

[Minuteman Living Rules](#)

[\(2023-01-23\)](#)

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Abbreviations

A	Autumn
ACRT	Ambush Combat Results Table
AF	Ambush Factor/Point (c.f. CF)
ARW	American Revolutionary War
AV	Available
CF	Combat Factor/Point
CinC	Commander-in-Chief
DRM	Die Roll Modifier
EoE	End of Empire
FIW	French and Indian War
KGW	King George's War
MF	Movement Factor/Point
Sp	Special
Sub	Substitute
TRC	Turn Record Chart
WI	West Indies

Glossary

- **Continental Army:** Standard American piece (dark blue with white, not yellow, text). Is not a State Troop, American Legion or Militia.
- **Controlled:** Presence of a unit determines control of a space. If a space contains no unit, control goes to whomever the space is considered friendly.
- **Establishment:** A synonym for "army".
- **Friendly (space):** Determine only by the Civilized hex color coding on the Terrain Effects Chart, noting that American Civilized spaces are friendly to the British except during ARW scenarios..
- **Friendly (unit):** Determined only by the color of the game piece.
- **Hex:** A type of space. There may be other discrete spaces within a hex.
- **Provincial:** Refers to forces raised in North America regardless of nationality. They have beige backgrounds and may or may not have dark brown stripes. The ones without stripes are commissioned regiments (historical reference only).
- **Ranking Leader:** The leader with the lowest Rank value (most senior).
- **Space:** A specific location, such as a hex, town, outpost.
- **Stack:** All unit(s) and Leader(s) within a space.
- **Tory:** Pro-British forces raised in North America.

1. Introduction

End of Empire: 1744-1782 is a two player wargame with 13 scenarios covering the three great conflicts fought on the **North American** continent between 1744 and 1782: King George's War (sometimes known as the Old French War part of the War of the Austrian Succession), the French and Indian War (actually the last of 4 such wars, part of the Seven Years War and known in England as the Great War for Empire) and the American Revolutionary War, The FIW ended the French Empire in Canada; the ARW ended the British Empire in the 13 American colonies.

Game Scale: Each game turn represents two months' time. Each year consists of one spring turn, two summer turns, one fall turn, and two winter turns (see the TRC). Each hex is approximately 20 miles across. Units are mostly regiments but a few represent other sizes. Each step represents approximately 250 men.

Do not read more into a rule than what is stated. This is to keep the rules as brief and readable as possible. For example, if a rule applies to "units" then it means all unit types. However, if the rules specify Leaders, then it doesn't apply to any other types of unit. Specific unit types are called out only as needed.

Be sure rules are read in context of other rules within the section instead of interpreting individual sentences or paragraphs. For example, rule [8.2](#) starts by defining the default leader. A subsequent paragraph details the special default leader that has a + MF. When interpreting the second paragraph, keep in mind that a + MP unit in a stack with a leader isn't eligible to move with the + default leader.

The rules take precedence over play aids ([CSW 1467](#)).

2. Game Components

A complete game of EoE includes this rules book, a scenario book, two map sheets, five sets of die cut counters, four charts and tables cards, and a six-sided die.

2.1. Maps

The two maps represent eastern **North America**, where these three conflicts took place. A hexagonal grid is printed over the map to regulate the placement and movement of units. Each hex or town contains natural and/or man-made features that can affect the movement of units and combat between units. The terrain on the map has been altered slightly from its exact real world

conformation to fit on the hex grid, but the relationships between the terrain from hex to hex are accurate to the degree necessary to present players with the same dilemmas faced by their historical counterparts.

Each hex has a four digit identification number They are used to find places more quickly For instance the town of **Boston** is in hex **3120**. Locations on the southern map sheet are preceded by an S; **New Orleans** is in **S1610**. The southern hex row of the northern map overlaps with the northern hex row of the southern map when playing a scenario with both maps. The charts, tables and tracks are used for recording and resolving various game events.

2.2. Counters (Playing Pieces)

Each combat unit counter displays multiple pieces of information: nationality, identification, unit size, unit type, steps, linear and ambush combat strength, movement allowance and turn of entry or initial placement.

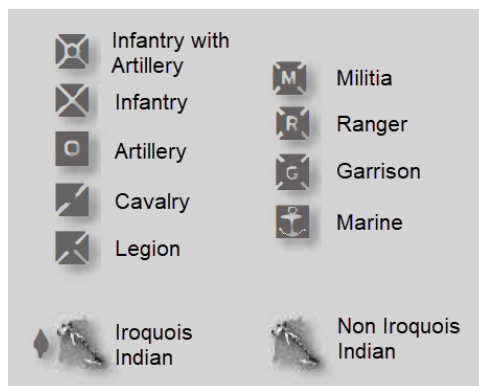
2.3. Unit Size

The size of the unit in steps is the only information that is significant in game terms. The historical organizational size designation for all units except militia and Indians is found above the unit type. A bracket around the size symbol means the unit is an irregular or ad hoc unit.

X	brigade
■■■	regiment
■■	battalion

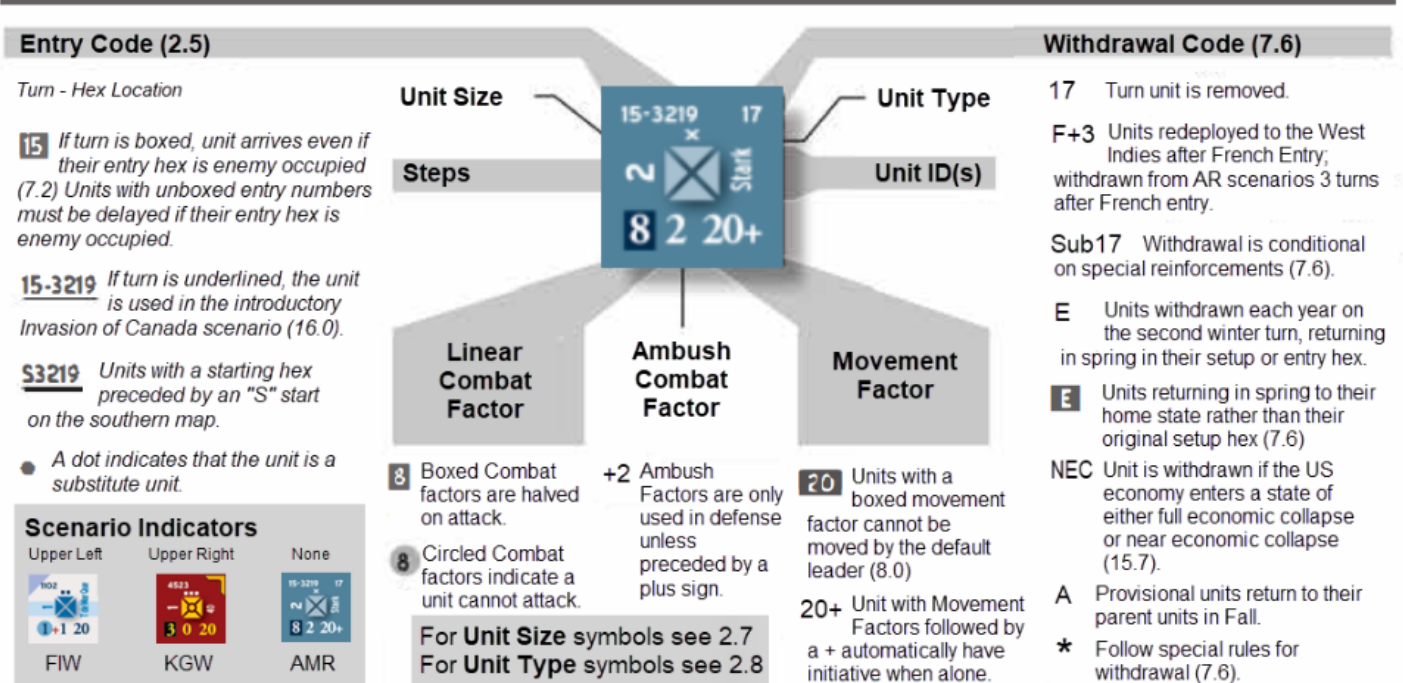
2.4. Unit Type

The symbols in the center of the counters indicate unit type. A black dot in the center of an infantry unit indicates organic artillery



2.5. Sample Combat Unit

The unit illustrated here is the *John Stark* ("Live Free or Die") New Hampshire state brigade. It is used in the ARW scenario and enters on turn 15 in hex **3219**. It is withdrawn on turn 17. When at full strength, it contains two "steps". Each side of the counter represents one step. At full strength, it has a linear CF of 8, which is boxed and halved when attacking (11.0). It has an ambush combat strength of 2 only for defense (11.2). Its movement allowance is 20 and has automatic initiative when stacked alone (8.2).



2.6. Nationality

British/Provincials

- British regulars: yellow on burgundy. Irish establishment units have a harp in the upper right corner while the English establishment do not. Both are identical for game play.
- American establishment and Provincial regulars: beige on brown.
- Tory and Provincial troops: beige on brown with dark brown stripe
- British Allied Indians: burgundy, Indian symbol.

German Mercenaries

- Hesse Cassel: light blue on navy blue.
- Brunswick: beige on medium blue.
- Others (Hesse Hanau, Anhalt-Zerbst, Ansbach Bayreuth, and Waldeck): light green on medium gray.

French / American / Spanish

- Metropolitan French regulars: dark blue on light blue.
- French Suisse (Swiss) have a red cross.

- French provincials: dark blue on light blue with a blue stripe
- American Continental Army: white on dark blue. American legions have yellow numbering (no game effect).
- State troops: white on medium blue. Militia have a stripe.
- Spanish: brown on yellow.
- American Allied Indian: green on yellow.
- French Allied Indian: light gray, Indian symbol.

Native American

- Iroquois tribes have a pine tree on the left side of their counters, other Indians do not.
- Non-Iroquois Indians on the southern map are Appalachian Indians. Those on the northern map without pine trees are Algonquin Indians. Appalachian and Algonquin are identical for game purposes.
 - Note: Mingos and Caughnawagas are Iroquois Indians that had moved away from the area controlled by the Iroquois Confederacy.

2.7. Historical Identifications

The historical identifications that appear on the counters are listed on page 3 of the Scenario book.

2.8. Unit Entry

Units used in the FIW scenarios have a black triangle in the upper left corner. Units used in KGW (including the Jenkin's Ear scenario) have an angle in the upper right corner. Units used in the Invasion of Canada scenario (16.0) have underlines. A dot indicates a substitute unit. Scenario book includes additional details.

A four digit number printed in their upper left hand corner indicates a unit's initial placement hex. Four digit numbers preceded by an S are placed on the southern map sheet.

Some units have a 1 or 2 digit number in their upper left corner. This is the turn of entry. They enter as overseas reinforcements (7.2).

Three units have an entry code of "NS"; they are set up in **5122**, **4923**, **4924**, or **4926**.

Some units have a turn of entry followed by the letters "WI" for "West Indies". These units do not enter if France has entered the war. They have instead been shipped to the West Indies.

Some units have a turn of entry followed by a hex number; those with a box around the turn of entry arrive even if their entry hex is enemy occupied (7.2). Those with unboxed entry numbers must be delayed if their entry hex is enemy occupied.

Some units have an "Av" (for "Available") in this location; these are available for recruitment from the beginning of play. Others have a game turn followed by "Av"; these are available for recruitment beginning on the indicated turn. Most Indians have their entry hex as well for ease of play.

Finally, some have a game turn followed by "Sp" (for "Special") or "Sp" followed by a hex number; these enter by special rules in section 7.5.

2.9. Unit Withdrawals

Some units must be withdrawn from play. They are identified by a withdrawal turn number in the upper right corner, and must be withdrawn that turn.

Units redeployed to the West Indies after French Entry have "F+3" printed in the upper right corner; they are withdrawn from the ARW scenarios 3 turns after French entry into the war. General Howe has an FE as he is withdrawn immediately upon French entry.

Some units have a withdrawal turn preceded by "sub". These units are substitute units (7.5).

Some units have an E for a withdrawal code; they have annual enlistments and are withdrawn on the second winter (February) turn of the year and return each spring in their setup or entry hex. If the hex is enemy occupied, they may enter anywhere in their home state. Certain regiments return annually in their home state rather than their original setup hex; these have a boxed E (7.5).

Many American units have NEC for a withdrawal code. They are withdrawn if the American economy enters a state of near economic collapse or full economic collapse (15.7).

Continental Light Infantry units were provisional. The troops returned to their parent units over the winter. They are marked with an "A" (for "Autumn") to remind you to withdraw them each fall turn. They may be recruited again per 7.5 just prior to the following spring.

Four units have a "Sp" withdrawal code and follow special rules (7.6).

2.10. Linear Combat Factors

This number is a measure of a unit's ability to conduct linear (European-style) combat. Circled CFs indicate a unit may not attack, only defend. Boxed CFs are halved when attacking. When halving multiple units, add all factors and then divide, rounding fractions up.

2.11. Ambush Combat Factors

This number is a measure of a unit's ability to conduct wilderness style ("Indian-style") ambush combat. Only units with a + before their AF may actually conduct an ambush. Units with an ambush CF greater than zero may be used on defense in an ambush combat, but are doctrinally unsuited to attack in an ambush combat.

Designer Note: Certain American units (particularly Daniel Morgan's riflemen) were early adopters of the long rifle. Their slow rate of fire was problematic in linear (European style) combat but their accuracy and range were particularly suited to wilderness ambushes. Such units have very high ambush factors and were historically employed in this role.

2.12. Movement Factor

This is a measure of a unit's ability to move across the map hex grid, and appears as the last number on each combat counter ([Sample Combat Unit 2.2](#)). Units pay different movement costs to enter certain hexes

depending on the terrain in the hex and the hexside moved across. Movement is heavily influenced by leaders and initiative checks ([Command Control and Leaders 8.0](#)).

2.13. Steps

Only units with a step size printed to the left of their unit type box can be used to satisfy combat losses. All militia and most Indians have no step values and cannot be used to satisfy combat losses.

Most units are one-step, two-step, three-step or four-step units. Those with CFs and MFs printed on only one side are one step units or substitute counters for three step units; those with factors on both sides are two-step or four step units.

Three and four step units are represented by two counters. Only one may be in play at any one time. The lower valued counter (with the dot in its upper left corner) is substituted for the higher valued counter when the unit takes step losses. The higher valued counter substitutes the lower valued when receiving replacements.

The steps contained in a unit are a measure of its ability to absorb losses before being eliminated. When a unit is eliminated in game play it means enough casualties and equipment losses have been suffered by the unit to render it useless for further combat operations.

If a unit with two or more steps takes a step loss, it is flipped over or replaced so that its reduced side (the one with the next lower step value) shows. If a one step (or reduced to one-step) unit takes a step loss, it is removed from the map (eliminated) and placed in the deadpile.

3. Set Up

Choose which scenario to play and which side each player will command. Sort each side's units into four pools. Units in play at the start have a hex set up number of the appropriate color for the scenario printed in their upper left hand corner; place them in those exact hexes. Reinforcements have a turn of entry in the upper left corner; stack them in their associated turn box on the TRC. Militia and Indians which are available for recruitment have "Av" printed in the upper left hand corner are set aside near their state or the Indian recruitment table. Substitute units have a dot in the upper left hand corner and are set aside near the combat results table.

