner.

To determine the proper number of rally check dice to roll; the number of blocks currently in the unit is the base number of dice rolled for the rally check. This number is adjusted as followed:

- A full strength unit (four blocks), rolls 1 additional die.
- A unit with an attached leader, rolls 1 additional die.
- A Guard infantry unit, rolls 2 additional dice.
- A Grenadier infantry unit, rolls 1 additional die.
- A Provincial infantry unit, rolls 1 less die.
- A Militia infantry unit, rolls 1 less die.
- When a cavalry melee combat causes an enemy infantry or artillery unit to retreat, the retreating unit will roll 1 less die. When a cavalry unit battles back or uses a First Strike, Ambush or Whites of Their Eyes card and causes an enemy infantry or artillery unit to retreat, the retreating unit will not roll 1 less die.

Key Rule - A unit will always roll at least one die when making its rally check.

Leader with Unit that Fails its Rally Check: A leader that is attached to a unit that fails its rally check must determine if the leader will remain on the battlefield or will also panic along with the unit and rout from the battlefield.

Roll 2 dice, when a flag is rolled, the leader is not swept away with the unit. The leader remains on the battlefield, but must retreat 1, 2 or 3 hexes from the hex where the unit failed its rally check. If a flag is not rolled, the leader will also panic along with the unit and is removed from the battlefield. The leader that is removed will count as a Victory Banner.

When a leader is swept away with the unit and removed from the battlefield, before the leader is removed, all friendly units on adjacent hexes to the leader must make a rally check.

Retire and Rally when attacked in melee: Cavalry and light infantry classed units that are being attacked in melee combat may retire and rally instead of standing and possibly battling back: see Melee Combat Procedure, Step 2. Defending Unit Retire and Rally from Melee rules section.

After the unit makes its retire and rally movement of 2 hexes toward its side of the battlefield, the unit must roll a rally check. Determine the proper number of dice to roll and add 2 additional dice to the unit's rally check. When at least one flag is rolled the unit that retired and rallied will remain on the battlefield. If the unit fails to roll a flag, the unit will break and run in panic from the battlefield. A unit that fails the retired and rallied check is removed from the battlefield and gains the opponent a Victory Banner.

If a leader is with the unit that fails its retired and rallied check, the leader must also check if he will remain on the battlefield or panic and also be removed from the battlefield.

After a unit retires and rallies, the attacking unit may advance onto the vacated hex, but the attacking unit may not gain a bonus melee combat, even if the unit that retired and rallied is eliminated or failed its rally check.

Leader's Retreat

Leaders retreat somewhat differently from units. When a leader retreats he must follow the following rules:

- A leader's retreat movement is 1, 2, or 3 hexes back towards its controlling player's side of the battlefield. The player who controls the leader determines the number of hexes he will move, and the path he will take as he retreats.
- A leader does not have to make a rally check after completing a retreat move.
- A leader may retreat through a hex that contains a friendly unit, a friendly unit with a leader or a lone friendly leader.
- A leader may not end his retreat movement in a hex that contains another friendly leader, an enemy unit or enemy leader.
- A leader may retreat onto a hex with a friendly unit and may stop as long as the unit does not already have an attached leader. The leader is then considered attached to the unit.
- A leader retreating through a unit's hex does not affect the unit.
- Terrain that is not impassable has no effect on a leader's retreat move.
- Impassable terrain will prevent a retreat movement, and a leader unable to retreat at least one hex due to impassable terrain will be eliminated. The opponent gains one Victory Banner when the leader is eliminated.
- A player may choose to retreat a leader off his baseline side of the battlefield. This saves the leader from becoming a Victory Banner for the opponent, but will lose a strong command piece by doing so.
- When a leader is alone in a hex and is attacked in ranged or melee combat, when the leader is not eliminated, he must retreat 1, 2, or 3 hexes.
- A leader, attached to a unit that retreats, must retreat to the same hex as the unit.
- When a leader is attached to a unit and the unit loses its last block by ranged or melee combat, if the leader is not eliminated on the leader casualty check, the leader must retreat 1, 2, or 3 hexes, from the hex where unit was eliminated.
- A leader attached to a unit that is eliminated by losing blocks when the unit retreats does not require a leader casualty check, but the leader must retreat 1, 2 or 3 hexes, from the hex where the unit was eliminated.
- A retreating leader may retreat through an enemy unit or leader, but this is governed by the rules for leader escape: see Lone Leader Escape rules section.

Lone Leader Escape: When enemy units occupy both leaders' retreat path hexes, the retreating leader must attempt to escape through one or the other enemy occupied hexes.

Move the leader onto the enemy hex and the enemy unit in the hex will battle the leader. The unit combating the leader uses its normal number of melee combat dice. The leader does not

benefit from terrain in the hex. When one or more saber symbols are rolled, the leader is hit and eliminated, even from a unit that normally does not score a hit on a saber roll in melee combat. The opponent gains one Victory Banner when the leader is eliminated. If the leader is not hit, his escape is successful and he continues with his retreat move.

LEADER CASUALTY CHECK

Key Rule: *The opposition player will always roll for your Leader Casualty check.*

Attached Leader: When a leader is attached to a unit and the unit loses one or more blocks without being eliminated, there is a chance that the leader may also be hit. The opposition player will make a leader casualty check by rolling 2 battle dice. To hit the leader two saber symbols must be rolled.



Attached Leader's Unit Eliminated: When a leader is attached to a unit and the unit loses one or more blocks, eliminating the unit and leaving the leader alone in the hex, the opposition player will make a leader casualty check with 1 battle die. To hit and eliminate the leader a saber symbol must be rolled. If the leader is not hit, the leader must retreat 1, 2, or 3 hexes.



- A leader does not have to make a rally check when he retreats.
- When a unit is eliminated, any flags rolled against the eliminated unit will not affect the leader.
- When the leader that is on a friendly baseline hex and must retreat, the leader must retreat off the battlefield. A leader that retreats off the battlefield does not give the opponent a Victory Banner.
- When a leader's unit is eliminated in melee combat, and the leader is also eliminated or retreats from the hex, the attacking unit may take ground onto the vacated hex and may gain a bonus melee if eligible.

Leader Eliminated: When a leader is hit and eliminated, remove the leader block from the battlefield and collect a Victory Banner. However, before the leader block is removed, a unit in the same hex as the leader and all friendly units on adjacent hexes to the eliminated leader must make a rally check.

Rally Check Special Situation - *When a leader is eliminated and the unit the leader was with must also retreat, the unit must make a rally check because the leader was eliminated. When the unit's rally check is successful, the unit will then make its retreat move. The unit, however, does not have to make a second rally check after the unit retreat movement is completed.*

Leader Casualty Check Special Situation - *A Leader Casualty Check is not required when a leader is attached to a unit, does not receive a hit in combat, but when the unit retreats, it loses all its blocks because it cannot complete its retreat movement. The leader, however, must retreat 1, 2, or 3 hexes from the hex where the unit was eliminated.*

COMBAT AGAINST A LONE LEADER

A leader alone in a hex may be targeted in ranged and melee combat.

Range Combat: To target a leader alone in a hex in ranged combat, the attacking enemy unit rolls its normal ranged battle dice. Two saber symbols rolled will score a hit and eliminate the leader. If the leader is not hit, the leader must retreat 1, 2, or 3 hexes. Flags rolled against the leader have no effect on the unattached leader.

Note - A leader may not be targeted when rolling less than two dice. Also note, sabers normally will not score a hit in range combat, however, firing at a leader alone in a hex is an exception to this rule.

Melee Combat: When a leader is alone in a hex, the attacking enemy unit rolls its normal melee battle dice. One or more saber symbols rolled will score a hit and eliminate the leader, even from a unit that normally does not score a hit on a saber roll in melee combat. If the leader is not hit, the leader must retreat 1, 2, or 3 hexes. Flags rolled against the leader have no effect on the lone leader. When a leader retreats from the hex, the attacking unit may take ground onto the vacated hex and may gain a bonus melee if eligible.

