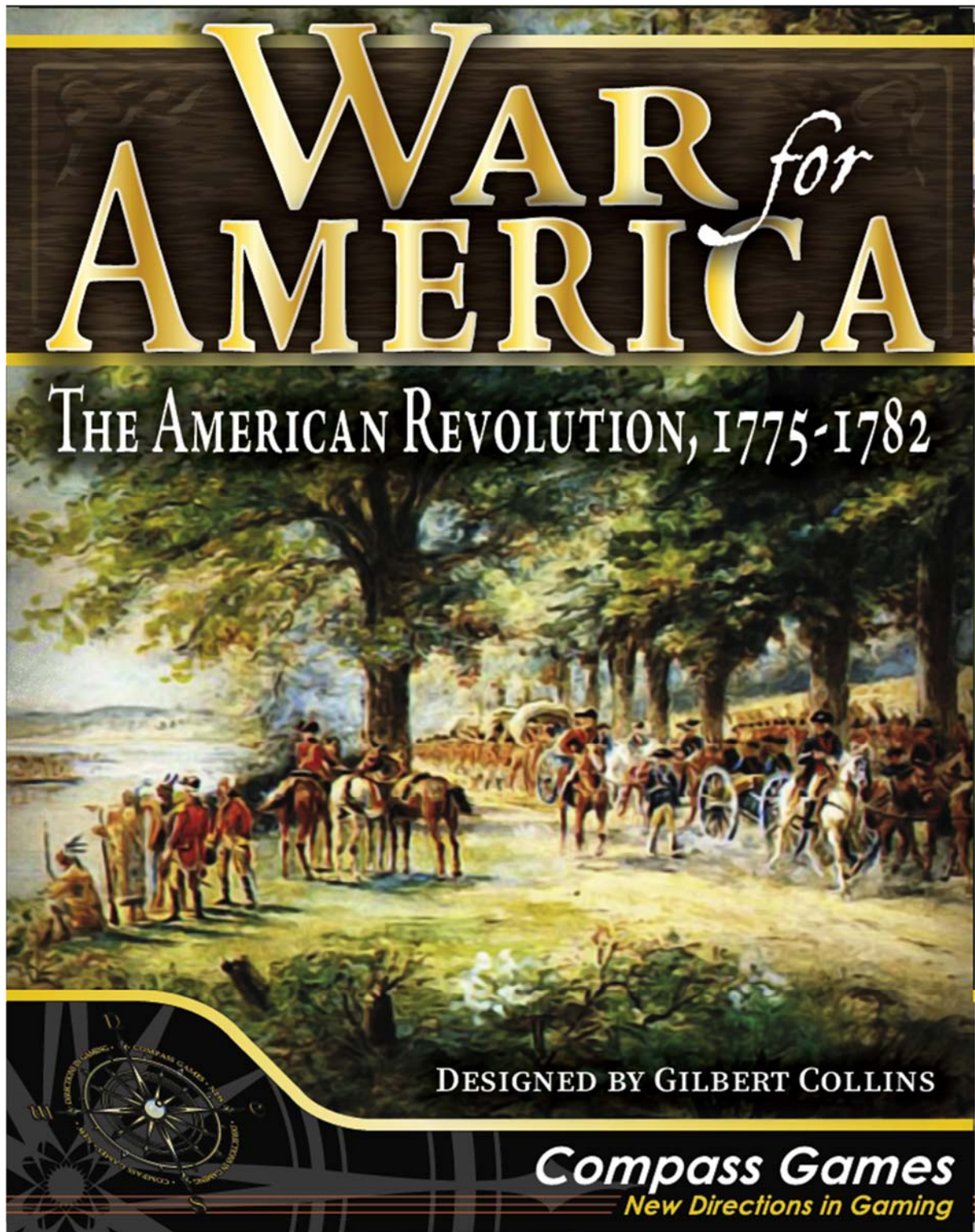


War for America – Living Rules



Version 3.0

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1.0 Introduction

It is April 19, 1775. The Massachusetts colony is in open rebellion against the parliament of Great Britain. In Philadelphia, a second Continental Congress is determining what action should be taken to help its sister colony in the North. All of New England is ready to support the Colonial cause.

The Colonial player must prevent any colony from being controlled by the British. At the same time, a Continental Army must be raised to battle the forces of Great Britain.

The British player must crush the rebellion before it expands. Time is of the essence. If the Colonists hold out, they may obtain foreign recognition from Britain's traditional enemies, France and Spain. France is still angry over her defeat at the hands of Great Britain in the Seven Years' War and would like nothing better than to humiliate her for that defeat.

War for America is a two player simulation game in which either player implements his own strategy in order to win the conflict.

2.0 Glossary & Acronyms

Action Point: Each player has one Action Point to spend each Action Pulse

Action Pulse (AP): A player moving his units.

Action Cycle: Completion of '4' Action Rounds (except where noted)

Action Round (AR) consists of 2 Action Pulses (1 for each player).

Amphibious Assault: Land units attacking by sea

Assault: SP attacking a fortress or fort

Attrition: Noncombat losses of SP

British Regular: British SP unit. A Garrison unit is not a British regular SP unit

German Regular: German SP units which act exactly like British Regulars

Coastal Space/Port: Adjacent to an ocean

Colony: One of the 13 Colonies, Lt. yellow border

Colonial/American: Same

Continental Regulars: Blue SP units not militia

Contested Space: Containing both sides' units

Control/Key Space: A boxed or fortress symbol

Force: SP starting in the same space

French Regulars: SP units, not garrisons

Garrison units: Small units with a limited defence capability that act like control markers

Loyalist: Orange SP units on the British side operate as British Militia, not Regulars

Major Naval Base: Only Halifax and Newport

Naval Transport: Land units moving by sea

Netherlands Regulars: Gold SP unit

Repairs: When a fleet is moved to the TRT track

Spanish Regulars: Yellow SP units, not garrisons

Theatre: North, South & Caribbean

BRC: British Reinforcement Chart

CLT: Continental Levy Table

CRC: Colonial Reinforcement Chart

CRT: Combat Results Table

D6: One six-sided die

D12: Two six-sided die

FEC: Foreign Entry Card

LMMC: Loyalist and Militia Muster Chart

LOC: Line of Communication

MMC: Militia Maximums Chart

MP: Movement Point(s)

OBZ: Ocean Blockade Zone(s)

ONON: Onondaga Tribe

PB: Play Book

PW/VP: Political Will/Victory Point(s)

RC: Reinforcement Chart

SNC: Six Nations Card

SRT: Siege Resolution Table

SP: Strength Point(s)

STRT: Seasonal Turn Record Track

TC: Tactical Commander(s)

TRT: Turn Record Track

TUS: Tuscarora Tribe

VC: Victory Condition(s)

WR/EE: Winter Reduction/Expired Enlistments

WQ: Winter Quartering

3.0 Components

- 2 Map Sheets
- 3 Counter Sheets
- 1 Terrain Effects Card (TRC)
- 1 Set Up Card
- 1 Foreign Entry Card
- 1 Colonial-Reinforcement Chart (CRC)
- 1 British-Reinforcement Chart (BRC)
- 1 Six Nations Card

- 1 War for America Table Card
- 1 Sequence of Play Card
- 2 Army Organization Cards
- 1 Action Card Deck of 51 Cards
- Two six-sided dice (1 red, 1 blue)
- 1 Play Book
- This Rules Manual

3.1 Turn Record Charts (Yearly & Seasonally)

- **Blue** boxes represent winter turns during which there are only two *Action Rounds* and movement is reduced to '2' MP in the Northern Colonies.
- **Green** boxes represent Spring Turns when new units are placed on the board.
- **Yellow** boxes represent a special turn when fleets must leave the Caribbean and no naval transport can occur.



3.2 Army Identification Cards are used to hold a stack of units in the appropriate Army Box. The stack is replaced by a single army counter. The creation of armies reduces 'counter clutter' on the board and allows certain advantages in play.

3.3 Map Areas

Northern Regions

Canada

All red spaces outside the 13 Colonies and the Caribbean. For the Colonists to control Canada, both Montreal and Quebec must be garrisoned and controlled.

Middle States Region

New York, New Jersey, Pennsylvania

New England Region

Massachusetts, Connecticut, New Hampshire, Rhode Island

Southern Regions

Tidewater Region

Maryland, Delaware, Virginia

Deep South Region

North Carolina, South Carolina, Georgia

Florida

Contested area, where only British and Spanish land units/fleets can move

Caribbean

The Island possessions of Britain, France, the Netherlands and Spain

4.0 Victory & Control

Three main factors influence the various Victory Conditions (VC) which must be met to win the game.

- The year victory is obtained
- Before or after France enters the war
- The Political Will of each side

Hint: The British have their best chance of victory during the early stages of the rebellion before French seapower can swing the balance. Victory will be much harder to achieve once the 'Declaration of Independence' Action Card has been played or the French have recognized the 13 Colonies.

4.1 British VC Prior to French Entry

Accomplish **either**:

- Reduce the Colonial PW/VP to '0' after any Colonial AP.
- In 1775, control all the colonies in New England while not losing both Montreal and Quebec.
-

4.2 Colonial VC Prior to French Entry

Accomplish **either**:

- Reduce the British PW/VP to '0' after any British AP.
- Cause the surrender of a second British army or force of at least 5 SP of regulars at the end of any combat.

4.3 British VC After French Entry

Accomplish **one** of the following:

- Reduce the American PW marker to '0' after any Colonial AP.
- Capture all French ports in the Caribbean while not losing any of their own, at the end of the game.
- Control 4 colonies at the end of the game.
- Control all the following port spaces in the 13 Colonies in the following chart at the end of the game while still controlling Halifax, New York City and Norfolk, VA.

Boston, MA	Baltimore, MD
Newport, RI	Alexandria, VA
New London, CT	Wilmington, NC
New Haven, CT	Charleston, SC
Wilmington, DE	Savannah, GA

4.4 Colonial VC After French Entry

Accomplish **one** of the following:

- Avoid the British Victory Conditions.
- The British are unable to move 12 SP of regulars to the Caribbean for British Withdrawal.
- Capture both Quebec and Halifax at the end of any British AP.
- Capture all British ports in the Caribbean while not losing any French Caribbean ports at the end of the game.
- Capture both Montreal and Quebec while preventing British control of New England and the Middle States at the end of the game.
- Capture all the British possessions in the 13 Colonies
- at the end of any British AP. (The specific cities listed in rule 4.6)
- Prevent the British from controlling any of the 13 Colonies while not losing any French possessions in the Caribbean at the end of the game.

Note: This 'dividing line' of French entry is a convenient way of separating the game into two parts. Prior to French entry, the British have virtually no worries at sea or in the Caribbean. After French entry, the game changes considerably. The British are greatly overextended trying to simultaneously protect the decisive Caribbean Theatre and wage an offensive in the colonies. They are without allies and other powers will enter the war as adversaries.

Players can opt for a shorter game by choosing Scenario #2, 'The French are In' which depicts the period from the spring of 1778 to the end of the war.

4.5 If neither player achieves his *Victory Conditions*, the game is technically a draw, but for tournament purposes, the Americans have won their Independence.

Note: In this situation, one can only speculate as to how the geography and history of North America might have changed. The United States of America and Canada, as we know them, would be very different.

4.6 Control

The British begin the game controlling all spaces in Canada and six spaces in the 13 Colonies: Boston, Ticonderoga, New York City, Setauket, Norfolk VA and Ninety-Six.

4.7 If Colonial/French and British forces are on the same space, neither player is in control. If it's a coastal space, the player with access to the sea is in control. The default always favours the British, unless there is a French Fleet directly on the space or in the *Ocean Blockade Zone (OBZ)* in question.

See Play Book Example 1

4.8 Neither player controls a space under siege.

4.9 In the Caribbean, the case is different. Each country always controls its own original space even if enemy forces are located on them. A player can only control a space by driving out

enemy forces and occupying it with at least 1 SP of regulars.

4.10 A colony is under British control if they control every 'key space' and each space has an LOC to a magazine or coastal space not under blockade. A fortress space is also a 'key space'.

