



The American Revolution

Decision in North America, 1775-82



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These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for E-rules updates to this game @ www.strategyandtacticmagazine.com.

1.0 INTRODUCTION

1.1 The American Revolution: Decision in North America (AR), is a two-player wargame in which you command the Americans or the British in the War of American Independence, 1775-82. The objective of each player is to control the American colonies. The American player may also control French and Spanish units if those nations enter the war.

1.2 Scale

Each inch on the map equals 75 miles. Each brigade-sized unit represents two to four battalions (about 1,500 to 4,000 men). Each game turn represents one year.

1.3 Charts & Tables

All this game's charts and tables are printed on the mapsheet.

1.4 Optional Units

If not playing with those optional rules, set aside all fortress, siege and partisan markers and ignore all references to them in the following standard rules.

2.0 COMPONENTS

2.1 The map shows the 13 American Colonies, Canada, the Caribbean, and adjoining regions as they were in the mid-18th century. The map uses a point-to-point movement system, which means units move from the locales (such as towns) to other points via the printed movement routes.

2.2 Towns

Representing population centers, such as they were at the time. Each town has a political value, represented by a number. That's the number of campaign markers a player collects if his forces occupy the town. Those political values are also used for determining who wins the game. Towns are also color-coded to show their political affiliation: dark blue

for American, red for British, gray for neutral, light blue for French, and purple for Spanish.

2.3 Wilderness areas contain little or no settlement, and they have no political value.

2.4 Indian areas are locales that are centers of major tribes.

2.5 Ports are towns that have an anchor symbol.

2.6 Routes are the lines connecting points. A player may move his units from one point to another via routes. There are several types of routes: roads, trails, lakes and rivers, and High Seas

2.7 Political Divisions

The map is further divided into regions by political boundaries, including the following: New England, Mid-Atlantic, Virginia, the Deep South, the West, Florida, Canada, the West Indies (which also includes Jamaica and the Bahamas), New Spain, Cuba, Hispaniola. Political Divisions affect the mobilization and movement of militia as well as other aspects of play.



2.8 Off-Map Areas

The three holding boxes along the mapsheet's eastern edge represent Britain, France and Spain.

2.9 Playing Pieces

The die-cut cardboard pieces are referred to as units, counters and unit-counters. Units are broken into two large categories: leaders and combat formations.

2.10 Leaders

Each has a leader value, which is a (parenthesized) number used to enhance the combat power of a force under a given leader's command. There are three types of leaders: generals, militia commander (M), and admirals (anchor).



2.11 Combat Formations come in the following types:

Regulars: brigade-sized formations.

Detachments: a battalion of regulars.

Fleets: ocean-going navies.

Grenadier: a brigade of elite Guards/Grenadiers.

Indian: warrior bands of the various tribes.

Light Troops: various mixes of rangers, dragoons and light infantry.

Militia: roughly a brigade of regionally raised and maintained forces.

2.12 Each of the unit types described above has a combat strength (see section 18.0), and a historic identification printed on it.

2.13 Unit Colors

Units are printed in the following background colors in order to identify their nationality and the side on which they fight.

Dark Blue: American Regulars (Continental)

Light Blue: American Militia

Dark Red: British Regulars

Light Red: Tories (pro-British Militia)

Orange: Hessians (German Mercenaries)

White: French

Purple: Spanish

Green: Indian

2.14 Unit Abbreviations

The following abbreviations appear on the units

American

Cont: Continental

Leg: Legion (combined cavalry-infantry)

Rif: Rifle

Sep: Separate Army

USMC: US Marine Corps

British

Dr: Dragoon

GD: Brigade of Guards

GR: Grenadier

Lt: Light Infantry

Hessian

Brunsw: Brunswick



Hesse: Hesse-Cassel & Hesse-Hanau

GS: Minor German states

Jaeger: Light Infantry

French

Agen: Agenois

Antil: Antilles

Bourb: Bourbonnois

CRIM: Corps Royal d'Infanterie de la Marine

CV: Chasseurs-Volontaires

LL: Lauzun's Legion

Soiss: Soissonois

Tour: Touraine

WG: Wild Geese (Irish Mercenaries)

Spanish

CM: Cuerpo de Battallones de Marina

Fusil: Fusileros (Rifles)

Habn: Habana

Guadal: Guadalajara

Luisn: Louisiana

2.15 Markers are used to signify various things.

Fortress: represent improved defenses and supply depots (see section 28.0).

Massacre: see section 38.0

Partisans: come in two types, Rebels (American) and Tories (pro-British).

Siege: siege guns and trenches used to attack fortresses (see section 28.0).

3.0 HOW TO WIN

3.1 Sudden Death Victory

Play stops and you win the game if, during any Victory Check Phase of any turn (see 5.1), you are found to have accomplished both of the following (1 and either 2a or 2b):

1) Military Victory: your units occupy towns whose total political values equal 36 or more.

2a) American Political Victory: the American player has attained the Articles of the Confederation level on the Revolutionary Progress Table, and he also has a loyalty level of two or more in any four of the seven colonial regions listed below 2b.

2b) British Political Victory: the Revolutionary Progress Table is at Continental Congress or lower, and he also has a loyalty level of two or higher of any four of the following seven colonial regions:

New England, the Middle Atlantic, Virginia, the Deep South, the West, Florida, Canada.

3.2 If either player gains a sudden death victory, the game ends at the time of that turn's Victory Check Phase. Note, that means if the American player gets to the Declaration of Independence on the Revolutionary Progress Table, the British player will thereafter be unable to achieve a sudden death victory.

3.3 Partial Victory

If neither player has attained a sudden death victory by the end of the last game turn, either player can claim a partial victory if he's achieved his side's political or military victory condition while the other player has achieved neither.

3.4 Draw

If both players have achieved a political or military victory, or neither player has achieved either one, that game ends in a draw.

3.5 Shorter Scenario

To play a shorter game, set up as given below in section 4.0 and start play as in the full-length game. Now, though, play ends and victory is reckoned at the end of the 1778 game turn. At that time, the American player is declared the winner if he's accomplished all three of the following: 1) he has the loyalty, to any degree, of four or more colonial regions; 2) on the Revolutionary Progress Table, the marker is in the Declaration of Independence space or higher; and 3) on the European Balance of Power table, the marker is in the French Alliance space or higher. The British player wins if the American player fails to meet or surpass all three of those victory conditions.

4.0 SET UP

4.1 Campaign Markers

Place all Campaign markers in a large-mouth opaque container, such as a coffee mug or cereal bowl. That container and its contents are hereafter referred to as the pool.

Design Note: Throughout the set up instruction below, whenever it reads "Canada" or "Florida" means "anywhere in Canada" or "anywhere in Florida" respectively.

