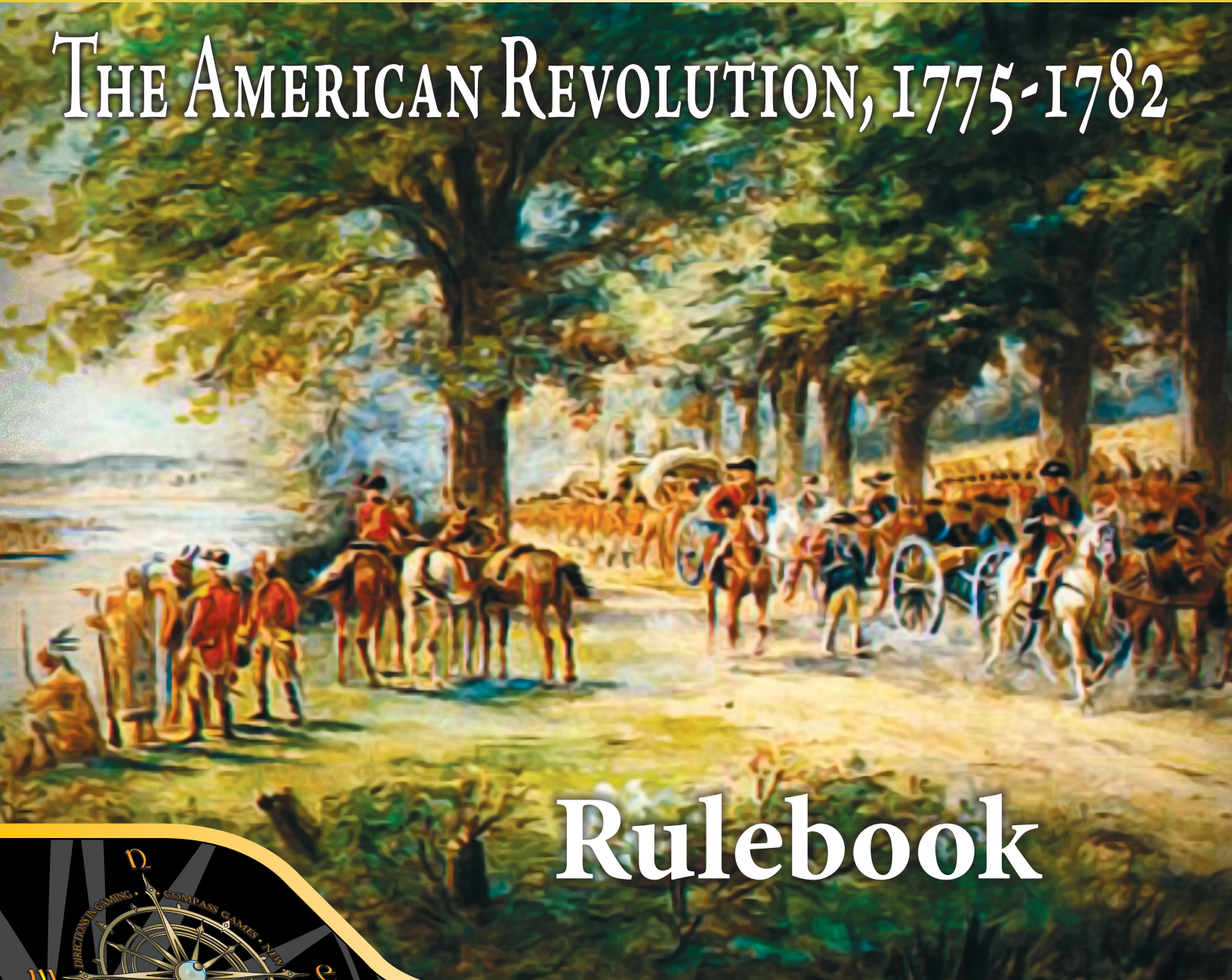


# WAR *for* AMERICA

THE AMERICAN REVOLUTION, 1775-1782



## Rulebook



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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.