4.11 A vacant space reverts control back to its original owner.

4.12 To maintain control of a space not originally owned by the British, a British/German/Loyalist SP or garrison counter is required at all times. Some city spaces represent denser populations requiring a minimum number of SP as indicated below.

Boston	4	Philadelphia	4
Newport	2	Charleston	2
New York *	3	Savannah	2

Note: Non-garrison SP units will be needed to meet the garrison requirements of these cities. In 1775 only, New York City can be garrisoned by the single garrison marker that starts there until it is destroyed by a Colonial Action.

4.13 No Continentals can be raised in a colony controlled by the British. If the British control a **colony**, there is a '-1' modifier to the D12 for the **Region** on the *Continental Levy Table* (CLT).

5.0 Political Will



The Colonial PW/VP marker represents the ability of the Congress to unify the colonies and continue the conflict. The British marker represents the resolve of Parliament to prosecute the war. The track has 15 boxes. The PW markers move to the left, indicating loss, or to the right, indicating gain. Ultimately, both players try to get their opponent's PW marker to '0'. The PW never exceeds '15' on the track.

5.1 Factors Affecting British Political Will

Loss of both Montreal and Quebec: 2L
Loss of a force of at least 5 SP of Regulars: 2L
Loss of Halifax: 2L (If recaptured: 2R)
Capture one of the 13 Colonies: 1R (If lost: 1L)
Capture Philadelphia: 1R (One time event)
Capture Charleston: 1R (One time event)
Capture a Spanish/French Port: 1R
Starting in 1780 and each Spring Turn thereafter: 1L
Spanish capture all of Florida: 1L
Card: <i>Pitt the Elder Speaks Against the War</i> : 1L
Card: <i>Olive Branch Petition</i> : 1R

5.2 Factors Affecting Congress' Political Will

Capture both Montreal and Quebec: 2R
Capture of Halifax: 2R
Capture General Washington: 2L
Loss of a force of at least 5 SP of Regulars: 2L
Loss of one of the 13 Colonies: 1L (If recaptured: 1R)
Loss of Philadelphia: 1L (One time event)
Loss of Charleston: 1L (One time event)
Arrival of Rochambeau: 1R (One time event)
Starting in 1780 and each Spring Turn thereafter: 1L
Card <i>Olive Branch Petition</i> : 1L
Card: <i>Declaration of Independence</i> : 2R

6.0 Set Up & First Turn

Scenario I

Both players set up their units as indicated on the *Start Position Card*. The British PW marker starts on '2' and the Colonial PW marker on '13'. Both players put their *Turn Record Marker* on the Spring 1775 space.

6.1 Both players put their markers on the '2' box of the *AP Track*. There are only 2 *Action Rounds* on Turn 1, meaning 2 AP per player. As each player takes his AP, he moves his marker down one space.

6.2 The *Draw Deck* is prepared (20.10). All *Action Cards* marked '1776' or later, are removed from the Card Deck. Then, each player is dealt three *Action Cards* (20.3).

6.3 If a player is dealt an *Event Card* with only an enemy flag, follow Rules 20.6 through 20.9.

6.4 The British player takes the **first** AP. Then the Colonial player takes his first AP. This completes the first *Action Round*

6.5. Each player rolls a D6 to see who **moves first** for the second *Action Round*. This is called **having the initiative**. Only on Turn 1 does a 'tie' call for a re-roll until one person has the initiative. The player who wins the initiative performs his second AP, followed by the other player. This completes the second AR

6.6 After both players have taken or passed on their 2nd AP, play proceeds to the *Administration Phase*. (7.0 Step 4)

6.7 During the entire year of 1775, the British must maintain a garrison of '4' SP in Boston at all times. This cannot be voluntarily reduced. The only exception is if the British forces are driven from the space by Colonial action. In addition, if this occurs, British Reinforcements land at Halifax.

7.0 Sequence of Play

Each scenario follows the same sequence of play:

The Sequence of play consists of four phases:

1. Reinforcement Phase
2. Initiative Determination Phase
3. Action Phase
4. Administrative Phase/Determine Victory

Step 1: Reinforcements

All Turns:

- Both Players place reinforcements in accordance with the individual reinforcement charts. British place first (8.1 and 8.5)
- Leaders are Promoted/Demoted/Removed/Transferred according to their respective Reinforcement Charts

Early Spring Turns Only:

- Both players position their available magazines (British first). If St. Eustasius is not controlled by the British, the Colonial player receives a magazine in the Deep South.
- Cards which have been set aside by year, are introduced commencing in 1776 and shuffled into the Draw Deck along with cards from the Discard Deck cards.
- Each player then draws enough *Action Cards* to fill his hand to a 3 card maximum.
- If a player already has 3 *Action Cards*, he can draw **1** *Action Card* and then discard any card of his choice.
- The Colonial player rolls on the CLT to raise and place new Continental SP.
-

Step 2: Initiative

Players roll a D6 for 1st initiative. The player with the higher result performs the 1st AP of the 1st AR of the *Action Cycle*.

Step 3: The Action Cycle (9.0)

The player having the initiative moves and has combat with one single force from one single space. He performs any 'free actions' (9.10) during this AP, at any time and in any order of his choosing. He can perform these at the beginning

or end of his AP. It is entirely his choice. When he has completed his actions, the other player proceeds with his AP in a similar manner.

Winter Turns Only: After both players have performed two *Action Rounds*:

- Colonials check for Expired Enlistments.
- Both sides check for over-quartering.
- Both sides remove all magazines at turn's end.
- Six Nations units return to their villages
- If British Withdrawal is in effect, 12 SP must be removed to their Caribbean possessions.

Step 4: Administration Phase

- Check for Victory. (4.0)
- Advance Year/Season markers on the Turn Record Track

8.0 Reinforcements

8.1 British leaders, except those in the *Europe Box*, can be transferred during the reinforcement phase to any friendly location on the board, except the Caribbean. Colonial leaders, except those in the *Leader Pool Box*, can be transferred to any friendly or empty space within the 13 Colonies, in anticipation of placing units there later. (see 11.15)

8.2 The Colonial player receives various leaders and French regulars as reinforcements according to his RC. Continental units are raised in the Early Spring Turns, while militia appear only in Regions that are invaded by the British.

8.3 If a Colonial reinforcement space is currently occupied by British/German/Loyalist SP, Leader reinforcements are placed in the *Leader Pool Box* or in an empty space circle (non-leader SP are never placed in the *Leader Pool Box*)

8.4 The French Seasonal reinforcements under D'Estaing have the 'chance' to arrive during the early Spring or Late Spring Turn of 1778. The Colonial Reinforcement Chart (CRC) shows the D6 range needed for their arrival. If they have not arrived during either of those two turns, they automatically arrive on the Early Summer Turn of 1778 and are placed on any friendly space on the

Caribbean map. French Permanent Reinforcements with Rochambeau always arrive 6 turns after the Seasonal Reinforcements under D'Estaing

Note: French Seasonal Reinforcements and D'Estaing can also enter through an early Continental Major Victory (13.11)

8.5 British reinforcements are placed in the *Europe Box*. These reinforcements can during a subsequent British Action Pulse be moved at no AP cost (free action and do not count against the yearly Naval Transport limits) by British Naval Transport of Reinforcements (14.7). A D6 is rolled for naval movement. Depending upon the result, they might make landfall or remain at sea. No naval fleets are necessary for this move as it is understood that Naval Transports are carrying the troops

Historical Note: British forces arriving in 1775-1777 represent new regiments and battalions committed to the conflict. Forces, arriving later, represent small cadres of soldiers drafted directly into the existing units to replace losses due to attrition.

Clarifications: British Reinforcement Chart

1776 Early Spring:

- *Cornwallis* with 3 SP and *Parkers Squadron* are placed in the *Europe Box* and may move to any destination according to British Naval Transport of Reinforcements (14.7).
- *Fraser, Riedesel, 5 British and 5 Germans* to Quebec even if Colonial controlled

1776 Late Summer:

- *Grave's Fleet and Parker's Squadron* are removed from the game, not added.

Clarifications: Colonial Reinforcement Chart

- **1775 Late Summer:**
- Remove *Ethan Allan*
- Add Leader *Thomas* to Leader Pool

1778 Early Spring:

- Add *Heath & Wayne* to Leader Pool

1780:

- Ignore references to Spanish forces as Spain already enters the conflict in the Early Spring of 1779.

1781 Early Spring:

Standard leader counter Morgan to Leader Pool, not the the Tactical Leader Morgan who arrives only by the play of an Action Card.

Playbook Correction

Scenario 2: Delete leader *Thomas* at New London (he died of small pox in 1776)

The leader counters *Collins* and *Kranz* were not authorized by the designer and should not be part of the game inventory.

9.0 The Action Cycle

Play Book Example 2

9.1 An *Action Pulse* consists of a player receiving an Action Point with which he activates his units and having combat. After each player performs one AR, which consists of spending maximum one AP along with performing 'free actions' (9.10), an *Action Round* (AR) is completed. The completion of '4' *Action Rounds* constitutes one *Action Cycle*. The completion of an *Action Cycle* constitutes one Game Turn.

In Winter Turns, as well as during Spring 1775, the *Action Cycle* consists of only '2' *Action Rounds*.

Note: If a tie results from Initiative rolls (see Procedure), the number of Action Rounds could be reduced.

Procedure

1. Both players roll a D6 for initiative.
2. Winner of the initiative performs his 1st AR.
3. The other player performs his 1st AR.

Now the First Action Round is Over

4. Both players roll a D6 again for initiative
5. Winner of this initiative performs his 2nd AR.

Note: It is possible to have 'back to back' pulses.

6. The other player takes his 2nd AR.

Now the Second Action Round is Over

7. Repeat steps '1-6' for *Action Rounds* '3-4' (except in the case of a tie for initiative and in Winter). After 4 *Action Rounds* each, the *Action Cycle* is over. Play proceeds to the **Administration Phase** (7.0 Step 4)

9.2 Players utilize the *Action Round Markers* on the *Action Track* to record who is moving in each round.

If a 'Tie' Results in the Initiative Phase

Each player draws one *Action Card* and, if his hand is now greater than '3' he must discard one card.

The player who won the initiative from the previous turn takes one AP, followed by his opponent's AP. If it is turn 1, roll again.

Now the Action Cycle is Over
Play proceeds to the Administration Phase
(7.0 Step 4)

9.3 The player with the initiative spends his one Action Point which consists of moving one single force from one single space. A force with a leader can pick up and drop off SP as it moves. A force without a leader can only drop off SP. A Force or Army can move and have combat only once per AP. After this force has combat (not counting overrun), it moves no further.

9.4 Leader Muster Action

Rather than activating a single leader and moving him around to pick up adjacent units, players can spend their AP to perform a '*Leader Muster Action*'. This allows a leader to 'pull in' the number of SP according to his rank. (11.3) That is, SP adjacent to him can be moved, at no cost,

into his space. SP with enemy units on the same space cannot be mustered. (see 11.20, 12.9)

9.5 A force entering an enemy occupied non-key/control space must have combat which is resolved immediately (12.10) and the player's AP is over. A force entering an enemy occupied key/control space has the choice to have battle. (12.13)

9.6 After the initiative player has completed his AR his opponent takes his AR. A player is allowed to 'pass' on his AR, but in doing so, forfeits it. If both players pass on the same *Action Round*, it is over.

Note: A player may do this because he may want to see how a particular situation plays out before committing certain forces.

9.7 If a tie does **not** occur in rolling for initiative, players continue taking AP until '**4**' **Action Rounds** have been completed which ends the *Action Cycle*.

9.8 At any time during a player's AP, along with his free actions, he can also use an eligible *Action Card* (20.11,13.0 step 4) Depending on the card, his opponent can also play a card if eligible.

9.10 Free Actions During an Action Pulse

The following actions are completely 'free' (do not require the expenditure of an AP), and are performed in addition to any actions taken through expenditure of an AP during the AR.

These are performed before, during and/or at the end of a player's own Action Round.