4.2 British Set Up

The British player sets up his side's forces first, according to the following list:

Boston: Leader Gauge; 3 x Regulars,

1 x Light, 1 x Fleet, 1 x Fortress

Quebec & Halifax: 1 x Fortress in each



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Canada: Leader Carleton, 1 x Regular, 2 x Militia

Ticonderoga: 1 x Detachment, 1 x Fortress

New York: 1 x Detachment

Yorktown: 1 x Militia

Camden or Charlotte: 1 x Militia

Fort Detroit: Leader Hamilton, 1 x Detachment

Florida: 2 x Detachments, 1 x Militia

Caribbean: 3 x Detachments (one each in Bahamas, West Indies & Jamaica)

Starting Campaign Markers: none

Britain Off-Map Holding Box:

Leaders Clinton, W. Howe & R. Howe,

2 x Regulars, 1 x Light, 1 x Fleet

Other than Cornwallis, all remaining British leaders go in the pool.

4.3 American Set Up

The American player sets up his side's forces second, according to the following list. American units may not be placed in the same locales as British units:

New England: Leader Ward, 5 x Militia

Mid-Atlantic: Leaders Arnold & Allen, 3 x Militia

Virginia: 3 x Militia

Deep South: 2 x Militia

Boonesboro: 1 x Militia

Boston & Richmond: 1 x Partisan in each

Starting Campaign Markers: six drawn at random from the pool.

Other than Washington, all remaining American leaders go in the pool.

4.4 French Set Up

Initially neutral, these units are set up by the American player:

Hispaniola: 1 Regular, 1 x Fortress

France Off-Map Holding Box:

Leaders Rochambeau & d'Grasse, 5 x Regulars, 1 x Marine, 2 x Fleets

4.5 Spanish Set Up

Initially neutral, these units are set up by the American player:

New Orleans: Leader Galvez,

1 x Regular, 1 x Militia

St. Louis: 1 x Militia

Havana: 1 x Regular, 1 x Militia,

1 x Fleet, 1 x Fortress

Santiago: 1 x Militia

Spain Off-Map Holding Box:

3 x Regulars, 1 x Marine

4.6 Rabble Rousing Tables

Place the markers for those three tables in boxes indicated on each one, and see sections 9.0 through 12.0 for more details.

4.7 Turn One Initiative

The American player automatically has the initiative on Turn 1.

4.8 British Turn 1 Mobilization

On Turn 1, the British player pays twice the normal mobilization costs for units and Campaign markers.

4.9 British Special Reinforcements

Set aside the following units:

Leader Cornwallis, 1 x Grenadier, 6 x Regulars,

1 x Light, 1 x Marine, 1x Fleet. The instant

that the Declaration of Independence goes into effect on the Revolutionary Progress Table, the British receive those units, in the Britain Off-Map Holding Box, at no cost.

Note that means their arrival will take place during a Rabble Rousing Phase rather than a Mobilization Phase. Those units may not be otherwise recruited, though they may be replaced normally if eliminated.

4.10 American Special Reinforcements

Set aside the American leader Washington.

The instant the Revolutionary Progress Table reaches Continental Congress, the American player places him with any American unit anywhere on the map. Washington may not otherwise be recruited.

4.11 All units not listed above are available as reinforcements.

5.0 SEQUENCE OF PLAY

5.1 Each game turn consists of one run-through of the following sequence of play:

I. Initiative Phase

Determine who will be the first player for this turn.

II. Political Phase

A. The First Player collects political points for the towns he occupies.

B. The Second Player collects political points for the towns he occupies.

III. Mobilization Phase

A. The First Player expends political points to purchase campaign markers and build units.

B. The Second Player expends

political points to purchase campaign markers and build units.

IV. Rabble Rousing Phase.

Both players commit Rabble Rousing markers to the three Rabble Rousing Tables in order to influence American Revolutionary Progress, Colonial Loyalty and the European Balance of Power.

V. Campaign Phases

A. First Campaign Phase

1. First Player First Movement Phase. The First Player moves any of his units he desires.

2. First Player First Combat Phase.

The First player launches attacks.

3. Second Player First Movement Phase. The Second Player moves any of his units he desires.

4. Second Player First Combat Phase.

The Second Player launches attacks.

B. Second Campaign Phase

1. First Player Second Movement Phase. The First Player moves forces via forced march.

2. First Player Second Combat Phase.

The First Player launches attacks resulting from his forced marches.

3. Second Player Second Movement Phase.

The Second Player moves via forced march.

4. Second Player Second Combat Phase.

The Second Player launches attacks resulting his forced marches.

C. Third Campaign Phase

1. First Player Third Movement Phase. The First Player moves forces via forced march.

2. First Player Third Combat Phase.

The First Player launches attacks resulting from his forced marches.

3. Second Player Third Movement Phase.

The Second Player moves via forced march.

4. Second Player Third Combat Phase.

The Second Player launches attacks resulting his forced marches.

VI. Supply Phase

A. Forage Phase

1. The First Player checks his units for supply and attrits those that are out of supply.

2. The Second Player checks his units for supply and attrits those that are out of supply.

B. Enlistment Phase.

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1. The First Player checks to see if any of his units' enlistments have expired.
2. The Second Player checks to see if any of his units' enlistments have expired.

C. Point & Marker Adjustment Phase

1. Both players zero-out any remaining political points.
2. Both players return half of the campaign markers in their hands to the pool.

D. Both players remove unoccupied fortresses from the map.

VII. End of Turn Phase

A. Victory Check.

Check for a sudden death victory.

B. Turn Advancement.

Move the turn marker one space ahead. If it's the last turn, the game ends. Determine the victor.

6.0 POLITICAL POINTS

6.1 Political points work as currency during play in that they're expended to mobilize units and/or buy campaign markers. Political points are openly recorded by both players using pencil and paper.

6.2 During each game turn's Political Phase, both players total the number of political points of towns his forces occupy.

6.3 Occupation

You must have at least one friendly combat unit in a locale to gain its political points.

6.4 Partisans

If there is an enemy partisan (Rebel or Tory) unit in a town, you may not collect the political points for that locale no matter what units you may have there. Friendly partisan units by themselves don't enable you to collect political points for a locale.

6.5 Zero-value locales never provide any political points to either side.

6.6 Off-Map Area Holding Boxes

You don't need to occupy the Britain, France or Spain boxes to gain their points. The British player always gets the points for Britain. The American player gets the France and Spain points if/when those powers become belligerents. A player who controls an off-map area rolls the designated number of dice each Political Phase and receives that number of

political points for it/them. While France or Spain is/are neutral, no points are received for their off-map holding boxes or for areas their units occupy on the map-proper.

6.7 American Revolutionary Progress

This table designates the number of die rolls the American player makes to generate his political points. If the table is at Declaration of Independence or higher, the British player also rolls an extra die each turn Britain receives that number of additional political points. Points gained in this manner are in addition to the points received from controlling towns.

6.8 No accumulation

Political points must be used in the turn they're received; they may not be accumulated from turn to turn.