Specific scenario instructions and victory conditions are found in the scenario booklet. ARW Scenarios starting in the midst of the war require players to follow those set up instructions rather than the setup hexes on the counters.

When setting up a scenario, units set up in a hex with an outpost or a fortress may choose to set up with a Fort marker

or not. Units that are set up in a hex with a town may choose to set up with a Town marker or not. Exception: In 1775, the British forces in **Boston** must set up under a Fort marker.

4. Sequence of Play

See next page. Each turn is divided into six phases each of which is divided into several steps. During some game turns certain phases may be skipped as noted below. Every action must take place in the sequence as given in the Sequence of Play. When a player is performing their operational phase, they are referred to as the "Active Player."

Sequence of Play

Naval Phase

Spring Fleet Withdrawal: Withdraw all fleets at the start of Spring turn (14.3).

Fleet Operations : In order: French, British, Spanish

Fleet Availability and Placement (14.1)

Fleet Combat (14.2), Each side rolls, higher die wins, defender wins ties. Losing fleet is placed on the TRC.

Reinforcement Phase

Reinforcements (7.0)

Indian Recruitment (13.1 to 13.2)

Regular Replacement (7.0)

Reinforcement Militia Placement (12.2)

British/Provincial Operations Phase

1. British Stack Initiative Determination & Movement (Recursive): Repeat 1-3 for all hexes containing stacks to be moved. See CSW posts #1289, 1290 and 1340.
 - a. Determination (Initiative Procedure): For the selected space, identify the leaders and units checking for initiative.
 - b. Initiative (8.3): 1D6 <= stack's Ranking Leader
 - c. Movement (9.0): The (sub)stack performs movement and combat activities, subject to additional initiative checks; substacks use their own ranking leader rather than the one from the parent stack. Substacks continue until they stop or fail a check. At end of substack move, identify any fortification constructions attempts to be resolved later.
 1. Secondary initiative checks during movement
 - i. Ferry (9.11) - no check for on-map ferry
 - ii. Resume after picking up units (8.9), after splitting (9.5) or after combat (11.0)
 2. General initiative modifiers:
 - i. Named leader follow-on initiative check (8.3) +1
 - ii. Winter - north map only (8.4): -2
 3. Default Leader exceptions (8.2)
 - i. Leaderless unit with a + moving alone or other + units (only) pass automatically
 - ii. Leaderless units with boxed MF automatically fail secondary checks
2. French/American/Spanish Reaction (10.0)
 - a. Reaction Militia Placement (12.2) if the enemy entered a friendly civilized hex.
 - b. Reaction Marker Placement on Anti-British stacks adjacent or in hex entered
 - c. Reaction Initiative & Movement: First check stack in entered hex
 - d. Reaction Combat - Hex Defender is a British stack that is not moving.
3. Operation Combat (Ambush and Linear outlined in the Combat Sequence)

Resolve Fortification Construction (11.12)

Leader Redeployment (8.6): if leader didn't move during operational movement (player aid is incorrect CSW 1432 and 35)

Movement Done Markers removed

French/American/Spanish Operations Phase

British Operations Phase with roles reversed

Withdrawal Phase

Scheduled Withdrawal (7.4)

Special Reinforcements (7.5)

Militia Withdrawal (each spring and fall turn) (12.3)

Winter Attrition Phase (6.0)

Note: Withdrawn fleet markers on the northern map are returned to the game turn track (upcoming spring turn) after checking supply on the second winter (February) turn (14.3).

ARW End of any turn: Check for Fall of Lord North

ARW End of December: Check for American Economic Collapse, then remove any Raid markers.

5. Spaces and Stacking

A stack may be in a space, which is defined as being either a hex, town, outpost, or Indian settlement within a hex. The relationship between two adjacent hexes and any other spaces within the hexes is simply that everything is adjacent to one another for all intents and purposes. [Example](#)

5.1. Hexes and their Contents

A hex is 20 miles across and represents up to 300 square miles of territory while a town in a hex represents a much smaller amount of territory. A stack of units is usually in a hex, but it may also be in the town in a civilized hex or an outpost in a wilderness hex. In the latter case, place a Town marker on top of the stack to indicate this. A force in a town or outpost may fortify the town or outpost ([Fortifications 11.12](#)) There are also three towns that have permanent fortifications: **Quebec City (1110)**, **Louisbourg (5927)**, and **St. Augustine (S3228)**. Units entering one of these 3 towns automatically get a Fort marker placed on them; the Town marker is not used. A Fort marker gives a favorable defensive combat DRM.

Units in a hex control any river and wilderness road in that space, any Indian village, and any town or outpost in the hex that is not occupied by an opposing stack. Units in a town or outpost control the town or outpost (and the inherent supply of the town or outpost), any supply/entry point, any port, any river and any wilderness road. Units in a hex may choose to retreat because of combat into a town or outpost in that space instead of retreating to another hex. They may also reaction into a town or outpost in a hex. Example

As British units leave an American port ([ARW](#) scenarios), place a Raid marker (flip side of a Done marker), as this is an important factor for determining American Economic Collapse ([15.7](#)).

If a stack in a Fort, town or outpost is attacked and is forced to retreat, in general it may do so normally. However, as a special case, units underneath a Town or Fort or outpost marker in a hex containing a port are assumed to be fortified around the port. In most cases, if forced to retreat, they may retreat as units do in other circumstances, including retreat using sea evacuation to a friendly fleet offshore. However, if an enemy fleet is offshore, the force is considered blockaded in the port, and if forced to retreat it instead surrenders. **Units are eliminated and eligible for replacement. Leaders become POWs (rule 11.11) (CSW 1431).** Example

Towns have an effect; the unit in a town owns the town but does not block the movement through the hex.

When a unit exits a town, it can trigger militia in the hex around the town ([12.2](#)); this is how the battles of Lexington and Concord are simulated in the game. A town or outpost can always supply one unit ([6.4](#)). Units must be in a town or outpost in order to go into a fort and receive that benefit. A unit in a town controls the port in its hex for supply purposes ([6.3](#)). Forts have exactly the same effects as towns, plus a DRM for combat.

Example: In 1775 a British force is under a Fort marker in **Boston (3120)**. An American force is also there. The British control the port and can enter reinforcements. They cannot trace supply through the hex. The Americans cannot enter reinforcements in **Boston**, but can trace supply through the hex.

5.2. Stacking

Stacking is the term used to describe the piling of more than one unit in the same hex or town at the same time. There is no stacking limit in EoE. Players are allowed to stack their entire army in a single hex if they choose to do so (This is essentially what Howe did in the 1776 invasion of New York). Stacking in outposts is also unlimited, but only one unit is exempt from ambush combat and eligible for outpost supply. Designer note: Think of the rest as camped around the fort, possibly getting picked off by Indians in surrounding woods, but not disbursed within the hex ([CSW 1660](#)).

Army Substitute Counters: Huge stacks may be created in a game without stacking limits. Army substitute counters are provided to serve as place holders for these giant stacks. Simply put the units in the substitute's box on the mapsheet and use the substitute unit to represent the entire stack.

No Fog of War: Due to the considerable and successful spying that occurred on both sides in these wars, both players may examine their opponent's stacks and holding boxes at any time.

6. Winter Attrition

Designer Note: In EOE logistics are simulated with MF, initiative, and winter attrition. Players do not have to pay attention to how many wagons they have built. The system is fun to play and it works. [CSW Post 197](#)

Minuteman Note: For Indians, the Agent towns used to recruit reflect their sources of weapons and gunpowder.

Supply has no direct or immediate effect on movement or combat. It only affects the survival of units when checked on winter turns.

6.1. Tracing Supply

Units are "in supply" if they can trace a supply line from their location to a supply source. The permissible length of the supply path and the method for tracing it varies depending on the type of supply being traced. Supply lines cannot be traced through enemy controlled hexes. When counting the length of a supply line, do not count the hex the unit itself is in but do count the hex the supply source is in. [See 6.6 for blocking supply lines.](#)

Tracing of supply lines is done in the mind's eye; there are no counters representing the supplies consumed. It is permissible for either player to move their units to hexes where they will be out of supply

Units that are out of supply during the Winter Attrition phase lose one step, are prohibited from transferring steps in drafts, and from receiving replacements or reinforcements.

Designer Note: A consequence of this rule is most units will be eliminated completely if left unsupplied over the 2 winter turns. The supply rules when combined with the initiative rules make inland operations somewhat risky.

6.2. North American Supply

Units are in supply if they can trace a supply line to a friendly supply hex. If the unit is in a civilized hex, the supply line may be traced through two friendly civilized hexes to a river, navigable river, or road hex. If the unit is in a wilderness hex, it must occupy a river, navigable river or road hex. The supply line is then traced through any number of contiguous river, navigable river and/or road hexes to a friendly supply hex.

The two hex supply range can be traced through sea hexsides (non-ferry line) provided a Marine unit is in one of the hexes to provide ferries ([CSW 1236](#)).

In **FIW** and **KGW** Scenarios, the British player may trace to either American or British **supply** hexes. The French player may only trace to one of the French Supply hexes.

In the ARW scenarios, the British player may trace North American supply to French or British supply hexes. The American player may only trace North American supply to American supply hexes. [Example](#)

Large waterfalls exist in hexes **1907** and **S4605**. In design terms, portages exist and supply lines are not blocked. Also, portages are considered to exist in hexes **1608**, **2613** and **2914**.

Historical Note: Rivers were the highways of this era, while they froze and became impassable during winter, supply could only be stockpiled via these lines.

6.3. Overseas Supply

Overseas supply is traced just like North American supply. However instead of tracing to a friendly supply hex, overseas supply is traced to a port or a navigable river hex. If the hex traced to is an inland hex (i.e. not also a coastal hex), the navigable river hexes between that hex and the coast must not be occupied by enemy artillery units or units with organic artillery.

Note: Overseas supply cannot be traced to **Philadelphia** if the **Delaware River (1620)** is occupied by a unit with artillery. Lakes are treated just like navigable rivers – supply tracing is only blocked by units with artillery.

Overseas supply is also available in all coastal hexes without ports in them, but may not be traced to such hexes from units not in coastal hexes.

Overseas supply may not be used if it is traced to coastal hex that borders on a sea area occupied by an enemy fleet in the fall turn. Leave the blockading fleet marker in the sea zone over the winter to remind you that overseas supply is blocked. Exception: British overseas supply north of hex row **S3400** is not blocked by a Spanish fleet in the **South Atlantic** zone.

Overseas supply is not available to any American units in any **ARW** scenario before French entry.

Overseas supply ceases to be available to the British player in all scenarios if **Halifax (4926)** is not controlled by the British. If the British take it back, then they regain overseas supply. [Example](#)

If American Full Economic Collapse has occurred, then overseas supply is only available to American units if they are stacked with French units. French and Spanish units may continue to trace overseas supply normally.

Historical Note: The British feat of maintaining an army on foreign shores for years with transoceanic supply was quite remarkable. It had never been accomplished before, and would not be again until the 20th century. Their supply convoys depended on Halifax and the entire system would have fallen apart without that depot.

6.4. Town and Outpost Supply

One unit (which may contain more than one step) may be in supply at each town or outpost, even if other supply sources are blocked. It does not have to be the same unit on consecutive turns.

In the **FIW** and **KGW** scenarios, both players may also draw outpost supply in any of the 9 civilized hexes in *Nova Scotia* (4523, 4725, 4923, 4924, 4926, 5323, 6025, 5926, and 5927).

6.5. Exempt Units

Militia, Rangers, Indians, and the British Natchez and Fort Gage garrisons are always in supply.

6.6. Garrisons and Supply Lines

The definitions of friendly, unfriendly, and neutral hexes are found in section [9.7. Civilized Terrain and Hex Control](#).

Supply lines may only be traced through unfriendly civilized hexes if the hex is garrisoned by at least one friendly combat unit. In general, that includes supply lines traced along river navigable river and road hexes; however the British player is not required to garrison navigable river and lake hexes, unless an enemy artillery unit or unit with organic artillery occupies the hex in question or one of the navigable river hexes connecting that hex to the coast. Neutral and friendly civilized hexes do not require garrisons to trace supply through them.

7. Reinforcements, Withdrawals, and Replacements

Reinforcements are units that enter play for the first time after a game has begun. Any unit with a one or two digit turn of entry number in its upper left hand corner is a reinforcement. Reinforcement units are placed on the map in the mutual Reinforcement Phase. Exception: Certain special

reinforcements enter in the withdrawal phase to replace withdrawn units.

Replacements are levies of new personnel, as opposed to new units that enter play as strength steps at specified times. Replacements are not themselves represented by unit counters in the game. Replacements include scheduled replacements, recruits, and drafts. Replacements are used to reclaim eliminated units and to replenish reduced units. They must be used the turn they are received or they are forfeited.

Withdrawals occur on specified numbered or seasonal turns and on specified turns following French entry into the ARW scenarios. This occurs during the Withdrawal phase.

7.1. On Map Reinforcements

On-map reinforcements are marked with a turn of entry and a hex number in their upper left corner. They must be placed in the entry hex on the specified turn. If an on-map reinforcement unit's specified entry hex is enemy controlled during the turn the unit is to enter, that unit's entry is delayed, turn by turn, until such a time as the entry hex is friendly controlled.

American leader reinforcements in the ARW without a hex of entry are placed with any friendly unit. They are not considered overseas reinforcements.

Certain on-map reinforcements have a box around their turn of entry. These units enter even when their entry hex is occupied by enemy units. This only applies on initial entry not if reentering as replacements. In this case, they are placed on top of the enemy units and must initiate combat during their Operations phase against the enemy units in their placement hex. Such arrivals are considered to automatically have initiative until their entry hex is cleared of units of one side or the other. They enter play even if they are out of supply.

On-map reinforcements may enter or be replaced in their entry hex, even if the owning player cannot trace supply to their entry hex at the instant of entry.

British provincial reinforcements without a boxed entry code will not enter American civilized hexes unless that hex is occupied by a British unit.

7.2. Overseas Reinforcements

Overseas reinforcements have a turn of entry in their upper left corners without a hex number. They enter by being placed in any controlled port hex. The port hex must not be adjacent to a sea zone occupied by an enemy fleet. If no such hex exists, the reinforcements are

delayed until the first turn a suitable hex becomes available; they cannot be held back.

Brant (the British Indian leader) is an overseas reinforcement, as he arrived by sea with Howe.

If multiple possible entry hexes exist, all units entered on the same turn need not enter in the same hex. Overseas reinforcements may not be voluntarily delayed. Overseas reinforcements may not be entered at **Quebec** on winter turns due to ice on the **St. Lawrence River**.

If the player receiving overseas reinforcements has a fleet unit on the map, he may choose to place them directly on the fleet. They must then be used in an amphibious operation during that player's Operations phase (14.4).

7.3. West Indies Reinforcements

These newly raised troops historically were sent to the West Indies, but presumably would have reinforced the British effort in America if the French had not entered the war. If French Entry has occurred, these troops do not enter play. Any such troops previously entered must be withdrawn with the West Indies Withdrawal. If the French have not entered, these units enter as overseas reinforcements.

7.4. Withdrawals

Many units have to be withdrawn on a specified game turn during the Withdrawal Phase. These units have a withdrawal turn number in the upper right hand corner. During the Withdrawal Phase, simply pick them up and set them aside. They do not need to trace any supply line, and no substitute needs to be taken if they are already eliminated.