- Moving units from the *Europe Box*
- Moving British Reinforcements via British Naval Transport from the Europe Box
- Moving British land units via British Naval Transport from coastal/port spaces, from sea spaces, and/or from Europe Box subject to Yearly British Naval Transport Limits
- Moving Fleets and Lake Navies
- Retreating before Combat

- A leader beginning his turn on a space and desires to lay siege to the space. (Assuming the leader and his army qualifies to perform the siege). This does not consume his AP but he must still roll for leader activation (12.6) in order to place the Siege Marker.
- Rolling on the Siege Table
- Completing a fort already on its 'build' side
- Expending a Loyalist Chit
- British Withdrawal during a Winter Turn
- Six Nations units actions (if they have been activated)
- Fleets forced to withdraw in winter.
- Fleets forced to withdraw from the Caribbean

9.11 When the *Action Cycle* is completed, play proceeds to the *Administration Phase*.

10.0 Raising Units



10.1 The limitations to the number of Continental and Militia SP that can be raised for each colony are listed on the *War for America Charts & Tables*. In raising units, fractions are rounded up.

10.2 Continental Units

After 1775, the Colonial/American player raises Continental SP every early Spring Turn in the *Reinforcement Phase* by rolling a D12 on the Continental Levy Table (CLT) for each Region. At no time can the number of Continental SP on the board exceed '40'. If it does, the additional SP cannot be placed on the board.

Historical Note: English prejudice against large standing armies dated back to the time of Oliver Cromwell. This fear continued with the Continental Congress who did not calculate for, nor desired, a large permanent standing army. Washington had a Herculean task in trying to create a permanent Continental Army from 13 distinct and separate colonies.

10.3 Modifiers to the Continental Levy Table

If a colony is British controlled, there are modifiers applied to the roll. If any colony is controlled by the British in a Region a '-1' modifier is applied to the D12.

10.4 The number of Continental SP raised must be divided as evenly as possible among the colonies listed with no more than '4' SP per space. The majority of SP raised must be on a key/control space, if possible, and free of enemy units.

See :Play Book Example 3

10.5 No Continental SP are received if the British player controls every key/control space in that colony.

Note: War Weariness (19.12) In Early Spring of 1780, 1781, and 1782, instead of rolling a D12 during Raising Continental Units (10.2), the American player uses the lowest values of each Region listed on the CLT.

10.6 Militia Units

The militia which start the Campaign Game on the board operate in a different manner than the militia introduced in 1776. They are distinguishable from other militia units by a black dot on the bottom right of their counter. These 'start militia' units do not count against the militia values listed on the *Militia Maximums Chart* (MMC). They are completely independent units, but if destroyed, never return to the game.



10.7 Militia by Region and/or Colony

This is a special rule for the *Early Spring Turn* of 1776 only. If British or German SP regulars are present (garrisons don't count) in a **Region**, Colonial Militia will appear in each **Colony** of that Region. The Colonial player rolls on the Loyalist & Militia Muster Chart (LMMC) for each **Colony** in the **Region**. This informs him what portion of the SP listed on the LMMC he can deploy.

This occurs regardless of the presence of Continental SP and is a **one time** event, by **Region**. When militia has been raised by **Region**, it is marked with a *Militia Raised* counter as a reminder that the Regional triggering has already happened, **never** to be repeated. However, depending on circumstances, militia destroyed in

a formerly British controlled Colony has the possibility of returning.

10.8 Anytime in **1776 or later**, the Colonial player rolls for his militia in any **Region** where British/German SP have moved into for the **first time** and Regional Militia has not already been deployed under rule 10.7 Place a *Regional Militia Raised* counter in that region's Militia Box on the map as a reminder that the Regional triggering has already happened, **never** to be repeated.

Note: Militia will be raised either by rule 10.7 or by 10.8, but never both. It is possible to raise Militia in a colony where the British have lost control (rule 10.11)

See Play Book Example 4

10.9 Procedure: When British/German Regulars SP move into a **Region** for the first time, their move is *temporarily* halted at the **first** space in the Region. Then, the Colonial player rolls on the LMMC to see how many militia SP will be deployed **in each colony in the entire Region**.

Depending on the die roll result, the player will either get the full amount of militia, 1/2 the amount, or zero.

Note: Militia units can never be raised in a colony beyond the stated maximum on the Militia Maximums Chart (MMC) Any militia moving into a Colony exceeding this maximum, is immediately removed from the board.

10.10 In the case described in 10.8, depending on where the Colonial player deploys his militia, the British player may or may not be able to continue his move.

10.11 If the British lose control of a **colony** and British/German regulars are still in the colony, the militia in the **colony** (not Region) can be re-raised at the end of the *Action Pulse* in which control was lost. This is important with back to back turns. However militia can only be raised at the end of the pulse in which control was lost.

10.12 Deployment of Militia Units

- Each colony in the Region is rolled for separately.
- The maximum number of SP deployed on a single space is '4'.
- Within the above mentioned parameters, the Colonial player is free to deploy the militia where he pleases in each colony, as long as the space is not controlled by the British.

10.13 Once deployed, the British player may not be able to continue moving if the Colonial player has deployed militia in the space, unless he has 8:1 odds, qualifying for an overrun situation (12.14). If this occurs, he can keep moving subject to the number of MP he has remaining.

10.14 If the British choose not to attack (as on a key/control space), the Colonial player can 'counter-attack' with any units previously on the space and any militia that might have been added.

10.15 If battle occurs, win or lose, the surviving militia remains on the board. If the militia is forced to retreat out of its **Region** (not colony), it is removed from the board.

10.16 Losses are taken according to the chart in Rule 13.5, Step 8.

10.17 Important Concepts

- In the **Early Spring** of 1776, just after rolling on the CLT, the Colonial player rolls for each **Region** that has British Regulars/ **Germans** in it. (garrisons do not count)
- Militia units can voluntarily leave their Colony but never their **region**. If forced to retreat out of their region, they are removed from the board.
- At no time in the game can a colony have more militia than listed on the L&MMC. If it does, the excess militia are immediately removed
- If a **Colony** is controlled by the British no militia can appear in that **Colony**.
- If the British player loses control of a **Colony**, the militia in that Colony can be raised again, subject to the L&MMC die roll. It can appear on any blue space in that Colony not containing British, German or Loyalist SP.

This is done at the end of the Action Pulse in which Control was lost. See 10.11

See Play Book Example 5

Hint: In essence, the militia is an unlimited resource that can only be kept in check by the British player continuously controlling the colony in question.

10.18 Loyalist Units



Loyalist units can be raised commencing with the first Spring turn of 1776 in any Region containing British Regular SP, through the expenditure of one of '4' Loyalist chits. Although this is a *free action*, only one chit can be used per Region and once expended, cannot be used again.

10.19 The chit can be expended anytime during the British player's AP, **not during** the Colonial AP. Loyalist units raised in the AP **can** be picked up by an activated leader, subject to his command rank.

Note: It is a good idea to raise Loyalist SP before activating a leader.

See Play Book Example 6

10.20 After expenditure, the British player rolls a D6 and consults the L&MMC. Depending on the result, either zero, 1/2 or the full amount of Loyalist SP will be deployed.



10.21 The chit is placed in the *Expended Loyalist Box* of the Region involved. This serves as a reminder that Loyalists have already been raised there.

10.22 Loyalist SP can never be placed in a Region or colony completely occupied by Colonial SP. There must be at least one space free of enemy SP whether it be Militia, French or Continentals. Loyalists must be placed as evenly as possible, with a maximum of '4' SP per space, within each colony in the Region.

10.23 When deploying Loyalist SP for the Middle States, '1' SP from the total can be placed in either Montreal or St. Jean instead.

10.24 Loyalist SP marked with a 'dot' and those arriving as reinforcements, do not count against the chart totals.

Historical Note: Some of the replacement units arriving after 1778 represent Loyalist regiments incorporated directly into the British army. They appear as 'red' British regulars. The British were much more successful training provincial units to become highly disciplined soldiers than the Colonials.

11.0 Leaders and Armies

11.1 Leaders arrive on the board by following the directions on their respective Reinforcement Chart. A leader from the *Leader Pool* can be activated by expending an AP during his half of the Action Round and placing him on any space with friendly SP that are not under siege. In this case, he also activates any SP which he is placed.

Note: In the case where a Junior Leader is placed and activated by any rule in the same space as a Senior Leader, the Junior Leader still has to obey the parameters of all other rules.

Example: if a one star leader is placed in a space with 30 SP he can command and activate only 2 SP. (Captain Johnson cannot activate a stack of 30 SP under General Howe. Johnson is activated, not Howe)

11.2 Leader units are sorted by colour. In addition, the colour of the **oval** behind a general's command rating indicates which units he can command.

Red: British

Purple: German Loyalist

Yellow Orange: Loyalist, Six Nations

Blue: Continental, Militia

White: French**

Light Blue: German, British, Loyalist *

* Knyphausen and Riedesel, with purple names, can move and have combat with British/Loyalist units, only if the number of German SP is equal to or greater than the number of British/Loyalist SP



** Ethan Allan commands only militia units.

** Only Washington commands Continentals with French regulars.

11.3 Leader Rank



The number of SP a leader can move, attack or *Retreat Before Combat* with, is related to his rank, denoted by the number of **stars** on his counter.

11.4 (*) One Star Leaders can move, attack or *Retreat Before Combat* with '1' or '2' SP. They can defend with more SP than they are able to command, but the SP total exceeding '2' is cut in half (rounded down).

See Play Book Example 7

11.5 ()** Two Star Leaders can move, attack or *Retreat Before Combat* with up to '10' SP. They can defend with more SP than they are able to command, but the SP total exceeding '10' is cut in half (rounded down).

11.6 (*)** Three Star Leaders can move, attack or *Retreat Before Combat* with up to '20' SP and can command armies. If they are on a space with more than '20' SP, the extra SP are ignored. When there are no army units on the board, one *** leader must command the largest friendly SP force.

*Example: if the Army of the North's SP strength is reduced unintentionally (combat losses, etc.), and this results in another Army or Force having more SP, it is not mandatory that the *** leader commanding the Army of the North redeploy if the intent is to build the Army of the North back up to strength. If the intent, however, is not to rebuild*

*the Army of the North back up to strength but to have say the Army of the South to be the main force and does not have its own *** leader, then the *** Leader should be redeployed during the Leader Transfer segment to the Army of the South. The intent is for the most senior leader to command the strongest force. Players will need to use their discretion.*

11.7 If more than one leader is on a space, only the most senior leader's battle rating is used. If the two leaders are of equal rank, the player chooses which leader to use.

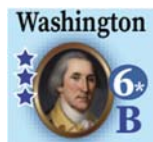
11.8 When no leaders are present, the maximum number of SP that can participate in a battle is '10'. However, other SP in the hex also suffer any ill effects of the battle.

Stacks of SP without leaders can move and attack, however they suffer the penalty as described plus all the disadvantages of no leadership etc..

11.9 In an army, one other leader of any rank can add his rating to the battle plus Tactical Leaders.

11.10 Leader Special Abilities and Restrictions

George Washington is a special leader marked with a * next to his command rating. When rolling a D6 for activation, a player must re-roll if he gets a '6'. If another '6' results, he fails his activation, but still has '2' MP to move his forces.



11.11 Once Washington commands the Main Continental Army, no other leader can take command unless Washington is captured.

11.12 Carleton and Prevost

Guy Carleton has a dual role as a *** star general and Governor of Canada. As a consequence, he can never leave Canada except to move to Ticonderoga. He cannot command an army and when he is replaced by Governor Haldimand, (flip side of Carleton) he has the same restrictions.



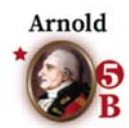
Augustine Prevost's primary role is to protect British interests in Florida. He may not voluntarily leave Florida until 1778. If forced to retreat by Spanish forces, he is handled in the same manner as any other British leader.

11.13 Benedict Arnold



Most people in North America have heard of this famous general. He is the only leader who defects to the British at some point in the game.

Benedict Arnold's Treason



In the Early Spring Turn of 1780, after consulting the CLT for raising Continental Units (10.2), the British player rolls a D12 for Arnold's defection. If the result is '2-7' the counter is flipped and immediately placed with the closest British SP. If not, he rolls again before each Colonial turn until he defects. If Arnold is ever captured while on his British side he is immediately executed and removed from the game.