7.0 CAMPAIGN MARKERS

7.1 Whenever you're allowed to do so, randomly pick campaign markers from the pool. Randomly means without looking to see what you've picked until after you've picked. Such picks will occur at the following times:

- 1) During the Political Phase, you may purchase the right to randomly pick campaign markers at the cost listed on the Mobilization Table. One only earns political points in the Political Phase. Political points are used to purchase Campaign Markers in the Mobilization Phase.

- 2) After each battle, pick campaign markers equal to the number indicated in rule 18.11.

7.2 During the Supply Phase, you must return to the pool 50 percent of the campaign markers you have in your hand to the pool. Round down all remainders. **For example, if you have five markers in your hand, you would have to return two. You deliberately choose which markers you will return.**

7.3 Beyond the return requirement described above, there's no limit on the number of campaign markers you may hold in your hand. If the pool is empty, no more markers can be picked until some are returned to the pool. Also note that neither player may ever purchase more than 15 markers during any one Political Phase.

7.4 You may always examine the campaign markers you have in your possession,



once you've picked them. The opposing player may not examine the campaign markers in your hand unless he plays a campaign marker allowing for spying.

7.5 Using Campaign Markers

Campaign markers are expended in order to allow for certain game functions. The explanations are below. Each explanation gives the name of the marker, and when and for what it can be used. Unless specifically prohibited in its explanation, a marker may be used in the same phase it was acquired.

7.6 Types of Markers

There are three broad categories of campaign markers.



Action markers are used to initiate the actions listed in their specific explanations.

Rabble Rousing markers are used to shift the American Revolutionary Progress, European Balance of Power and Colony Loyalty Tracks.

Tactics markers are used to conduct forced march and to enhance your units' combat power.

7.7 Unless otherwise stated, a campaign marker is returned to the pool as soon as it's played (expended). If a marker's explanation says it may be used

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(expended) only once per game, set it aside when that first play of it is made.

7.8 Certain markers may be played only by one player. If the other player picks it, he may hold it indefinitely in order to keep it out of play, but it does count toward the return requirement described above in rule 7.2.

Design Note: *The spare campaign marker is only included for use in possible future variants. Similarly, if you're not using an optional rule to which a marker refers, set aside that marker at the start of play.*

7.9 Action Markers have the following explanations:

Bait the Redcoats/Bluecoats: play during any friendly Movement Phase. Indicate any locale that has a friendly partisan unit and any enemy combat units. Roll a die. 1 = the enemy rolls a die and picks that number of campaign markers; 2-3 = the enemy player immediately executes a massacre in this space; 4 = no effect; 5-6 = you roll a die and pick that number of campaign markers.

Committee of Correspondence: Play in one of two ways: 1) during a 2nd or 3rd Movement Phase: you may initiate a forced march with any one friendly force, regardless if it has a leader and without the need of expending a Tactics marker; or 2) during any phase to place a friendly partisan at no cost in any colonial region that's pro your side. Normal rules of placement must otherwise be followed, and

you must still roll for the marker (see the Mobilization Table, 28.1).

Debate in Parliament. Play during the Political Phase. If the British player plays it, he rolls an extra die for political points this turn. If the American plays it, the British roll one less die for political points this turn

Drillmaster. Play during any Mobilization Phase. Indicate any one locale containing a friendly leader. American: recruit a number of regulars in that locale, up to the leader's leadership value, at a cost of two political points each. British: remove a militia unit from the designated leader's locale and replace it with a regular or light unit at no cost.

Engineers. Play at the end of any of your Movement Phases. Place a Fortress or Siege marker atop any friendly combat unit of any type at no cost.

Hessians. British: play during any Mobilization Phase to recruit a Hessian unit at no cost in the Britain Off-Map Holding Box. American: play during any Mobilization Phase to prevent all British recruiting of Hessian units this turn.

Indians. British: play during any Mobilization Phase to recruit an Indian unit at no cost in any one Indian locale. American: play during any Political Phase to pick one campaign marker, at no cost, for any Indian unit then anywhere on the map.

Leader Arises. Play during any Mobilization Phase atop any friendly combat unit. Treat the marker as a leader with a leadership value of one. You may use this leader as a general or admiral. During the same turn's Enlistments Phase, you must return this marker to the pool, but only after it has applied its value to enhancing friendly Enlistments Up die rolls.

Master Plan. Play at any time other than during a combat resolution. You may re-roll any die roll you make, but you must accept that second roll.

Minutemen. Play at the start of any of your Movement Phases. You may immediately mobilize a militia unit, at no cost, in any one town or wilderness locale in a Colonial region

that's pro your side. The chosen locale may not contain an enemy combat unit or partisan.

Mutiny & Treason. Play at the start of any Point & Marker Adjustment Phase. Roll a die. The opposing player randomly picks that number of campaign markers in his hand and returns them to the pool. (Those extra returns don't let him escape from the normal requirements of rule 7.2.) You must then give this marker to your opponent. This marker may be instantly negated by the opposing player's immediate counter-play of a Spy marker, in which case this marker and the Spy marker are returned to the pool without further effect.

Politicking Among Generals. Play during the end of turn phase. Name one enemy leader then in play, other than Washington, and roll a die. Results are: 1 = that leader is permanently removed from play; 2-3 = return him to the leader pool; 4-6 = no effect.

Privateers. Play during any enemy Movement Phase as your opponent is starting a naval move. That naval move is stalled in its place of origin. Also, any land units transported by that blocked naval move may not conduct any other movement that turn.

Pulaski. Only the American may play this. Play during any Mobilization Phase. Receive one regular or light unit, at no cost, in any locale containing a friendly leader.

Shot Heard Round the World. Only the American player may play this. Play after any battle in order to gain twice the campaign markers you would normally gain for that battle. Permanently remove this marker from play when it's played.

Speculators. Play during any Political Phase. Roll a die: 1-2 = roll another die and randomly return to the pool that number of campaign markers from your hand; 3-6 = roll another die and randomly pick that number of campaign markers at no cost.

Spy. You at any time choose to do one of the following: 1) examine all enemy units in one colonial region or off-map box; or 2) examine all campaign markers in your opponent's hand. Alternatively, you may play it immediately upon your opponent's enemy of a Spy or Mutiny & Treason marker to negate that play.

Tarleton's Quarter: Play at the start of any battle to add +1 to your initiative die roll, but if

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you win the battle the enemy gains twice the number of campaign markers he would normally receive. If using the optional Massacre rule, instead of the enemy gaining extra campaign markers, you must conduct a massacre if you win the battle. This may not be played in a locale where there previously was a massacre.

7.10 Rabble Rousing Markers have values of one or three, and they're used in the Rabble Rousing Phase. If the British player picks the Adams, Franklin, Jefferson or Paine markers, they have a rabble rousing value of one. If the American player picks them, they have a rabble rousing value of three. See section 9.0 for more details

7.11 Tactics Markers may be used as follows.

Forced March:

1) play at the start of any friendly 2nd or 3rd Movement Phase to initiate a forced march with one friendly force that has a leader with it; or 2) play during any enemy Movement Phase to conduct an optional Interception.