Online game support is available. There are several options to choose from:

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We also recommend you visit the official game discussion topic on ConsimWorld for game support, to read after action reports, and to share your play experience with others. You will find the *War for America* game topic by visiting [talk.consimworld.com](http://talk.consimworld.com) and navigating to the *Pre-Napoleonic* individual game discussion area.

## 2.0 Glossary & Acronyms

**Action Pulse** - A player moving his units  
**Action Round** - Both players moving their units  
**Action Cycle** - Completion of '4' Action Rounds  
**Amphibious** - Land units attacking by sea  
**Assault** - SP attacking a fortress or fort  
**Attrition** - Noncombat losses of SP  
**Coastal Space/Port** - Adjacent to an ocean  
**Colony** - One of the 13 Colonies, Lt. yellow border  
**Colonial/American** - Same  
**Contested Space** - Containing both sides' units  
**Control/Key Space** - A boxed or fortress symbol  
**Force** - SP starting in the same space  
**Major Naval Base** - Only Halifax and Newport  
**Naval Transport** - Land units moving by sea  
**Repairs** - When a fleet is moved to the Europe Box  
**Theatre** - North, South & Caribbean

**AP** - Action Pulse  
**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)  
**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
- 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

If any of these parts are missing or damaged, please contact the publisher:

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E-Mail: [support@compassgames.com](mailto:support@compassgames.com)

### 3.1 Turn Record Charts (Yearly & Seasonly)

- **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 PP 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 10 Colonies in the chart below 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.
- Prevent the British from controlling any of their possessions in the 13 Colonies at the end of any British AP.
- 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, Long Island, Portsmouth, 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. However, if the British meet the minimum garrison requirements, (4.13) they maintain control.

**4.12** 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)*.

**4.13** To maintain control of a space, a British/German/Loyalist SP or garrison counter is required at all times. Some spaces represent denser populations requiring a minimum number of SP as indicated below.

Boston, MA	4	Philadelphia, PA	4
Newport, RI	2	Charleston, SC	2
New York, NY	3	Savannah, GA	2

## 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 representing the 13 Colonies, the West Indies and Canada. 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 <b>both</b> 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 recaptured: 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
Action Card <i>Pitt the Elder Speaks Against the War</i> :	1L
Action Card <i>Olive Branch Petition</i> :	1R

## 5.2 Factors Affecting Congress' Political Will

Capture <b>both</b> 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
Action Card <i>Olive Branch Petition</i> :	1L
Action Card <i>Declaration of Independence</i> :	2R

## 6.0 Set Up & First Turn

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'. Put the Year Marker on the 1775 space and the Seasonal Marker on the Spring Turn.

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

**6.2** All *Action Cards* marked '1776' or later, are removed from the *Action Deck*. Then, each player is dealt three *Action Cards*.

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

**6.4** The British player takes the **first** AP **after** putting his reinforcements in the *Europe Box*. Then the Colonial player takes his first AP.

**6.5** Each player rolls a D6 to see who **moves first** for the last *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.

**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

### Step 1: Reinforcements

- Both players place reinforcements according to their own *Reinforcement Chart*. British first. (8.1)

### All Turns:

- Both Reinforcement Charts are consulted and reinforcements are placed.
- Units moving from the *Europe Box* by Naval Transport do not consume an AP.
- Leaders are Promoted/Demoted/Removed/Transferred.

### 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 bonus 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 the cards from the Discard Deck.
- 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 SP.

### Winter Turns Only:

After both players have moved 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 2: Initiative

Players roll a D6 for 1st initiative. The player with the higher result performs the 1st AP 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.

### 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 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.

8.2 The Colonial player receives various leaders and French regulars as reinforcements according to his Reinforcement Chart. 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, reinforcements are placed in the *Leader Pool Box*.