Historical Note: General Arnold's treasonous activities began as early as 1778, but it wasn't until 1780 that he finally joined the British. Although other important personages were also secretly working with the British, some as double agents, Arnold's treason was so shocking it is still spoken of in pejorative terms today.

11.14 Leaders in Combat - Die Roll Modifiers

'A' Leaders +3	'Leaders' +1
'B' Leaders +2	'D' Leaders +0

Note: Some leaders start the game on the board while most arrive via their RC. Most Colonial leaders start in the Leader Pool while British leaders start in the Europe Box. Some leaders are Promoted/Demoted/Removed or voluntarily Transferred from the game according to their respective Reinforcement Charts.

11.15 In the last action of the *Reinforcement Phase*, leaders can be redeployed, subject to the rules of seniority. That is, a *** leader cannot be placed on a '2' SP stack. Similarly, a ** leader cannot be placed on a '20' SP stack. Alternately, they can be placed on the Seasonal Turn Record Track (STRT) for the next seasonal turn.

Exception: Grant is the only leader who can move to the Caribbean.



Historical Note: Leaders during the Revolution served in various theatres of the war and moved around quite freely. General John Burgoyne is a case in point. He arrived in North America in the spring of 1775, returned to England that fall and returned to Canada in the spring of 1776. Once again in the fall, he returned to England and in the spring of 1777 returned to Canada. He led the invasion of New York and after the Battle of Saratoga, was paroled and returned to England for the last time in 1778. Burgoyne crossed the Atlantic no less than six times during the war!

11.16 Leaders are promoted, demoted or removed from the game according to their respective Reinforcement Charts.

11.17 Army Units

Six special counters represent the major armies of the Revolution. They are named for the Region in which they can operate. Armies have special advantages. (11.25)



11.18 Army Short Forms

- N:** Army of the North (1 British, 1 Colonial)
- S:** Army of the South (1 British, 1 Colonial)
- W:** Washington's Army (1)
- R:** The Royal Army (1)

11.19 Armies operate in defined geographical regions.

- Both Northern Armies operate only in the Northern Regions.

- Both Southern Armies operate only in the Deep South and Tidewater Regions.
- Washington's army operates only in the 13 Colonies.
- The Royal Army operates only in the New England and Middle States Regions.
- No armies may operate in the Caribbean.

11.20 Army Creation

At any time during a player's AP, an army can be created by expending his AP. **All** six following conditions must apply:

- It is 1776 or later
- It has at least '5' SP of regulars in any combination (British, German, French, Continentals)
- It is on a friendly space not under siege
- It has an LOC
- It has a leader with *** rank
- The army's name matches the Region in which it can operate

Note: Alternatively, an army can be created when a Leader Muster Action is performed. (9.40, 12.9)

11.21 The army marker is placed on the space from where the units are to be removed. All SP and leaders are placed on the appropriate location on the Army Card. As units join, depart or are lost in combat, the SP are adjusted on the card to show the army's actual size. There is no cost to detach units but they must still roll for movement with or without a leader. If a detachment is created and moves from the main force this constitutes the expenditure of that player's Action Point.

11.22 Army Casualties and Disbandment

An army is a force but a force is not necessarily an army. If an army falls below its '5' SP creation limit, it can still remain on the board. An army can **neither voluntarily** reduce itself to below '5' SP nor exceed its maximum capacity of '20'. It can be disbanded entirely or absorbed by another army as long as its maximum capacity is not exceeded.

11.23 Armies leaving their Operational Region

See Play Book Example 8

- An army that has moved out of its operational Region is replaced by the army counter of the new Region as soon as it crosses the border. The units of the moving army are placed on the army card of the ‘new’ army.

OR

- If this replacement army counter is already on the board, its SP on the army card are placed on the space from where it was removed. Then the new army counter is placed on the space where the moving army is located. The units of the moving army are placed on the army card of the ‘new’ army.

11.24 An army **forced** to move out of its assigned Region still functions normally, but must re-enter its operational Region during the player’s next AP or comply with rule 11.23 by the end of its next AP.

11.25 Army Advantages

- Allows a 2nd leader to add his battle rating in combat, no matter his rank plus Tactical Leaders.
- Allows a ‘-1’ to the D6 when attempting to retreat before combat
- Allows the British player to deploy garrisons on every space through which his army moves
- Allows placement of a Siege Marker

11.26 Small Unit Leaders (Tactical Leaders)

Small Unit Leaders, also known as Tactical Commanders (TC), come into play through the use of an *Action Card*. They are attached to a single SP of the **same colour**. Figuratively speaking, they are physically attached to that SP; if the SP are destroyed the TC is destroyed. Once eliminated, TC never return to the game.



Note: The ‘safest’ place to use TC is inside an army where other SP can absorb combat losses. However, they can operate with a single SP, taking the greater chance they could be eliminated.

11.27 TC commanders do not operate like regular leaders. They do not roll for initiative. They

enhance the combat capabilities of the SP with whom they are stacked. They add ‘+1’ if in an army or +1 if they are attached to a single SP. Remember, that in an army the army leader is used, a second leader can be used and any Tactical Leaders that are attached to a SP in that army. Only one Tactical Leader may be attached to a single SP.

Land SP Unit – No Leader	D6 minus 2 *
Land SP Unit – with Leader	4 * or 2 (12.7)
Leader moving with no SP	D6 with -2
Magazine	Immobile (16.10)
Fleet	D6 (14.2)
Siege Mortar	Immobile (19.14)
Lake Navy	No cost (19.1)
British Naval Transport	D6

12.0 Land Movement



As units move, they pay the cost of the transit line between joined spaces as detailed on the *Terrain Effects Chart*. If a unit does not have sufficient MP to reach its designated space, a force is always allowed to move at least one space to which it can legally move.

12.1 Units moving with or without a leader have a variable amount of MP awarded.

* If a land unit starts and ends its turn on a continuous water connection, it is awarded ‘1’ extra MP which must be expended on the same water connection.

12.2 Land Movement Without a Leader

The player moves his AP marker down one box and designates which SP he wants to move from a single space and its intended route and destination. A D6 is rolled with ‘-2’ applied. The

result is the number of MP awarded. A result of '1-2' always yields '1' MP. Moving a force in this manner expends the player's only AP for that *Action Round*. If it does not receive enough MPs to complete the designated move, it still must fulfill as much of the planned move as the amount of MPs will allow.

See Play Book Example 9

12.3 SP without leaders cannot pick up units along their route, but can drop them off on spaces through which they move.

12.4 Land Movement With a Leader

The player moves his AP marker down one box and designates which SP he wants to move from a single space, its intended route and destination and which leader is to command. The Leader must roll for Activation (12.6)

See Play Book Example 10

12.5 Multiple Leaders on One Space

If there are multiple leaders, the player announces which leader will move with which force. However, if the entire force intends to move, the senior leader must command. In this case, leaders of equal or lower rank can accompany the senior leader. If leaders are of equal rank, it is the player's choice.

See Play Book Example 11

12.6 Leader Activation

A D6 is rolled. If the result is equal to or less than the leader's command value, the designated force can move its standard movement value of 4 MPs. **This procedure is called Leader Activation.** This expends the player's only AP for that *Action Round*.

Note: see 9.10 and 17.14 regarding Leader Activation for Sieges

12.7 If the result is higher than the leader's command value, the designated force receives only '2' MP instead of the standard '4'.

12.8 Forces moving with leaders can pick up units along their route and can drop them off on spaces

through which they move. Leaders can never activate, nor move, with more SP than their rank allows. (11.3)

12.9 Leader Muster Action

Rather than moving to pick up units, an activated leader can draw friendly adjacent SP to his space. He expends his AP and rolls for activation. If successful, he can 'pull into' his location any friendly SP according to his rank, from all adjacent spaces not containing enemy units. This is his AP and he can perform no other function. If the space and the leader qualify for Army Creation (11.20), this can be done at no further AP cost.

12.10 Retreat Before Combat

When a moving force enters a space containing enemy SP, the enemy has the option to retreat before combat, even if it is a control/key space where combat is optional. Leaders alone on a space can always retreat before combat if a path of retreat is available. The retreating force could retreat one space, and if the moving force has MP available, it spends it to move into the retreating force's space. The retreating force could continue his retreat another space, and if the moving force has MP still available, it spends it to move into the retreating force's space. This procedure can continue until the retreating player decides to stop or the moving player has no MP left to expend.

Note: This procedure allows a force to avoid combat in a space that may not be to its advantage and to retreat into a space that provides a better defensive position.

12.11 Retreat Before Combat Procedure

The non-moving player rolls a D6. If the result is equal to or less than the leader's command value, the force can move one space away from the attacker, at no AP cost. If the non-moving force has no leader or a leader of insufficient rank to command the whole stack, a '1-2' result is required to successfully retreat.

12.12 The retreat must be to any space void of enemy SP but not the space from which the moving player came.

12.13 Mandatory and Optional Combat

When a force moves onto a **control/key space** where enemy SP are located, combat is **optional**, even if forces land via amphibious movement. The Colonial player can still roll a D6 for militia if they are not already on the board.

See Play Book Example 12

12.14 If the moving player does not attack, the non-moving player has the option to do so. He must roll for his leader's initiative. If he fails, no attack is possible. If successful, the non-moving player is considered to be the attacking player for all purposes of combat.

If the moving player lands on the space via amphibious movement and attacks, the defender has a +1 to his D12.

12.15 When a force moves onto a **non control/key space** where enemy SP are located, combat is **compulsory**.

12.16 When a player moves an **army** (not a force), onto an enemy space containing SP and a fortress or fort, he has the opportunity to place a *Siege Marker* the **next** turn, if all three conditions are met. (17.14)

12.17 Overrun

A possible overrun can occur when SP enter a space with enemy SP and outnumber them by at least 8:1. At this point, if it is a British force attacking an American force, the American force can roll for militia if the Militia for this region has not already been triggered. This could result in a 'no overrun' situation (10.9) if the odds are no longer 8:1. If an overrun situation still exists, the defender can attempt *Retreat Before Combat* but if he fails, he is removed from the board and any leader with him rolls for prisoner exchange (19.13). This advancing and retreating continues until the moving player either runs out of MP or ends his move. There is no combat.

12.18 A moving force overruns a stationary force if it has 8:1 odds when it moves onto the space, **except:**

- Fortresses can never be overrun. A fort can be overrun if containing only a garrison counter

- Overruns are ignored in the Caribbean. Any move onto a space with enemy SP requires an immediate amphibious attack

13.0 Land Combat

Procedure

Note: If there is an overrun (12.17), or the defender successfully retreats before combat, (12.11) there is no combat.

Step 1: Players check if their units have an LOC. Units not having an LOC will attack with a one column shift to the left on the Standard Battle Table. (16.6) during Step 6

Step 2: In the 13 Colonies, the Colonial player, if defending, checks the L&MMC if no militia are on the colony and have not yet been triggered. (10.7) Depending on the number raised, the combat odds could change. If the final odds for the attacker are lower than 1:3, the attack is cancelled and the attacker must do a **compulsory** 'retreat'. If no retreat is possible, this could result in the destruction of his entire force and counts as a *Major Victory* result.

Step 3: Each player adds up all his SP, including militia. Combat odds are always rounded in favour of the defender. If there is an overrun (8:1 odds), there is no combat. Attacks cannot be made with odds lower than 1:3. If this occurs, follow the procedure in Step 2.

Example: A '2' or '3' unit attacking a '4' unit is attacking at odds of 1:2. A '1' unit attacking a '3' is attacking at odds of 1:3.

Step 4: The attacker announces if he will be using an *Action Card*, followed by the defender doing the same.

Step 5: Players consult the Standard Battle Tables and take into account the modifiers listed. Each side calculates his own modifiers. The senior leader's battle rating is used if there are more than one. Armies can also use that of a second leader, if present. Both players roll a D12.

Clarification: The Battle Modifier Regulars vs. Militia is only used when one force contains only Regulars and the other force only contains Militia. Otherwise, if either force has any combination of Regulars and Militia, then this die roll modifier is ignored.