Combat:

See rule 18.4.

8.0 INITIATIVE

8.1 During each game turn's Initiative Phase, determine which player will be the First Player for that turn. Both players secretly and

simultaneously commit any number of campaign markers of any types (by covering them with one hand on the table next to the map). Then both reveal the number he committed. The player whose total number of markers is higher wins the initiative. Both players then place their committed markers into the pool.

8.2 If both players commit no markers, or if they commit the same number of markers, roll a die and the higher-scoring player has the initiative. In the case of die-roll resolved draws, the committed markers of both players still go into the pool.

9.0 RABBLE ROUSING

9.1 Rabble Rousing markers may be used for the following.

- 1) They may be used by the American player to cause the marker on the American Revolutionary Progress Table to move rightward on that table (see section 10.0).
- 2) They may be used by both players to change colonial regions' loyalties (see section 11.0).
- 3) They may be used by both players to change the European Balance of Power (see section 12.0).

9.2 Rabble Rousing markers have numeric values printed on them of one or more. Those numbers are the number of rabble rousing points each marker is worth. Some markers are worth more for the Americans than for the British. **For example, Benjamin Franklin is worth three points for the American player and one point for the British player.**

9.3 Procedure

During each Rabble Rousing Phase both players secretly commit (in writing) the number of Rabble Rousing markers from their hand that they want to use on each of the of Rabble Rousing Tables (American Revolutionary Progress, Colonial Loyalty, European Balance of Power). You may commit any number of Rabble Rousing markers to each table, from zero to all such markers presently in your hand.

You need not commit markers to any or every table. That done, both players simultaneously reveal their own marker commitments. That turn's First Player chooses which of the three tables will be consulted first. For each table, add up the number of Rabble Rousing points you've committed to it. Then roll a die and add that number to your total. The player who rolls higher wins on that table. In the event of ties, neither player wins. The outcomes of winning on a table is described in the following three rules sections. All committed Rabble Rousing markers are then returned to the pool.

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9.4 If you commit no Rabble Rousing markers to a particular table, you may not roll a die for it. If the other player committed one or more markers to that table, he automatically wins there. If neither player commits any Rabble Rousing markers to a table(s), then neither player rolls and nothing happens on the table(s). You roll only for tables on which you've committed Rabble Rousing markers. If neither player commits any such markers, no rolls are made and neither side wins or loses. If a Rabble Rousing marker has a value of more than one, it may only be committed to one roll, not split up.

10.0 REVOLUTIONARY PROGRESS

10.1 The Revolutionary Progress Table shows the status of the revolution. Place the marker in the Don't Tread on Me box at the start of play.

10.2 American Rabble Rousing Victory

If the American player wins the procedure for this table as described in rule 9.3, immediately move the Revolutionary Progress marker one space right on the table.

10.3 British Rabble Rousing Victory or Tie

If either of these are the outcome for this table, the marker simply stays in place.

10.4 Note that revolutionary progress is never reversed. Further note that, once the index reaches Articles of Confederation, it can move no higher.

10.5 Effects

The effect of each level of revolutionary progress is given on the table. Those effects are all cumulative except for the number of die rolls made by the American player for political points. *For example, if the Articles of Confederation level is reached, implement every effect given on the table, but the American player would roll on four dice when generating his political points (not a cumulative 13).*

11.0 COLONIAL LOYALTY

11.1 The Colonial Loyalty Table shows the status of each British colonial region's loyalty to either the American or British cause. To start, place each colony's loyalty marker as indicated on the table. When going through the process described in rule 9.3, you make a separate commitment of rabble rousing points, and rabble rousing resolution, for each colonial region.

Design Note: "Control" vs. "Occupation." In general, the loyalty of a colony is based entirely on the position of the marker on the Colonial Loyalty Table. Enemy units occupying spaces in a colony have only the specific effects mentioned in the rules (such as affecting placement of mobilized units).

11.2 American Rabble Rousing Victory

Shift that colonial region's marker one space in favor of the American cause (rightward).

11.3 British Rabble Rousing Victory

Shift that colonial region's marker one space in favor of the British cause (leftward).

11.4 Rabble Rousing Tie

Leave that colonial region's marker in place.

11.5 Every colony's loyalty marker may shift any number of times in either direction over the course of a game. If a given colony's marker reaches the maximum, it may move no higher; however, it might go lower.

11.6 Colonial Loyalty Level

Effects are as follows.

- 1) The cost to mobilize militia and partisans in a region varies depending on the loyalty of that region. See the Mobilization Table.
- 2) If a Region's loyalty is at +3 in favor of (pro) one player's cause, the political points for all towns in that region are doubled for that player.

12.0 EUROPEAN BALANCE OF POWER

12.1 The European Balance of Power Table shows the relative support for the Americans and British across Europe. Place that table's marker in the Neutral status box at the start of play.

12.2 American Rabble Rousing Victory

Shift the marker one space in favor of the American cause (rightward).

12.3 British Rabble Rousing Victory

Shift the marker leftward one space in favor of the British.

12.4 Rabble Rousing Tie

Leave the marker in place.

12.5 Declaration of Independence

If this level has been reached on the Revolutionary Progress Table, the American player rolls two dice, instead of one, when resolving the European Balance of Power Table.

12.6 If this table's marker reaches an edge space on the right or left of the table, it may move no farther in that direction; however, it may be shifted in the opposite direction.

12.7 Effects

Implement each level's effects as described on the table. Note that on this table effects aren't cumulative across the entire table, but they are cumulative across each half of it.

12.7 French & Spanish Alliances

See section 26.0 for details.

13.0 MOBILIZING UNITS

13.1 Both players bring new units into play on the map during each game turn's Mobilization Phase by expending political points to purchase them. Unit costs are on the Mobilization Table.

13.2 Mobilizing Leaders

When setting up to play, put all leaders, other than those listed in section 4.0 as starting on the map, into two leader pools, one for each side. Whenever you're to bring a leader into play, pick one at random from your side's leader pool.

13.3 Mobilizing Combat Units

You deliberately choose which combat units you will bring into play in each Mobilization Phase.

13.4 American Regulars (*Continental*s)

have two costs, four or three per unit. The higher one is used prior to the Revolutionary Progress marker reaching the Continental Army Professionalizes level of that table. The lower cost is used after that event has gone into effect.

13.5 In general, combat units that have been eliminated are available for re-mobilization, and they may be returned to play by paying normal costs. Units that may not be re-mobilized, once eliminated, are: leaders and Hessians.

13.6 British, French & Spanish Grenadiers, Light & Militia Units

may be mobilized directly into regions on the map, unlike those nations' regulars, which may only be mobilized in their off-map boxes.