8.4 The French Seasonal reinforcements under d'Estaing have the 'chance' to arrive during the Early Spring Turn of 1778. The reinforcement chart shows the D6 die roll range that is needed for their arrival. If they have not arrived during those two turns, they automatically arrive on the Early Summer Turn and are placed on any friendly space on the Caribbean map.

8.5 British reinforcements are placed in the *Europe Box* waiting for the AP when a D6 is rolled for naval movement. Depending on the result, they 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.*

8.6 If not specified directly, British reinforcements land at any friendly coastal space. They cannot perform an amphibious attack from the *Europe Box*.

8.7 Any reinforcements placed in the *Europe Box* must have their destination specified **before** the player rolls a D6 for the number of MP awarded.

8.8 Reinforcements pay 1 MP to follow an Ocean Transit Line. They do not pay to embark in the *Europe Box*.

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

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

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

## 9.0 The Action Cycle

[see Play Book Example 2]

9.1 An *Action Pulse* consists of a player activating his units and having combat. After each player performs one AP along with any 'free actions' (9.10), an *Action Round* is completed. The completion of '4' *Action Rounds* constitutes one *Action Cycle*. The completion of an *Action Cycle* constitutes one Game Turn.



## Procedure:

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

### Now the First Action Round is Over

#### 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

4. Both players roll a D6 again for initiative
5. Winner of this initiative takes his 2nd AP.  
*Note: It is possible to have 'back to back' pulses.*
6. The other player takes his 2nd AP.

### Now the Second Action Round is Over

Repeat steps '1-6' for Action Rounds '3-4'.

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.

**9.3** The player with the initiative takes his AP 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. Every SP 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 use 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.

**9.5** A force entering an enemy occupied non-key/control space must have combat which is resolved immediately (13.0) and the player's AP is over. A force entering an enemy occupied key/control space has the choice to have battle. (13.0)

**9.6** After the initiative player has completed his AP, his opponent takes his AP. A player is allowed to 'pass' on his AP, 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** In Winter Turns, the *Action Cycle* consists of only '2' *Action Rounds*.

**9.9** At any time during a player's AP, along with his free actions, he can also use an eligible *Action Card*. (22.0) Depending on the card, it could be like having an extra AP. Very few cards can be used during the opponent's AP.

#### 9.10 Free Actions During an Action Pulse

The following '12' actions are completely 'free' and outside the AP system. These are performed before, during and at the end of a player's own AP.

- Moving units from the *Europe Box*
- Moving land units via British Naval Transport (including at sea).
- Moving Fleets and Lake Navies
- Retreating before Combat
- A leader beginning his turn laying siege, but the player must still roll for activation to place the Siege Marker
- Rolling on the Siege Table
- Completing a fort already on its 'Build' side
- Expending a Loyalist Chit
- British Withdrawal
- Six Nations units (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*. (7.0, Step 4)

## 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 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 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** Continental SP 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.

[see Play Book Example 3]



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

## 10.6 Militia Units

The militia starting the game on the board operate in a different manner than the militia introduced in 1776. They are distinguishable from other units by a black dot on the bottom right of their counter. The '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

In the *Early Spring Turn* in 1776, if British 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 MMC he can deploy in accordance with the Rule 10.11.

Anytime in **1776 or later**, the Colonial player rolls for his militia in any **Region** where British/German SP have moved for the **first time**. 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.

[see Play Book Example 4]

## 10.8 Regional Triggering Method

When British/German 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**. This **Regional** mustering of militia can only happen **once**. A *Regional Militia Raised* counter is placed in each Region as a reminder.

*Note: This procedure is not done if the Regional Militia has already been deployed.*

**10.9** 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 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 any time during his Action Phase 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 particular 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 militia that might have been added to the space.