LEADER ABILITIES SUMMARY

- A leader attached to an infantry or cavalry unit inspires the unit to combat with 1 additional die in ranged and melee combat.
- A leader attached to artillery unit inspires the unit to combat with 1 additional die in melee combat only.
- Leaders on the same side can be attached to any units on their side.
- A lone leader in a hex is considered to fulfill the adjacent contiguous hex requirement for a number of Command cards.
- After a successful melee combat, successful melee combat means, the enemy unit is either eliminated or retreats and no longer occupies its hex, an infantry unit with an attached leader may advance onto the vacated hex (take ground) and may make a bonus melee combat. Terrain movement and combat restrictions still apply.
- A leader attached to a unit allows the unit to ignore one flag.
- A leader that is alone on a hex, allows all friendly units without a leader on adjacent hexes, to ignore one flag.
- A unit that is retreating, may move onto a hex with a lone leader and the unit must stop in the leader's hex and will retreat no further. The unit will still need to make a rally check, but the unit will now have the leader to modify its rally check.
- A unit that chooses to retire and rally when attacked in melee, may move one hex onto a hex with a lone leader and the unit must stop in the leader's hex and will retire no further. The unit will still need to make a rally check, but the unit will now have the leader to modify its check.
- A lone leader that retreats, does not have to make a rally check.

- A leader may escape (retreat) through enemy units and leaders that are occupying his retreat path.
- A player may choose to retreat a leader off his baseline side of the battlefield.

ADDITIONAL COMBAT ACTIONS

During the combat phase, after a melee combat the attacking unit may be entitled to take one or more additional actions.

TAKING GROUND

When an ordered infantry or cavalry unit attacks in melee combat and eliminates or forces the defending enemy unit or lone leader to retreat from the hex it occupies, the unit has conducted a successful melee combat. The victorious attacking unit may advance (move) onto that vacated hex. This is referred to as taking ground.

- Taking Ground is never mandatory it remains the attacking player's choice.
- Taking Ground is subject to normal terrain movement restrictions.
- An infantry or cavalry unit that attacks a unit that declares it is going to retire and rally may take ground after the unit completes its retire and rally movement.
- An infantry or cavalry unit that attacks a leader alone in a hex may take ground after the leader retreats or is eliminated.

The following situations do not allow a unit to take ground:

- Ranged combat attacks never give the attacking unit the opportunity to take ground.
- An ordered artillery unit attacking in melee may not take ground.
- A defending unit that is battling back may not take ground.
- A defending unit that uses the First Strike Command card, Ambush or Whites of Their Eyes Combat card against an attacking unit is not eligible to take ground.

BONUS MELEE

An ordered infantry unit with an attached leader, a Highland infantry unit or a cavalry unit that has taken ground (advanced onto the hex vacated by the enemy unit or leader) after a successful melee combat, may make a bonus melee combat.

- During a bonus melee the unit calculates its base number of dice, any additional dice and dice reductions in the same manner as when attacking in melee. Note taking ground is counted as movement and will reduce an infantry unit's bonus melee dice by 1.
- A bonus melee action is optional. The unit, after a successful melee, is not forced to take ground and bonus melee.
- If a unit does not take ground and move onto the vacant hex, it forfeits the opportunity to make a bonus melee, even if it is adjacent to other enemy units.

- The target of the bonus melee does not have to be the same unit as the original unit that was attacked in melee, even if the original target is still adjacent.
- Terrain movement and combat restrictions apply to a bonus melee the same as they do to normal melee attacks.
- A unit may only make one bonus melee on a turn.
- An attacking unit that eliminates or forces the enemy unit to retreat on its bonus melee may take ground onto the vacated hex. Terrain restrictions still apply.
- A unit's initial melee combat and bonus melee must all be completed before beginning the next unit's combat.
- After a unit retires and rallies from a melee, the attacking unit may advance onto the vacated hex, but the attacking unit may not gain a bonus melee combat, even if the unit that retired and rallied is eliminated or failed its rally check.

DEFENDING UNIT BATTLE BACK

The defending enemy unit may battle back against the attacking unit in melee, if one or more of the defending unit's blocks survived the melee combat attack and the defending unit did not retreat from its hex. The attacking player's unit, that conducted the initial attack, is now considered in a defending posture.

- During a melee battle back the unit calculates its base number, additional dice and dice reductions in the same manner as a normal melee.
- After the defending player's battle back, the melee will stop; i.e. there is never any battle back against a battle back.
- A defending unit being attacked in melee by a number of enemy units in separate melee attacks, may battle back against each attacking unit. Each melee and battle back is resolved one unit at a time.
- If the defending unit is forced to retreat out of its original hex, it may not battle back, even if its retreat move places the unit in a hex that is still adjacent to the original attacking unit.
- If a defending unit that is unable to retreat from its hex, after taking block losses and passing its rally check, may battle back as long as it still has one or more blocks remaining.
- A defending unit that is battling back may not take ground, or make a bonus melee attack.
- A First Strike Command card, Whites of Their Eyes or Ambush Combat card may not be played against a unit that is battling back.

PHASE 5. END OF TURN

After completing all movement and resolving all hits, retreats and additional combat actions for all ordered units, discard the Command card played and draw another Command card from the deck.

At the end of the player's turn, when the Command card being discarded instructs a player to draw Combat cards, the player will also draw Combat cards. After cards are drawn, the active player's turn is over.

When a defending player has used the First Strike Command card during the turn, he draws a replacement card at the end of the turn before the active player.

If either the Command card or a player's Combat card deck runs out of cards, shuffle the discards to form a new draw deck. New draw decks are also formed after the play of the For King or Country Command card.

VICTORY BANNERS

Players alternate taking turns, until one player reaches the number of Victory Banners indicated by the scenario's victory conditions.

In addition to capturing Victory Banners through the elimination of enemy units and leaders, in some scenarios capturing certain terrain hexes or accomplishing other battle specific objectives can gain additional Victory Banners. Such victory conditions will be spelled out in the scenario's battle notes.

A game ends the moment a player reaches the required number of Victory Banners, regardless of when this occurs during a game turn. This means that a game might even end on a successful battle back with victory for the active player's opponent.

OBJECTIVE BANNERS

Temporary Victory Banner Objective - The Victory Banner for this objective hex is immediately gained and is retained as long as a unit of the appropriate side occupies the objective hex. If the unit vacates the hex for any reason (movement, retreat or elimination), the Victory Banner is immediately lost.

Start Turn Temporary Victory Banner Objective - The Victory Banner for this objective hex is held and captured only as long as a unit of the appropriate side occupies the objective hex at the start of its turn. If the unit vacates the hex for any reason (movement, retreat or elimination), the Victory Banner is immediately lost.

A Temporary Victory Banner Objective and a Start Turn Temporary Victory Banner Objective can also apply for a group of hexes, such as a group of buildings, forest or hills. When the side occupies any hex in the group, the Victory Banner for this group is gained. If none of the hexes in the group are occupied for any reason (movement, retreat or elimination), the medal is immediately lost.

Turn Start Temporary Majority Victory Banner Objective - The Victory Banner for this group of objective hexes goes to the side that has units in an absolute majority of these hexes at the start of its turn. The absolute majority means, occupy more of the hexes in the group than the opponent. If your side occupies 1 hex and your opponent does not occupy any of the hexes in the group, your side occupies the absolute majority. If the majority is lost for any reason (movement, retreat or elimination), the Victory Banner is immediately lost.

Note - A temporary victory banner objective hex is still considered to be occupied when an ordered unit moves out of the hex and another friendly unit is ordered to occupy the hex during the movement phase.

Permanent Victory Banner Objective - The Victory Banner in this objective hex is captured and permanently gained the moment a unit of the appropriate side occupies this hex. The Victory Banner is not lost, even if the unit later vacates this hex.

Turn Start Permanent Victory Banner Objective - The Victory Banner in this objective hex is captured and permanently gained when the appropriate side occupies the hex at the start of its turn. The Victory Banner is not lost, even if the unit later vacates this hex.