Clarification: The Standard Battle table and the Petit Guerre Table are actually one table and any column shifts from the Main Battle Table carry over to the Petit Guerre Table.

See Play Book Example 13

Step 6: Each player consults his respective column based on the number of SP located at the top of the Standard Battle Table. Each D12 result is cross-hatched against the player's own column. This indicates the result **against** the enemy and denotes how many SP he loses.

Examples: If a player's force consists of '2' SP or less, he rolls on the Petite Guerre Table. If the unit is of '2' SP and is on a fort space, he rolls on the '3-7' table.

Note: Units not having an LOC, attack with a one column shift to the left on the Standard Battle Table.

Step 7: Determining the Winner

The 'winner' is the player who inflicts the most losses according to the battle table.

- When the result is only *(s), the higher number of *(s) wins.
- When the result is a number, it trumps *(s).
- When the result is a number plus *(s), it trumps a lone number result.
- When the result is a tie, there is no 'winner' and the attacker must retreat. (13.1)
- The number of *(s) against a fortress is ignored.

Clarification: If the defender is eliminated, the attacker remains in the space where the battle just occurred.

Step 8: Assigning Losses

The priority order of SP removal is:

Loss	British	American
1 st SP	Six Nations	Six Nations
2 nd SP	Regular Unit	Regular Unit
3 rd SP	Loyalist Unit	Militia Unit
4 th SP	Player's Choice	Player's Choice

Note: If Colonial and French SP occupy the same space, losses must be divided as evenly as possible between them.

Losses when Attacking a Fortress

Units defending a fortress take one less SP loss if they tie or win the battle. This could mean a loss of '0' SP.

Step 9: Retreating the Losing Force

The 'winner' causes the 'loser' to retreat one space.

13.1 RETREATS

A force that is forced to retreat due to combat is moved back one space and is marked with a 'D' marker.



13.2 The 'D' marker remains on the force until rallied, at no cost, at the beginning of the player's next AP. If forced to retreat again, the force must lose an extra '1' SP.

Clarification: when a retreating force retreats into a space containing friendly units, only the retreating units are marked with a 'D' marker.

13.3 The attacker must retreat to the space from which he last moved. The defender cannot retreat to the adjacent space from which the attacker moved. He must retreat to a space vacant of enemy forces and if possible, has an LOC.

13.4 If a force has no legal space to which it can retreat, the entire force **surrenders**. This counts as a *Major Victory* if the force is composed of '5' SP of regulars or more.

13.5 SP using Naval Transport forced to retreat by sea from a coastal/port space, must **surrender**, unless a fleet is present to enable it to retreat whether attacking or defending.

Note: In the Caribbean, this is particularly dangerous since the British can only use naval transport to attack and not in Late Summer Turns.

The actual retreat of such units does not count against the British Naval Transport Yearly Limits.

French SPs transported by fleets which conduct an amphibious assault if forced to retreat move with their fleet to the closest friendly coastal space. If they cannot, the surrender.

French SP must always retreat to their fleet, if cannot, they are destroyed.

13.6 Amphibious Attacks and Retreat

Amphibious movement to a control/key space that has enemy SP, gives the attacker the option of attacking. (rule 12.13). As a result, potential combat has these additional points.

- SP performing an amphibious attack give the defending force a +1 to their die roll

If the attacking amphibious force was accompanied by a fleet and is repulsed,

- the fleet and the SP retreat to the closest friendly coastal space.
- If the fleet no longer accompanies the SP, the SP must surrender.
- This surrender also holds true if the force performed an amphibious attack without a fleet present.

Note: It was rare indeed for a force to perform an amphibious attack without a fleet present. Attacking without one should be performed only if the attacker is guaranteed success.

Historical Note: While it might appear incongruous for an attacking force to be able perform an amphibious move onto a city like Charleston or Quebec for example, one should

visualize such a circumstance as the attacking force landing somewhere outside the city.

13.7 Retreat from a Fortress/Fort

Forces retreating from fortifications are handled like any standard retreat. Defenders retreating from a fortification **DO NOT** retreat 'inside'.

Note: There is no concept of being 'inside' or 'outside' a fortress or fort.

13.8 Extra Losses in Retreat

If a force already has a 'D' marker on it and is forced to retreat again, another step loss is taken.

13.9 Major Victory and Surrender

If an army or force cannot retreat, it must surrender and is removed from play. Surrendering a force of '5' SP or more of regulars causes a *Major Victory*.



13.10 The side obtaining a *Major Victory* raises its PW immediately by '2' and the defending side's PW is immediately reduced by '2'. A marker, corresponding to the flag of the victor, is placed on the TRT in the same turn.

13.11 A Colonial *Major Victory* causes France to recognize the United States as an independent nation. This triggers arrival of the *French Seasonal Forces* in the **next Early Spring Turn** after the turn on which the Colonial Player has achieved the Major Victory.

Example: Colonial Player achieves a Major Victory in Summer 1776, the French Seasonal Forces would arrive at the beginning of the Early Spring 1777 turn. If a Major Victory is not achieved, the French Seasonal Reinforcements have the chance to arrive in the Early or Late Spring Turn of 1778. (8.4). If they do not arrive in either Early or Late Spring 1778, then they arrive Early Summer 1778.

13.12 French Regular Troops under Rochambeau arrive six turns after the *French Seasonal Forces*, or in the Early Summer Turn of 1779 if the Colonials have not achieved a *Major Victory*.

Reminders of this information is on the Colonial RC.

13.13 Any side achieving a second *Major Victory* immediately wins the game.

13.14 British Withdrawal

A compulsory British withdrawal, at no AP cost, is triggered during the first Winter Turn, prior to either player taking their Action Pulse following the Colonials achieving their first *Major Victory*.

If no *Major Victory* is achieved by the Fall of 1777, withdrawal occurs during the Winter of 1777-1778.

Procedure:

- The British player immediately removes, at no cost, 12 SP of British regulars not Germans from the 13 Colonies and/or Canada to the Caribbean at the start of the first winter turn after British withdrawal has occurred.
- 4 SP per space are distributed among the three British possessions in the Caribbean
- Failure to comply **forfeits** the game in favour of the Colonials.

14.0 Fleet Movement



Fleet counters represent various fleets and squadrons engaged during the Revolution. Fleets aid in land combat on coastal spaces and can engage in sea combat.

14.1 Fleet counters can move to or from any:

- Ocean Blockade Zone
- Major Naval Base
- Coastal/Port Space
- Caribbean space (all spaces are ports)
- Arrow space with a circle in the Caribbean

14.2 There is no AP cost to move a fleet. A player announces his intended destination and rolls a D6.

The result is the number of MP assigned to the fleet. He may then move along blue as well as dashed white lines, through OBZ and/or arrow spaces toward said destination. The fleet of Admiral Rodney, only appearing in 1780, always adds '+1' to its **movement (D6) and combat (D12)** die roll. Each space moved costs 1 MP (exception: against the wind in the Caribbean costs 2MP)

14.3 A fleet moves as far as the MP assigned, even if it does not have enough MP to reach its announced destination. This could leave the fleet in an OBZ or on a white sea space or at a port in the Caribbean.

14.4 The fleet is not committed to its original move if circumstances change by its next AR and it is then allowed to alter its destination.

14.5 Each fleet always moves independently. If two friendly fleets on the same space want to move to the same destination, each fleet must perform its own movement via a D6. This is absolute and fleets never move as stacked units.

Note: A fleet may accompany a British Reinforcement moving by British Naval Transport of Reinforcements (14.10)

14.6 Fleets cannot end their turn on the connecting blue lines to OBZ.

14.7 British Reinforcements

During the British Reinforcement Phase, British Land Reinforcements are placed in the Europe Box and move in a similar manner to Naval Transport. A die roll determines how far they can move. However, they are not counted for the yearly Naval Transport allowance and move completely 'free' in that sense. There is no AP cost to move them. The die roll determines how many MP they obtain.

Note: No fleets are necessary for this move as it is understood that Naval transports and not ships-of-the-line are carrying the troops.

14.8 During the British Player's AP, a D6 is rolled for each British Reinforcement unit (regardless of the number of SP a unit may have) in the Europe Box to determine the number of Naval Movement

Points received (14.2). Depending upon the result, they might reach their land destination or have to remain at sea (14.3).

14.9 An amphibious invasion cannot be performed from the Europe Box if the units were moved from the box, even on a previous turn. This could occur if the units did not receive enough MP to reach their destination.

14.9 Any reinforcements in the *Europe Box* must have their destination specified (if not specified on the reinforcement chart) **before** the player rolls a D6 for the number of MP awarded.

14.10 Reinforcements moving by British Naval Transport pay 1 MP to enter each space on an Ocean Transit Line. They do not pay to embark in the *Europe Box*.

Note: British Fleets are not required for the transport of British reinforcements using Naval Transport, but Fleets may accompany these transported units to protect them from Interception by French Fleets. The British Player states which fleet will accompany which unit and rolls the die as per 14.8 once. The result is the number of MP that the Naval Transport may use. The accompanying fleet merely moves stacked with the reinforcements that are using Naval Transport. There is no second die roll for the accompanying fleet.

14.11 No reinforcements can land at a coastal/port space which is under enemy blockade.

14.12 Reinforcements arriving at a coastal/port space can expend only 1 MP on the turn in which they land.

14.13 Except in winter, British reinforcements can still land at Quebec, even if it is under Colonial control.

Note: the rules listed above pertain only to British/German reinforcements that originate in the Europe Box.

The following rules mainly pertain to British/German/Loyalist units already in Canada, the 13 Colonies, and/or the Caribbean and non-reinforcements that are in the Europe Box.

14.14 British Naval Transport of Land Units
British/German/Loyalist SP can move by sea, at no AP cost, with no fleet necessary. They must begin their turn on a coastal/port space, Major Naval Base and follow the same procedure as in Rule 14.2.

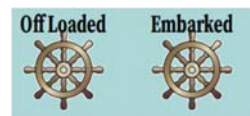
Note: fleets may accompany Naval Transport as per note 14.10

14.15 SP can land at any space whether friendly, contested or enemy. Landing at a space with enemy SP or vacant could trigger the raising of militia. Landing on such a space could be an amphibious attack if declared or is a non-key space.

Remember, landing on a key space does not cause a compulsory attack. In fact, no attack need happen.

14.16 British units moving from the Europe box **can** land at contested space but never a space with enemy SP and no British units.

14.17 It costs '1' MP to embark units, (except in the *Europe Box*), but no cost to disembark. Once



disembarked, units can use a **single MP**, if they have any left and only if the space is uncontested. If a player rolls a '1' when attempting to embark, an *Embarked Marker* is placed on those SP as a reminder that the 1 MP has already been paid.

Note SPs coming from Europe are already embarked, thus they do not pay the MP cost.

14.18 Land units moving by Naval Transport moves as far as the MP assigned even if they do not have enough MP to reach their announced destination. This could leave them in an OBZ.

Note: Prior to French entry, there is no danger if land SP end their turn on an OBZ. After French entry, land SP moving by sea without fleet accompaniment, could be in danger of being delayed.

14.19 British Naval Transport Limitations

The *British Transport Capacity Chart* indicates the maximum number of SP allowed for movement for the **entire year**. British Reinforcements and leaders transported from the Europe Box do not count against the yearly Naval Transport limitations. The Naval Transport yearly limits are reset during the 1st winter turn of the new year.

Example: The year 1776 has a maximum transport capability of '10' meaning up to 10 land SP can perform Naval Transport for that year. Number markers can be used to record how many have been expended.

Example. British use Naval Transport to move 4 SPs from Boston to Charleston in Early Spring 1776. These 4 SPs count against the total of 10 which are allowed in 1776. The British change their strategy in Fall of 1776 and decide to move these same 4 SPs to Norfolk. These same SPs again count against the total of 10 allowed in 1776 (4+4=8). The British can still move a maximum of 2 SPs during the remainder of the year via Naval Transport.