Units with annual enlistments, identified by an E in the upper right corner, are removed annually (if not in the dead pile) in the second winter (February) turn, and are replaced (even if previously eliminated) at full strength on their entry hex (if friendly controlled) in the following spring turn. Units with boxed E codes are instead replaced in any entry hex in their home state.

All militia units are automatically withdrawn each spring and fall turn. They are available for reentry the same turn (The militia went home for the spring planting and the fall harvest). Exception: Once the SC Militia is replaced by the Marion Militia unit, it is no longer required to be withdrawn but may be if the American player chooses to do so during the Withdrawal Phase.

Units with a NEC withdrawal code are withdrawn from **ARW** scenarios if a Near Economic Collapse or Full

Economic Collapse occurs. No replacements are necessary for eliminated units.

Historical Note: they were withdrawn on turn 35.

7.5. Special Reinforcements and Withdrawals

Continental Light Infantry units are placed on the map during the **Reinforcement Phase** on any hex occupied by a Continental Army unit. One Continental Army unit is reduced for each Light Infantry step entered. Only reductions, not eliminations, are allowed for this. If a light infantry unit has been previously eliminated, it may be replaced during the Reinforcement phase using this same procedure. The Continental Army unit reduced may be replaced back to full strength **immediately**.

Continental Light Infantry (A withdrawal code) are removed each fall turn. They may return during the second winter (February) turn Reinforcement phase.

FIW: Gage replaces Abercrombie immediately when Abercrombie is killed or withdrawn. Similarly Murray replaces Wolfe, and Stanwix replaces Forbes.

Elmore's *Connecticut Regiment* is entered on turn 5 in any hex where at least 2 steps of Connecticut troops were withdrawn on turn 5. If it has been eliminated, it is eligible for replacement in any Connecticut entry hex on turn 7.

The *Watauga Brigade* (the "over the mountain men") enters in one of two ways. (1) The American player may put it in hex **S4516** at the beginning of any American/ French movement phase that a British controlled unit is within 3 hexes of **S4516**. (2) It may enter in reaction anytime a British unit moves adjacent to **S4516**. It may only enter once per year, but is not required to enter the first time its entry condition is satisfied. It is automatically removed in that turn's Withdrawal phase and placed on the TRT on the next Dec/Jan turn.

Whitcomb's Rangers replace *Bedel's* NH regiment in the same hex when it withdraws.

The *Fort Gage* garrison unit is removed the first instant after French Entry when a Continental or State unit enters its hex.

The *Brunswick Pr Ludwig* infantry unit may attempt to become mounted each turn it enters an American civilized hex not occupied the previous turn by a unit friendly to the British player. Each time it does this, the British player rolls a die. On a roll of 1, replace it with its mounted cavalry substitute.

If *Arnold* is killed while serving as an American leader, he does not enter as a British leader. If the Arnold Brigade is eliminated, Arnold is assumed to escape in order to enter as an American leader normally.

The *Blommart* unit (simulating the Natchez Rebellion of April 1781) may be entered by the British player in hex **S1905** during any Reinforcement Phase when Galvez is not in **New Orleans (S1610)** and **Pensacola (S2315)** is under British control. It may enter whether or not there is British supply in hex **S1905**. It is removed the instant both **New Orleans (S1610)** and **Pensacola (S2315)** are controlled by either the Spanish or the Americans. **Blommart may only enter after Spanish entry.**

6 American Units (*IPA*, 13 *PA/PSM*, 3 *SC*, 5 *SC*, 6 *SC*, and 11 *VA*) have substitute units used when these units are reequipped with muskets. These units must be exchanged in place on the specified turn wherever they might be (map or dead pile).

Exchange in place re-equipped units during the Reinforcement phase.

Three American units (*MVR*, 2 *Cont Art* and 4 *Cont Art*) have precursor units which are withdrawn when the larger units enter. These units are not exchanged if their entry hex is enemy occupied, so that their entry is delayed, then the precursor units may remain on the map until they can enter. **Enter units and remove precursors during the Reinforcement phase.**

If the Gridley artillery unit and the Knox unit occupy the same hex during this phase, withdraw both units and replace them with the 3rd Continental Artillery regiment.

7.6. West Indies Withdrawals

French entry occurs in ARW scenarios according to rule 15.1. To remind players of this, place the West Indies Withdrawal marker on the turn track three turns after French Entry. On that turn, the British player must withdraw the 4 leaders and all the units with withdrawal code F+3. General Howe withdraws immediately upon French entry.

Historical Note: After the French entered the war the British shifted their primary effort to defending the West Indies.

If any of the F+3 marine units are found to be reduced or eliminated, and are not returned back to full strength prior to this turn, the American/French

player may make up the deficit by choosing to eliminate any British regular steps on the map. The 16th Light Dragoons, also marked F+3, must also be withdrawn along with at least 10 additional British regular regiments, totaling at least 18 steps.

Historical Note: Regiments withdrawn were: 4th, 5th, 15th, 27th, 28th, 35th, 40th, 46th, 49th, and 55th.

Except for marines, substitutes are not required if units marked F+3 have been previously eliminated. Withdrawn units are not considered eliminated.

If the British player cannot fulfill these conditions, Lord North's government falls, resulting in an American victory (15.8).

7.7. Replacements in General

Replacements are received as steps. One replacement factor can replenish units on the map or recreate units from the dead pile (one step of an eligible unit). Replacements may not be accumulated. All replacements are nationality specific and may not be switched to another nationality. All replacements enter in the Replacement phase.

7.8. Scheduled Replacements

FIW: Only the French player receives scheduled replacements. They receive 2 steps on turn 8 and 1 step on turn 25. Units must be able to trace overseas supply on the turn they receive replacements. Replacements not used on the scheduled turn are lost.

7.9. Recruit Replacements

The French player may recruit replacements in the **FIW** and **KGW** scenarios. One step may be recruited each spring in each of the following hexes that are French controlled: **3411**, **3710**, **4111**, and **4923**. Only French provincial units may be recruited. Only units labeled "T de Mar IR" units may be recruited in **4923**, and only units labeled "T de Mar Que" units in the other three hexes. Simply return to play a previously eliminated one step unit in each eligible hex. For each of these four hexes, if you own the hex, you can return an appropriate unit that has been eliminated. French regular units may only be replaced by scheduled replacements or drafts.

The American player in **ARW** scenarios may recruit every Continental Army unit back to full strength (except Light Infantry **7.5**) each spring turn, provided the entry hex

of the unit in question is friendly controlled. If the unit is depleted, rather than eliminated, it must be able to trace a line of continuous friendly civilized, road, or river hexes back to its entry hex. If a unit cannot do this, it cannot receive recruits.

Each spring turn, if they conducted a raid in the previous year (14.10), the Continental Army may replace a single step for exactly one depleted unit whose entry hex is British controlled or who cannot trace to its entry hex.

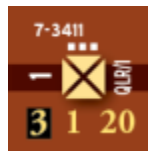
The Continental Army cannot receive any recruits of either type if Full Economic Collapse occurs.

All eliminated Spanish units may be recruited and replaced every turn. They are placed in the Havana Box. They may move to the main map using naval movement.

The British player in ARW scenarios

may recruit one step in each of **3411 (Montreal)**, **4926 (Halifax)**, **S4619, S5023**, and five steps in **2220 (New York)**

each spring turn that each hex is friendly controlled. These steps may only be used in their specific hexes to replenish or replace Tory or provincial units. These units are beige on brown with stripes. Only units that entered at each specific replacement hex may be brought back from the dead pile.



Additional NYC recruitment: In ARW scenarios, the British player may recruit three steps in hex **2220 (New York City)** each spring turn it is friendly controlled. They can be used in that hex to replenish or recreate provincial regular units. They are beige on brown, no stripes. Only units entered in **2220** may be brought back from the dead pile in this manner.



Each spring turn, the British player may also recruit one step for his *Hesse Cassel* (HC) and one step for his *Brunswick* (Br) German units. The units replenished must be able to trace overseas supply at the time of replenishment. Recreated eliminated units may be reentered at one-step strength as overseas reinforcements. British regulars do not receive recruits.

The *3 Cont Art* unit has an entry hex of **3119** for replacements.

7.10. Draft Replacements

The British army relied on drafts from disbanded units to provide most of its replacements. On any turn, the British player may voluntarily eliminate (not reduce) any number of British regular infantry regiments in a hex and may then use that many steps to replenish the remaining units in that hex.

Historical Note: The following British regiments were used for drafts before Yorktown: *6th, 10th, 14th, 18th, 26th, 45th, 52nd, 59th, and 65th.*

Consider the 3 Cont Artillery unit to have an entry hex of 3119 for replacement.

In the **FIW**, the French player may draft provincial units into his regular units. He may eliminate any number of provincial units in a hex, and may then use that many steps to replenish the regular units in that hex. Eliminated provincial units may be returned via recruit replacements, even on the same turn.

8. Command Control and Leaders

8.1. Leader Information

Each unit must have command control in order to initiate movement and/or combat. Command control requires a die roll that is less than or equal to the ranking leader's initiative rating.



The unit shown above is Major General James Peter Wolfe. He has a Combat Rating of 2, rank of 6, and Initiative rating of 5.

Leader Initial Placement Hex, Turn of Entry, and Withdrawal codes are identical to combat units. Leaders with boxed turns of entry may appear stacked with the nearest friendly combat unit if their entry hex is occupied.

Combat Rating indicates a leader's ability to improve his troop's performance in combat (11.9).

Rank indicates a leader's relative rank, a lower number is a higher rank.

"F" indicates that Rochambeau is outranked by all American Leaders, including the "default leader (8 2).

"Sp" indicates that Galvez and Montiano only command Spanish units. However Galvez outranks all other leaders in his hex in **Louisiana** and **Florida** and cannot be moved into American civilized hexes.

"IO" indicates that Brant only commands British-controlled Indian units. **While Brant is an Iroquois, he is not removed after combat.**

Initiative Rating is a measure of a leader's ability to conduct active strategic operations at this scale.

8.2. Default Leaders

Stacks without a leader counter present are assumed to have a default leader with a combat rating of 0 and an initiative of 2.

Units with a MF followed by a + moving alone or in a stack with similar units, instead have a default leader with a combat rating of 0 and an initiative of 8. This type of default leader always has initiative.

Units with a boxed MF and any stacks containing such units are assumed to have a default leader with a combat rating of 0 and an initiative of 0. They can never move without a leader counter.

Stacks may detach all boxed units (and not move), with the remaining (non-boxed) units using a default leader with an initiative of 2.

Stacks containing a leader counter may not use the default leader to try to gain initiative (exception - mixed American/French stacks with Rochambeau as the only leader).

The default leader of a unit with a MF with a + may not move a stack containing units with normal or boxed MF. Default leaders may not move units with boxed MF.

8.3. Initiative Procedure

A die is rolled and compared to the initiative of the ranking leader present in the space each time a unit or (sub)stack wishes to:

- (a) initiate movement (9.0);
- (b) continue moving after splitting off a substack (9.5);
- (c) resume movement following a combat (ambush and/or linear) (11.1);
- (d) react to the movement of an enemy force into an adjacent hex (10.0); or
- (e) construct a fort (11.12).

The ranking leader's rating is used even if he is not moving with the units in question (**exception: + units can always move independently (CSW 1583)**). If the die roll is equal to or less than the ranking leader's initiative rating, the desired movement can take place. The unit or stack may then continue to move until it either uses up all its MFs (and must stop) or an ambush combat and/or a linear combat occurs (after which it may check for initiative again to try to move further). Whenever the initiative die roll fails, all movement for the (sub)stack is over for the turn. [Example](#)

Designer Note: The intent is to simulate command conflicts, such as between Schuyler and Montgomery in the 1775 invasion of Canada.

Historical Note: Regarding + units, Stark's NH state troops that fought at Bennington recognized no higher commander, with Stark only being subordinate to the General Court. The vast majority of the + units have similar stories or operated independently.

Once a named leader (not default leader) passes its first initiative check in its Operations Phase, the player adds one to the Leader's initiative in that same Operations Phase. This is also true for lower ranked leaders that were activated by the ranked leader in the hex and the ranked leader decided not to move himself.

8.4. Winter Turn Initiative Modification

On winter turns, all leader initiative ratings on the north map are decreased by two. At that time, it is only possible to move stacks with leaders with initiative greater than 2, or units with a MF followed by a +. For the purposes of this rule, units on the overlapping hex row are considered on the north map.

8.5. One Initiative Failure Per Phase

A given unit or stack may fail only one initiative roll per Operations Phase, after which it may no longer move that Operations Phase. Players may either place "Movement Done" markers on stacks which are done moving, or all friendly stacks should be set up in their hex facing one hexside and rotated 60 degrees (one hexside) when they are done moving. At the end of the Operations Phase, all the player's stacks should be facing in the same direction or all Movement Done markers removed.

8.6. Leader Redeployment

Usually leaders move along with any (sub) stack of units that begin the Operations Phase in their hex and pass the initiative check. Leaders which did not move with units may be moved during their Leader Redeployment segment an unlimited number of contiguous friendly or neutral hexes or by sea to a hex containing friendly units. This occurs even if they were used for the first initiative check for moving forces, or even if they failed their initiative roll.

8.7. Cavalry Scouts

Cavalry and Legion units are considered to have cavalry scouts. Stacks with no cavalry scouts with them subtract 1 from their **initiative rating (not die roll)** for reaction movement only. Example: Montcalm has no cavalry. If the French roll a six when checking initiative for reaction movement, he fails his reaction roll. Units with a MF followed by a + (only - not stacks containing such a unit) can evade combat automatically (except infantry in winter on the north map; then a reaction check will fail on a roll of 6).

8.8. Screening Terrain

In **ARW** scenarios Continental Army leaders only may add 1 to their **initiative rating (not die roll)** for reaction movement if they are in a civilized rough hex.

Historical Note: George Washington and his subordinates made very effective use of the terrain around New York to avoid conflict except on their own terms. This was one reason Howe took the naval route to Philadelphia in 1777.

8.9. Picking Up Units

A player moving a stack with initiative into a hex containing friendly units that have not yet been checked for initiative that Operations Phase may choose to (but is not required to) stop to roll for initiative again. If the new roll is successful, the forces are joined and may continue moving together. No unit is permitted by this rule to exceed its movement allowance or move twice in one turn. Units with a + with its MF can only pick up units that also have a + with their MF ([8.2 last paragraph](#))

9. Operational Movement

Every combat unit has a Movement Factor (MF) printed in its bottom right hand corner. This is the number of movement points available to the unit moving across the hex grid during its Operations Phase. Units move from hex to adjacent hex, paying varied costs to do so depending on the terrain in the hex being entered. Movement of each player's units occurs during his Operations phase except for reactions and retreats.

9.1. Movement Limits

MFs may not be accumulated from turn to turn, nor may they be loaned or given from one unit to another. A

player may move some, all or none of his units in each of his Operations Phases, provided they have not used naval Movement that same turn and provided each unit so moved has gained the initiative needed to move. The movement of each unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent allows it.

9.2. Minimum Movement Ability

Units that can otherwise move may move at least one hex during its Operations Phase. This guarantee does not allow units to enter a hex or cross a hexside that is otherwise impassible, nor does it give units that failed their initiative check or that have boxed MFs and no leader the ability to move a hex.

9.3. Enemy Units

Moving into hexes containing enemy units is allowed in this game and initiates combat unless the enemy units successfully use reaction movement to leave the space.