Last to Occupy Victory Banner Objective - The Victory Banner for this objective hex, once occupied, will continue to count unless an opposition unit occupies the hex. Place a Victory Banner counter in the hex with appropriate face up to indicate the side that was last to occupy.

COMBAT CARDS

Combat cards add an element of suspense to a game and will challenge players to coordinate their use in a timely manner. In the Tricorne - American Revolution core game there is a deck of Combat cards for each army, British and Continental. These cards represent a mix of unit training, abilities or unexplainable actions that take place during the course of a battle. Many Combat cards allow ordered units to move and/or battle in ways not normally allowed in the basic rules. Combat cards will apply to all units or leaders on the same side. In other words, British Combat cards can be played on the British army allies and Continental Combat cards played on Continental army allies.

The number of Combat cards each player will take at the start of a battle is indicated in the scenario's battle notes.

At the end of the player's turn, when the Command card being discarded instructs a player to draw Combat cards, the player will also draw Combat cards. There is no limit to the number of Combat cards a player may hold.

Note - A player, who plays a Combat card during his or the opponent's turn, does not immediately replenish his Combat card hand. Replenishment of Combat cards is only done at the end of a player's turn, when the Command card played instructs a player to draw a Combat card(s).

Players must observe a number of simple, but critically important rules when bringing a Combat card into play:

- A Combat card must always be played when indicated. Some cards may be played out of turn, during the opponent's turn, or in reaction to one of the opponent's actions or card play.
- When playing a Combat card, place it in front of you at the appropriate time (possibly in reaction to one of your opponent's actions), and read it aloud.
- A player may play as many Combat cards during a turn as desired, but only one card may be played on any given unit, a lone leader or a unit with an attached leader, during a turn.
- In case of contradiction, between the effects of two Combat cards played in succession, the second card trumps the effect of the first one.
- In case of conflict, between the basic rules and a Combat card, the rules of the card normally will take precedence.
- Terrain movement and terrain battle restrictions will always apply to a Combat card, unless stated otherwise on the Combat card.
- Combat cards are not counted, when a Command card containing the words 'Equal to Command' is played, the player counts only Command cards.

Combat card Default Action

Instead of using the action text on the Combat card, after all turn actions are completed, but before drawing a new Command card, the Combat card may be discarded and a friendly leader may reposition (move) up to 3 hexes as the Combat card's default action. Terrain restrictions still apply when the leader is making a reposition move. A leader may only reposition one time by a Combat card's default action.

Play in lieu of a Command card

A player instead of playing a Command card on a turn can play a Combat card that states "play in lieu of a Command card".

- Units that are ordered by a Command card that reads "Play in lieu of your Command card this turn", may still have another Combat card played on them during the turn.
- At the end of the turn the player does not draw a new Command card.
- A "play in lieu of a Command card" Combat card may not be counter attacked by the opponent.

ADDITIONAL COMBAT CARD NOTES

Infantry Retire and Reform

- The defending player must announce that the unit being attacked is going to retire and reform before the player's attacking unit rolls its melee dice.
- If there are not two hexes for the unit to move back, the unit may not retire and reform.

Continental Rally

- The card may be used to rally and return blocks to more than one unit.

COMMAND CARDS

Section Cards: Section cards are used to order units in a specific section of the battlefield to move and/or battle. These cards indicate which section of the battlefield you may order units or leaders, and how many units or leaders you may order.

A Section Command card may order an attached leader to detach from a unit and move separately.

Tactic Cards: Tactic cards allow ordered units to move and/or battle in ways not normally allowed in the basic rules. Terrain movement and battle restrictions still apply when a Tactic card Actions take precedence over basic rules.

An attached leader may not be order to detached and move separately when a Tactic Command card is played on a turn, unless stated otherwise on the Tactic card.

When the number of units to be ordered is not a fixed number, but instead the card states “for each Command card you have, including this card” the number of units a player may order is equal to the number of Command cards in the player’s possession, including the Command card currently being played.

ADDITIONAL COMMAND CARD NOTES

Line Command & Line Volley: Line Command and Line Volley Command cards order units, Infantry, Cavalry, Artillery and lone Leaders. This line of units and leaders has to be in adjacent, linked, contiguous hexes and may extend across sections of the battlefield.

Inspired Leader: Inspired Leader Command cards order one leader and the unit with the leader, if any, and up to 4 units and/or lone leaders in a string of adjacent, linked, contiguous hexes to the leader that was ordered. After movement units without a leader that are in a hex adjacent to the ordered leader will combat with 1 additional die. The string of units that are ordered may extend across sections of the battlefield.

Line Volley: A unit ordered by the Line Volley card may not melee. Therefore, if an enemy unit in the line that is ordered is adjacent to an enemy unit it may not fire. This may also be the case when an enemy unit is forced to retreat onto an adjacent hex next to a unit that has not yet fired. The adjacent enemy unit will prevent an ordered unit from doing ranged combat.

First Strike: A unit that plays a First Strike, is not eligible to battle back.

Rally: The card may be used to rally and return blocks to more than one unit.

Quick Step: An infantry unit’s normal move is considered 1 hex.

TERRAIN

Terrain tiles are placed on the battlefield when setting up a scenario and will remain in place and in effect for the entire game unless a scenario specifies removal.

Note - On the terrain summary card, the letters “NB” in the Battle Effects section indicates that there is No Battle for this unit.

CLEAR TERRAIN HEX

A hex that does not have a terrain tile is considered clear and does not have any movement or battle restrictions.

FOREST

Movement: A unit or lone leader that enters a forest hex must stop and may move no further on that turn.



Battle:

Turn Unit Moves onto Forest:

- An infantry unit may battle at -1 die, the turn it moves onto a forest hex.
- A cavalry or artillery unit may not battle the turn it moves onto a forest hex.

Forest Protection:

- Unit on forest hex ignores 1 unit symbol hit from ranged combat.
- Light Infantry type units may ignore 1 flag when on forest hex.

Targeting Enemy on Forest:

- An infantry unit does not reduce the number of battle dice rolled once on a forest hex
- A cavalry unit reduces the number of battle dice rolled in melee by 2.
- An artillery unit does not reduce the number of battle dice rolled.

Battling from Forest:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit reduces the number of battle dice rolled in melee by 2.

Cavalry melee from a forest hex to adjacent forest hex, only apply the battling out dice reduction.

- An artillery unit reduces the number of battle dice it will roll by 1.

Line of Sight: A forest hex blocks line of sight.

HILL

Movement: No movement restrictions.

Battle:

Turn Unit Moves onto Hill: No battle modifiers.

Hill Protection:

- Unit on hill hex ignores 1 flag when being attacked from a lower level, except from artillery combat.
- Unit on hill hex ignores 1 flag when being attacked from a hill hex in a different group of hill hexes, except from artillery combat.

Targeting Enemy on Hill: No unit battle reductions.

Battling from Hill: No unit battle reductions.

- An artillery unit on a hill hex may fire over a friendly unit or leader that is on an adjacent lower hex as long as that hex has no other terrain feature that would block the artillery unit's line of sight.

Line of Sight: A hill hex blocks line of sight to units behind a Hill hex.

- A unit on a lower level has line of sight onto the first Hill hex and vice versa.
- A unit on a lower level does not have line of sight through one hill hex onto a second hill hex with a unit and vice versa (i.e. a unit at a lower level is not able to see, or be seen, if at least one other hill hex is in between the two units).
- Line of sight is not blocked between units on the same hill looking across connected hill hexes. The units are considered to be on a plateau.

BUILDINGS

Movement: A unit or lone leader that enters a building hex must stop and may move no further on that turn.

Battle:

Turn Unit Moves onto Building:

- An infantry unit may battle at -1 die, the turn it moves onto a building hex.
- A cavalry or artillery unit may not battle the turn it moves onto a building hex.

Building Protection:

- Unit on building hex ignores 1 unit symbol hit from ranged and melee combat.

Targeting Enemy on Building:

- An infantry unit does not reduce the number of battle dice rolled.