14.20 Naval Transport cannot be used **to or from** a coastal/port space or OBZ that contain an enemy fleet.

14.21 In the Caribbean, British Naval Transport can be used to move to enemy controlled spaces, However, it is a 'high risk' move as all landings there are compulsory amphibious attacks and with no fleet present a 'retreat' would result in the destruction or surrender of the entire force.

Note: Amphibious attacks in general are much less risky with a fleet present on the space attacked.

Reminder: no amphibious attack is allowed for SPs that began their Naval Transport in Europe, even if they had to stop in a sea space due to lack of MPs during the previous AR.

Historical Note: At this time, the British Navy was severely strained for Naval Transport and utilized private contractors, in fact, anything it could muster to carry troops. The British surge in the spring of 1776 was the largest army ever

transported to North America representing a Herculean task. It was never repeated again.

14.22 French Naval Transport

French land units must move with their fleets. They have no built in transport capability.

14.23 In order to move by sea, French land units must begin on a coastal/port space.

14.24 French Naval Transport moves exactly like British Fleet Movement.

14.25 Colonial Naval Transport

The Colonials can move land SP by sea once only through the play of the Action Card Naval Transport.



14.26 Movement in the Caribbean

14.27 In the Caribbean, movement in the direction of the arrows costs '1' MP per circle, while against, costs '2' MP per circle.

Note: This shows the prevailing winds in the Caribbean are from the East. Whether a fleet was downwind or upwind was critical to maritime strategy.

14.28 The Island chain consisting of St. Eustasius, Martinique, St. Lucia and the Windward Isles do not have circles, but follow the arrow lines.

14.29 Late Summer Turns in the Caribbean

During Late Summer Turns (coloured yellow on the TRT), fleets must leave the Caribbean. If they fail, they are moved during the 1st Action Round (simply picked up from the map) at no cost, to Halifax/Newport if controlled, or the Europe Box.

No attacks can be undertaken via Naval Transport in the Caribbean during Late Summer turns.

14.30 Restrictions on Naval Movement

Winter Turns

By the end of the 1st Winter AR, fleets must be located at a Major Naval Base (only Halifax or Newport), if controlled, or the Europe Box.

14.31 If a player is unable to comply, the fleet is picked up and placed in the Europe Box and can return next Spring with the reinforcements.

Note: The player has the choice of planning ahead to be at a major naval base or being forced to comply via this rule.

14.32 Naval movement to Quebec City is not allowed in winter, but fleets are allowed to leave.

Note: The assumption is that the fleet clears the city before the river freezes. It may seem strange that fleets cannot winter in cities like New York or Philadelphia. However, this was the case at the time.

14.33 Interception Attempts

Fleets and/or Land units moving by Naval Transport (with or without fleets) passing through any OBZ or Caribbean arrow spaces containing enemy fleets can be intercepted.

Procedure:

If either player desires combat, each player rolls a D6 and the player with the higher result decides if combat occurs. If neither player desires combat, no die rolls are made and no combat occurs.

If the player with the higher die roll desires combat, immediately follow the Fleet Combat Procedure.

If the player with the higher die roll does not desire combat, then the moving fleet can continue if it has MPs remaining.

A 'tie' die roll is a 'no result' and the moving fleet can continue if it has MPs remaining.

14.34 If an enemy fleet successfully intercepts land units moving by British Naval Transport they

automatically 'bump' those Land units back to the Europe Box. and no Fleet combat occurs.

Historical Note: during the entire war, a complete Naval Transport convoy was neither captured nor eliminated. Convoys tended to 'scatter' when attacked. Individual ships were captured, for instance the one that was captured by American privateers; it was carrying replacement uniforms for Burgoyne's army. Ships were captured or sunk, not entire convoys.

14.35 No interception is required for fleets in the Caribbean, it is automatic, proceed to Fleet Combat Procedure (15.0)

14.36 Blockade

Land SP and/or fleet(s) are blockaded if in a port/coastal space and an enemy fleet is directly on the space or in the OBZ covering the space. Units in such a situation have no LOC to the ocean.

In the case where an enemy fleet sails directly onto a space occupied by a friendly fleet, combat must be performed. Two fleets cannot remain on the same port/coastal space.

Example: A French fleet in the Tidewater OBZ is blockading any British units in the coastal spaces of Baltimore, Alexandria, Fredericksburg, Richmond and Norfolk.

14.37 Land units cannot utilize Naval Transport in any way to or from a blockaded coastal/port space.

14.38 A fleet can attempt to move out of a blockaded coastal/port space, but if either player desires combat, fleet combat must ensue in the port or the OBZ of said port. (15.1)

14.39 Units and fleets on a Caribbean space can never be blockaded, but can be directly attacked. However, land units cannot be attacked solely by fleets.

14.40 French Fleets with Land Units

D'Estaing

D'Estaing's fleet and his 6 SP of French Seasonal Troops (French Regulars) arrive according to rule 8.4 or 13.11.

14.41 The 'default' location of D'Estaing's SP is on the fleet (at sea). If desired, these 6 SPs can disembark onto a coastal/port space and are marked with an Off Loaded counter.

Clarification: The French Fleets are named for their Leaders. These leaders do not have Land SPs, the value listed on the unit is the fleet's naval strength for combat purposes. However, they are considered 'C' class leaders and add their die roll modifier to any combat involving their land units if these leaders are in the same coastal/port space as their Land Units.

14.42 French Seasonal Troops must always end their movement turn on a coastal/port space stacked with a D'Estaing's French fleet or stacked in an OBZ with D'Estaing's fleet. Failure to do so results in their permanent removal from the game. The only exception to this rule is the placement of D'Estaing's fleet on the TRT due to repairs, in which case the French Seasonal Troops are placed with D'Estaing's fleet on the TRT.

Clarification: Wherever D'Estaing's fleet goes, the land units automatically travel with them. If, in a naval combat situation, the fleet had to retreat for repairs the land units must accompany the fleet. They are never separated.

These 6 SP French Seasonal Troops cannot be broken down into smaller denominations except as a result of combat, attrition, etc.

Example: A player cannot disembark 3 SPs and still have 3 SPs embarked on the fleet and then sail away.

14.43 In the Early Spring turn of 1780, D'Estaing's fleet is replaced by Guichen's Fleet. The French Seasonal Troops are now commanded by Guichen and all rules pertaining to Seasonal troops under d'Estaing apply to Guichen.

14.44 Rochambeau

Rochambeau and his 6 SP French Regulars always enter the game at the beginning of the sixth turn after d'Estaing and his French Seasonal Troops entered the game. Rochambeau never enters the game before the appearance of D'Estaing. Since D'Estaing's entry is variable, the appearance of Rochambeau is always contingent on the arrival of D'Estaing.

14.45 The 'default' location of Rochambeau's French Regulars SP is on the fleet (at sea). If desired, these 6 SPs can disembark onto a coastal/port space and are marked with an Off Loaded counter.

14.46 Rochambeau is a 'C' class leader for French land SP combat if the fleet is in the same space.

14.47 Rochambeau's land forces must always be within one space of the fleet, whether it be a land coast space, or adjacent to the OBZ at the end of their movement.

14.48 Rochambeau's land forces can be broken down into smaller denominations however, at least one SP must remain with his fleet in the coastal/port space. The others may move one space away.

14.49 Alternatively, the 6 French Regulars can be on a coastal/port space as long as Rochambeau's fleet is in the OBZ of the region.

14.50 One SP of French Regulars may be left behind on a coastal/port hex as a garrison if and when Rochambeau sails away. This may only occur once per game. If the French SP has to retreat while the French fleet is away it is removed from the game.

Failure to meet the requirements of 14.46, 14.47, or 14.48 results in the permanent removal of Rochambeau and the 6 French Regular SPs from the game. The only exception to this rule is the placement of the Rochambeau's fleet on the TRT due to repairs, in which case the French Regular Troops are placed with Rochambeau's fleet on the TRT.

Historical note: Although France helped the colonies with regular infantry forces, it was unwilling to risk losing its army in North America. This is why it never strayed far from French sea power.

15.0 Fleet Combat

Fleet Combat can occur on a coastal/port space, an OBZ or a Caribbean arrow space. The cases below describe the procedures for each case.

15.1 Case #1: Fleet Combat on a Coastal/Port Space

- When a moving fleet moves directly onto a coastal/port space that has an enemy fleet present, compulsory combat does occur if the non-moving fleet decides to remain in the port space.
- The non-moving fleet, however, has the option to leave the port and engage at sea. If the non-moving fleet does wish to engage at sea, then both fleets are placed in the blockade box and perform standard Fleet Combat (15.5). No interception procedure is required.

Note: This 'decision tree' for the defending fleet is to simulate what occurred in the Battle of the Chesapeake Capes. In this case, the French Fleet left port and engaged the British out at sea.

- If combat takes place directly on the port space, the weather gauge is not rolled for and the moving fleet automatically has a -1 to the dice roll. The moving fleet is still the attacker.

15.2 Case #2 Fleet Combat on an OBZ or Arrow Space

If both fleets are on either of these two types of spaces follow rule 15.5, interception attempts. If both players desire combat, no interception procedure is required, in this case proceed directly to fleet combat 15.5.

15.3 Case #3: If a fleet moves into and ends its movement in an OBZ space, and the non-moving player has a fleet in an adjacent coastal/port space, the non-moving fleet may move into the OBZ to

have fleet combat. Both fleets, now in the OBZ, follow rule 14.33 interception attempts and if combat occurs follow 15.5

Historical Note: Fleet doctrine of the time was to not engage an enemy voluntarily, unless one had the weather gauge. A fleet, forced to fight without it, would attempt to seize the weather gauge from its opponent.

15.4 If two or more friendly fleets, regardless of nationality, desire to engage an enemy fleet, each fleet individually must still follow the movement procedure and the interception procedure. If both fleets end on the same space, a D12 is rolled for attempting to combine their fleets into one force. If the result is '2-4' their numeric strengths are added together. If the result is '5-12' only one fleet's strength is used (owning player's choice).

15.5 Fleet Combat Procedure

Fleet combat takes place after all fleet movement has occurred by the player taking his AP.

Step 1: Each player adds up his co-operating fleets' numeric strength.

Step 2: Friendly and enemy strengths are compared and the odds ratio is determined.

Step 3: Both players roll a D6. The player with the higher result is awarded the '+2' weather gauge modifier. If a tie occurs, no player is awarded the modifier.

Note: It is possible for the 'passive' or non-moving player to have the weather gauge.

Step 4: The player who desired combat during the interception procedure is not necessarily the attacker if the defender got the weather gauge. In such a case the player with the weather gauge is the 'new' attacker. The attacking player rolls a D12 and consults the *Fleet Combat* table and implements the result. Take into account the modifiers listed below.

15.6 Fleet Combat Modifiers

- +2 for the weather gauge (-2 for defender)
- +1 for odds of 1.5:1 or greater

- +1 for Rodney's fleet
- 1 if the Spanish fleet is defending alone
- 1 if attacking at 1:2 odds
- 2 if the Spanish fleet is attacking alone

15.7 No fleet is ever destroyed. The *Fleet Combat Table* determines the victor. There are only three possible outcomes.

- The defending fleet is moved immediately to the seasonal TRT two turns later.
- The attacking fleet is moved immediately to the TRT two turns later.
- Both sides are moved to the TRT two turns later.

If a player has more than one fleet counter, only a single counter is required to move to the TRT.

Special Cases: If for example Rochambeau was in a coastal port with his army and decided to sally out for combat while leaving his army on shore he would lose the army if he lost the naval battle. In this case he would be well to take the French SP with him. Even better, in this case, he would be further ahead by accepting combat in the port, where if the British fleet attacked it would at least have a -1 combat modifier and no weather gauge.

Historical Note: Naval combat during the era was indecisive. 'Ships of the Line' took years to build and 'woe be' to the commander who lost one. Consequently, fleets would often sail away after relatively little damage. With some notable exceptions, it was the fleet's strategic position after a battle that determined success or failure.

15.8 Repairs

When a fleet is sent to the respective TRT, it represents the fleet being repaired at a base. In the *Reinforcement Phase*, the fleet(s) appears in the *Europe Box* and returns to the game rolling for movement just like any other reinforcement. Any French fleet sent to the TRT for repairs would transfer with the associated French land SPs as well.