13.7 British & Hessian Detachments

During any Mobilization Phase, the British player may exchange a 2-value regular unit for two 1-value detachments, with the substitution taking place in the same region where the 2-value unit was located. To do so,

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he simply swaps them out. This costs no points. Detachments may not otherwise be mobilized into play. The same process may generally also be worked in reverse; however, during set up all initially listed detachments must be deployed as such (though they might be consolidated later). Also note that Hessian units may not be broken down into detachments.

13.8 Militia & Partisan Mobilization

American and British militia and partisan units may only be mobilized in New England, the Mid-Atlantic Colonies, Virginia, the Deep South, the West, Florida and Canada. Spanish militia may be mobilized in any of that nation's colonies. There are no French militia units. You may place militia units in any space not containing enemy units or partisans. See 29.3 for details on Partisan mobilization.

13.9 Grenadiers & Hessians

Only the British player may mobilize grenadiers and Hessians.

13.10 Counter-Mix Limits

The number of units in the counter-mix is a deliberate design limit. You may not mobilize more of any type of units than are provided in the counter-mix. (You may make up as many additional markers as you feel you need.)

13.11 Note that some campaign markers and special events will call or allow for units to be mobilized into play at other times in the turn sequence, and sometimes at no cost.

14.0 CAMPAIGNING

14.1 Movement and combat are conducted during Campaign Phases. As the sequence of play indicates, in each game turn's three Campaign Phases, the First Player moves first and initiates his side's attacks; then the second player does the same for the other side.

14.2 You may always campaign in each game turn's First Campaign Phase, using all your units. You may campaign in Second and/or Third Campaign Phases only by fulfilling the strictures for forced march (see section 17.0).

15.0 STACKING

15.1 Forces

A group of friendly units in the same locale at the same time is called a force. In general, you have any number of units in the same force; however, see section 19.0 for the possible effects of attrition. Note that units may be stacked together, top to bottom and bottom to top, in any order you want.

15.2 There may never be more than one each of the following types of markers in a given locale at the same time: fortress, siege, partisan, massacre. That stricture simultaneously applies to both sides. **For example, if the British player builds a fortress in a locale, the American can't build one in that same locale (though he certainly could attempt to capture the British fortress).**

15.3 You may move your forces into locales containing enemy units, but that will necessitate combat (exception: see optional rule section 29.0).

16.0 MOVEMENT

16.1 During your side's Movement Phases, you may move none, some, or all of your forces that are qualified to move. You don't have to move any units if you don't want to do so.

16.2 Units move from locale to locale via movement paths. No movement is possible between locales that aren't connected by a route. Movement is measured in terms of movement points (MP). Units always begin and end their moves in locales; they may not hold position on a movement path between spaces between moves.

16.3 For each force you want to move, do the following:

- 1) Designate the units within a single locale that will constitute the force about to be moved. If there's more than one unit in a locale, you may treat them as one force, or divide them up into any number of smaller forces.
- 2) Designate one leader in the force (if any) as the force commander.
- 3) Roll a die and add to that result the force commander's leadership value. That total is the maximum number of MP that force may for its move.
- 4) Execute the complete movement for the designated force.
- 5) If a force is leaderless, its movement allowance is equal to a die roll without modification.

16.4 You must complete the movement of one force before starting to move another.

16.5 No unit or leader may move more than once per Movement Phase. A given leader may command no more than one force per Movement Phase.

16.6 Except when making a forced march (see section 17.0), a force doesn't require a leader or commander to move. A moving force isn't required to expend all its available MP before ending its move. No unit or force is ever required to move.

16.7 If more than one unit is in a force, you may drop off some of them as the force moves; however, once a unit has been dropped off, it may not move again, or any farther, that phase.

16.8 No units may be added or in any way picked up as a force moves.

16.9 Fleets may never travel along land movement routes (and that category includes Lake/River routes. Land units may only move along sea movement routes when transported by fleets (see section 24.0).

16.10 You may move a force into a locale containing enemy units, but that moving force must stop in that locale for that phase and that will initiate combat. See optional rules section 29.0 for an exception.

16.11 After you've moved a force and withdrawn your hand from it, you may not in any way redo any portion of its move unless your opponent agrees to permit it.

16.12 Movement Costs are paid for traversing the movement routes between locales, rather than for entering the connected locales themselves. The cost of each such traverse is deducted from the moving force's MP allowance. The cost for traversing a trail movement route is generally two MP. If, however, a moving force consists entirely of any mix of leaders, light troops and/or Indians, that force's trail cost is only one MP. Road, Lake/River and High Seas movement routes each cost one MP to traverse (but see 16.9 above). During any one move, units may move via any combination of allowable routes. **For example, a force containing a 2 leader rolls a three. This gives it a total movement of five (the die roll of three plus the commander value of two). It could move along up to five roads, or two roads and one wilderness with one MP left over.**

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16.13 Unused MP may not be accumulated; if not used during a move, they're lost. Neither may any force give, lend or in any way pass on, MP to another force.

17.0 FORCED MARCH

17.1 To be able to move a designated force in a Second or Third Movement Phase, you must first play a Tactics marker and declare a forced march. Only forces that contain one or more leaders may be designated for a forced march. Designate one leader who's present as the force's commander, and resolve the move as given above in 16.3.

17.2 Forced March Attrition

At the end of each forced march, immediately roll a die for each combat unit in the moved force. On a result of six, a rolled-for unit is eliminated. Don't roll for leaders or commanders.

17.3 No unit or leader may engage in more than one forced march per Second and Third Movement Phase.

17.4 Forced March & Combat

Any units that conduct a forced march and ends it in the same locale as an enemy force must attack during the ensuing Combat Phase. Note that the way the combat system is structured, all combat ends with one side or the other being cleared from a locale; so there won't be situations where there will be two forces in the same space at the end of a movement phase which can not otherwise engage in combat. Exception: see the optional fortress and siege rule, 29.0.

17.5 You may always move all your forces in a First Movement Phase, but only forced marched forces may move in a Second or Third Movement Phase. A force that moves in a First Movement Phase isn't thereby prevented from making a forced march in a later Campaign Phase that same turn.

18.0 COMBAT

18.1 Your side's forces attack during your side's Combat Phases. Such combat is conducted by having one of your forces in the same locale as an enemy force attack that enemy force. Combat is always mandatory (exception: see optional rule section 29.0). The player whose Combat Phase is in progress is the attacker, while the other player is the defender. Combat only takes place in locales, not on the movement paths between them.

18.2 Attacking

You must attack with all the units in your involved force. Only one attack is allowed per locale per Combat Phase, and no unit or force may attack more than once per Combat Phase.

18.3 Defending

You must defend with all the units in your involved force; you may not withhold any unit from combat.