**10.15** If a battle occurs, win or lose, the militia remain on the board. If the militia are forced to retreat out of their **Region** (not colony), they are 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 in it. (garrisons do not count)
- Militia units **can leave** their **Colony** but never their **Region**.
- At no time in the game can a colony have more militia than listed on the LMMC. 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 redeployed, subject to the LMM die roll. The militia can appear on any blue space in that colony, including a currently 'contested' space. These new militia units **CAN** be involved if any combat takes place on the space.

[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 controlling the colony in question.*

## 10.18 Loyalist Units

Loyalist units can be raised after 1775 in any Region containing British 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 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 LMMC. Depending on the result, either 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



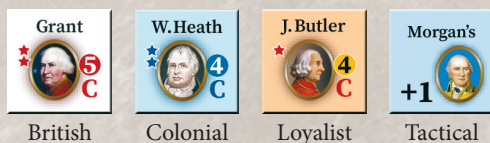
SP. Loyalists must be placed as evenly as possible, with a maximum of '4' SP per space, within each colony in the Region.

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

**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 and placing him on any space with friendly SP that are not under siege. In this case, he also activates any SP with which he is placed.

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

**Red:** British, Loyalists, Six Nations, Germans

**Light Blue:** Germans, British, Loyalists\*

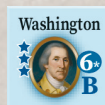
**Orange:** Loyalists, Six Nations

**Dark Blue:** Continentals, \*\* Militia, \*\*\* Six Nations

\* Knyphausen and Riedesel, with the 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.

\*\* Militia (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.

**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 space also suffer any ill effects of the battle.

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

### 11.10 Leader Special Abilities and Restrictions

George Washington is a special leader marked with a \* beside 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 he is captured. (21.14)

### 11.12 Carleton and Prévost

Guy Carleton has a dual role as a ★★★ star general and Governor of Canada. As a consequence, he can never leave Canada and if an army is created outside of Canada, he is ignored. He can only move as far south as Ft. Ticonderoga. When replaced by Governor Haldimand, he has the same restriction.



Augustine Prévost's primary role is to protect British interests in Florida. He cannot 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. (19.13)



### 11.14 Leaders in Combat - Die Roll Modifiers

'A' generals	+3	'C' generals	+1
'B' generals	+2	'D' generals	+0

*Note: Some leaders start the game on the board while most arrive via their Reinforcement Chart. Most Colonial leaders start in the Leader Pool while British leaders start in the Europe Box. Some leaders are Promoted/De-moted /Removed or voluntarily Transferred from the game.*

**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 '20' SP. Alternately, they can be placed on the Seasonal Turn Record Track (STRT) for the next 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** Players moving land forces, with or without leaders via Naval Transport, roll a D6 to determine how many MP are assigned. (14.7)

## 11.17 Army Units

Six large markers 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.

## 11.20 Army Creation

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

- It is 1776 or later.
- It has at least '5' SP of regulars.
- It is on a friendly named 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: An army can be created when a Leader Muster Action is performed. (12.10)*

**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, but detached units must still roll for movement.

## 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. Place the units of the moving army onto the appropriate 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 place the new army counter onto the space where the moving army is. Place the units of the moving army onto the appropriate 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 on the player's next AP or be removed.

## 11.25 Army Advantages

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

## 11.26 Small Unit 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**.

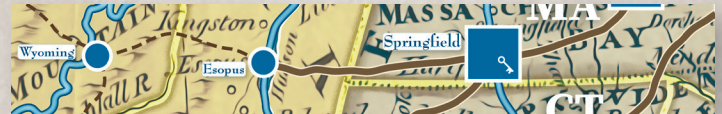
Figuratively speaking, they are physically attached to that SP. If the SP are destroyed, the TC is destroyed. Once eliminated, TC never return to the game.

*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.

## 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:

Land Combat Unit – No Leader	D6 minus 2 *
Land Combat Unit – With Leader	4 *
Leader Moving with No SP	D6 plus 2 *
Magazine	Immobile (16.10)
Fleet	D6 (14.3)
Siege Mortar	Immobile (20.18)
Lake Navy	No cost (21.1)

\* 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, 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*.