Historical Note: North American ports were not capable of repairing extensive damage. Although

fleet damage may appear 'light' in the game, it can be serious enough to compromise land units affected by the change of control of OBZ.

16.0 Lines of Communications

An LOC is a series of friendly controlled and/or empty spaces leading back to a supply source. An LOC **can** pass through a contested space. The LOC must be no greater than '6' MP away from the unit(s) unless enhanced by a magazine.



16.1 An LOC **cannot** pass through:

- A space containing solely enemy SP or a garrison counter
- An OBZ containing an enemy fleet, even if a friendly fleet is present
- A space containing an enemy Lake Fleet

16.2 British Supply Sources

- A magazine
- A coastal/port space not under enemy control or blockaded.

Note: A contested space serves as a British Supply source as long as there is no French fleet in the space or OBZ (4.7)

16.3 Colonial Supply Sources

- A control/key space not under enemy control or blockade
- A magazine

16.4 Penalties for No Line of Communications

Lines of communication are dynamic in the sense that players must be aware of them at all times. For movement, an LOC need only be checked at the beginning and end of movement. For combat at the moment of combat. If a force finds itself without an LOC, it is marked with an LOC Counter.

16.5 If a player's force is greater than '2' SP and has its LOC cut during his opponent's AP, the LOC must be re-established by the end of his own

AP. If not, the entire force is surrendered. SP lost in this manner **do** qualify as a *Major Victory* if the force consists of at least '5' SP of regulars.

Note: This is particularly important for the British player when his forces operate away from the coast and even more so during a Fall Turn. This was a serious disadvantage for British commanders of the time and constantly figured in their strategic plans.

16.6 Forces larger than '2' SP and having no LOC, attack/defend '1' column to the left on the Standard Battle Table.

16.7 Exemptions from the LOC rules:

- Units of the Six Nations
- Forces of '2' SP or less
- Fleets
- French Regulars
- Units in Florida
- Land units in the Caribbean

16.8 Any force can be made to surrender on the *Siege Table*. A force surrounded by enemy SP or a garrison, made to retreat, also surrenders.

16.9 Colonial units never retreat by sea, even if a French fleet is present in the OBZ covering the space in which they are located.

Exception: Play of the *Action Card* Colonial Naval Transport allows only '2' SP to escape with the restrictions listed on the card.

16.10 Magazines



Magazines are immobile supply sources for any SP within '6' MP. A magazine also aids in Winter Quartering (WQ) allowing +5 SP above the limits for the space.

Example: General Burgoyne's army is at Montreal and decides to move south. It reaches Saratoga and has a '6' MP LOC by water to Quebec, its supply source. Moving further from this position would cut its LOC. Had a magazine been at Montreal, it could have moved an additional '1' MP to Albany. Had the magazine been at Ticonderoga, it could have moved all the way to the Highlands and still maintained a LOC.

16.11 British Magazines

During the *Reinforcement Phase* of only the Early Spring Turns, the British player can place one magazine in each Region and in Canada on a British controlled space that contains at least '1' SP of British/German regulars. Thus, a maximum of '5' magazines can be placed.

16.12 Colonial Magazines

During the *Reinforcement Phase* of only the Early Spring Turns, the Colonial player can place up to 4 magazines, one in each Region. The Region must not be British controlled. If the island of *St. Eustasius* has not been captured by the British, an additional magazine can be deployed, but only to the Deep South Region. The maximum number of magazines the Colonial player can deploy is '5' which includes the bonus magazine for *St. Eustasius*.

16.13 Enemy SP can capture a magazine if it is alone on a space with no SP or garrison. Once captured, it is flipped to the appropriate colour. If friendly SP are forced to retreat (including overrun), the magazine is destroyed.

17.0 Fortifications & Sieges

17.1 Fortresses



Quebec City, Ticonderoga, Halifax and St. Augustine are the only fortresses and are printed directly on the map. They are never destroyed but can be placed under siege or captured. If captured, the victor inherits all the advantages of the fortress. Fortresses inherently have a built in magazine; no counter is necessary.

17.2 When combat occurs on a space containing a fortress, it is resolved as one combat, not two. The concept of forces 'inside' or 'outside' a fortress is nonexistent. A '-3' to the D12 is applied to the attacker.

See Play Book Example 14

17.3 The battle losses of defending units in a fortress are reduced by '1' SP, if the attacker **does not win the assault**. This means the defender could lose '0' SP. (13.0, step 7)

See Play Book Example 15

17.4 A fortress with a garrison or '1' SP or more can never be overrun. This rule is different for forts which can be overrun. (17.9)

17.5 When an enemy force enters a vacant Fortress, the Fortress is automatically captured by the enemy player, no combat is required. Place an appropriate marker to indicate control.

17.6 Forts



Defending SP of '1 or 2' are doubled if on a space with a fort. Garrison units are never doubled, they always roll on the <1 column of the Petit Guerre Table. Any SP exceeding '2' receives no advantage from the fort. When combat occurs on a space containing a fort, it is resolved as one combat, not two. The concept of forces 'inside' or 'outside' a fort is nonexistent. An enemy force that enters a fort space where the defender has performed a retreat before combat immediately captures the fort and replaces it with one of his own.

See Play Book Example 16

17.7 Constructing and Dismantling Forts



Forts can be constructed by friendly SP, on any space in Canada, Florida or the 13 Colonies by utilizing an AP and rolling for movement. If the SP get at least '4' MP, a fort counter on its 'build' side is placed on the space. In the player's next AP, it is flipped to its fort side, at **no** AP cost. Forts can be voluntarily destroyed, (whether or not friendly SP are present) as long as no enemy SP are present in that space. This can occur only in the owning player's Action Phase.

17.8 Forts can be placed under siege or captured. If there are no enemy SP, the attacking player

'captures' the fort and replaces it with one of his own and is fully functional.

17.9 Each side cannot build/have more than '6' forts.

17.10 A fort with only a garrison can be overrun and is consequently captured by the enemy force. A Fort with at least 1 SP may not be overrun.

17.11 Entrenchments



Entrenchments are temporary defensive field works with a '-1' modifier to the attacker's D12.

17.12 Entrenchments cost '2' MP to construct and enhance the defence of all SP on the space. They cannot be built in the Caribbean or any space with a fortress or fort. They are immediately removed when no friendly SP are present.

17.13 Each side can build no more than '6' entrenchments. They may be voluntarily removed by the owning player at no MP cost. They cannot be captured. If during combat defending SPs are eliminated or forced to retreat, the entrenchment is eliminated and removed from the board.

17.14 Sieges

Only an **army**, not a force, can lay siege to a manned fortress or fort instead of directly assaulting it. To prosecute a siege, **all** three of following conditions must be met.



1.) The player prosecuting the siege (the besieger) must have a leader present.

This leader and his SP must begin the AR on the space to be besieged.

2.) The leader must pass his activation roll (rule 12.6) and if he does, a siege marker is placed at no AP cost.

3.) During his next AR, after the *Siege Marker* has been placed, the besieger rolls a D12 on the *Siege Table* at no AP cost or Activation roll. *

Note: If the leader began his pulse already on the space an AP is NOT expended but he must pass his activation roll.

** Any time the besieger is attacked, the Siege Marker is removed.*

Important: The decision to accept a siege is critical, for once commenced, the Siege Table is absolute and can only lead to 'no effect' or 'surrender'. Sieges take time to resolve but are decisive.

Summary: During an AR, an Army expends an AP to move onto the Fortress or Fort with the intent of laying siege to it. During the next AR, the leader must pass his activation roll. No AP cost, just the activation roll in order to lay the siege marker. During the following AR (after the Siege marker was laid), the attacker may roll on the Siege Table at no AP cost to determine if the Fort/Fortress surrenders or not. If the Fort/Fortress does not surrender, the attacker may during subsequent ARs again roll on the siege table at no cost.

Thus, it will take at least three ARs to successfully besiege a Fort/Fortress. It is also possible for a siege to be a long, drawn-out affair with no guarantee of success.

Reminder: Fortresses have a built-in Magazine for LOC purposes, forts do not.

17.15 Siege Resolution

The besieger rolls a D12 and consults the *Siege Table*. The only modifier is if a *Siege Action Card* is played or if Rochambeau's *Siege Mortar* is present in the space. Leaders' combat abilities are not utilized. Mortars add a '+4' modifier to the siege D12.

17.16 The only way to remove a *Siege Marker* after it has been placed, is for the besieged **or** an outside force to attack, or when the original besieging force leaves the space, the siege is instantly over and the *Siege Marker* is removed.

Hint: Defenders of a fortress/fort cannot coordinate a counter attack with other units since forces move and attack separately.

17.17 A successful Siege that causes an SP loss of '5' or more regulars qualifies as a *Major Victory*.

18.0 Winter & Quartering

18.1 Movement Effects in Winter



- There are only 2 ARs during Winter turns
- All units have only '2' MP if they begin the AP in the Northern Regions. An *Extended March* card can be played. There is no river bonus
- Movement in the *Deep South* and *Tidewater* Regions is unaffected.
- At the end of the 1st Winter AR, fleets must move either to a Major Naval Base or the *Europe Box*.

18.2 The Six Nations

At the start of every winter turn during the Reinforcement Phase, all Six nations tribes are immediately placed in their respective villages at no AP cost. If the tribe's village space is occupied by an enemy SP, the tribe is destroyed.

18.3 Continental Attrition/Expired Enlistments

During the Winter Turns of 1777-1782, Continental SP are removed according to the CRC. Depending on the year, these losses will range from one-quarter to three-quarters (rounded down).

Note: This represents Continental losses from a variety of causes such as death, disease, desertion and soldiers invalided out of service.

18.4 Continental Attrition takes place **after** both players have completed the two *Action Rounds*, but **before** new Continental units are raised in the Spring. During the Winter of 1775-1776, no Continental Attrition takes place. The Attrition takes place after all Action Rounds are finished. This is the first step in the Administration Round.

Example: The CRC for the winter of 1777 shows that he must lose 1/2 of his SP. Since there are '12' SP of Continentals at Albany, NY, 6 SP are removed.

18.5 Winter Quartering

During 1775-1776, no WQ is done. Starting Winter 1777 and through 1782, WQ takes place at the end of Winter in the 13 Colonies, Canada and Florida, after both players have taken their two AR and **after** Continental Attrition has been performed.

18.6 WQ is separate and independent from Continental Attrition/Expired Enlistments.

18.7 All SP combat units British, Germans, Continentals, Loyalists and Militia suffer no ill effects from Winter if they conform to the WQ Chart, as shown. If the SP limit is exceeded, **half** of the **excess** SP are eliminated (rounded down).

Control/Key Space - Coastal	20 SP
Coastal Space	15 SP
Control/Key Space - Non-Coastal	10 SP
Circle Space	5 SP
Magazine	+5 SP

Example: The Colonial player has completed the procedure for Continental Attrition. He has '9' SP of Continentals at Saratoga capable of quartering only '5' SP for the Winter. This exceeds the WQ value by '4' which means he loses '2' SP.

18.8 If a magazine is present on a space, '5' extra SP can WQ with no penalty.

18.9 Magazine Removal

A magazine can be removed voluntarily at anytime during a player's *Action Pulse*. At the **very end** of every Winter Turn, all magazines are removed.

18.10 It is possible, (but not desirable), to have both players on the same space during WQ. If this occurs, each player receives 1/2 of the WQ value of the space (rounded down). SP losses are also rounded down.

19.0 Special Rules

19.1 Lake Navies



There are two Lake Navy counters which appear in the fall turn in 1776. Their purpose is to pose restrictions on enemy land forces. The Colonial counter is placed on Ticonderoga and the British counter on St. Jean, if they are not controlled by the enemy respectively.

19.2 If Ticonderoga is controlled by the British, the Colonial Lake Navy never appears.

19.3 If St. Jean is controlled by the Colonial player, the British Lake Navy unit is delayed until St. Jean is once again British controlled. The unit arrives one game turn after control is reestablished.