- A cavalry unit reduces the number of battle dice rolled in melee by 2.
- An artillery unit does not reduce the number of battle dice rolled.

Battling from a building hex:

- An infantry unit does not reduce the number of battle dice rolled once on a building hex.
- A cavalry unit reduces the number of battle dice rolled in melee by 2.

Cavalry melee from a building hex to adjacent building hex, only apply the battling out dice reduction.

- An artillery unit reduces the number of battle dice it will roll by 1.

Line of Sight: A building hex blocks line of sight.

WATERWAY

There are two types of waterway hexes, river or fordable stream. A river is treated as impassable terrain and can only be crossed when a unit moves across via a river ford or a bridge. A fordable stream can be moved onto and crossed without a bridge. The scenario's battle notes will indicate when waterway hexes are impassable or fordable.

RIVER

Movement: River hexes are treated as impassable terrain and may only be crossed at a river ford or on a bridge.

Battle: Combat not possible.

Line of Sight: A river does not block line of sight.



RIVER FORDS & FORDABLE STREAM

Movement: A unit or lone leader that enters a fordable stream hex must stop and may move no further on that turn.

Battle:

Turn Unit Moves onto Fordable Stream: No battle modifiers.

Fordable Stream Protection: No battle modifiers.

Targeting Enemy on Fordable Stream:

- An infantry, cavalry or artillery unit does not reduce the number of battle dice rolled.

Battling from a Fordable Stream:

- An infantry or cavalry unit does not reduce the number of battle dice rolled.
- An artillery unit reduces the number of battle dice it will roll by 1.

Line of Sight: A fordable stream hex does not block line of sight.



BRIDGE

Movement: A bridge will cancel a river or fordable stream movement restrictions.

Battle: A bridge will cancel all river or fordable stream battle modifiers.

Turn Unit Moves onto Bridge: No battle modifiers.

Bridge Protection:

- An Infantry unit on bridge hex may ignore 1 flag.

Targeting Enemy on Bridge: No unit battle reductions.

Battling from a Bridge:

- An artillery unit reduces the number of battle dice it will roll by 1.

Line of Sight: A bridge does not block line of sight.



FIELD CONSTRUCTIONS

Field constructions on the American Revolution battlefields represent a variety of construction types. There are well prepared defensive positions, such as wooden stockades, earthen forts and redoubts, or hastily constructed field works, such as fallen trees, a pile of rocks or a mound of dirt. Scenarios in the core game only depict hastily constructed field works.

A field works provides protection or battle reductions only along hex sides with a field works.

FIELD WORKS

Movement: A unit or lone leader that moves across a hex side with field construction must stop and may move no further on that turn.



Battle:

Turn Unit Moves onto Field Construction: No battle modifiers.

Field Works Protection:

- Unit on field works hex ignores 1 unit symbol hit from ranged combat when a unit is attacked and the line of fire goes through a field works side of the hex.
- An infantry and artillery unit ignores 1 flag, except from artillery ranged combat.

Note - Field works on a hill will still only allow an infantry and artillery unit to ignore 1 flag.

Targeting Enemy on Field Works:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit reduces the number of battle dice rolled by 2.
- An artillery unit does not reduce the number of battle dice rolled.

Battling from Field Works:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit reduces the number of battle dice rolled by 2.
- An artillery unit does not reduce the number of battle dice rolled.

Line of Sight: A field works hex does not block line of sight.

WETLAND - MARSH & SWAMP

Movement: Roll one die when unit or lone leader enters (ordered move and retreat move) onto a wetland hex. Unit symbol rolled will result in loss of one block. Lone leader is lost when a saber is rolled. If leader is attached to unit that loses a block, this loss does not require a leader casualty check.



When a loss is taken, the unit must stop in the hex and move or retreat no further.

If no loss is taken, the unit or lone leader may continue its movement.

- Artillery may not move onto a wetland hex, a wetland hex is treated as impassable terrain for artillery.

Battle:

Turn Unit Moves onto Wetland: No battle modifiers.

Wetland Protection: No battle modifiers.

Targeting Enemy on Wetland:

- An infantry or cavalry unit does not reduce the number of battle dice rolled.
- An artillery unit may not target a unit on a wetland hex.

Battling from a Wetland:

- An infantry or cavalry unit does not reduce the number of battle dice rolled.

Line of Sight: A wetland hex does not block line of sight.



FENCES - WOOD, STONE & HEDGE

Movement: No movement restrictions.

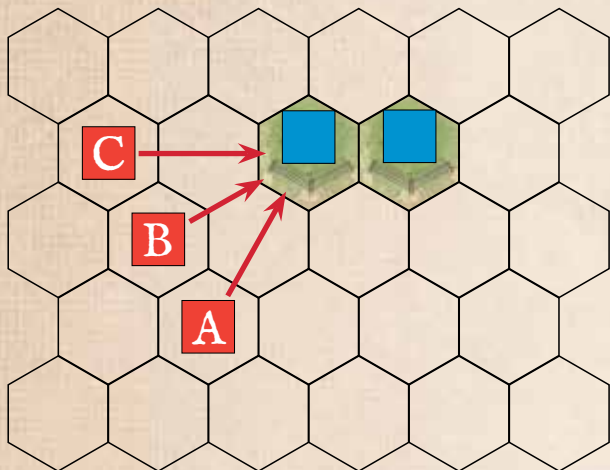
Battle:

Turn Unit moves onto Fence or Hedge hex:
No battle modifiers.

Examples:

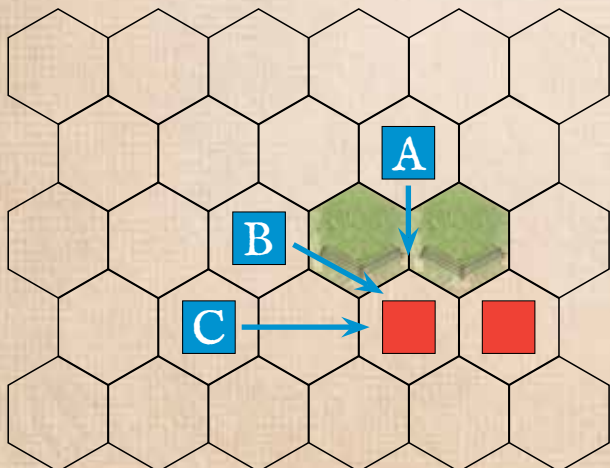
When a unit is attacked in ranged combat and the line of fire goes through a fence or hedge with the target unit directly adjacent, a fence or hedge will act as one support, except from artillery fire. Directly adjacent means a unit is in the hex with the fence or hedge: see Example 1.

***Example 1:** Unit A line of fire is totally through the fence. Unit B line of fire is also treated through the fence even though it is along the hex side. The fence gives the Continental unit one support from A and B. Unit C line of fire is not through the fence, no support from the fence.*



Or the unit can be in a hex adjacent to a fence or hedge hex side: see Example 2.

***Example 2:** Unit A line of fire is totally through the fence. Unit B line of fire is also treated through the fence even though it is along the hex side. The fence gives the British unit one support from A and B. Unit C line of fire is not through the fence, no support from the fence.*



- A unit directly adjacent to a stone fence will also ignore 1 unit symbol hit from ranged combat, when the ranged attack is made through the hex side with the stone fence, except from artillery ranged combat.

Targeting Enemy on Fence: No battle reductions.

Battling From Fence: No battle reductions.

Line of Sight: A fence hex does not block line of sight.

ROAD

Movement: Unit or lone leader that starts on a road hex, moves along on road hexes and ends its movement on a road hex will increase a unit's ordered movement up to 2 hexes.



Battle: A unit that uses road movement may not battle this turn.

Road Protection: No battle modifiers.

Targeting Enemy on Road: No battle reductions.

Battling from Road: No battle reductions.

Line of Sight: A road hex does not block line of sight.

CAMP

Movement: A unit or lone leader that enters a camp hex must stop and may move no further on that turn.



Battle:

Turn Unit Moves onto Camp: No battle modifiers.

Camp Protection: No battle modifiers.