[see Play Book Example 9]

**12.3** SP 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.

[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** A D6 is rolled. If the result is equal to or less than the leader's command value, the designated force can move its full movement value. This expends the player's only AP for that *Action Round*.

**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. This is true even if it is a control/key space, in which combat is optional, and the moving player does not declare combat. Leaders alone on a space can always retreat before combat if a path of retreat is available. The moving player can keep moving if he has MP left. This advancing and retreating continues until the moving player either runs out of MP or ends his move. There is no combat.

## 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 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. 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. This advancing and retreating continues until the moving player either runs out of MP or ends his move. There is no combat.

**12.14** 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, 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.

**12.15** 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 it is not already on the board.

[see Play Book Example 12]

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

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

**12.18** 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 five conditions are met. (17.13)

## 13.0 Land Combat

### Procedure

If there is an overrun (12.13), or the defender successfully retreats before combat, (12.10) there is no combat.

**Step 1:** Players check if their units have an LOC. Units not having an LOC, attack/defend one column down on the Standard Battle Table. (16.6)

**Step 2:** In the 13 Colonies, the Colonial Player, in the case where his militia has not been triggered, does so in line with the LMMC. (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.

[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.*

## 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.

## Step 8: Assigning Losses

The priority order of SP removal is:

Loss	British	American
1st SP	Six Nations	Six Nations
2nd SP	Regular Unit	Regular Unit
3rd SP	Loyalist Unit	Militia Unit
4th 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.

**13.4** 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, 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.*

## 13.6 Amphibious Retreat

Amphibious SP with a fleet, forced to retreat, move with the fleet to the closest friendly coastal space. If the fleet no longer accompanies the SP, they must **surrender**.

## 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 by '2' and the defeated side's PW is 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**. If a *Major Victory* is **not** achieved, the French Seasonal Reinforcements have the chance of arrival in the Early Spring Turn of 1778. (8.4)

**13.12** French Regular Troops under Rochambeau arrive six turns after the *French Seasonal Forces*, or in the Early Summer Turn of 1778 if the Colonials have not achieved a *Major Victory*. Reminders of this information is on the Colonial Reinforcement Chart.

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

## 13.14 British Withdrawal

A compulsory British withdrawal is triggered when the Colonials achieve their first *Major Victory*. If no *Major Victory* is achieved by the Fall of 1777, withdrawal occurs during the Winter of 1778. This occurs during the 1st or 2nd British AP of the Winter Turn, at no cost. The French Seasonal Reinforcements will arrive by the Summer of 1778.

- The British player immediately removes '12' SP of British regulars, not Germans, from the 13 Colonies and/or Canada.
- 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.

## 13.1 Retreats

A retreating force is moved back **one space** and is marked with a 'D' marker.

**D\***

**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.

**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.



## 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 can then move through OBZ, contiguous coastal spaces 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.

**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 at a port in the Caribbean.

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

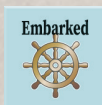
**14.5** Each fleet always moves independently. If two friendly fleets on the same space want to move to the same destination, each fleet must perform its own movement via a D6. This is absolute and fleets never move as stacked units.

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

### 14.7 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 or the *Europe Box* and follow the same procedure as in Rule 14.2. They can land at any space whether friendly, contested or enemy (an amphibious attack) but if coming from the *Europe Box* cannot land at an enemy space. (see also 14.12)

**14.8** 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.



**14.9** Land units moving by Naval Transport move 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.*

### 14.10 British Naval Transport Limitations

The *British Transport Capacity Chart* indicates the maximum number of SP allowed for movement for the **entire year**. Reinforcements do not count against Naval Transport limitations.