18.4 Combat Sequence

Resolve each combat individually, and finish each one's resolution before starting that of the next. For each combat, go through the following steps:

1) Determining Initiative for a Battle. Both players simultaneously and secretly commit some number of Tactics markers to the battle. The number of markers committed, from their hand of such markers, may be from zero up to the total leadership values of all their side's leaders in that battle. Do that secretly by simply holding the selected markers in your hand until your opponent is ready to reveal his similarly selected and hidden markers. Both players then openly roll a die and each adds his own result to the total leadership value that he determined above earlier. The player who then has the highest total value gets to fire first in each round of that battle. In the case of draws, keep rolling the dice until one player ends up with more points. If a player has no involved leaders, he adds his die roll to zero. A player must have one or more leaders in order to play Tactics markers in a battle. The number of markers committed may be up to that total leadership value.

2) First Round Fire. The player who won above in step one now rolls one die for each combat factor of his involved combat units, plus one additional die for each Tactics marker he wants to expend in that round of fire (see below 18.5). Each time the firing player rolls a six, one enemy unit is eliminated. Remove it from the map. Each time a player rolls a five, one enemy unit is disrupted. Flip over such units to show their disrupted status. Disrupted units may not fire for the remainder of the battle. All eliminations and disruptions take place immediately.

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The player receiving the fire decides which of his units will be disrupted or eliminated, immediately and on a roll-by-roll basis.

3) Second Round Fire. The two players reverse roles and have another round of combat. That is, the player who lost the initiative in step one now follows the same firing procedure given above in step two.

4) Subsequent Rounds: continue to alternate firing rounds between the two players until one of the following happens:

a) One side's involved force is completely eliminated and/or disrupted. That side is then said to have lost the battle.

Any survivors retreat (see below).

b) One player declares retreat. A player may do that at the start of any of his own firing rounds. The other player then gets one final round of fire—but only using light troops and/or Indians (though Tactics marker use is also permitted)—after which the retreating force actually conducts the retreat (without having any firing round of its own). That force loses the battle and makes a retreat move (see below).

18.5 Committing Tactics Markers to Firing Rounds

You may use a previously committed Tactics marker to gain another fire roll in any round of combat. The instant a given marker is rolled for, it's expended and put back into the pool. You're never obligated to use an available marker; you may choose to save it/them for presumed later firing rounds. You may never expend more Tactics markers in a given fire round than you have printed combat strength points firing in that same round. At the end of a battle, all unused Tactics marker (from among those you committed for use in step one above), are put back into the pool.

18.6 Note there's no step reduction in this game. That is, you may not replace an eliminated regular with a detachment.

18.7 Disruption & Rally

A disrupted unit may not fire for the remainder of the battle. If a disrupted unit is called on to suffer another disruption, it is eliminated. At the conclusion of a battle, all surviving disrupted units of both sides automatically rally, meaning they're flipped so their front sides show and they immediately have all normal capabilities restored to them.

18.8 Conducting a Retreat

The retreating player moves all his surviving units to an adjacent (route-connected) locale. All the units in a retreating force must retreat together as a single force. Retreat may not be into a forbidden locale or into a locale containing an enemy unit(s). In such cases, the blocked retreating force is eliminated in place, and each eliminated unit within it counts as a unit eliminated for political effects of battles (see below, 18.11). All units may retreat, including disrupted units.

18.9 Retreat to Sea

Land units may potentially retreat into a sea area if there's a friendly fleet in it's starting locale and it that fleet has the capacity to embark them (see section 24.0). The retreating units and the embarking fleet then retreat together into any connected sea area that's free of any enemy fleets.

18.10 Holding Ground

The winning force remains in the locale in which it just won its battle (until some subsequent friendly Movement Phase).

18.11 Political Effects of Battle

At the end of each battle, both players (victor first) randomly pick the number of campaign markers from the pool equal to the number of enemy units he eliminated in that battle. That means it's possible to lose a battle by retreating, but then still gain politically because you eliminated more enemy units than you lost. That was a common occurrence during the American Revolution; [for example, at Bunker Hill](#).

18.12 Terrain Effects

When firing in a wilderness or Indian locale, all light and Indian units have their fire values increased by one. [For example, in such a locale, an Indian unit with a fire \(combat\) factor of 1 would have two dice rolled for it instead of the usual one.](#)

19.0 SUPPLY

19.1 During each game turn's Supply Phase, in its Forage Phase, you must determine the supply status of your units.

19.2 Foraging for Supply

If a locale containing one or more of your units is in a region that's pro your side (Loyalty 1, 2 or 3), you may supply a number of units (by foraging) in each of that region's locales equal to twice the political point value of each such locale. If a locale is in a region that's neutral or

that's pro-enemy, you may supply a number of units in each of its locales that's equal to the political point value of each such locale. [For example, say the British player has three units in a New England locale with a political point value of 2, and the New England colonial region is pro-American. The British player could supply one or two units in that locale. The American player, given the same situation, could supply up to four units in that same locale.](#)

19.3 Out of Supply

Immediately roll a die for each unit that can't be supplied via foraging as described above in 19.2. On a result of one through three it's eliminated; on a result of four through six it survives.

19.4 Automatic Supply

The following units and markers are always automatically in supply no matter where located: leaders, fleets, land units collocated in a port with a friendly fleet(s), Indian units in Indian areas, fortresses, siege markers and partisans. Units in the Britain, France and Spain Off-Map Holding Boxes are also always in supply while there. Automatically supplied units don't count toward their locale's forage limit.

19.5 Naval supply

Fleets are always in supply, but most land combat units embarked on a fleet during a Supply Phase are automatically out of supply and must be checked as given above in 19.2. The exceptions are: leaders and Marines are always in supply while embarked on fleets.

19.6 Units embarked on ships, except leaders and marines, must check for supply, even when in a port. If the units are disembarked and in a port with a fleet in the same locale, they're in automatic supply. That is, embarking units on a fleet makes them subject to supply requirements, owing to the wretched conditions of transports of the era.

20.0 ENLISTMENTS

20.1 During each game turn's Supply Phase's Enlistment Phase, you must check to see if certain units have their enlistments run out. This is done after checking for supply.

20.2 American Regulars & Light Troops

All these units must have their enlistment status check until the Continental Army Professionalized level is reached on the American Revolutionary Progress Table, after which this rule no longer applies to them.

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20.3 Militia

If there are no enemy units in their colonial region, militia must have their enlistment status checked. If there are one or more enemy units anywhere in a colonial region, do not check for that region's militia units.

20.4 Indians

All Indian units in locales other than Indian locales must have their enlistments checked.

20.5 Procedure

Roll a die for each unit to be checked. Any one leader in a checked unit's force may apply his leadership value as a die roll modifier to that unit's check. On a final result of one through four, a checked unit is eliminated; on a final result of five or higher the unit remains in play.

21.0 LEADERS

21.1 In general, leaders are treated like combat units, but with the following special characteristics. Leaders can control a locale for political point and other purposes.