19.4 Lake Navies can move to only Ticonderoga, Valcour and St. Jean.

19.5 Land units cannot move past, nor trace an LOC through a space in which an enemy Lake Navy is located.

19.6 A Lake Navy moves freely during a player's turn. It does not count as an AP. In Winter, the fleet is 'frozen in 'and cannot move.

19.7 If a land unit ends its turn on a space with an enemy Lake Navy, the navy must retreat to either an empty or a friendly lake space. If the Lake Navy cannot retreat or if it must retreat in Winter, it is destroyed.

19.8 Lake Navy Combat

If both Lake Navies occupy the same space, combat must ensue. The non-moving player has no choice.

19.9 To resolve lake combat, each player rolls a D6 and adds the modifier shown on his Lake Navy counter.

19.10 The 'winner 'is the player with the higher total. The 'loser 'immediately removes his lake counter from the game board. If a 'tie' occurs, players roll again

19.11 If the British Lake Navy is destroyed, the counter is removed and placed on the Seasonal TRT for the next Early Spring Turn. If St. Jean is friendly controlled, the Lake Navy can be placed there. If St. Jean is not friendly, its return is delayed until such time that St. Jean becomes friendly.

If the Colonial Navy is destroyed, it can never be replaced.

Historical Note: The British had the resources to replace their Lake Navies whereas the Colonials did not.

19.12 War Weariness

In the Spring Turn of 1780, two new factors are introduced and remain in play for the rest of the game. Reminders are on each players RC.

- Instead of rolling a D12 during Raising Continental Units (10.2), the American player uses the lowest values of each Region listed on the CLT
- In this and in the Early Spring Turns of 1781 and 1782, both sides move their PW markers '1' to the left

Historical Note: In theory, the Colonies had an almost unlimited supply of manpower, but the raising of Continental troops by 1780 was almost impossible, due to a variety of factors.

19.13 Leader Prisoner Exchange

If any leader is forced to surrender or his force is completely destroyed, the player rolls a D6. If the result is '1' the leader is **not** exchanged and he is permanently removed from the game. An 'anonymous' leader from the counter mix is placed in the 'Leader Pool' for the respective side instead.

If the result is '2-6' follow the procedures below.

- The Colonial leader is placed in the *Colonial Leader Pool*.
- The British/German/Loyalist leader is placed in the *British Leader Pool*.

Note: George Washington, if captured, can never be exchanged.

Historical Note: Leader prisoner exchanges existed throughout the war. Generals Lincoln and Lee were exchanged for captured British officers. Burgoyne was captured and although not exchanged, was given his parole and sent back to England. In short, officers were exchanged on a regular basis.

19.14 Siege Mortars

Siege Mortars, used exclusively in sieges, arrive with the fleet of Admiral Rochambeau. At the end of an AP, they must always be within one space of Rochambeau's fleet. If not, they are destroyed.



Once the Siege Mortars have 'disembarked' on a coastal/port space they can be moved only '1' space. To be picked up, they are moved back to Rochambeau's fleet on a coastal/port space where they can be embarked. Mortars add a '+4' modifier to the siege D12.

19.15 Battle Site Marker

The Battle Site marker is used to 'hold' the battle location until the units return to the space. For convenience when fighting large battles, units can be placed beside the board while players work out odds and modifiers.



19.16 Garrison Counters

Garrison counters act like 'control markers' with the difference that they have a limited defence ability. Garrison counters do not count as regulars for the 'Regulars vs Militia' modifier on the Standard Battle Table, nor do they qualify for the British Garrison Requirements for some cities.



- **British:** Are placed only by armies
- **Spanish:** Are placed on Spanish Caribbean possessions when Spain enters the war
- **French:** The 3 SP of Regulars placed in the Caribbean are virtual garrisons and can never leave the space.

19.17 At any point during a British **army's** movement, it can leave a single garrison marker on an empty or friendly space to help secure its

LOC. No British SPs are reduced in value; the garrison unit represents a very small detachment of soldiers.

Clarification: a force may, as it moves, leave behind one garrison per space moved. Thus, a force moving three spaces could leave two garrisons behind (one in each space). The number of Garrison units is not a design limit; players may make additional counters as needed.

19.18 A garrison unit can **never** attack. If it is in a space where other friendly units are either attacking or defending, **it is completely ignored**, but shares the same fate as the other units.

19.19 In Defence

A garrison unit alone, whether on a fortress, fort or entrenchment space, **always** rolls on the <1 column on the *Petit Guerre Table*. It gains no advantage from being in a fortress or fort.

19.20 Attacker Effects

If the lone garrison counter is on an entrenchment space, it still causes the '-1' die roll modifier to the attacker.

However, if the lone garrison counter is on a fortress space, the attacker does not suffer the '-3' die roll modifier.

19.21 The only time a garrison can be the 'winner' in a battle, is if it rolls a '12' on the *Petite Guerre Table*. With any other result, the garrison 'loses' and is removed. Garrisons may not retreat.

19.22 PHILADELPHIA – WILMINGTON

If the British desire an LOC by sea to the Middle States OBZ from Philadelphia, they must also control Wilmington, Delaware. This has nothing to do with having a standard LOC overland from Philadelphia.

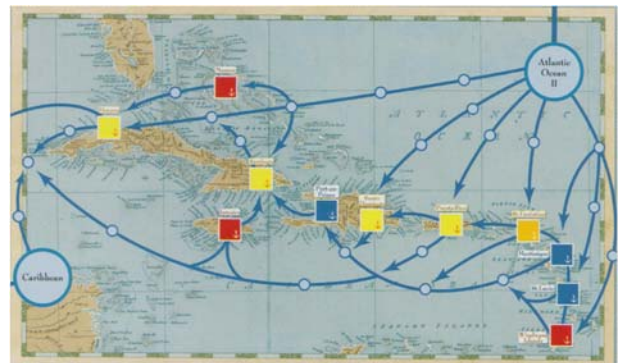


Historical Note: During the Revolution, Philadelphia was the Colonial capital and the largest city in North America.

19.23 To maintain control, Wilmington must be continuously occupied by a garrison counter or at least '1' SP of British/German regulars or Loyalists.

19.24 If a French fleet is located in the Middle States OBZ, the British LOC from the following ports are cut to the OBZ: *East Hampton, Setauket, New York, Sandy Hook, Philadelphia, Wilmington and Lewes.*

19.25 THE CARIBBEAN



Historical Note: By 1778, the Caribbean had become more important to Great Britain and France than the fate of the 13 Colonies. After French entry, this theatre alone could win or lose the game, for either player.

19.26 Each nation can have no more than '4' SP on any space. Therefore, an attack or a defence will always consist of '1-4' SP for each side.

Historical Note: At the time of the American Revolution, the Caribbean was almost a death sentence for any troops garrisoned for an extended time. Death rates due to disease, as high as 33%, were not uncommon. Consequently, all nations kept troop numbers very low.

19.27 Fleet units can be located in coastal or arrow spaces and in the Caribbean OBZ. Land units operate exclusively on coastal spaces except when carried by fleet units or utilizing British Naval Transport.

19.28 Movement in the Caribbean

British land units can move only by Naval Transport. Land units of France, Spain and the Netherlands can move only with their fleets. Movement in the direction of the arrow costs '1' MP per circle, while against the arrow, costs '2' MP per circle. Fleets cannot remain in the Caribbean during the Late Summer Turns.

19.29 Amphibious Combat in the Caribbean

All enemy movements onto Caribbean spaces are compulsory amphibious attacks with a '-3' D12 modifier, (-2 if a friendly fleet is present). Fleets carrying land units for amphibious attack, who encounter an enemy fleet on the same space, must engage in **naval** combat **before** the amphibious attack can occur. Interception is automatic, proceed straight to naval combat. (15.5)

19.30 If the attacking fleet is defeated no amphibious attack occurs, and the SP retreat with the fleet, to the closest friendly space.

19.31 If the attacking fleet is successful, the defending fleet retreats to the closest friendly port; not the one he just defended. The attacking fleet remains where it is.

19.32 After the defending fleet has retreated, the amphibious attack proceeds according to the Land Combat Procedure and a winner determined

19.33 If the attacker 'wins', he occupies the space and the defender surrenders. If the defender 'wins' or 'ties', the attacker's fleet and the accompanying SP retreat to the closest friendly port.

Note: Since 4SPs per player per space is the maximum allowed in the Caribbean, no armies or forces of 5 SPs will ever be present, therefore no Major Victories will occur in the Caribbean.

19.34 Six Nations

Rules for operating the Six Nations are located on the Six Nations Card.

Note: Six Nations Tribes allied with the British require leaders to activate, move and fight as per

the Six Nations Card. Tribes allied with the Colonists activate at no cost and may move and fight without a leader. Six Nations' units may move anywhere on the map except Florida.

20.0 Action Cards

Action Cards enhance the activities of units and can cause PW markers to move, adding an element of uncertainty to the game and reflecting events out of the control of commanders.

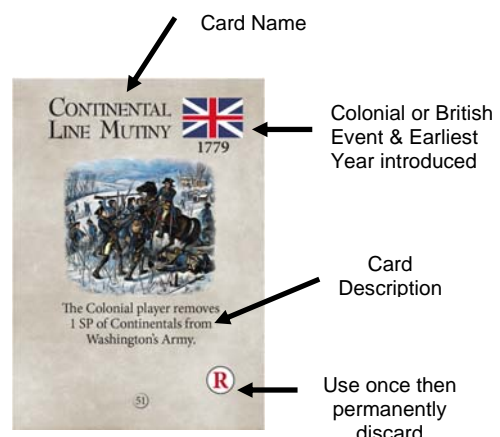
20.1 Card Information

20.2 The text of any Action Card played trumps any game rule.

Example: Rule 6.6 states: "The British in Boston must maintain a garrison of '4' SP at all times." If the Colonials play Action Card # 24, Parliamentary Repressive Measures, the British player, in this case, has the choice to comply. If he does not, he forfeits '1 PW/VP'.

20.3 Three Action Cards are dealt to each player in the Early Spring Turn each year. Players can agree amongst themselves as to who will be dealt or draw cards by one of the following methods:

- Coin Toss
- D6 die roll: highest draws/is dealt to first
- Whoever brought the beer goes first



20.4 In the *Sequence of Play*, if both players roll a tie for the initiative, each player draws one card from the *Action Deck* in accordance with 20.3 The player who won the last initiative moves first taking his AP and then the other player takes his single AP. This ends the *Action Cycle* and play proceeds to the next turn.

20.5 A player can never hold more than '3' cards in his hand. However, circumstances can occur in the game when a player is required to draw another card, such as when a 'tie' is rolled for initiative. In such a case, the player draws a new card, but then must discard one card of his choice. It can be the one he just drew.

20.6 If a player draws a card displaying only an enemy flag, he must immediately offer it to his opponent who can either accept or reject it.

20.7 If the opponent accepts this card and already has '3' cards in his hand, he must discard one card.

20.8 If the opponent rejects the card, even if it is a 'Discard' card, it is placed in the discard pile where it may reappear after a shuffle.

20.9 The player who first drew a card draws another from the *Draw Deck*. This procedure is repeated, possibly many times, until each player has '3' cards either displaying the flag of his side or having no flag.

20.10 Setting up the *Draw Deck*:

- 1) Occurs in the Early Spring Turn of each year
- 2) Both players discard any unwanted cards face up on the discard pile for verification
- 3) New *Action Cards* matching the current year are placed onto the *Draw Deck*
- 4) The *Discard Deck* and the *Draw Deck* are shuffled together
- 5) Each player draws enough action cards to fill his hand to a 3-card maximum in accordance with 20.3
- 6) In the event a player already has 3 Action Cards, he can draw 1 Action Card and then discard any card of his choice

20.11 Players are not limited in the number of *Action Cards* they can play during an *Action Cycle*, but only **one** card can be played during an *Action Pulse*.

Note: There are only six defensive *Action Cards*: #25, 41, 46, 47, 48, 49

Errata: Campaign Scenario,

- the Initial Draw deck is composed of 20 cards plus three 1775 cards for a total of 23 cards
 - 1778 cards: there are 8, not 6 cards
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