*Example: The year 1776 has a maximum transport capability of '10' meaning up to 10 land SP can perform Naval Transport for that year. The British Transport Track printed on the map is used to keep track of transport expenditure.*

**14.11** Naval Transport cannot be used **to or from** a space or OBZ that contain an enemy fleet.

**14.12** In the **Caribbean**, British Naval Transport to an enemy occupied space is always 'amphibious' and 'high risk' as the units could be forced to surrender if they were to lose the battle with no fleet present.

*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.*

### 14.13 French Naval Transport

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

**14.14** In order to move by sea, land units must begin their AP on a coastal/port space. (14.7)

**14.15** French Naval Transport moves exactly like British **Fleet** Movement. (14.7)

### 14.16 Colonial Naval Transport

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

### 14.17 Restrictions on Naval Movement

By the end of the 2nd Winter AP, fleets must be located at a Major Naval Base (only Halifax or Newport), if controlled, or the *Europe Box*.

**14.18** If a player is unable to comply, the fleet is placed in the *Europe Box*, returning next Spring with the reinforcements.

**14.19** 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.*

**14.20** 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.*



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

## 14.22 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 at no cost, to Halifax/Newport if controlled, or the *Europe Box*. Also, no attacks can be undertaken via Naval Transport.

## 14.23 Interception Attempts

Naval units passing through any OBZ or Caribbean arrow spaces containing enemy naval units can be intercepted. If either player desires combat, each player rolls a D6 and the higher result decides if combat occurs. A 'tie' die roll is a 'no result' and the moving fleet can continue. If a fleet ends its move on an OBZ or Caribbean arrow space, the same procedure is followed.

**14.24** If a fleet successfully intercepts land units moving by British Naval Transport via the procedure in Rule 14.23, they automatically 'bump' those units to the *Europe Box*.

## 14.25 Blockade

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

**14.26** Land units cannot utilize Naval Transport to or from a blockaded coastal/port space.

**14.27** 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)

**14.28** 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.

## 14.29 French Fleets with Land Units

*French Seasonal Troops* must always **end** their movement turn on a coastal/port space stacked with a French fleet or in an OBZ with a fleet. Failure to do so results in their permanent removal from the game. D'Estaing's land SP **cannot be** broken down to occupy spaces. The 'default' location of his SP is **on** the fleet. Although he is a naval leader and embedded into the fleet counter for any land combat with his forces, he is considered a 'C' class leader. When his land forces are disembarked, they are marked with an *Off Loaded* counter.



**14.30** The Permanent French Regulars arriving with General Rochambeau **can be** broken down to occupy a single space on the board, once only. This breakdown can never be repeated.

**14.31** Rochambeau's land SP have restricted land movement; they must be within two spaces of a coastal/port space containing the fleet at the end of their movement. Alternately, they can be on a coastal/port space as long as the fleet is in the OBZ of the Region. If a situation occurs where these rules are violated, Rochambeau and all his forces are permanently removed from the game.

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

*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 seapower.*

## 15.0 Fleet Combat

Fleet Combat can occur in a coastal/port space, an OBZ or a Caribbean arrow space. If a fleet ends its AP on a coastal/port space with an enemy fleet present, combat **must** occur.



### 15.1 Fleet Combat on a Coastal/Port Space

**Option 1:** The non-moving fleet decides to remain and fight **on** the coastal/port space. The attacker receives a '-1' D12 modifier. The weather gauge is not taken into account.

**Option 2:** The non-moving fleet decides to move into the OBZ. Both fleets, now in the OBZ, follow Fleet Combat Procedure. (15.5)

### 15.2 Fleet Combat on an OBZ/Arrow Space

Follow the procedure for Rule 14.23.

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

**15.3** If both players desire combat, follow Fleet Combat Procedure. (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 friendly fleets, regardless of nationality, desire to engage an enemy fleet, they must still follow the movement procedure. (14.5)

If both fleets end on the same space, a D12 is rolled for the combined fleet. 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

Fleets are in the same coastal space, arrow space or OBZ and fleet interception (14.23) has been resolved. Combat occurs after all fleet movement.