21.2 Leadership Values are used to enhance march and enable forced march (see 16.3), to aid in winning combat initiative (see section 18.0), and to help maintain certain units in the field when their enlistments are up (see 20.5).

21.3 Leaders in Combat

Leaders can be chosen to suffer elimination or disruption in combat. A disrupted leader has his leadership value reduced to zero for the remainder of that battle. A leader alone in a locale, or who is there only with one or more other leaders, would still have to be fired on by enemy combat units in order to be eliminated. Leader units themselves never fire in combat.

21.4 Leader Survival

If a leader is eliminated in combat, roll a die. If that result is less than or equal to his printed leadership value, he has escaped death. Place that leader back into your side's leader pool; he can be re-mobilized into play later. If the die roll result is greater than the leader's printed leadership value, then he is permanently eliminated and out of play.

21.5 Leaders are never affected by forced march attrition or by lack of supply.

21.6 Militia Leaders

may only apply their leadership factor to a force consisting entirely of militia and/or light units and/or other militia leaders. In all other force compositions, they have leadership values of zero. Militia leaders have the same movement restrictions as militia units (see section 23.0).

21.7 Admirals may use their leadership values only to enhance the movement of fleets, for forced marching of fleets, for fleet combat, and for amphibious assaults (see 24.6). An Admiral(s) may disembark and move inland if you desires. Generals may never use their leadership value for fleets or amphibious assaults.

22.0 FOG OF WAR

22.1 You may look beneath the top unit of enemy stacks only if one of the following apply: 1) by initiating a combat against the stack, when both the attacking and defending forces are simultaneously revealed, 2) by playing a Spy marker.

22.2 You may not examine the campaign markers in your opponent's hand or in the pool unless you play a Spy marker.

23.0 REGIONAL MOVEMENT RESTRICTIONS

23.1 Militia combat units and militia commanders may not cross any regional border. If forced to retreat across a border, they're eliminated in place instead. Militia units and leaders may not move out to sea in any way.

23.2 All other units may freely cross borders. Note that, while some units have regionally derived names, those names create no restrictions on their placement or movement.

24.0 FLEETS

24.1 Fleets may move only into ports and high seas locales and friendly off-map holding boxes. They may not move via land routes, including lakes/rivers. Within those strictures, fleets otherwise follow normal rules of movement and forced march.

24.2 Fleets must cease their move whenever they enter a port locale containing an enemy force of combat units of any type(s).

24.3 Fleets may move into and through high seas regions containing enemy fleets.



24.4 Naval Transport of Land Forces

A fleet may pick up land units and move them under the following strictures:

- 1) Both the fleet and the land force must start the Movement Phase of the transport operation in the same port or off-map holding box.
- 2) A transport operation may end in a high seas region, a port, or an off-map holding box.
- 3) Transported land forces may not conduct any other movement in that phase.
- 4) When a transporting fleet disembarks all or part of its land force, that fleet must end its move for that Movement Phase; however, land units are never forced to disembark; they may remain indefinitely embarked on a fleet.
- 5) Land forces may not be embarked from, or disembarked into, a port containing an enemy fleet(s). And, yes, that stricture works to prohibit amphibious assaults (see 24.6).
- 6) Land forces may be picked up, and disembarked in, ports containing only enemy land units. See 24.6 for more details on the latter.

24.5 Transport Capacity

Each fleet can transport up to four land combat units and an unlimited number of leaders.

24.6 Amphibious Assault

You may disembark land forces in a port containing enemy land units by conducting an amphibious assault. To do so, the attacking units execute combat normally, but with the following additions:

- 1) The attacker rolls for the fleet's combat factor when firing.
- 2) If the defender loses the battle, the amphibious assault force is considered to have seized (and thereby fully moved ashore into) the defender's locale, and that includes its fleet unit(s).
- 3) If the attacker loses the battle, his surviving units automatically re-embark onto their fleet(s). The fleet(s) and all surviving attacking units then retreat from the assaulted port's locale.

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4) When using optional rules section 28.0, if there is a defending fortress in a locale, the defender may fire at the fleet only with that fortresses combat value. Fleets aren't affected by other types of land units' fire. (Ignore this rule if not using optional rules section 28.0).

24.7 Fleets may not by themselves attack land units; they may only do so in conjunction with land units as given above in 24.6.

24.8 Fleet vs. Fleet

Fleets may attack enemy fleets in port locales. Only the fleets are involved, land units, including fortresses, never participate in any way in such fights, no matter if transported or ashore. Combat is otherwise resolved normally.

24.9 Retreating Fleets always retreat into high seas regions. Fleets may retreat into high seas regions that contain enemy fleets, and they may do so with no adverse effects to either side.

24.10 If a fleet unit is sunk while transporting a land force, that transported force is sunk with it. Note, though, if a transporting fleet is sunk during an amphibious assault, that assaulting land force is considered to be already ashore at the time of the sinking. Also note, though, such a sinking could work to block all retreat for an amphibious assault force, unless another friendly fleet(s) still remained to carry them away; see 24.6(3).

24.11 When using optional rules section 28.0, fleets may not make any use of friendly fortresses or take part in sieges against enemy fortresses.

24.12 Marines are treated like regulars, but with the following special abilities: 1) they are in automatically in supply when embarked on a fleet; and 2) they have their combat value increased by one when participating in an amphibious assault.



25.0 OFF-MAP HOLDING BOXES

25.1 There are three off-map areas along the east map edge: Britain, France and Spain. Movement into and from those boxes is allowed only via fleet movement and naval transport.

25.2 Only the British player may make use of the Britain off-map box.

25.3 Only the American player may make use of the French off-map box, and only if France has entered the war (see section 26.0). Even then, only French units may enter and leave that box.

25.4 Only the American player may make use of the Spanish off-map box, and only if Spain has entered the war (see section 26.0). Even then, only Spanish units may enter and leave that box.

25.5 Within the strictures given above, a player may place and maintain an unlimited number of units in his off map area(s).

25.6 All off-map boxes are ports.

25.7 All off-map areas have unlimited supply (forage) capacity.

25.8 Each off map area generates political points via die roll. The British player always gets Britain's points. The American player only gets them for France and Spain, calculated separately, if they've entered the war (see section 26.0).

25.9 You never have to maintain any units in your side's off-map areas in order to control them. You always automatically control your off-map area(s).

26.0 FRENCH & SPANISH ALLIANCES

26.1 France and Spain start both scenarios as neutrals. At that time, neither player controls them: their forces are frozen in place, and their colonial regions and holding boxes are totally out of play. They may be brought into play via the European Balance of Power Table (see section 12.0). Once in play, they remain so for as long as the Balance of Power remains in or beyond their space on the table. When France or Spain enter the war, they always do so on the American side and their forces are controlled by the American player. French and Spanish forces may never be controlled by the British player.