Targeting Enemy on Camp:

- An infantry, cavalry or artillery unit does not reduce the number of battle dice rolled.

Battling from a Camp:

- An infantry, cavalry or artillery unit does not reduce the number of battle dice rolled.

Line of Sight: A camp hex does not block line of sight.

CREDITS

Creation and Development: Richard Borg

Development: Paul Miller, Stan Oien, Rick Thomas

Playtesting: Dave Arneson, George Carson, Neal Ekengren, Roy Grider, Charles Heckman, Rene Hoevenberg, Pat Kurivial, Richard Lightle, Steve Malecek, Bill Massey, Steve May, Richard May, Terry Mikrut, Paul Miller, Scott Miller, Stan Oien, Jeff Paszkiwicz, Michael Panko, Kenneth Richman, Jim Riley, Louis Rotundo, Tony Rupp, Bob Santiago, Ken Sommerfield, Rick Thomas, Bob Wanio, and the Compass Game Command Staff.

Graphic Design and Artwork: François Vander Meulen and Michael Monfront

Package Design: François Vander Meulen, Brien Miller and Michael Monfront

Tile Art: Robert Shields

Rules Layout: Ken Dingley

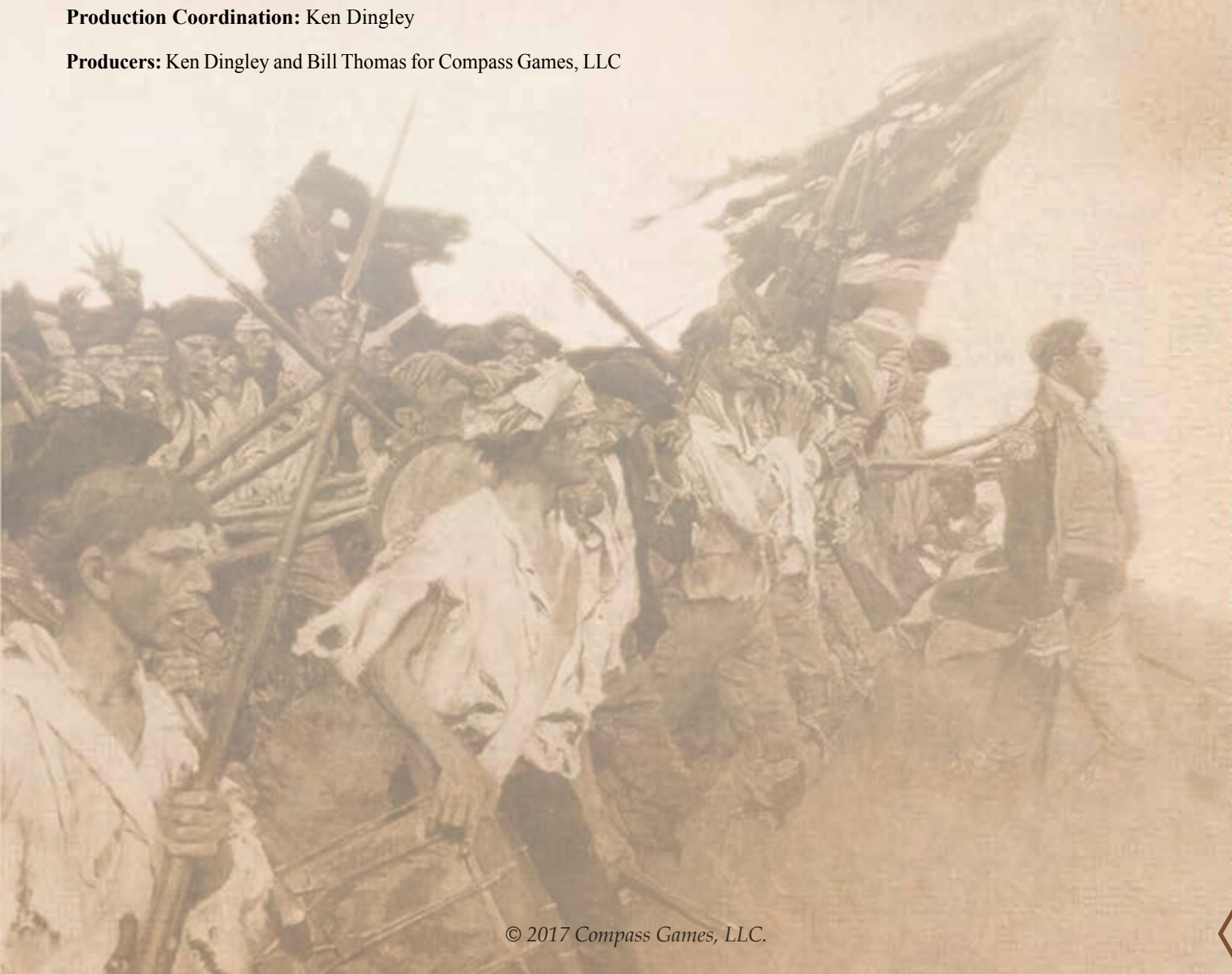
Rules Editing and Proofing: Richard Borg and Ken Dingley

Production Coordination: Ken Dingley

Producers: Ken Dingley and Bill Thomas for Compass Games, LLC

SCENARIOS

- Bemis Heights - 7 October 1777
- Bunker Hill - 17 June 1775
- Freeman's Farm - 19 September 1777
- Bemis Heights (British Redoubts) - 7 October 1777
- Long Island (Grant's Attack) - 27 August 1776
- Long Island (British Flank March) - 27 August 1776
- Monmouth - 28 June 1778
- Camden - 16 August 1780
- Cowpens - 17 January 1781
- Guilford Courthouse - 15 March 1781
- Hobkirk's Hill - 25 April 1781
- Eutaw Springs - 8 September 1781



Bemis Heights - 7 October 1777



HISTORICAL BACKGROUND

After the battle of Freeman's farm, Burgoyne, running low on men and food, was still in a very difficult position, but decided to wait in the hope that Clinton would arrive to join his army. While in the Continental camp resentment between Horatio Gates and Benedict Arnold finally exploded into open hostility. Arnold asked for a transfer to Washington's command, which Gates granted, but instead of leaving he remained in camp. In early October, Burgoyne decided to again reconnoiter the American left flank sending Fraser's Advanced Corps forward to see if an attack was possible. Fraser advanced about three quarters of a mile to a rise above Mill Brook, where he stopped to observe the American position. When Continental scouts brought news of Burgoyne's movement to Gates, he immediately ordered Morgan and Poor's command to engage the enemy supported by Broeck's large militia brigade. The British force broke and retreated back toward their entrenchments, when Fraser was mortally wounded. The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Gates
- 5 Command Cards & 4 Combat Cards
- Move First

British Army

- Commander: Burgoyne
- 5 Command Cards & 3 Combat Cards

Victory

6 Victory Banners

Special Rules

- Opening Cannonade rules are in effect.

Bunker Hill - 17 June 1775



HISTORICAL BACKGROUND

In the early stages of the American Revolutionary War, General Gage, the British commander in chief in Boston, planned to seize the Charlestown peninsula, but before he could act, on the night of 16th June 1775, Continental troops occupied Breed's Hill and Bunker Hill and began to build a redoubt on Breed's Hill. The next day, the presence of the Continental troops was observed by His Majesty's Ship *Lively*, which opened fire on the position. With Major General Howe in command, plans were hurriedly put in motion to attack the Continental troops. Howe landed his forces on the southern shore of the peninsula and at once directed his light infantry to attack the section of Continental line along the Mystic River. The light infantry column was repelled with heavy casualties. The General then ordered a frontal assault on the redoubt with the main body of troops. It was also repulsed with significant British casualties. The third attack finally succeeded in capturing the redoubt and the colonists retreated to Cambridge over Bunker Hill, leaving the British in control of the Peninsula.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Prescott
- 5 Command Cards & 3 Combat Cards

British Army

- Commander: Howe
- 5 Command Cards & 3 Combat Cards
- Move First

Victory:

6 Victory Banners

Special Rules

- Opening Cannonade rules are in effect. The British player, during the opening cannonade and when playing a Bombard Command card, may fire the ship "*Lively*" and attack with 1 die against a unit on Breed's hill or on a unit in Charlestown.
- The British player gains 1 Temporary Victory Banner, at the start of his turn, when there is no Continental units occupying a section of the battlefield.
- The British player gains 1 Temporary Victory Banner, at the start of his turn, for each Breed's hill hex occupied.