**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.

**Step 4:** The player wanting combat is the attacker. If both players want combat, the moving player is the attacker. He rolls a D12 and both players implement the result on the *Fleet Combat Table*, taking into account the modifiers listed below.

### 15.6 Fleet Combat Modifiers

- +2 for the weather gauge
- +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 its TRT two turns later.
- The attacking fleet is moved immediately to its TRT two turns later.
- Both sides are moved to their respective TRT two turns later.

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

*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 its 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 as normal.

*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. (16.10)

**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 coastal/port space not under enemy control or blockade
- A magazine

## 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

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. A contested coastal space defaults to the British. (4.7)

*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 lower 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.*

## 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 if they contain 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 on a fortress are reduced by '1' SP, if the attacker **does not win the assault**. This means the defender could lose '0' SP.

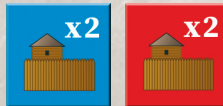
[see Play Book Example 15]

**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 Forts

SP of '1' or '2' are doubled if on a space with a fort. Garrison units are never doubled. Any SP exceeding '2' get 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.



[see Play Book Example 16]

## 17.6 Constructing and Dismantling Forts

Forts can be constructed by friendly SP, on any named 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.



**17.7** 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.

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

**17.9** A fort with only a garrison can be overrun, but not if it has at least '1' SP.

## 17.10 Entrenchments

Entrenchments are temporary defensive field works with a '-1' modifier to the attacker's D6.



**17.11** 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.

**17.12** Each side can build no more than '6' entrenchments. They cannot be captured.

## 17.13 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** the following five conditions must be met:



- The player prosecuting the siege (the besieger) must have a leader present.
- This leader and his SP must begin the AP on the space to be besieged.

- He must pass his activation roll which does not expend the AP. At this point, a *Siege Marker* is placed on the fortress/fort.
- During his next AP, after the *Siege Marker* has been placed, the besieger rolls a D12 **once per Action Phase** on the *Siege Table* at no AP cost.
- 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.*

## 17.14 Siege Resolution

The besieger rolls a D12 and consults the *Siege Table*. The only modifier is if a *Siege Action Card* is played or Rochambeau lands the *Siege Mortar* unit. Leaders' combat abilities are not utilized.

**17.15** The only way to remove a *Siege Marker* after it has been placed, is for the besieged or an outside force to attack.

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

**17.16** An SP loss of '5' or more regulars qualifies as a *Major Victory*.

**17.17** When the original besieging force leaves the space, the siege is instantly over and the *Siege Marker* is **removed**.

## 18.0 Winter & Quartering

### 18.1 Movement Effects in Winter

All units have only '2' MP if they begin the AP in the Northern Regions. There is no river bonus and only two *Action Cycles*. Movement in the *Deep South* and *Tidewater* Regions is unaffected. An *Extended March* card can be played. At the end of the 1st Winter AP, fleets must move either to a Major Naval Base (14.17) or the *Europe Box*.

### 18.2 The Six Nations (See Six Nations Card)

### 18.3 Continental Attrition/Expired Enlistments

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

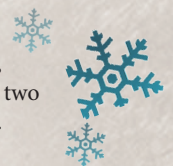
*Note: This represents Continental losses from a variety of causes such as death, disease, desertion and soldiers invalidated out of service.*

**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.

*Example: The CRC for the winter of 1777 shows that he must lose 2/3 of his SP. Since there are '12' SP of Continentals at Albany, NY, 8 SP are removed.*

### 18.5 Winter Quartering

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



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



**18.7** Both British and Continental units 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 at Saratoga capable of quartering '5' SP for the Winter. He 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 without penalty.

### 18.9 Magazine Removal

A magazine can be removed voluntarily at anytime during a player's *Action Pulse*. At the **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.

**18.11** If British Withdrawal (13.14) has occurred, the '12' SP are immediately moved to the Caribbean in this phase.

## 19.0 Special Rules

### 19.1 Lake Navies

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



**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 TRT for the next Spring Turn. If St. Jean is friendly controlled, the Lake Navy can be placed there. 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. There is a reminder of this on the Reinforcement Charts.