Moving into a hex adjacent to enemy units capable of reacting (i.e. they have an initiative greater than 0) may initiate combat. In such cases, the moving units must have sufficient MPs to pay the 5 MPs to execute a potential combat as well as terrain costs. [Example](#)

Moving into a hex where the enemy force is under a Town or Fort marker in this case follows a slightly different procedure. Combat is only initiated under the following circumstances:

- The force under the Town or Fort marker successfully rolls for reaction. In this case, the reacting force could either move out from under the marker forcing combat, or move to an adjacent hex.
- The moving force chooses to engage the force under the Town or Fort marker. In this case, proceed to combat resolution.

9.4. Stack Movement

Minuteman Note: The rule called "Stack Movement" was deleted based upon [CSW post 1289-90](#) and [BGG Thread "Command and Initiative: The Confusion Continues"](#). Use [8.3 Initiative Procedure](#) at all times when you want to start Initial Movement of any unit or stack in a space. During final peer review, the designer recommended preserving it as an optional rule.

9.5. Splitting Stacks

When moving a stack, you may halt temporarily to allow a unit or sub-stack to split off and move away on a separate course. Players may want to obtain a 20-sided die or scratch paper to record remaining MPs. After the unit or sub-stack has completed its movement, the units left in the original "parent" stack may resume movement after making a successful roll for initiative. The process may be repeated any number of times until an initiative check fails. Once you begin moving a different parent stack (or an individual unit that began the Operations Phase in a different hex), you may no longer resume the movement of an earlier stack without your opponent's consent. A moving parent stack may drop off units as it moves without requiring additional initiative die rolls provided none of the dropped off units moves further.

9.6. Differing MFs in a Stack

Units with different MFs traveling together in a stack must use the movement factor of the slowest unit. As the slower units exhaust their MFs, you may leave them behind and continue on with the faster units. Leaders assume the MF of the fastest unit in their stack.

9.7. Civilized Terrain and Hex Control

There are 3 types of Civilized hexes: American, Tory (pro-British), and French/Spanish.

- **ARW** scenarios: American hexes are friendly to the Americans; the Tory hex (*Halifax 4926*) is friendly to the British; and French/Spanish hexes are neutral.
- **FIW** and **KGW** scenarios: French/Spanish hexes are friendly to the French; and American and Tory hexes are friendly to the British. This rule affects MP costs, the entry of reinforcements and replacements, and tracing supply.

Note: Hex control does not change simply by passing one of your units through a hex. Unfriendly hexes must be garrisoned to maintain control.

Presence of either side's units (control) does not alter the cost of Civilized hexes. The rationale is lack of maps and guides (CSW 1236).

9.8. Terrain and Operational Movement

Most hexes on the map require more than one MP to enter. Most of the Map consists of Wilderness hexes with a cost of 5 MPs to enter.

- Civilized hexes require 1 MP to enter if they are friendly or neutral and 2 MPs if they are unfriendly.
- Civilized rough hexes require 2 MP to enter if they are friendly and 4 MP to enter if they are unfriendly.
- Rivers affect movement (9.9).
- Roads do not affect movement, only supply tracing. Units may not enter mountain hexes.
- Units only enter sea areas or cross all sea hexes using amphibious operations (14.4) or by ferry (9.11).

Design Note: One of the main problems the British had in the ARW was the absence of good maps and friendly guides. This is why movement rates vary as above.

9.9. Lake and River Movement

In this era rivers were the highways used for movement. They are not the barriers to movement that they are in most wargames. Rivers in both types of Civilized hexes cost 1 MP to move into from a contiguous river hex, even if unfriendly. Rivers in Wilderness hexes cost 2 MPs to move along a contiguous river. **Example**

Lakes are treated exactly as rivers including all-lake hexes in the Great Lakes. Any units which end the movement phase on an all lake hex due to reaction and combat must retreat to an adjacent unoccupied hex containing land. If the enemy occupies every such hex (regardless of location within the hex), then the units are eliminated.

Units may not use river/lake movement on the north map in winter turns.

In the various hexes with portages (*1608*, *1907*, *2613*, *2914*, and *S4605*) units may enter the hex along one waterway and exit along another without penalty. **Coastal spaces are not treated as lakes or rivers (CSW 1418-19).**

Historical Note: Considerable operations occurred on Lake Ontario in 1756, with several crossings from Ft. Niagara to Ft. Frontenac. See [1756 - Operations on Lake Ontario - Project Seven Years War](#). While the bateaux tended to hug the shoreline, clearly the voyage along the length of the lake exceeds a distance to cross the lake.

9.10. Weather Effects

During winter turns, all MP costs on the north map are doubled. Additionally units on the north map may not use river/lake movement. Treat all-water Great Lakes hexes as wilderness hexes during winter. Units may end the first winter turn on such hexes.

9.11. Ferrying

Stacks containing British infantry, a French regular or provincial infantry or an American marine unit may ferry after successfully passing an initiative check. To do so, move across a single all sea hexside by expending 5 MPs. This additional initiative check means a stack which wants to start its move by ferrying must roll twice for initiative (the boats did not always show up). Ferrying on the north map may be conducted in winter at a cost of 10 MP. Stacks may move across on-map ferry hexsides at a cost of 5 MP if there is no enemy force in either ferry hex. Units using an on-map ferry do not require an additional initiative check. No stack may ferry across more than one hexside per Operations Phase. Fleet markers have no impact upon ferrying. [Example](#)

10. Reaction

Every time the Active player moves a unit or units into a space adjacent to an enemy unit or into a space occupied by an enemy unit, he must pause to ask his opponent if he intends to react. If the opposing player chooses not to react, the moving player should simply proceed with his own movement or combat as appropriate. If the opposing player declares a reaction, all his attempts to do so must be specified (e.g. whether all or some units in a space will react) resolved before the moving player resumes his operational movement. An enemy stack must actually move to a space, not just pass its own initiative check in order to trigger reaction attempts.

[Example](#)

10.1. Reaction Restrictions

Units in a space being moved into by an enemy force must attempt reaction first if they wish to do so before any adjacent units may attempt to react. If those units fail to react, then no other friendly stacks may react into that hex. The reacting player should decide whether he wants to try to escape the combat or to try to reinforce the combat, as he cannot try to do both.

Units may not attempt to react to an enemy move into an adjacent hex if they could not cross the hexside hex using operational movement (which includes ferrying).

Designer note: This helps high initiative leaders avoid combat.

10.2. Outpost Reaction

Reaction attempts by units in forts or outposts (including single units) are permitted regardless of the location within the hex to which the Active player is moving. Units which successfully react forgo the fort or outpost's defensive benefits in order to initiate ambush combat or linear combat outside the fort or outpost. Following an ambush, such units are subject to linear combat and may retreat back into the outpost.

10.3. Reaction Procedure

Whenever a unit or stack becomes eligible for reaction because of enemy movement, the player whose Operations Phase it is must temporarily halt his activities to allow for the reaction attempt(s). [For modifiers, see 8.7 Cavalry Scouts and 8.8 Screening Terrain.](#)

1. A unit or stack attempting reaction movement must roll for initiative. If the initiative check fails, that reaction attempt has failed. If the reacting stack passes its initiative check, it may move one hex (not one MP) in any direction it would ordinarily be able to move, including ferrying, and into a hex occupied by the enemy, creating a "reaction combat" with the reacting side being the attacker. The moving stack is paused in order to immediately resolve the reaction combat, after which the paused stack may continue moving.
2. The reacting player should sequentially resolve each reaction attempt for which he is eligible before the active player resumes his side's operational movement. When more than one reaction is possible, the reacting player may resolve them in any order he chooses except that reaction from the units in a space moved into must be resolved before those of forces in adjacent hexes. A player must declare all his attempted reactions in a given situation before he begins to resolve any. **This includes where the units will move if successful. Units in a reacting stack may be pre-designated to move to different locations (CSW 1431).**

3. If opposing units remain stacked together in the same hex after all reactions have been resolved, then combat will occur before the triggering stack may resume operational movement.
4. A successfully reacting unit in a hex adjacent to the active unit may use its reaction to enter the hex of the active unit, thereby initiating combat.

Designer Note: Combat in EoE resembles the Mobile Assault rules of many wargames.

11. Combat

Combat takes place between opposing forces in the same hex during each player's Operations Phase. All combat takes place within a single hex or town; there is no assaulting from one to another across hexsides. Combat is mandatory, as the commitment to fight is assumed to have been made as soon as you move into an enemy occupied hex. The player whose Operations Phase it is is considered the attacker and the other is the defender, no matter what the overall situation on the map. For exceptions see procedures for Ambush (11.2) and Linear (11.4) combat.

Each battle may consist of a single ambush combat (if the combat occurs in a wilderness hex), followed by one or more rounds of linear combat (exception: defending Indians that do not ambush, see 11.9). A battle is not over until the hex is cleared of all units of one side or the other.

No matter how many rounds of linear combat occur, the entire procedure costs the moving force 5 MPs (paid when combat was initiated). A force attempting to resume movement after battle must pass another initiative to continue.

The combat sequence is outlined on the next page.

11.1. Indivisibility of Stack

If there are two or more enemy units in a hex being attacked, you attack that stack as if it were a single large combined defending unit. Similarly each attacking stack must be treated as a single large combined attacking unit. Units may attack and be attacked any number of times in a single Operations Phase.

11.2. Ambush Combat Procedure

Ambush combat only occurs in a Wilderness hex, not an outpost. If combat occurs in a civilized hex or in an outpost occupied by a single defending unit (excluding leaders) in a wilderness hex, skip the ambush steps during the resolution of that battle.

Designer Note: "Ambush" might be a less accurate term than "Wilderness Combat Ability." these are the historical events this rule is attempting to simulate:

Siege of Fort Pitt

https://en.wikipedia.org/wiki/Siege_of_Fort_Pitt

The Battle of Bushy Run

https://en.wikipedia.org/wiki/Battle_of_Bushy_Run and <https://pabook.libraries.psu.edu/literary-cultural-heritage-map-pa/feature-articles/bouquets-stand-bushy-run>

1. If both side's forces have offensive ambush CFs (those preceded with a +), then the defending force in the hex, possibly just moved there via reaction movement, gets to decide first whether to conduct the ambush. The Operation player's force can only conduct an ambush if the hex defender declines to conduct an ambush or is unable to conduct an ambush. Note: It is almost always to your advantage to conduct an ambush if you have forces that can do so.
2. The ambusher totals his AFs preceded by a +. The player owning the force being ambushed totals all his AFs. Calculate the odds (11.6), roll a die and cross reference that result on the Ambush Table. If the ambushed force has zero AFs, resolve that ambush on the 1+/0 column of the Ambush Table; there is no additional DRM.

11.3. Ambush Results

Ambush CRT results only apply against the ambushed force. The numbers represent step losses. In some instances that number is followed by an "R". That means the affected player's units must retreat. If the ambushed force was the attacker, follow the procedure described below for AR. If the ambushed force was the defender follow the procedure described below for DR.

The ambushed player applies step losses to his units (11.10). He may then also be required to retreat. If any result other than "No Effect" was obtained, all Algonquin and Appalachian Indians on both sides are immediately removed and put in the Available Units Holding Box.

If the ambushed force suffered any step losses, roll a die for each leader present in the hex. **Leaders are eliminated on a result of one and captured on a two.** If Indians are eliminated in an ambush, they are placed in the available box and they are eligible for reactivation the next turn.

Combat Sequence

1. Pre-combat

- a. Spend 5 MP for the combat. If fewer MPs are available, the combat is not possible; move back to prior space.

2. Ambush Combat

- a. Determine if an ambush is possible and which side will conduct it. An ambush may only occur in a wilderness hex (not outpost) when at least one side has offensive ambush CFs; otherwise skip to step 5.
- b. Calculate the odds for the ambush.
- c. Roll one die and cross index that result with the appropriate odds column on the ACRT to obtain the ambush result. Apply the result to the ambushed force.
- d. If the hex then no longer contains units of both sides, no linear combat will occur. Otherwise continue.

3. Linear Combat

- a. Round of combat
 - i. Calculate the combat odds for the linear combat portion of the battle.
 - ii. Determine which die roll modifiers (DRMs) apply.
 - iii. Roll a die and apply the final, combined DRM to that result. Cross index the final result with the odds column on the LCRT to obtain the combat result.
 - iv. Apply the result first to the defender then the attacker.
- b. Retreating
 - i. Allow the defender the option to attempt to retreat from combat. If the defending player wishes to retreat his force he must make an initiative check for it. If the check is successful the defending force may move into any enemy-free adjacent space into which it could normally move (including by ferry).
- c. Check for additional rounds of combat
 - i. If the attacker only has units left with a circled combat factor, they automatically fail initiative.
 - ii. If opposing units still remain in the hex, the attacker must roll for initiative again.
 - iii. If the initiative check passes, go back to step 2a and resolve another round of linear combat.
 - iv. If the initiative check fails, move the attacking force back to the hex it was in just before entering the battle hex. **The attacker may elect to automatically fail initiative rather than rolling for initiative.**

4. Post-combat

- a. If the moving force has movement points remaining, it may continue moving after passing initiative.
- b. This is true even if the moving force lost the combat.
- c. The moving player may even attack again if there are sufficient MP for entering the defending space and the 5 MP cost for the combat.

11.4. Linear Combat Procedure

A stack with zero AFs may not engage Indian units in a wilderness hex in linear combat unless the Indian units chose to conduct an ambush first. The units may coexist in the hex; think of this as the Indians vanishing into the trees. The Indians may choose to ambush the stack, but if they choose not to do so, that stack may keep moving as if the Indians were not there.

The attacker totals the boxed CFs of his involved units, then halves that number rounding up. He then adds that number to the total of all his involved units' unboxed CFs. Calculate the odds (11.6). Roll a die and apply all applicable DRMs. Look up the final result on the CRT.

Note: If Linear combat is initiated by a reacting force entering a moving force's hex, the reacting force is considered the attacker.

11.5. Linear Combat Results

The defender applies step losses to his units (11.9) then the attacker applies step losses to his units. Either player may be required to retreat after combat (11.9). If a player suffers a combat result (a step loss or a retreat), all his participating Militia and Iroquois Indians are removed and put into the Available Units Holding Box. If any result other than "No Effect" was obtained, then all Algonquin and Appalachian Indians on both sides are removed and put into the Available Units Holding Box. Indians that are eliminated in linear combat are put in the available box and are eligible for reactivation the next turn.

If a player's force suffers any step losses and there is at least one leader present, the player must select one leader in the force to possibly suffer a loss. Roll a die. On a one, roll again. On the second roll, a result of 1-2 means the leader is killed; 3-4 means the leader is wounded (roll the die a third time and enter the leader that many turns later); and 5-6 means he is a Prisoner of War and given to the other player (11.11).

11.6. Calculating Odds

Ambush and linear combat odds are calculated using similar procedures. In an ambush combat the attacking player uses his participating units' AFs preceded by a + as attack factors and the defender uses all his units' AFs as defense factors. In linear combat the attacker uses his units' linear CFs

- including one half of boxed CFs, but excluding circled CFs

- as attack factors, and the defender uses all his units as defense CRs.

The attacking player should try to have more factors involved in an ambush or linear combat than the defender. Such battles are called "high odds attacks." To calculate their odds, add the attack factors of the attacking units, then add up the defense factors of the enemy units defending in the battle. Divide the defender total into the attacker total and round down any remainders (See 11.7 for battles with zero factors on a side).