Freeman's Farm - 19 September 1777



HISTORICAL BACKGROUND

The British campaign plan was to send General John Burgoyne from Canada, down the Hudson River and General Henry Clinton, up the Hudson River to capture Albany, which would spell the end of the American resistance in the Hudson River valley. Burgoyne's march south was more difficult than expected giving the Continentals time to set up a defensive position on Bemis Heights. On the morning of the 19th, Burgoyne was within a few miles of the heights and ordered the army to advance. Fraser would turn the American left flank by negotiating the heavily wooded high ground north and west of Bemis Heights while Hamilton would make a frontal attack on the heights. Arnold realized such a flanking maneuver was likely, and petitioned Gates for permission to move his forces forward from the heights to meet this potential flanking movement. Gates grudgingly permitted Arnold a reconnaissance force, which met the British advance near Freeman's Farm. The battle went through phases alternating between intense fighting and breaks in the action. It finally turned in favor of the British, when Riedesel and the German troops arrived and threatened to turn the Continentals flank. But as darkness began to set in, the Continentals retired back to their defenses, leaving the British on the field. The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Arnold
- 5 Command Cards & 4 Combat Cards

British Army

- Commander: Burgoyne
- 5 Command Cards & 4 Combat Cards

Victory

7 Victory Banners

Special Rules

- Move First - To determine which side will move first, both players must select one Command card from their hand. At the same time, these cards are revealed. The player's section card, that orders the fewest number of units and leaders, will move first, using the card that was selected. Tactic Cards do not count as fewest. The opponent will use his selected Command card and take the next turn. If tied the Continental player goes first.
- No opening Cannonade.

Bemis Heights (British Redoubts) - 7 October 1777



HISTORICAL BACKGROUND

After Fraser was mortally wounded, the British retreated back to their camp. Arnold hearing of the Continental success rode out to join in the pursuit. The British had set up two redoubts near their camp, one was defended by Heinrich von Breymann, while the other was under the command of Lord Balcarres. Poor's Continental soldiers attacked the Balcarres redoubt and Learned attacked the Breymann redoubt, while Arnold led a charge through the gap between the redoubts. Arnold's horse was hit and the falling horse broke Arnold's leg. What followed was a furious battle where both redoubts were taken, which forced Burgoyne to withdraw his army to Saratoga.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Gates
- 5 Command Cards & 4 Combat Cards
- Move First

British Army

- Commander: Burgoyne
- 4 Command Cards & 3 Combat Cards

Victory

5 Victory Banners

Special Rules

- No Opening Cannonade.
- The Continental player gains 1 Temporary Victory Banner at the start of his turn for each field works hex that is not occupied by a British or German unit. Place a Continental Victory Banner on the hex at the start of the turn when the hex is not occupied.
- The Continental and British player will gain 1 Temporary Victory Banner at the start of the turn when the opposition player does not have at least one unit occupying a section of the battlefield. In this case, hexes with a dotted line are considered center hexes.

Long Island (Grant's Attack) - 27 August 1776



HISTORICAL BACKGROUND

On August 22, Washington received word that the British had landed on Long Island. His troops were deployed on the high ground in front of Brooklyn Heights, hoping to inflict heavy casualties on the British before his troops fell back to the main defenses. On the British side, Clinton was ordered to take an elite force and make a night march around the Continental left flank. While Clinton made the night march, Grant's British troops would attack the Continentals to hold them in position and distract them from the main army coming around the flank. The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Putnam
- 5 Command Cards & 4 Combat Cards

British Army

- Commander: Grant
- 5 Command Cards & 4 Combat Cards
- Move First

Victory

8 Victory Banners

Special Rules

- Opening Cannonade rules are in effect.
- The five hexes of Battle Hill are a start turn Temporary Majority Victory Banner Objective worth 1 banner for the Continental player or 2 banners for the British player. The banners for this group of hexes, goes to the side that has units occupying an absolute majority of these hexes.
- The Cortelyou House is worth 1 Victory Banner for the side that is last to occupy the building. Place a Continental Victory Banner on the hex at the start of the battle.
- The road hex, on the Continental baseline, is a Temporary Victory Banner Objective worth 2 banners for the British player when occupied at the start of his turn.
- Gowanus Creek is fordable, when attempting to cross treat as a marsh. When unit is ordered to cross and a block loss is taken, the unit must also make a rally check. Continental units that cross the creek are removed from the battlefield and do not count as a Victory Banner for the British.

Long Island (British Flank March) - 27 August 1776



HISTORICAL BACKGROUND

After the British landing on Long Island, Clinton was ordered to take an elite force and make a night march around the Continental left flank. While Clinton made the night march, Grant attacked the Continentals at Gowanus road, while Heister in command of the Hessian troops, attacked the Continentals along Flatbush road at Battle Pass. The attacks were to hold the Continentals in position and distract them from the main army coming around the flank. The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Sullivan
- 5 Command Cards & 4 Combat Cards

British Army

- Commander: Howe
- 6 Command Cards & 4 Combat Cards
- Move First

Victory

8 Victory Banners

Special Rules

- Opening Cannonade rules are in effect.
- The 14 hill hexes are a start turn Temporary Majority Victory Banner Objective worth 1 banner. The banner for this group of hexes goes to the side that has units occupying an absolute majority of these hexes. Place a Continental Victory Banner on a hill hex at the start of the battle.
- The road hex on the Continental baseline is a Temporary Victory Banner Objective worth 1 banner for the British player when a British unit occupies it at the start of his turn.
- A unit or leader in the British flanking force must retreat onto a hex to the British player's right map edge or to a bottom/right hex.

Monmouth - 28 June 1778



HISTORICAL BACKGROUND

General Lee's failed attempt against the British rear guard, gave Cornwallis, he believed, the opportunity to defeat Washington's army and ordered his command to press the attack in the stifling summer heat. As the Continentals fell back, Washington consolidated his troops in a new line on the heights of Perrine Farm Ridge. Exhausted by the day's fighting, and now faced by the artillery in the new Continental position, the British soldiers faltered and the pursuit collapsed. Cornwallis brought forward his artillery to counter the Continental batteries and as the artillery duel went on for hours, the British tried to flank the Continental left, but were forced back. Washington then ordered Greene's artillery to Combs hill, which began to rake the British behind the hedgerow forcing them to retire. Washington then went on the offensive and after heavy fighting, the British pulled back. Washington was ready to continue the battle the next day, but Cornwallis resumed the march to New York City during the night. The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Washington
- 6 Command Cards & 4 Combat Cards

British Army

- Commander: Clinton
- 6 Command Cards & 4 Combat Cards
- Move First

Victory

9 Victory Banners

Special Rules

- Opening Cannonade rules are in effect.
- The British player gains 2 Temporary Victory Banners at the start of his turn for each hill hex of Perrine Farm Ridge occupied by a British unit. Place two British Victory Banners on the hex at the start of the turn when occupied.
- Molly Pitcher rule is in effect. One time during the battle, when a Continental artillery unit on Perrine Farm Ridge with one or more lost blocks is ordered, add one block to the unit.
- The hedge terrain hexes are treated as wood fence hexes.
- All streams are fordable.