- Instead of rolling a D12, the American player uses the lowest values of each Region listed on the CLT
- In this and the next two Spring Turns, 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 Benedict Arnold's Treason

In the Early Spring Turn of 1780, after consulting the CLT, 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.



*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 people 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.*

### 19.14 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. 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.*

### 19.15 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.





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

## 19.17 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.



## 19.18 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.



- **British:** Are placed only by armies.
- **Spanish:** 2 SP per space on Caribbean possessions.
- **French:** 2 SP per space on Caribbean possessions.

**19.19** 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.

**19.20** A garrison unit can **never** attack. If it is in combat with other units, it is **completely ignored**, but shares the same fate as the other units.

## 19.21 In Defence

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

## 19.22 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.

**19.23** 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'.

## 19.24 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.

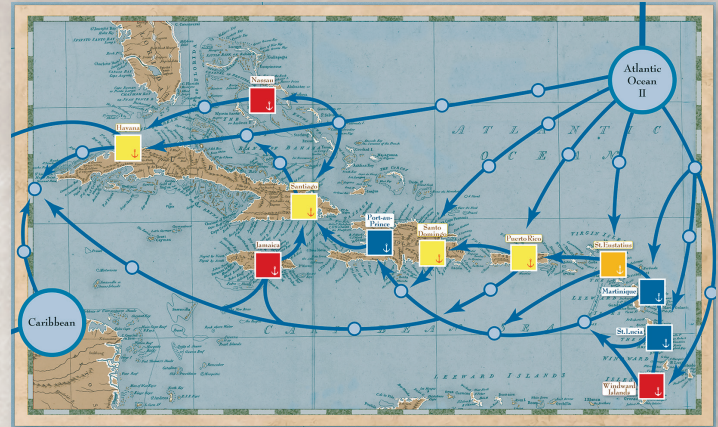
*Historical Note: During the Revolution, Philadelphia was the Colonial capital and the largest city in North America.*



**19.25** To maintain control, Wilmington must be continuously occupied by a garrison counter or at least '1' SP of regulars.

**19.26** 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.*

## 19.27 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.*

**19.28** 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.*

**19.29** 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. (14.7)

## 19.30 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. (14.22)

## 19.31 Amphibious Combat in the Caribbean

All enemy movements onto Caribbean spaces are compulsory amphibious attacks with a '-3' D12 modifier. 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. (15.1, 15.5)

**19.32** If the attacking fleet is defeated, the amphibious attack is cancelled and those SP retreat with the fleet, to the closest friendly space.

**19.33** 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.

**19.34** Now the amphibious attack proceeds. Combat is decided immediately by a D12 by both players to determine a 'winner' and a 'loser'.

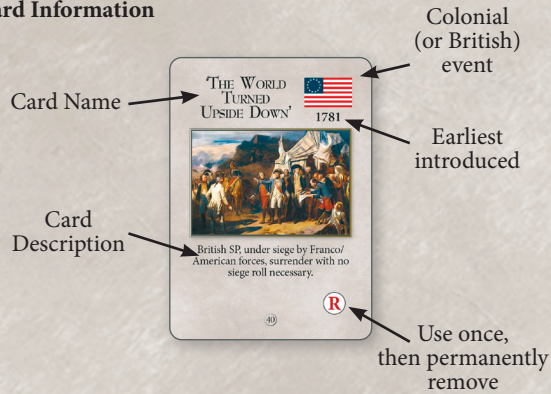
**19.35** If the attacker 'wins', he occupies the space and the defender surrenders. If the defender 'wins' or 'ties', the attacker's fleet and the accompanying SP retreat to the closest friendly port.



## 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 Colonial plays 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.

**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*. 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 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 card with a circled R**, 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 New *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.

**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*.

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

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