High Odds Example: 26 attack factors versus 7 defense factors yields an odds ratio of 3:1 That is: $26/7 = 3.71$, which rounds down to 3 To turn that "3" into an odds ratio you must set a "1" next to it on the right. Thus "3" becomes "3:1" which is read "three to one" and which corresponds to a column heading on the CRT.

Battles in which the attacking force has fewer CFs than the defender are called "poor odds attacks " Procedures are modified in that now you divide the defender's total by the attacker's, round up remainders and set the "1" on the left side.

Poor Odds Example: A force with 5 attack factors is attacking a force with 11 defense factors Divide 11 by 5 ($11/5=2.2$) and round up (2.2 becomes 3), then set the "1" on the left of the "3" yielding an odds ratio of "7:3," which is read "one to three" When both sides have equal CFs involved, the odds are 1:1.

11.7. Odds Limits

The odds column headings on the Linear CRT and Ambush CRT range from 1:3 to 4:1.

Ambush Combat conducted at odds of less than 1:3 automatically results in "No Effect". Ambushes conducted at odds of more than 4:1 are resolved on the 4:1+ column without any DRMs. If the defender's total ambush strength is zero, use the 1+/0 odds column.

Linear Combat at odds less than 1:3 automatically have a combat result of 2/0 AR. Linear combat odds greater than 4:1 are resolved on the 4:1+ column without any additional DRMs except that, if the defender has 0 CFs and the attacker has 1 or more CFs, the defending force is eliminated without any loss to the attacker (this can only occur when Indians are stacked alone). There are no DRMs for very high odds.

11.8. Die Roll Modifiers

DRMs only apply to linear combat, never to ambush combat. After the odds for a round of linear combat have been calculated, total the DRM for that fight. All terrain DRM are generated by the terrain in the battle hex; there are no terrain DRM generated by the terrain in the hex from which the attacker moved into the battle.

Positive DRMs favor the attacker; negative DRMs favor the defender. All DRM that apply in a given battle are cumulative in their effect. After determining all the DRM that apply combine them to come up with one total, either zero or a positive or negative number. For example in a battle in which the defender had -3 DRM and the attacker had +2, the final DRM would be to modify the resolution die roll by $(-3) + (+2) = -1$. That final DRM of -1 is then applied to the die roll for that combat. Die rolls may not be modified below -2 or above 8.

- Units under a Fort marker get a -1 DRM in linear combat. There are no other terrain man-made or natural DRMs.
- Artillery DRM & **Boston**: Rule 2 8 states which units have artillery.
- Any force involved in linear combat in any non wilderness hex suffers a one DRM penalty if it has no artillery in it (There is no artillery DRM in a wilderness hex or an outpost.). Therefore an attacker without any artillery would suffer a -1 DRM, and a defending force without any artillery would suffer a +1 DRM. In **ARW** scenarios, American units attacking **Boston** with a Fort marker before turn 7 suffer an additional -1 DRM. This reflects their extreme shortage of powder and the difficulty it would have caused when assaulting fortifications.
- Von Steuben's Reforms: in all **ARW** scenarios, every linear combat involving Continental Army and/or State Troops in turns during the years 1775 and 1776 suffer a -1 DRM when attacking and a +1 DRM when defending. In 1777 such forces suffer a -1 DRM when attacking but no longer suffer the penalty when defending. In 1778 and later years this rule is no longer in effect for attack or defense.
- Leader DRM: Only the ranking leader in the battle hex may affect the combat for his side. Leaders generate a DRM equal to their combat rating. That number is positive for attackers and negative for the defenders.

11.9. Combat Results

CRT results can apply to both players' involved forces. The number to the left of the slash applies to the attacking force, and the number to the right applies to the defenders. The numbers are step losses and cannot be absorbed any other way. Following those step loss numbers there may be one of the following:

- AR means the attacker must retreat. Place all of those units back into the hex from which they entered the battle hex. If the involved units have MP remaining, they may roll for initiative to resume moving and may even attack again.
- DR means the defender must retreat. That force is immediately moved into any adjacent hex, automatically excluding the one from which the attacker advanced into the battle hex. **Retreats from a hex into a Town or Fort in the same hex satisfies a retreat result just like a retreat into an adjacent hex.** The DR force may not be moved into any enemy occupied hex (regardless of their exact location), nor into any prohibited terrain (such as all-sea or mountains), nor across an all-sea hexside. Ferry movement for retreats is allowed if the force would otherwise be capable of it (9.11) and requires no initiative check. If no legal retreat hex is available, the retreating force is eliminated in place instead. This includes a defender trapped in a port hex with a blockading fleet (5.1) If more than one usable hex is available the owning player may choose into which one his force will retreat. **Example**
- DE means all defending units are eliminated. Such units may only reenter play through the replacement process (7.0).

11.10. Step Losses

Every strength step given up from combat units other than Militia and Indians, satisfies one increment of a combat result. For example flipping a two-step unit so its reverse side shows satisfies one increment of a combat result, and eliminating it entirely would satisfy two increments.

- **When a side takes losses, the owner chooses the first loss, then the opponent selects all remaining losses. The opponent may not select ranger steps, US artillery steps, or US marine steps for losses unless no other choices are available.**
- Step losses may be apportioned by each player among his involved units as seen fit.

- All involved Militia and Iroquois Indians are eliminated if their side suffered any step losses (and their elimination cannot in any way be used to satisfy a CRT mandatory step loss).
- All non Iroquois Indians are eliminated after battle even if their side suffered no step losses.
- If the CRT calls for the loss of more steps than are actually present at a battle ignore the extra losses.

Designer Note: Step loss results do not vary in proportion to the size of the forces involved in a fight. In both wars simulated here, combat usually resulted in remarkably similar (small) numbers of casualties no matter how large or small the overall forces involved.

11.11. Leader Prisoners of War

Leaders are considered POWs whenever alone in a space with enemy combat units (CSW 1467). This can happen when a leader is alone in a space and fails their initiative roll as enemy combat units enter it. Another case is if all steps in a stack are eliminated through combat. During a subsequent Reinforcement phase either player may choose to exchange a leader that is a POW for a leader captured by the other player and reenter by stacking it with any supplied stack. Leaders are exchanged on a one-for-one basis starting with the lowest ranked (highest numbered) leader captured by each side.

If all steps in a stack are eliminated through supply attrition **or withdrawals** any surviving leaders are moved to the nearest friendly unit.

11.12. Fortifications

Leaders stacked with units may fortify a town or outpost hex by successfully making an initiative die roll per hex for fort construction. **This is a single attempt per hex after all movement has been completed for the turn (CSW 1496-97),** using the initiative level of the ranking leader counter in the hex. This is a separate initiative check, separate from those performed by leaders (including a default leader), so there are no DRMs. Leaders may attempt to fortify even if they didn't move or failed their movement initiative check.

Units under a Fort marker receive an additional -1 DRM on defense but do not occupy the hex; they only occupy the town or outpost in the hex, and enemy units may move into the hex without being required to have combat with units in forts (or may choose to have combat). If the hex is also a port and an enemy fleet is in

the adjacent sea zone the units in the Fort or Town may not retreat after combat and instead surrender. **Units are eliminated and eligible for replacement. Leaders become POWs (rule 11.11) (CSW 1431).**

Units moving from under a Town or Fort marker trigger a reaction opportunity for forces in the hex with the Town or Fort as well as adjacent hexes (and its towns and outposts, possibly under a fort marker). If there are no units under a Town or Fort marker it is removed. This includes units eliminated during combat; fort markers are not captured by the attacker.

12. Militia

Unlike European wars of this era, wars in North America were not strictly professional affairs. These rules put those amateur soldiers, the militia, in their proper historic context. They were ubiquitous, fragile, but also occasionally decisive when used properly.

12.1. Political Divisions

For the purposes of this rule section and section 15.0, the civilized areas of the map are divided into 19 political areas. They are the original 13 colonies, plus **Maine, Vermont, Canada** (actually **Quebec Province**), **Nova Scotia, Florida**, and **Louisiana**.

12.2. Militia Entry

Militia units may be put into play at two different times during each turn. They may be placed on the map during the Reinforcement Phase on any civilized hex within their political area. They may also be withheld in the Units Available Box, then placed in any civilized hex within their political area that the enemy player is attempting to move into during his Operations Phase as a form of reaction move. Militia placement must be announced and carried out prior to any regular reaction move attempts. Their hex of placement must be in supply at the time of placement. **Example**

- The placement of a militia unit upon enemy movement into a friendly civilized hex does not require a reaction die roll.
- Tory militia is restricted in that such units cannot be placed in any American civilized hex unless that hex contains at least one other unit friendly to the British player at the instant of placement.
- Eliminated militia units may not re-enter play until the following turn. Place eliminated militia on the next turn of their side's TRT.

- Militia units may only appear in hexes within the political area corresponding to their unit ID. Once on the map, they may be moved into other political areas.
- Militia may not enter in response to reaction moves.
- Players may enter militia anticipating future events. For example, it is allowed and historic to call out the Virginia militia in **Suffolk Courthouse (S5924)** on turn 2 anticipating the arrival of Lord Dunmore's 2 units there on turn 3 and forcing them to attack the militia upon entry.

12.3. Militia Withdrawal

Militia units are automatically withdrawn during the Withdrawal Phase of each spring and fall turn. They are also withdrawn if involved in combat and their side suffers any step losses (their withdrawal does not satisfy those combat step loss requirements). Militia units may not be voluntarily withdrawn at any other times. Once the SC Militia is on its Marion side, withdrawal is voluntary each spring and fall turn.

12.4. American Militia Inactivation Due to Restoration of British Colonial Rule

- If the British control all American supply hexes in a colony (or **Vermont** or **Maine**), then the American militia unit for that colony is withdrawn. Invert the militia unit to its flag side and place it at a convenient spot in the colony. Inverted militia are ineligible for reentry while inverted, and if all are inverted Restoration of Colonial Rule victory is triggered ([15.9](#)).
- Should the British lose control of any one of these supply hexes, remove the British flag. The militia is immediately available for placement by the American player. Should the British restore British Colonial Rule in **South Carolina**, the American Marion unit immediately and permanently replaces the American SC militia unit. Unlike other states, Marion may still enter while British Colonial rule is in place.
- On turn 35, the Vermont militia is withdrawn and the Vermont Republic flag is placed in **2817** due to Ethan Allan negotiating a separate peace (The Haldimand Affair). Hex **2817** is no longer considered an American supply hex.

12.5. Other Militia Inactivation

If the American controls all 3 British supply hexes in **Canada** then the British militia unit for that colony is withdrawn. Invert the unit so that the American flag shows, and place it at a convenient spot in the colony. If the American controls **4923** and **4926**, then the British NS militia unit is withdrawn. Invert the unit so that the American flag shows, and place it at a convenient spot in the colony. If the British Player controls **New Orleans**, then the Spanish militia unit is withdrawn. Invert the unit so that the British flag shows, and place it at a convenient spot in the colony. Should the occupying player lose control of any one of these supply hexes, the militia is immediately available for placement.

13. Indians

Though adept at ambushing and raids, the Indians of eastern North America never really mastered the European notion of sustained linear warfare. The Iroquois did better than most tribes in that they formed a confederacy that dominated their Algonquin neighbors through the 1600s. They played off the French against the English, through three earlier colonial wars, beginning with their raid on Montreal in 1689. For those reasons, the Iroquois Indians are treated differently from the other tribes represented in play.

Except as noted in these rules, Indian units perform movement and combat exactly like the other units in the game. The Iroquois Confederacy and its clients were still trying to play off the French against the English in the **FIW** Scenarios, and rule 13.2 reflects that fact. But that strategy was no longer viable after the British victory in 1763, so the Indians made a final attempt to maintain their independence in Pontiac's Rebellion in 1763-1766. In the **ARW**, they simply continued as best they could to resist the expanding colonies, most siding with the British.

13.1. Indian Recruitment in **ARW** Scenarios

Nearly all Indian units are available for the British player to recruit. The Catawba **S4317**, Oneida **2512**, and Tuscarora **2314** Indians may be recruited by the American player (only). The Mingo **1110**, Micmac **5226**, and Delaware **1311** Indians are not used in these scenarios. Indians cannot be recruited in an enemy occupied hex.

Certain Indians require an "Indian Agent" before they can be recruited. Indian agents can only be recruited in certain hexes. Each turn the player controls one or more of the required hexes, roll one die for each "Indian Agent"

in the Units Available holding box. On a roll of one or two, place the agent in one of the designated hexes and put the relevant Indians in the Available Box. On subsequent turns, the agent may recruit Indians. The Indian Agent chit remains until/unless the hex comes under enemy control. If it does, place the agent back in the available box.

- **British Indian Agents: S2214 (Mobile) or S2315 (Pensacola):** Alabama, Choctaw, Chicksaw
- **S2823 (St. Marks) or S3228 (St. Augustine):** Creek
- **1102 (Detroit):** Miami, Shawnee
- **3411 (Montreal):** Cayuga, Huron, Mohawk, Onondaga, Ottawa, Seneca
- **4111 (Quebec):** Abenaki
- **American Indian Agent: 2716 (Albany):** Oneida, Tuscarora

Each turn, roll one die for each Indian unit in the Units Available Holding Box. On a roll of one that unit is placed in its settlement hex. The above listed tribes require Indian Agents to be entered before they can be recruited.

The Caughnawaga, Cherokee and Catawba do not require an Indian Agent. However the Caughnawaga require the British player to control **Montreal (3411)** or they will not enter even if a one is rolled for them.

Brant, the British Indian leader, always successfully recruits the Mohawk Indians when in hex **2514**.

13.2. Indian Recruitment in FIW / KGW Scenarios

The recruitment of all Indian units in these scenarios is governed by the Iroquois Loyalty Chart. Each turn, determine the current Iroquois loyalty by totaling the points for Iroquois Loyalty Hexes controlled by the British player. **Fort Frontenac & Albany** are each worth 2 points; and **Niagara & Oswego** are each worth 1 point. If Albany is unoccupied by British units, it is still considered controlled by the English player, but the other three hexes must be occupied to count. For example, if the British control Albany and the French control the other three hexes, the current Iroquois Loyalty Point Total is two.

After Iroquois Loyalty is determined for the turn, make any mandatory withdrawals. The British must withdraw units of the indicated tribes if BR appears in the recruitment box of that tribe at the current Iroquois Loyalty total. The French must do the same when FR appears in a box. For example with an Iroquois Loyalty Total of one the British player would have to withdraw any Mohawk, Mingo and Delaware units he currently had deployed on the map.

- Each turn, roll a die for each Indian unit with a number in the recruitment box that is not already deployed on the map. The British player may roll for units with a B#, and the French player may roll for units with an F#. On a roll equal to or less than the number shown in the recruitment box, that unit is placed in its settlement hex. The Shawanoes and Miamis are placed in hex **1111** because their settlements are actually off the map.
- The Delaware and Mingo also require the recruiting player to control **1111 (Fort Duquesne AKA Fort Pitt)**, or they will not enter. Certain other Indians require the French player to control particular hexes or they will not enter:
 - **3411:** Caughnawaga
 - **4111:** Abenaki
 - **1102, 1111, 1907 and 2709:** Miami, Shawanoes
 - **3411 & 2709:** Huron Ottawa
 - **5927 and one of 5022, 5122, 4924 and 4926:** Mic mac
- In KGW, the same table is used, except no points are scored for Oswego, and the British get 2 points automatically because they were more closely allied with the Iroquois at that time.