Camden - 16 August 1780



HISTORICAL BACKGROUND

Camden in 1780 had become an important base of operations for the British. In late July a Continental army under Major General Horatio Gates marched from the North and was threatening the British supplies in Camden. On 14th August, Cornwallis joined his troops determined to attack Gates. Cornwallis formed his army in two brigades; Colonel Webster on the right and Lord Rawdon on the left. The Highlanders provided a reserve. Gates drew up his army and ordered his left wing of militia to attack. These ill-trained soldiers retreated off the field. Webster's regiments then moved to turn the Continental flank. The remaining Continental soldiers fought bravely, but failed to resist the British assault. When Tarleton's cavalry attacked the Continental right, the wing collapsed and the British cavalry pursued the retreating Continentals for some twenty miles. After the disastrous loss at Camden, Gates was removed from command and replaced by Nathanael Greene.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Gates
- 5 Command Cards & 3 Combat Cards

British Army

- Commander: Cornwallis
- 6 Command Cards & 3 Combat Cards
- Move First

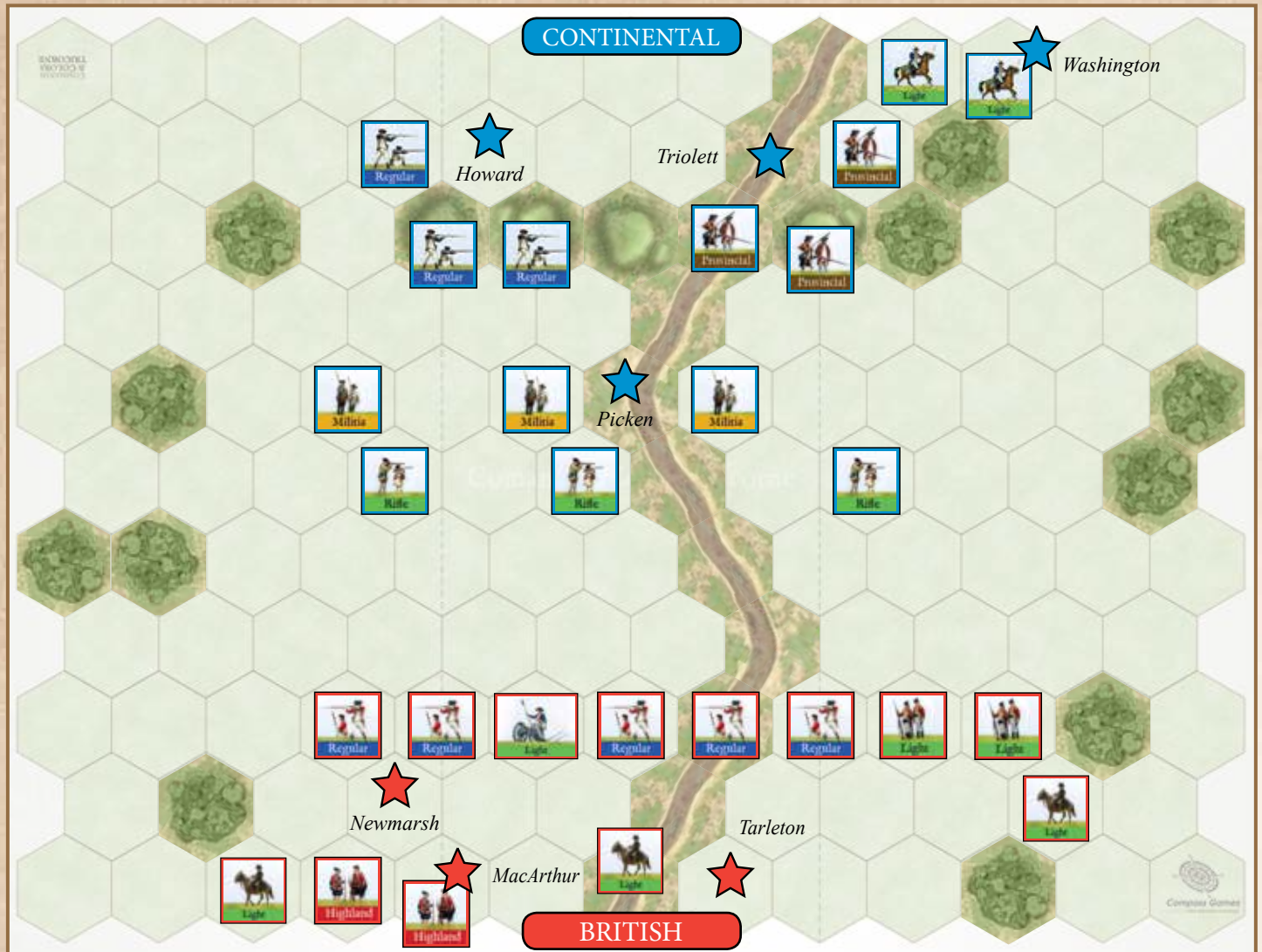
Victory

8 Victory Banners

Special Rules

- Opening Cannonade rules are in effect.
- The 2 Continental light infantry units have the abilities of light infantry, but have militia morale (retreat 3 hexes and are -1 die on rally checks).

Cowpens - 17 January 1781



HISTORICAL BACKGROUND

Major General Nathanael Greene, commander of the Continental army in South Carolina, divided his forces sending Brigadier General Daniel Morgan to attack the British backcountry fort, Ninety-Six. Cornwallis dispatched Banastre Tarleton to catch the Continental forces. Morgan prepared for the encounter with Tarleton by backing his men up to a river at Cowpens just north of Ninety-Six. As Tarleton's men attacked, Morgan instructed the militia to skirmish with them, but to leave the front line after firing two rounds. The British mistook the repositioning of the Continental militia as a rout and ran into concentrated fire from Morgan's third line, on the hill, which was manned by his best troops. This unexpected volley coupled with a cavalry charge proved too much for the British and nearly half of the British and Loyalist infantrymen surrendered. Tarleton escaped, but Morgan's troops had decimated his attacking force.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Morgan
- 6 Command Cards & 4 Combat Cards
- Move First

