

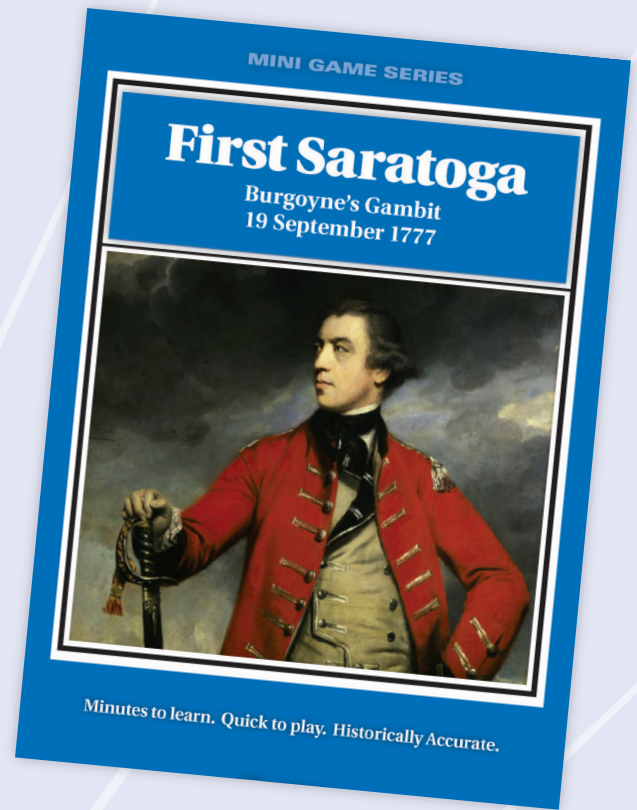
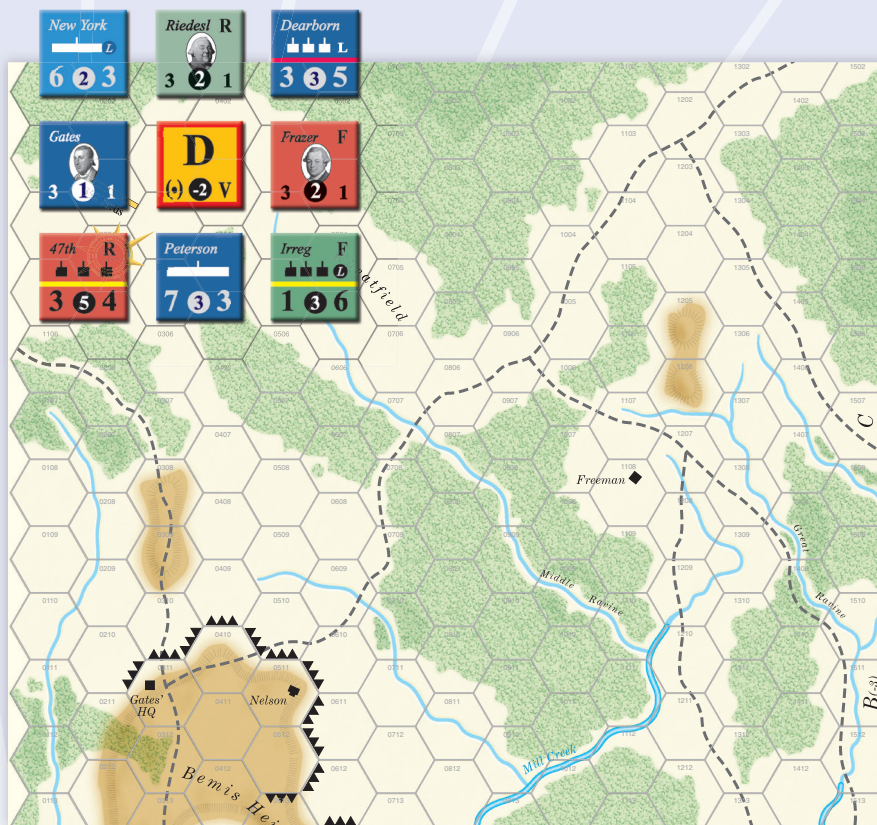


# First Saratoga

## Burgoyne's Gambit

In the late summer of 1777, the British master plan to sever New England from the rest of the rebellious American colonies had come unhinged, leaving John Burgoyne's Northern Army dangerously isolated. In an attempt to break through American defenses to reach Albany, New York, Burgoyne launched his army at the American defenses on Bemis Heights. An American force dispatched by Benedict Arnold clashed with the British advance in deep woods, triggering an afternoon-long fight fed by reinforcements for both sides. The battle ended in stalemate, as good as a defeat for Burgoyne, but might have tipped in his favor.

**Saratoga** uses the simplified *QuickPlay* version of the *Musket & Saber* system of warfare during the muzzle-loading era. Combat is based on unit quality rather than raw numbers, and rewards use of historical tactics. All units are susceptible to rout when weakened, so players must maintain reserves. Leaders enhance unit capabilities. Winning the battle depends on deployment, thoughtful maneuver to concentrate at the key points, the proper coordination of arms, careful use of leaders and special units, and an understanding of the strengths and weaknesses of each army.



### Target Market

- American Revolution history buffs

### Up-Sells & Cross-Sells

- Rebels & Redcoats (DG)
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### Selling Points

- Mini-game/low price
- Series game/many other games with the same rules system

### Stock no

- 1723

### MSRP

- \$9.95

### UPC Code

- 09510901723

### Contents

- One 11x17 inch map
- 40 die-cut counters
- Four page rule booklet plus scenario sheet

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