13.3. Indian Withdrawal

Indian units must be withdrawn immediately if any enemy combat unit enters their settlement hex. **Indian units get an opportunity to ambush before their settlement would be entered (CSW 1467)**. Such units are not available for recruitment again until the following spring turn. They can also withdraw depending on the results of ambush combat and linear combat.

14. Naval Phase

Designer Note: These rules are crafted to reflect the influence of ocean-going sailing fleets on land combat in an era when decisive naval victories were unknown. The British had not yet discovered the two factors that achieved the decisive naval superiority they held in the Napoleonic era. That is, not until after the Battle of the Saints would the Royal Navy cease following the Fighting Instructions, and the discovery of a cure for scurvy would later allow the "Limeys" to keep fleets on station longer.

The ocean area of the map is divided into 6 sea areas. All coastal hexes bordering on a sea area are also considered

part of that sea area. With the exception of hex **5927 (Louisbourg)**, each coastal hex borders on only one sea area. **Louisbourg** borders both the **Gulf of Maine** and the **Gulf of St. Lawrence**. This makes **Louisbourg** difficult to isolate from overseas supply.

France performs activities for fleet availability, placement and combat, This procedure is then repeated for Britain and Spain. On non-winter turns and winter turns on the southern map, the French perform fleet activities, followed by Spain. Combats are immediately resolved whenever zone occupancy is in conflict. At the end of the Naval Phase, only one player's fleet may occupy a given sea zone. **Example**

On the first winter turn for fleets on the northern map, fleet withdrawal ([14.3](#)) occurs, with normal fleet operations resuming on the subsequent Spring turn. In winter turns, fleets can only be used on the southern map, and only if they are not already employed blockading on the north map.

14.1. Fleet Availability and Placement

Each turn, players determine fleet availability. Begin by checking availability for fleets already on the map to determine if they remain or are removed for the current turn. Then check availability for fleets (one at a time) that started the Naval Phase off board, placing them as they pass and immediately resolving any resulting fleet combat before checking for further fleet availability.

Availability checks are resolved by consulting the Fleet Availability Chart. Determine the relevant row based upon the scenario era ([ARW](#), [FIW](#) or [KGW](#)) and the game turn, cross referencing with the fleet nationality column.

Roll 1D6 for the fleet and If the roll is equal to or less than the fleet availability number, the fleet is available and may be placed in any of the 6 sea zones (exceptions: [Fleet Withdrawal 14.3](#) and [Louisburg 14.7](#)). A fleet already deployed that passes their availability check may remain in their current zone, and if there are military units on the fleet marker, they move along with the fleet. If an enemy fleet is already present in the destination sea zone, naval combat is immediately resolved. Any fleet failing its availability check should be placed on the game turn track for the following turn. **Example**

14.2. Fleet Combat

To resolve fleet combat, each player rolls a die and the highest number wins. Ties are won by the player whose fleet was there prior to the current fleet placement. The loser removes his fleet from the map, placing it on the game turn track for the next turn. Fleets are never permanently destroyed. Any embarked forces on a losing

fleet marker are returned to any friendly port; if there is no friendly port, they are eliminated.

Additional rounds of combat in the same sea zone may occur if a fleet passes its availability check and attempts to place it in that zone.

14.3. Fleet Withdrawal

All fleets from the northern map during winter turns are considered withdrawn. Their counters remain in the sea zones they occupied at the end of the fall turn to remind players which zones can and are not used to trace overseas supply ([6.3](#)). They are not available for use on the southern map. The withdrawn fleet counters are placed on the upcoming spring turn after checking supply on the second winter ([February](#)) turn.

14.4. Amphibious Operations

Once per turn, a player with a fleet on the map may declare an amphibious operation to either invade any coastal hex bordering its sea zone, or to rapidly move units from a port to a coastal hex (including another port). The force constituting the force (**even militia units (CSW 1404)**) attempting the invasion must all begin the turn already in a single port space that is not in the same sea zone as an enemy fleet, and pass an initiative check. .

If the initiative check is passed, the invading force expends its entire movement allowance to move to the selected coastal hex, and resolve any combat that may occur there. The invading force may also be joined by units stacked with the fleet. Such units might be reinforcements entering that turn ([7.2](#)), or units evacuated by sea ([14.6](#)). The units stacked with the fleet do not roll separately for initiative; they utilize the initiative of the invading force coming from a port.

If the initiative check fails, additional attempts may be made using a different force in a port hex in the same sea zone (CSW 1467). If after all attempts there was no successful initiative check, the units aboard the fleet marker must debark at any friendly port on the map. If there is no such place, they are eliminated.

Units aboard a fleet marker may also conduct an invasion by themselves. If they do, they must roll for initiative as if they had been stacked in a port. If the initiative attempt fails, the force must debark at any friendly port on the map. If there is no such place, they are eliminated.

Joint land and naval attacks are possible if the forces involved pass their initiative checks. To do so, declare all of the participating forces (port, embarked troops, and assisting land force). Then perform the

initiative attempts, starting with the land move (including any events that may occur such as militia deployment, stack splits, and interceptions). As soon as the land force either fails initiative or reaches the invasion port, then resolve the initiative roll for the amphibious operation and conduct the combat using the declared forces that arrive (CSW 1502-03).

Example

The invading player must declare the hex he is invading. Before placing his invading force, he must allow the other player the opportunity to place any available Militia (12.2), and any defending units in or adjacent to the invading hex may attempt a reaction. After the invading force is placed, resolve combat normally.

The port from which an invasion begins does not have to be in the same sea zone as the invasion. The only requirement is that there must not be an enemy fleet offshore the port of embarkation. Only the invaded hex must have the fleet immediately offshore.

14.5. Naval Infantry

Fleets with text on their fronts are considered to have naval infantry attached. They may be used in a single coastal hex adjacent to the sea area their fleet occupies. Naval Infantry can be used to support a land or amphibious operation.

Flip over the fleet counter and use the CFs of the naval infantry unit in any combat that occurs in the coastal hex. Use of naval infantry does not require initiative checks. Naval Infantry immediately withdraw back to the fleet if their force suffers any combat step losses or at the end of the turn; flip the marker back to its fleet side. Naval Infantry never take combat losses.

In ARW scenarios, the Spanish Naval Infantry is only available if a Spanish infantry unit occupied at least one of the 3 West Florida ports (*Mobile, Pensacola, St. Marks*) at the beginning of the turn.

14.6. Evacuation by Sea

Forces that suffer a retreat while in a coastal hex adjacent to a sea zone occupied by a friendly fleet may be evacuated by sea instead of retreating normally. Place the evacuated force on the fleet. The force may subsequently be landed according to rule 14.4.

At the end of any fall turn or during any Naval Phase that a fleet holds an evacuated force but fails its fleet availability check, the embarked force must be placed in a friendly port. If no such port exists, the force is eliminated.

In ARW scenarios on non-winter turns prior to the entry of the British fleet (turn 7), the British player may use

evacuation by sea according to the provisions of the above rule just as if there were a British fleet in the sea zone offshore of *Boston (3120)*.

14.7. Louisbourg

If *Louisbourg* is occupied by an enemy unit, a fleet may not be placed in the *Gulf of St. Lawrence*.

14.8. Blockade

A "DR" linear combat result against a force in a fort in a port hex with an opposing fleet in the sea zone offshore means that force surrenders, as it cannot retreat (5.1 and 11.10). In the case of Louisbourg, a fleet in either the Gulf of Maine or St. Lawrence is sufficient for a blockade.

Units are eliminated and eligible for replacement. Leaders become POWs (rule 11.11) (CSW 1431).

14.9. American Amphibious Capability

During ARW scenarios (except in winter turns on the northern map), the American player may attempt to amphibiously transport one unit per turn from a port to a destination within the same sea zone. The sea zone may not be occupied by the British fleet. The unit must pass initiative normally. The move consumes all its MFs. It may attack the landing hex.

14.10. Continental Marines and Raids

The American player may use the above capacity to transport any of its 3 Marine units (14 Cont, Lee MA, Cont Marine) units from any port not in a sea zone occupied by the British fleet to raid *New Providence Island (Bahamas)* or *Nova Scotia*. Place the unit with the captured supply side showing on the TRC the following spring. The American player gets 1 extra step of replacements, and the Continental Marine unit may be replaced normally.

- Unit Note: Though the 14 Cont is a 2 step unit and does not have "captured supply" printed on its reverse, it still may be used in this way.

Historical Note: Glover's 14 Continental regiment raided Nova Scotia in 1775, and the Continental Marines raided New Providence in 1776 & 1778.

15. Political Rules

15.1. Leader Restrictions

- British, provincial and German leaders may lead any British, provincial German or Indian unit.
- American leaders can lead Continental, State and Indian units. As a special case, Lafayette may also command French units. The highest ranked American leader on the map (usually Washington) can lead a stack containing both American and French units provided Rochambeau or Lafayette is in the stack. Other American leaders cannot lead French units.
- In the **ARW** scenarios, a French leader can only lead French units. In FIW scenarios, a French unit may also lead French Provincial units and Indians. A Spanish leader can lead Spanish units, French units, and Indians. A French unit may stack with a Spanish unit or an American unit, but not simultaneously. A Spanish unit may not stack with an American unit nor enter American civilized hexes. Spanish units may enter civilized hexes in Canada (Galvez had a plan to land at Halifax after retaking Florida.).
- A unit with a black box MF needs a leader (not necessarily of the same nationality) to give initiative in order to move.

British Pride: If at any time the British CinC (the highest ranking British leader in a civilized hex in America (the original 13 colonies plus Maine and Vermont) is not an Englishman (that is, he is a Provincial or Hessian), that non-English leader is permanently withdrawn from the game. **Arnold, Dunmore, and Tryon are considered provincial leaders. Carleton was Irish. Prevost and Haldimand were Swiss. None of these leaders are British for the purposes of this rule.**

- The process is repeated until an Englishman is the highest ranking leader in the specified area. Exception: If that leader is the only British leader on the entire map he is not withdrawn until another British leader enters. Once another British leader is on a land hex on the map, then the British Pride check is repeated.
- Note: It behooves the British player to always know which leader is the CinC in America, and which leader will become CinC in America when something changes.

Historical Note: Both Carleton and Haldimand out ranked Howe and Clinton, but they were relegated to Canada and Florida (respectively) by Lord North so that an Englishman would be CinC in America.

15.2. French Entry

The French enter play on the turn that begins with at least 20 steps of eliminated British units. Do not count steps lost from depleted British units still on the map. Do not count eliminated German or Provincial units. Place the French Entry marker on the TRC on this turn, and place the West Indies Withdrawal marker on the third turn following. The French Fleet may now become available per the fleet availability table, and the American player may now receive overseas supply. If French entry has not occurred by turn 33, delay the entry of Rochambeau and the accompanying units until the turn of French Entry.

15.3. French Restrictions

The following restrictions are based on Rochambeau's orders: French units may not enter **Canada** or **Nova Scotia**, and the French fleet may not transport American units to these areas. The five French units must remain stacked together with Rochambeau unless he is killed or captured, then Lafayette may command them.

15.4. New France Revisited

If on any turn after turn 13 France has not yet entered and the British player fails to control at least two ports anywhere in the 13 colonies, the American player may attempt to entice France into the war by offering them the return of New France. **The American player may perform this roll starting turn 14 during each Reinforcement Phase.** The American player rolls a die. If the result is a one, place the French Entry and West Indies Withdrawal Markers according to rule 15.2.

If the French enter the war under this rule:

- Rule 15.3 French Restrictions do not apply.
- Victory is still determined according to the normal conditions but with one additional provision: the American player must control one of the following hexes or he cannot win: **Montreal (3411)**, **Quebec City (4111)**, **Louisbourg (5927)**, or **Halifax (4926)**.

15.5. Spanish Entry

Place the Spanish entry marker on the 9th turn following French entry, but not before turn 20. The Spanish enter the war on the American side on the turn indicated, and the Spanish fleet becomes available for use according to the Fleet Availability Table. Prior to Spanish entry into the war, only Spanish units may occupy **Louisiana** and the **Havana** Holding Box.

15.6. Spanish Restrictions

The Spanish fleet may always be placed in the **Gulf of Mexico**. The Spanish fleet may only be placed in the **South Atlantic** if the British control no ports adjacent to the **Gulf of Mexico**. Spanish Naval Infantry may not be used north of the **S3500** hex row inclusive. Spanish and American units may not occupy the same hex. Only Spanish and French units may ever enter the **Havana** Holding Box. If the British do not control a port in the **Gulf of Mexico** and no longer control **St. Augustine**, the Spanish fleet may be placed in the **Gulf of Maine** and Spanish units may invade hexes next to the **Gulf of Maine**, but may not enter American civilized hexes.

15.7. American Economic Collapse

The Continental Congress financed the Revolution through deficit spending, simply printing whatever amount of money was needed. The economic chaos that ensued nearly destroyed the republic, even after independence (see "Shay's Rebellion and the Whiskey Rebellion"). Rochambeau used the gold in his war chest to hold together the American Army just prior to Yorktown, but even so it was a near thing.

- The American Economy can be in one of 3 possible states: Normal, Near Economic Collapse and Full Economic Collapse. Normal has no effect on game play. Should the economy revert to Normal from a state of Near Economic Collapse or Full Economic Collapse, all of the units withdrawn due to collapse become eligible for replacement the next spring turn.
- If the economy enters Near Economic Collapse then the American player must withdraw all the units with "NEC" withdrawal codes. This reduces the size of the Continental Army by about 50%.

Historical Note: NEC occurred on turn 35.

- If the economy enters Full Economic Collapse then in addition to withdrawing these units, the American player may no longer trace North American supply or receive Continental Army replacements. If American Full Economic Collapse has occurred, then Overseas Supply is only available to American units if they are stacked with French units. French and Spanish units may continue to trace Overseas Supply normally.
- At the end of each December Turn starting in 1777 check for Economic Collapse:
 - Full Economic Collapse occurs at the start of any turn the British occupy all **19** port hexes in the 13 colonies plus **Maine**.
 - It may also occur as a result of a roll on the American Economic Collapse Table. Calculate the British DRM for economic disruption by counting 2 points for each American port (in the civilized areas of the 13 colonies plus **Maine**) occupied by the British, and 1 point for each one "raided" (defined by passing through on that turn or the previous 5 turns). Divide the number by 5 rounding to the nearest whole number. This is the British DRM for economic disruption. Roll 1 die, add the DRM, and if it equals or exceeds the number in the American Economic Collapse Table, then American economic collapse occurs.

US Economic Collapse Table (1D6)

	NEAR	FULL
Turn 17	8	11
Turn 23	6	9
Turn 29	4	7
Turn 35	2	5
Turn 41	1	4

Modifiers:

- Add the British DRM for economic disruption
 - 2 per British-occupied American port
 - 1 per raid markers in American port
 - Divide the sum of the above by 5 (rounded to the nearest whole number)
- Subtract 2 if French entry has occurred
- Subtract 1 if Spanish entry has occurred and **Natchez (S1905)** is owned by the Spanish

Example: On Turn 17, the British occupy 5 ports and have raided 5 other ports.

$$((5 \times 2) + 5) / 5 = +3 \text{ DRM}$$

Die roll is 6, adding 3 for a modified roll of 9. The result is a near collapse.