British Army

- Commander: Cornwallis
- 5 Command Cards & 3 Combat Cards

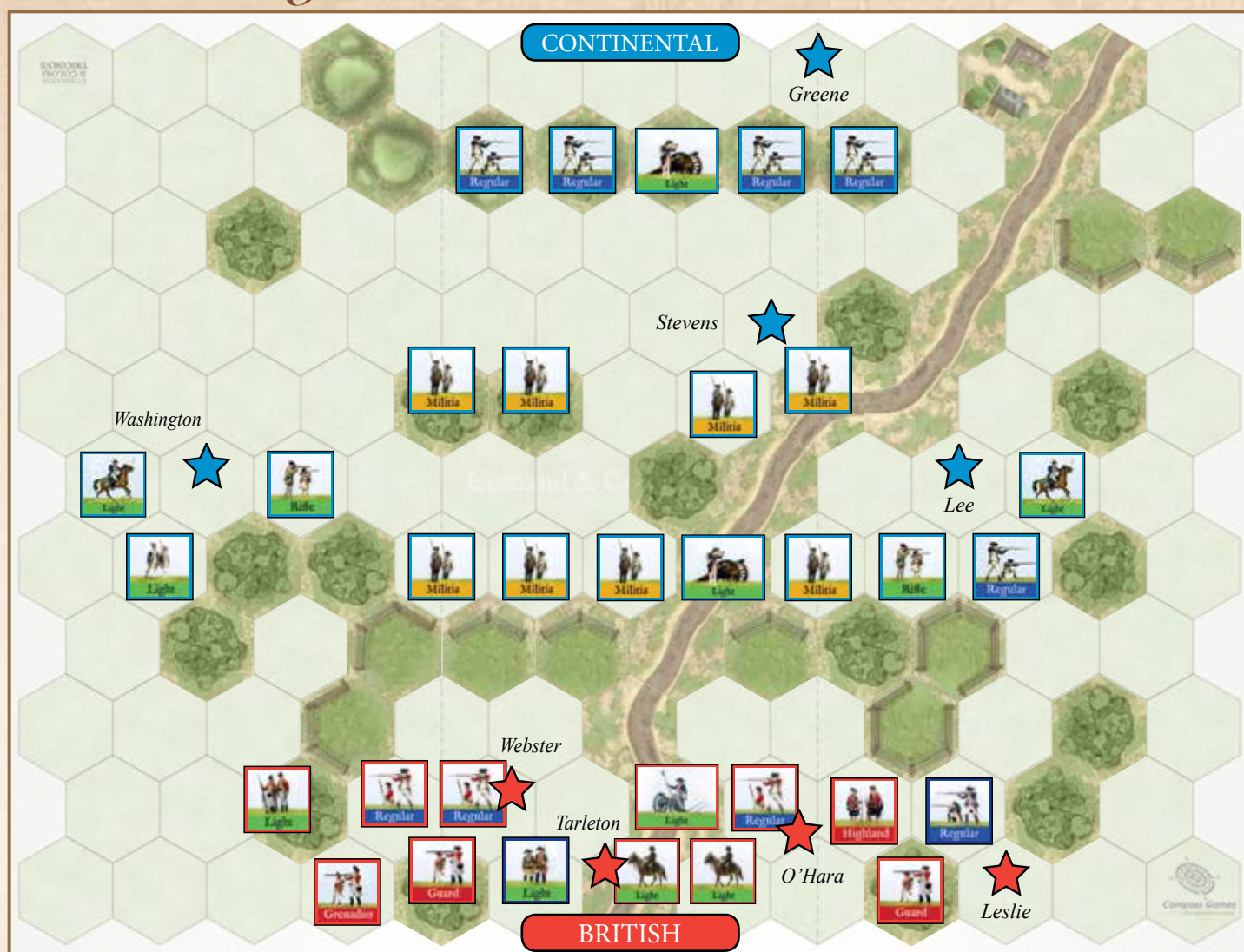
Victory

7 Victory Banners

Special Rules

- Opening Cannonade rules are in effect. Continental Rifle units will participate in the Opening Cannonade and may fire and retire prior to the start of the battle.
- The Continental player gains 1 Permanent Victory Banner for each Scout Command card he plays.

Guilford Courthouse - 15 March 1781



HISTORICAL BACKGROUND

On March 14, 1781, while encamped at Deep River, Cornwallis was informed that Greene was encamped at Guilford Court House. Cornwallis decided to give battle, although he had only 1,900 men at his disposal. Cornwallis found the Continental positions in three lines near the courthouse. The first line, blocking the road and deployed behind a rail fence, was primarily untested militia. Greene had instructed the militia officers to have their men fire two volleys and fall back. Following a short barrage, Cornwallis sent his troops forward. The British pressed the first and second Continental lines back with bayonet charges and superior discipline and at ninety minutes into the battle, British troops reached Greene's third line. Keeping the pressure up, the British Guards attacked and the Continental flank broke and fled. William Washington's Dragoons charged into the enemy's ranks, attempting to stop the advance, but were thrown back. With the British nearing his third line, Greene ordered a withdrawal, giving the British a tactical victory, but enabling Greene's army to remain mostly intact.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Greene
- 5 Command Cards & 3 Combat Cards

British Army

- Commander: Cornwallis
- 5 Command Cards & 3 Combat Cards
- Move First

Victory

10 Victory Banners

Special Rules

- Opening Cannonade rules are in effect. Continental militia units will participate in the Opening Cannonade and may fire with 1 die and then choose to retire prior to the start of the battle.
- The British player gains 1 Temporary Victory Banner at the start of his turn for each hill hex occupied by a British unit. Place a British Victory Banner on the hex at the start of the turn when occupied.
- The Continental player gains 3 Temporary Victory Banner at the start of his turn if the British do not occupy any hill hexes. Continental player starts with 3 Victory Banners, place 3 Continental Victory Banners near the hill hexes.

Hobkirk's Hill - 25 April 1781**HISTORICAL BACKGROUND**

Lacking sufficient men to attack the British in Camden, Greene retired north and occupied a strong position on Hobkirk's Hill. Greene hoped that he could draw Rawdon out of Camden and defeat him in an open battle. Rawdon, concerned that Marion and Lee might reinforce Greene, began making plans to attack the Continental army. Moving forward on a narrow front, Rawdon overwhelmed the Continental front line of pickets. Greene, seeing the nature of the British attack, sought to overlap Rawdon's flanks with his larger force and ordered his flank units to attack. As the two sides neared, two Continental leaders were wounded, which caused confusion in the ranks. Rawdon continued to press the attack and under this pressure and without commanding officers, the Continental line broke. Seeing that the battle was lost, Greene directed his remaining men to retreat north and ordered Huger to cover the withdrawal.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES**Continental Army**

- Commander: Greene
- 5 Command Cards & 3 Combat Cards

British Army

- Commander: Rawdon
- 6 Command Cards & 5 Combat Cards
- Move First

Victory

7 Victory Banners

Special Rules

- Opening Cannade rules are in effect.
- The British player gains 1 Temporary Victory Banner at the start of his turn for each hill hex occupied by a British unit.
- The Continental player gains 1 Temporary Victory Banner at the start of his turn if the British do not occupy any hill hexes. Place a Victory Banner on a hill hex at the start of the battle.
- The road hex on the British baseline is a Temporary Victory Banner Objective worth 1 banner for the Continental player when a Continental unit occupies it at the start of his turn.
- The stream is not fordable.

Eutaw Springs - 8 September 1781



HISTORICAL BACKGROUND

With knowledge of the British whereabouts, it was late August when Greene marched his army towards Stewart's British camp at Eutaw Springs. Stewart, unaware of Greene's approach, by chance was alerted when a British foraging party ran into the Continental front line. Stewart quickly deployed his forces and attacked. Greene had his militia in the front line hoping they would wear down the British attack before he sent in his regulars. The militia, this day, gave a good showing before falling back. Greene then ordered forward his best troops, which went toe-to-toe with the British and finally drove them back. The chance for a decisive pursuit was lost, when Greene's troops saw the chance to raid the enemy camp. A counterattack by the British drove back the Continental looters. His army now completely disorganized, Greene broke off the fight and withdrew.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Greene
- 6 Command Cards & 3 Combat Cards
- Move First

British Army

- Commander: Stewart
- 5 Command Cards & 3 Combat Cards












Victory

7 Victory Banners

Special Rules

- Opening Cannonade rules are in effect.
- The Continental player gains 1 Temporary Victory Banner at the start of his turn for each camp hex occupied.
- The stream is fordable.

Unit Reference Chart

		Move Hexes	Combat Dice (Melee)Ranged	Ignore Flags	Retreat Hexes	Rally	Notes
Guard Elite Infantry	 Guard	1	(3), 2, 1	2	1	+2	
Grenadier Elite Infantry	 Grenadier	1	(3), 2, 1	1	1	+1	
Highland Elite Infantry	 Highland	1 or 2 if close into melee	(*2), 2, 1	At full strength 1	1		*Highland Charge: +1 melee when ordered. May bonus melee, no +1 on bonus melee
Regular Infantry	 Regular	1	(2), 2, 1		1		German unit ordered by: • Quick Step only move 1 hex, but no move reduction • Bayonet Attack combat at +1 die
Light Infantry	 Light	1 hex battle or 2 hexes no battle	(2), 2, 1	1 in forest	1		• May retire & rally • Range dice are not reduced when moving • No hits on saber rolls in melee, except for British Light
Rifle Light Infantry	 Rifle	1 hex battle or 2 hexes no battle	(2), 2, 1, 1	1 in forest	1		• May retire & rally • Range dice are not reduced when moving • No hits on saber rolls in melee
Provincial Infantry	 Provincial	1	(2), 2, 1		2	-1	
Militia Infantry	 Militia	1	(2), 1, 1		3	-1	• No hits on saber rolls in melee
Light Cavalry	 Light	1 or 2	(2) Melee Only		2		• May retire & rally • No hits on saber rolls in melee • Bonus melee combat after successful melee
Light Field Artillery	 Light	1 Move no battle	[2] 2, 1, 1, 1		1		
Leader	 Leader	1, 2 or 3 hexes May move through friendly units	Lone leader no combat Attached unit combats with +1 die, except artillery ranged combat	Attached to unit ignore 1 flag	1, 2 or 3 hexes	Attached to unit +1	When attached to an infantry unit may make a bonus melee attack after a successful melee