Raid markers are removed after resolving the American Economic Collapse die roll.

FEC does not immediately end the game. However, it influences the victory conditions at the end of the last game turn. Scenario booklet errata clarifies the ARW campaign scenarios, updating 4.3.2 to read as follows:

“If the game ends after Turn 41, American Full Economic Collapse is in effect, and Lord North has not fallen, the British have outlasted the US and win. Any colonies where Royal Colonial Government has not yet been restored drift back to the Empire in the ensuing anarchy.”

15.8. The Fall of Lord North

If the British player fails to make required West Indies Withdrawals or if any turn ends with at least 35 steps of eliminated British regular units, Lord North's government has fallen. When counting the steps, do not count steps lost from depleted British units on the map, do not count Hessian or provincial units, and do not count the *Fort Gage* or *Natchez* units. If Lord North's government falls, the American player is declared the victor. It is suggested when a British regular unit is eliminated for any reason, that it be given to the American player to keep off map to aid in tracking the cumulative losses of British regular units, since it never returns to the game.

15.9. Restoration of British Colonial Administration

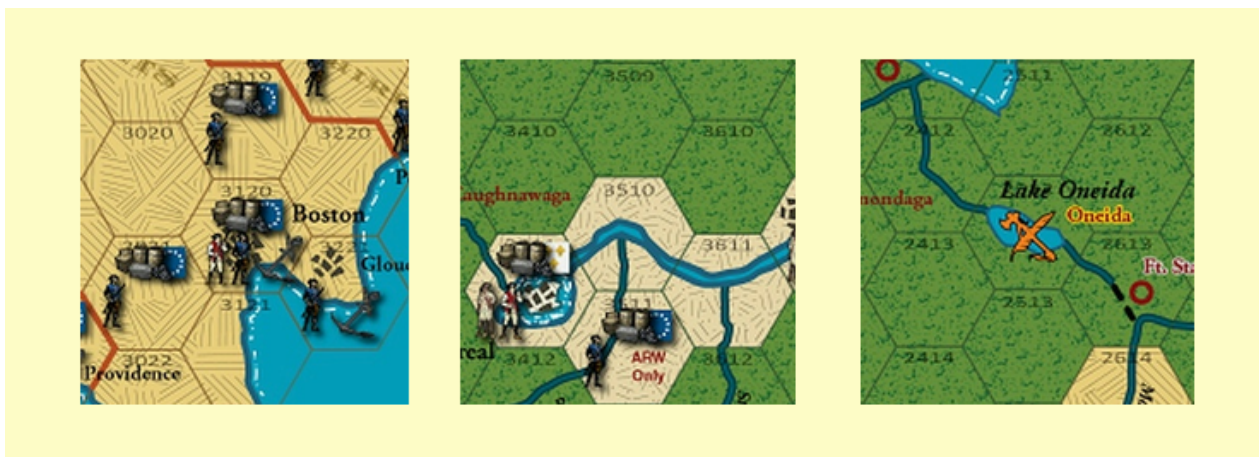
If all 14 British flags and the Vermont republic flag have been placed on the map ([12.4](#)) at the end of any turn, the British player is declared the victor.

Examples of Play

1. [Spaces and Stacking](#)

Consider the following locations:

- A Boston (hex, town with port) and AA Gloucester (hex, town with port)
- B 3310 (hex, settlement) and BB Montreal (hex, town)
- C 2512 (hex) and CC 2613 (hex, outpost)



For each line pair above, everything in A/B/C is adjacent to AA/BB/CC for all game functions.

- Each location in a space can have its own stack (and senior leader).
- An enemy force in Boston town (regardless of any Fort markers) can attempt to intercept a move to Gloucester hex or town.
- The Indian village in example C is not a location; units only reside in its hex.

2. [Hexes Towns Ports](#)

Hex versus Town Control

In figure A, American forces occupy the hex outside of the town of Trois Rivieres (3710), which is occupied by the British. The British control the town (and its inherent town supply for a single unit) and the entry point for reinforcements (denying it to the opponent). If the American force were not present, it would also control the river, but in this case the American force controls the river.



In Figure B, because the British are not in the Town, the Americans could move directly to the town of Trois Rivieres, subject to normal interception rules. It costs 1 MP (French civilized hexes are neutral in an ARW scenario) though the force needs to have a 5 MP reserve in case Carleton reacts and starts combat with Arnold; such a combat would occur in the town. If the British had multiple army units, it could have prevented this by splitting one or more units off to occupy the town with the main force occupying the hex.

3. [Ferry Movement Example](#)

Suppose the French force was defending outside of Louisbourg town in the hex itself inland in 5827 after the British capture the town of Louisbourg. This force is too small to retake the town and needs to be redeployed, it could move off the island by sea movement (14.4) or ferry movement (9.11). This could be accomplished by either naval evacuation in a subsequent combat (retreat to an offshore fleet).



Alternatively, ferry movement can be used. For instance, a French force in 5827 with 20 MF and initiative could move to 5626, and ferry to 5525 in one turn, assuming it also passes the second initiative check for the ferry. Next turn, if it got initiative, it could move to 5425, pass initiative, ferry to 5424, and continue moving to 5323, which is a port and therefore potentially a starting place for another invasion. Both methods require some luck to succeed. Given that no forces escaped from Isle Royale after its capture in either FIW or KGW, this is reasonable. The French invasion at Canso early in KGW from Isle Royale would be simulated in this game system using ferry movement. [Source: BGG "French Defeat at Louisbourg"](#)

4. [Lake River Movement](#)

In the first case, river movement is allowed along the yellow lines as shown at a cost of 2 MPS. Note that 3114 is not on a river/lake (impacting movement and supply). In case 2, the Huron moves across Lake Ontario.



5. [Naval Availability and Combat](#)

It is the beginning of Turn 15 (fall) of a **FIW** scenario. Fleet marker locations are as follows:

Gulf of Mexico	South Atlantic	Chesapeake Bay	North Atlantic	Gulf of Maine	Gulf of St. Lawrence	Turn Track
			British			French

The French go first in the Naval Phase. They take their single fleet off the turn track (15) and roll a “1” for fleet availability. This check passed because a 3 or less was required. The French place the fleet in the North Atlantic (currently British occupied). Combat occurs immediately. Both players roll a die. The British player rolls a “5” and the French player rolls a “3”. The French fleet is defeated and is placed on the turn track (16). The same result would occur if the French rolled a “5” because draws are resolved in favor of the original occupant.

With no other French fleets needing availability checks, the British perform their portion of the Naval Phase by checking availability of their North Atlantic fleet. They roll a “6” and fail (a 3 or less was needed). Their fleet marker joins the French on the game turn track, leaving no fleets in any sea area.

Looking ahead on the Fleet Availability Chart, on turns 16-17 of FIW scenarios, no fleet availability is possible (even on the southern map) because a roll of “0” is needed to pass an availability check. Because no fleets occupy sea zones, neither side suffers an impediment to tracing naval supply. On turns 18-21, the French will pass their checks on a 1-3 and the British on a 1-6 (automatic).

6. [Initiative for Performing Operational Movement](#)

General summary of how to move a stack:

1. In a single space, determine which units and leaders are to start initial movement as a stack/force.
2. Roll for initiative using the space’s ranking leader, not amongst the selected units and leaders.
 - a. Note: ranking leader initiative is used even if ranking leader is not moving in stack/force
 - b. Note: if no leaders are in hex, then use default leader initiative rating or auto-pass if '+' units only
 - c. Note: this considered first initiative check, so if passed then gives both the ranking leader and subordinate leaders in the selected force a +1 initiative for future initiative rolls this activation
3. If Initiative roll is successful, the stack/force can begin its movement. If fails, then all those selected units & leaders are done for turn.
4. Repeat Steps 1-3 for any other remaining forces in the hex, using the initiative of the current ranking leader (may be different if the original ranking leader left the space), and with no +1 initiative bonus (needs to be earned again for subsequent force seeking to move). Source: [BGG “Initiative ambiguity rule 8.3 vs. rule 9.4”](#)

Note: as a result of this clarification, language in rule 9.4 regarding initiative was struck.

A hex is occupied by Schuyler (initiative 3) and Montgomery (initiative 5) and several combat units. Schuyler outranks Montgomery. The American player wants to move a force consisting of Montgomery together with 4 units (non-winter turn). Per 8.0, Schuyler is the ranking leader in the hex, so the substack containing Montgomery needs a 3 (not a 5) or less to activate. If successful, Montgomery and the 4 combat units conduct

movement. If Montgomery performs actions requiring an activation roll, such as picking up units or conducting combat, his remaining activation rolls receive a +1 benefit and with his printed rating of 5, this will succeed automatically. Note that these additional rolls no longer use Schuyler's rating because they are no longer in the same space. After Montgomery completes his move and is "Done", the player could attempt to activate another substack or all remaining units. In this case, the initiative is against Schuler's value and without the +1 (as this specific force hasn't passed an initiative check yet). Source: [CSW 1290](#).

A unit with a movement factor followed by a '+' is stacked with a leader counter (and possibly some other units). The player must roll for initiative using the highest ranking leader in the hex. Source: [BGG "Questions on initiative and the Terrain Effects Chart"](#)

7. [Operational Movement and Enemy Units](#)

A British stack with 20 MP begins next to an American stack along navigable river wilderness hexes and intends on attacking. The stack expends 7 MPs (2 for navigable wilderness, 5 for combat). Combat ensues as per [11.1](#) and can continue (without spending additional MPs while in the space) as long as both attacker and defender occupy the same exact position (hex, town, outpost). After each combat roll and resolution and assuming the defender remains to fight, the attacker can continue combat rolls to the extent that initiative rolls succeed. Upon a failed attacker initiative roll, the attacker returns to the original hex.

The same stack persists with the attack and can do so if it passes initiative. If it does, it spends another 7 MPs to re-enter the hex and attack. For purposes of this example, let's assume that the attacker has eliminated the remaining defending force. The attacking stack has spent a total of 14 MPs. As the stack nears expending all its MPs, it may no longer be able to move adjacent to an enemy occupied space because a reaction would result in combat, and the force must have 5 MP available to play for the combat. This is also the case when forces are moving in Civilized spaces friendly to the opposition and the state's militia is in the available box (and can be placed to intercept the moving force as per [Militia Entry 12.2](#). Source: [BGG "MP expenditure for movement and combat"](#)

8. [Interception and Evasion](#)

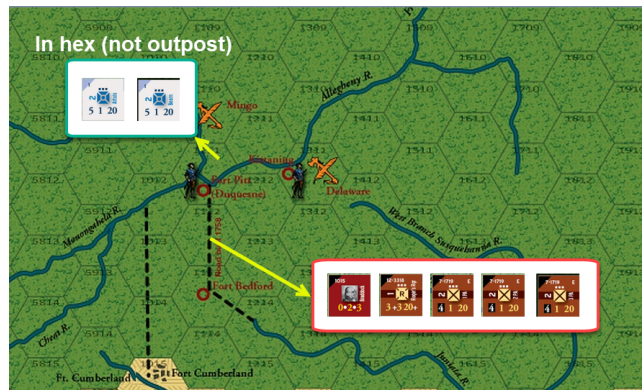
Case A

A British force moves to a hex adjacent to a stack of Indian units (no French leader), you can either perform an initiative roll for each Indian unit, or roll once for the entire Indian stack using the Default leader. If you choose the first option, the ambush would be conducted with only a single unit, which would be significantly less effective. Source: [BGG "Indian Reaction Movement"](#)

Case B

The French have a stack of two regiments in the **Fort Pitt (Duquesne)** space (**1111**, wilderness with an outpost) the Bearn and the Artois regiments (both 5/1/20).

In **1112** (one hex south of Fort Pitt) is a British stack. The stack is made up of: Leader Braddock (0-2-3), Rogers Rangers (3/+3/20+) and the 1st, 2nd and 3rd PA regiments (all 4[boxed]/1/20).



It is the British turn. The British player wants to move Braddock and the 4 regiments in **1112** towards **1111** so he rolls a die for initiative. A '2' is rolled so Braddock and the regiments may move. The British player states that he wants to move to **1111**. The French player has the opportunity to react.

The French player can roll for both units in one roll or one roll for both units separately. When an initiative roll has succeeded, the unit(s) can choose to move into the outpost (and therefore avoid being ambushed by the British, move out of **1111** towards **1011**, **1012**, **1110**, **1211** or **1212** (not **1112** because this is the space the British units come from) or even decide to decline from reacting. The French player decides to roll for both units in one roll: The roll a '5' (a '1' was needed, based upon the 2 leadership value of the Default leader and -1 value due to lack of cavalry or legion scouts [8.7](#)) so the units cannot react.

The British stack now enters **1111** for a total of 10 MPs; 5 MPs for moving in a wilderness hex and 5 MPs for combat. Only the British can declare ambush combat because the French AFs do not have a + prefix. The British declare an ambush, using Rodgers' regiment's +3 ambush factors. The Terrain Effect for Outpost permits one of the French units to avoid ambush, and place a Town marker on top of Bearn to indicate the unit is now in the Outpost. The second one has to stay and defend.

Source: [BGG "Questions on initiative and the Terrain Effects Chart"](#)



The British have 3:1 odds on the ACRT and roll a '3', with a result of 1 step loss. Artois is flipped to its 3-1-20 side. Linear combat is next. Note that Bearn (in the Outpost) does not participate. The British have 9 CFs (boxed factors halved) and the French 3 for 3:1 odds. A roll of '4' has a result of 1/2DR. Artois is eliminated and 3 PA is flipped to its 2(circled)-1-20 side.

Continuing Braddock's movement with 10 MP remaining, with the intent of eliminating Bearn, another initiative roll is made at +1 to continue the activation. A '4' is rolled so the attempt succeeds. No MPs are expended to move within the space (hex to outpost) but 5 MP are spent for combat.



The single French unit in the outpost has the option to attempt to react for the purpose of initiating Ambush Combat (see rule 10.2), but could only achieve a NE result because the odds are worse than 1:3. So the defender remains in the outpost.

Linear combat now occurs. The British have 7 CF (circled factors can only defend) and the French have 5 CF. A roll of '2' on the LCRT has a result of 1AR/1. Both sides lose a step and the British have to retreat back to **1112** with 5 MP remaining. Braddock no longer has enough MP to return to **1111** and initiate another round of combat. This leaves Bearn in the Outpost, controlling the river as well. If it was important for the British to control the river, they could have refrained from attacking the outpost, ending the turn in the hex portion of space **1111**.

Case C

This is a variation of Case B that introduces the complication of river movement and separate stacks in different locations within a space. This time, the French have two stacks of units in the Fort Pitt - Duquesne space (hex 1111). The first stack, the Delaware Indians (0/+2/20), occupies the hex contains and the second stack, a single French regular regiments (La Sarre, 6/1/20), occupies the outpost and is under a FORT marker. The Delaware Indians are stacked on top of the FORT marker to show they are in the hex and not the outpost. The French player positioned the Delaware outside the outpost so it can ambush any force entering the space without having to roll for initiative (a '2' for the default leader).

The British start their Operations Phase in Kittanning (hex 1311) rather than **1112**, and no longer have the Ranger unit. Braddock rolls a '1' so the stack is on the move (he had to roll a '3' or lower). Braddock and the Pennsylvanians follow the Allegheny river downstream and they announce that they want to move to **1211**. Normally this hex would cost them 2 MP (river in a Wilderness hex) but it requires a reserve of 5 additional MP in case the Delaware were to succeed in reacting into **1211**. The French player decides not to react, so Braddock enters **1211** at a cost of 2 MP (18 MP remaining).

Braddock wants to continue moving to **1111** and has sufficient MP to do so (requires 2 river + 5 reserve). There are two possible reactions. First, the Delaware Indian can react out of the hex to avoid combat. Second, the

move to S4125. Lincoln attempts to react but fails this time on a roll of 4. Forces in Charleston could attempt to react with a name-less leader but opted not to do so. Provost spends 7 MP to move into Charlestown, with 1 MP remaining. Lincoln attempts to react back to Charlestown for its defense and fails on a 6.



Clinton now must attempt to join the attack as per the joint operation declaration. Clinton rolls a 1. His force of 86 (combined total of 97.5, rounded down to 97) arrives.

Charlestown combat round 1 is at 97:57 or 1:1 odds. Recall that Lincoln surrenders if the combat result includes a defender retreat result. To avoid this, after each round of combat the defending force can attempt to react and move away using the default leader initiative value of 2. After the combat in Charleston, Provost could continue moving after passing an initiative roll if he had sufficient MPs (and in the case he only has 1 left), at which point this joint operation ends.

10. [Retreat by Ferry](#)

Washington is about to engage Cornwallis at Yorktown, but this time Cornwallis is defending in the hex rather than the town, as the presence of the French fleet in the Chesapeake Bay would force a surrender if retreating from the town of Yorktown.



Washington enters Cornwallis' hex and they fight a round of combat that includes a defender retreat result. Cornwallis could retreat to any of the neighboring hexes other than the one Washington came from or the all sea hex (indicated by the French fleet). Note that there are no retreat priorities that would preclude a ferry retreat over one entirely over land, and that the presence of the enemy fleet in the Chesapeake has no impact on the retreats by ferry. These retreats require no initiative roll as Retreating troops are already motivated to bug out and would obtain whatever local vessels are needed to make this happen.

11. [Tracing North American Supply](#)

If you bypass an enemy occupied outpost without taking it, it will interdict your supply line, and so you may regret bypassing it. [CSW Post 201](#)

Tracing supply performed during winter turns and when placing Militia. North American supply traces can use both civilized and river hexes to reach a supply hex. Along these paths, any enemy unit (with or without artillery) in a hex, outpost or town (regardless of Fort markers) without a friendly unit blocks the supply trace. If there were both enemy and friendly units in the space in question, the force occupying the hex controls the supply line. For specifics regarding hexes, outposts, towns, and ports see [Hexes and their Contents](#).

Consider the Southern campaign and the American supply situation. Local North American supply sources for the Americans are **Savannah 4365**, **Charleston 4225**, **Wilmington 4926**, **5023**, and **Salisbury 4718**. Clinton successfully captures Charleston. The British may prevent American forces from tracing supply back to Savannah by controlling **4220** and **4025**. After French entry, an American force in a coastal hex would be in Overseas supply unless the British fleet controlled the South Atlantic (which it would have just landed Clinton's force). North and west of Charleston, the British could cut off supply to American units in South Carolina by securing **Georgetown 4525** (both a coastal civilized hex bottleneck and control of the Pee Dee River) and the line of hexes **4621 20 and 19**, terminating with their own North American supply source. Taking neighboring **Salisbury** itself would also be helpful.



12. [Tracing Overseas Supply](#)

Consider Burgoyne's 1777 campaign and no French fleet present at the time. The British could trace overseas supply to any port or navigable river hex from **New York 2220** through **Saratoga 2816**, at which point the navigable river ends and becomes a regular river. Assuming British control of **Halifax 4926**, their naval supply can be traced to any navigable river hex from **Quebec City 4111** to **Montreal 3411**. All of these hexes with the exception of the ports of New York and Quebec City are "inland", and the presence of American artillery would cut the overseas supply line at that point. Note that an American force without artillery would NOT cut the supply line, even if occupying a town. The naval transports simply sail past unaffected due to lack of artillery.



A British stack in Fort Ticonderoga could trace a path along the Richelieu River, Lake Champlain, Lake George and the non-navigable portion of the Hudson River to reach one of the aforementioned navigable river hexes to be in overseas supply. Along non navigable rivers, any American units may block the supply trace as per [Hexes and their Contents](#). Lakes are treated the same as navigable rivers – artillery is required to block supply. Therefore a British force in Fort Ticonderoga would not be able to trace overseas supply if an American force without artillery were in one of the 4 hexes to the south (2815, 2816, 2914 or 3015) and one of the 3 hexes to the north (3312, 3412, or 3511).

Optional Rules

The following rules are presented as ways of enhancing your game. If using an unplaytested rule, please provide feedback if tried.

Spaces (*playtested*)

The original version of the game did not include the concept of multiple locations within a hex. This option is presented to allow for play in a manner closer to the original version or for those who would like to avoid the complexity of multiple locations within a hex.

- **Fort Hex or Fortification Marker:** A fort or fortress in a battle hex generates a -1 DRM. There are no other terrain, manmade or natural, DRMs.
- **Port Effects:** A "DR" result against a force in a port hex with an opposing force in the sea zone offshore causes that force to be eliminated rather than retreat.

Until provided with the original rules that would supersede the following:

- **Control:** Whoever controls the hex controls everything in the hex. There is no need to adjust control over rivers, roads and outposts, and Indian settlements based upon location factors. The term "location" under this option always means "hex."
- **Outposts:** Exempt one unit from an ambush attack, and supplies one unit during winter.

Activation - Stack Movement rules (*playtested*)

The following is based upon an update to the original rule for Stack Movement during the final stages of the rulebook peer review.

During the Operations Phase the Operations player takes any subset of a stack (including the whole stack) and forms a force which meets the Nationality restrictions and which will try to gain initiative

If there are both leaders and units in the force then the force has an initiative value of the leader with the lowest rank (most senior).

For any initiative check where the Ranking Leader of the space is not in the active stack, the force must use the initiative value of the ranking leader in the space. In all other cases, the force must use the initiative value of the Ranking Leader moving with the active stack (as long as the active stack does not enter a new space with a new ranking leader). Apply the +1 initiative to named leaders where necessary.

Note: there is no option of which initiative value to use when dealing with multiple leaders both in the active stack and with all leaders in the space. Section 8.0 Command Control and Leaders must be observed and rule 8.3 provides more information on the Initiative procedure for dealing with multiple leaders and how to roll for initiative checks.

If there are only units in the force then:

1. If all MF of the units have a + the force has a default initiative value of 8.
2. If all MF of the units are not boxed (including a force with some, but not all, units have a MF with a +), then the force has a default initiative value of 2.
3. If any unit in the force has a boxed MF the force has a default initiative value of 0.

For the very first initiative check, the force may choose to use either the force's initiative value or the originating stack's initiative value for the ranking leader of the space. Subsequent initiative checks use the force's initiative value. Apply the +1 initiative to named leaders where necessary.

Note: If you use the ranking leader to move a force with units with a boxed MF but without a leader moving with them, they will always fail a second initiative check.

Activation - Near Misses (unplaytested)

Near-miss initial initiative rolls may provide limited movement described below (rounding modified MPs down).

Comment: This option may make most sense for short scenarios with small unit counts.

If initiative check roll is movement points are modified to	30 MP becomes	20 MP becomes	15 MP becomes	10 MP becomes
Less than initiative value	100%	30	20	15	10
Equal to initiative value	75%	22	15	11	7
1 more than initiative value	50%	15	10	7	5
2 more than initiative value	25%	7	5	3	2
3+ more than initiative value	0%	0	0	0	0

Activation - Interrupting Operational Movement (unplaytested)

When a player obtains a failed initial initiative result for a (sub)stack, place a Done marker on the (sub)stack. The non-moving player may now attempt one initial activation with a (sub)stack, or may pass and allow the moving player to continue their turn. When an interrupting (sub)stack completes its movement, place a DONE marker on the (sub)stack and with the moving player resuming their turn. A player's DONE markers are returned at the end of their turn. Players should use DONE markers colored for their side. On the last game turn, the British cannot interrupt during the French/American turn.

Comment: This can help a player take advantage of an opponent's unexpected failed roll (i.e. Saratoga).

Activation - No Leader Momentum (unplaytested)

Complex plans are difficult to time and execute because more things can go wrong. Ignore the +1 modifier for a moving stack's subsequent initiative rolls.

Comment: This option also does away with arguments regarding when and how to apply the momentum modifier.

(NEW 11/23/2022) Locations - Flexible Adjustment (unplaytested)

The active player can adjust the location of all units within a hex after fort construction, provided that this occurs between friendly locations. Even units that moved that turn can make a final location adjustment at this time. This gives players a chance to establish or clarify for their opponent where units are located prior to their next turn. This can be done at the same time as Leader Redeployment (and the phase can be referred to as "Redeployment").

Reaction (unplaytested)

Cavalry, Legions and Rangers have a greater ability to react out of a hex when by themselves or with other similar (horse) units, and an enemy enters their space, even if the unit does not have a + MF. Instead of the default leader roll, roll for each such unit individually. A roll 1-5 is needed to react if the Active player's forces do not have similar units (horses) and a 1-4 if the Active player has horses.

Reaction - Indian units (unplaytested)

Indian units receive the same modifier for Cavalry Scouts for reaction. Furthermore, they may automatically react (no roll needed) to avoid (not intercept) forces without offensive ambush capability.

Combat (*unplaytested*)

In **ARW** scenarios, combat factors for both sides can be 50 or more, even over 200. The following table allows for 3:2 and 2:3 odds (otherwise it is identical to the standard Linear CRT).

	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1
-2	4AR/0	4AR/0	3AR/0	3AR/0	3AR/0	3AR/0	2AR/0	2AR/0
-1	4AR/0	4AR/0	3AR/0	3AR/0	3AR/0	2AR/1	2/0	1AR/1
0	4AR/0	3AR/0	3AR/0	2AR/1	2AR/1	2/0	1AR/1	1/0
1	3AR/0	2AR/1	2AR/1	2/0	2/0	1AR/1	1/0	0/1
2	2AR/1	2/0	2/0	1AR/1	1AR/1	1/0	0/1	1/2
3	2AR/0	1AR/1	1AR/1	1/0	1/0	0/1	1/2	1/2DR
4	1AR/1	1/0	0/1	0/1	1/2	1/2	1/2DR	0/2
5	1/0	0/1	1/2	1/2	1/2DR	1/2DR	0/2	0/3
6	0/1	1/2	1/2DR	1/2DR	0/2	0/2	0/3	1/4DR
7	1/2	1/2DR	0/2	0/2	0/3	0/3	1/4DR	1/DE
8+	1/2DR	0/2	0/3	0/3	1/4DR	1/4DR	1/DE	0/DE

French and Spanish Entry (*unplaytested*)

ARW: It was uncertain if and when the French and Spanish would enter the war. When 20 British steps have been eliminated, place the French Entry marker on that game turn and the Spanish entry seven turns after that. At the beginning of subsequent turns, roll a die and on a '6' the French enter. Apply a +1 DRM for each turn the French didn't enter, up to a maximum of +4 (so a roll of '1' is always a failure). Spanish entry occurs using the same schedule of die rolls and DRMs, but can only occur once the French intervene.

Fall of Lord North (*unplaytested*)

ARW: To reflect that merchants influencing Parliament would have been more prone to continue the war based upon British position on American ports and assigned Governorships in the New World, the Lord North automatic loss is only determined at the end of each Fall turn (when Parliament meets). Use the same calculation for the British DRM for Economic Collapse as a reduction of step losses. So if the British DRM is 3, then a loss of 38 British regular steps triggers the Fall of Lord North rather than 35.

Miscellaneous

Color Coding Styles

The following styles are used as reader cues for certain types of information:

- **Cross references (blue)**: See also references.
- **Designer Note (green)**: Listed in the official rules as such.
- **Example**: Tag at end of sentence/paragraph indicating there is a documented example of play. This should also be a two-way cross reference.
- **Historical Note (brown/burnt orange)**: Notes that are strictly about history.
- **Locations (black bold italic)**: Hex numbers, cities, regions. Not used in historical notes.
- **Minuteman Note (purple)**: Modifications based upon fan consensus.
- New text modifications since last version.
- **Official Errata (red bold)**: Approved by or coming from the designer or developer. This includes clarifications from question and answer discussions on either Consimworld or boardgamegeek, provided by either the designer or developer.
- Scenario specific: **KGW** / **FIW** / **ARW**
- *Unit Designation*: Unique identifier for a military unit.

Text Block Edits

Some text was either moved to sections where the primary rule is discussed, or deleted if no longer relevant due to clarifications or conflicts. Most notable was the removal of 9.4 Stack Movement, based upon CSW post #1289 and BGG thread “Command and Initiative: The Confusion Continues.” Some modifications were made to accommodate word and page wrap.

Grammar

Editorial changes were made to simplify language, including adjustments to semicolon usage and capitalization. “US” references changed to “American” for consistency (after all, it’s the “American Revolution”).

Recommended Reading

- Alden, John R. “A History of the American Revolution”. Penguin Random House, 2013.
- O’Shaughnessy, Andrew Jackson. “The Men Who Lost America: British Leadership, the American Revolution, and the Fate of the Empire”. Yale University Press, 2014.

Minuteman Notes

Editor's Preface

EoE has a cult following as it's a game that builds details upon the first commercially published strategic ARW game, 1776. It includes several wars, and was extended by the designer in issues of Paper Wars magazine and requests through consimworld.com. In many cases, game designers and developers move on to other things in life, and aren't always around to answer questions or do so at a pace based upon life events. The Compass Games edition rules (as of this writing 2021-10-19) went as far as a PDF version with text inserts.

This is the *EoE* Minuteman Living Rules, a fan supported and Compass Games approved effort to provide a current set of rules that incorporate rulings from the designer and developer, as well as peer-reviewed interpretations and editing. The driving goal of this edition is to get the rules correct. To the best of my knowledge and patience, this reflects all feedback on the websites consimworld.com and boardgamegeek.com up until the release date (2023-01-23). Feedback was also obtained via a "peer review period" ([CSW 1515](#)) where this document was posted to Google Docs for public comments. This helped identify multiple improvements from participants with various levels of experience with the rules, providing fresh perspectives.

From both sources of feedback, some examples of play were developed, either directly from examples provided in discussion posts or ad hoc. Although individual rules need to be clearly stated, players need some examples of play. This often helped identify rule issues for further refinement.

In adding a glossary, it was hoped to provide definitions of terms, and to use them consistently. One that comes to mind is the concept of spaces (the general term) and their locations (hex, town, outpost). Many statements that stated "hex" were changed to "space" unless referring specifically to hexes.

A "Henry Clinton" edition is currently under development and will be based upon this edition of the rules. The goal of the Henry Clinton edition is to modify the order and presentation of the rules for those learning the game and those who need to look up rules, with the Minuteman edition ruling if there are cases of omission or contradiction. In the meantime, it is hoped that these rules will provide clarity on the Designer's intent and encourage readers to pull the game off the shelf, play the game, and reflect upon the history depicted.

Tom Swider

Contributors

Thanks to those who answered the call to arms for feedback: William Marsh, Doug Johnson, Bill Thomas, Steve Carver, Mike Kayser, Ted Werner, Steve Dolges, and any others who anonymously provide peer review comments.

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