26.2 French and Spanish forces are initially placed according to the instructions given in section 4.0.

26.3 Until France allies with America, no non-French units may enter Hispaniola. Until Spain allies with America, no non-Spanish units may enter Cuba or New Spain.

Neither player gains any political points for a neutral's towns or off-map areas.

26.4 If France or Spain ally with America and then become neutral again, the following take place:

1) All British and American units in the again-neutral regions are picked up by the owning player and placed in the nearest space outside of those regions not containing any enemy units.

2) All of the again-neutral nation's units outside of its original colonial regions are picked up by the American player and placed anywhere within those original territories or its off-map box. That's decided on a unit-by-unit basis.

3) The again-neutral nation is fully neutral, as described above in 26.1.

26.5 France and/or Spain may potentially go in and out of neutrality and alliance with America any number of times per game.

27.0 HESSIAN UNITS & INDIAN UNITS

27.1 Hessians

Only the British player may mobilize Hessian units (German mercenaries). Their cost is relatively cheap; however, whenever one or more Hessian units are mobilized, the American player randomly picks one campaign marker per unit. Hessian units are generally treated as British regulars but, once eliminated, no given Hessian unit may ever be re-mobilized into play.



27.2 Indians

Only the British may recruit Indian units. They are initially mobilized into Indian locales at the rate of up to no more than one unit per Indian locale per game turn. Indian units are treated as British, except: 1) whenever one or more Indian units are mobilized, the American player randomly picks one campaign marker per unit; and 2) the British may recruit Indian units even if their entry locale is occupied by American units.

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Optional Rules

Prior to starting a game, players should decide between themselves which of the following optional rules sections they'll use. Each rules section may be committed to individually, or they may all be used. Each optional rules section adds greater historical detail to play, but does so at the cost of some added complexity.

28.0 FORTRESSES & SIEGES

28.1 Fortresses represent **heavily** entrenched localities and supply depots. When using this rules section, some fortresses are added to the initial set-up. Others may also be mobilized into play after the game has begun.

28.2 Fortress Effects

Land units in a locale with a friendly fortress marker use the following altered rules:

- 1) A fortress adds +1 to the owning player's total when determining the combat initiative as given in 18.4(1).
- 2) Combat effects against land units receiving fire in a locale that contains a friendly fortress use the following die roll results: on rolls of one through five there is no effect; on results of six, they're disrupted.

3) Land units involved in combat in a locale containing a friendly fortress may generally never retreat from combat (see 28.13 for the exception).

4) Land units in the same locale as a friendly fortress, or that are in locales immediately adjacent (route connected) to a locale that contains a friendly fortress, are thereby supplied, regardless of political point values. A single fortress may supply any number of units, and a fortress isn't expended by providing such supply. Note that since wilderness and Indian locales have no political point values, units in them would have to draw supply from fortresses or be out of supply (except as noted in 19.4).

28.3 Fortress Combat Strength

Fortresses have a combat value printed on them. They are special combat strengths that may be used only when defending against an enemy attack, they may never be used on the offense. Further, even when on the defense, a fortress's combat strength may be used only if the player has one or more friendly land units in the same locale (any types). Even further, fortresses may never be the target of enemy fire during combat. The only way they're eliminated is described below.

28.4 Duration

A fortress marker remains on the map until one of the following occur: 1) all friendly units move out of the locale or are eliminated; or 2) you may choose to remove any friendly fortress on the map as your last step in any Supply Phase.

28.5 Capture

If you move units into a locale containing only an enemy fortress, you gain immediate and automatic control of that fortress. If you win a battle against a force defending in a locale containing an enemy fortress, roll a die. On a result of one through three, you gain control of that fortress; on a four through six, the fortress is eliminated.

28.6 Siege

You may choose to place a Siege marker atop friendly land forces at the end of any Movement Phase in which it/they entered a locale containing an enemy fortress. The cost is three political points per marker. Units in a locale with a friendly siege marker are called a **besieging force**. You may only designate a land force as such if both the following pertain to its situation: 1) it's locale must contain an enemy fortress and at least one enemy ground combat unit; and 2) your besieging force must contain at least one regular unit.

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28.7 Siege Combat Effects

A besieging force negates the advantages given above to fortress defenders in rules 28.2(1) and 28.2(2).

28.8 Siege Supply Effects

A siege marker provides the amount of forage to its besieging force equal to the political point value of that locale. It also prevents enemy units in adjacent locales from being supplied by the besieged fortress, just as it also prevents enemy units in the besieged fortress's locale from being supplied from an adjacent locale. Finally here, the Siege marker also negates the automatic supply of enemy units within the locale of the besieged fortress; those units draw on the normal supply forage value of the siege's locale.

28.9 No Attack Requirement

A besieging force is never required to initiate an attack against the besieged fortress or the other enemy units in its locale.

28.10 Second & Third Combat Phase Siege Attacks

A besieging force may attack a fortress in Second and Third Combat Phases, but doing so requires the attacking player, in effect, to meet the requirements of a forced march.

28.11 If you move a force into a locale containing a garrisoned enemy fortress and you don't start a siege there, you must attack that fortress using normal (non-siege) combat rules.

28.12 Relief Forces

The player controlling a besieged fortress may move units from outside that locale into the locale where the siege is taking place. Such a newly entering force is called a **relief force**. The Relief Force must attack the besieging force, which must be executed as the first attack of the ensuing Combat Phase using normal combat rules; the Siege marker has no effect on its resolution. The besieged force (the one already in the fortress's locale) may not be combined with the attacking relief force. If the relief force wins its battle, the besieging force is retreated or eliminated out of the space and the relief force is instantly considered combined with the besieged force. If the relief force loses its battle, it's retreated/ or eliminated out of the siege's locale and the siege goes on.

28.13 Sorties

Friendly besieged forces may be sorted in order to attack their enemy besieging force. Sorties

may be conducted by some or all besieged units in a locale. They are resolved as normal combat as if no Fortress or Siege markers were present. A defeated sortie force may retreat back into its fortress. A sortie attack may be made in the same locale, and in the same Combat Phase, as a failed relief force attack.

28.14 Siege Duration

A Siege marker remains on the map until one of the following occurs: 1) All besieging units are eliminated, retreated, or moved out of the siege's locale; or 2) the enemy fortress in the locale has been removed or captured. Siege markers may themselves never be captured by the enemy.

28.15 Once a Siege marker has been placed on the map, other units of the besieging side that enter that locale automatically join the besieging force. All units that move into a locale containing a friendly fortress under siege are considered part of the relieving force.

28.16 Sieges & Naval Transport

If a besieged fortress is in a port locale, units friendly to that fortress may enter and leave that locale via the normal rules of naval movement and transport (see section 24.0).

29.0 PARTISANS

29.1 Partisan markers represent local guerrillas, mobs, agitators and so forth. There are two types of partisans: **Rebels** are American partisans; **Tories** are British partisans.

29.2 Partisans are created in Mobilization Phases as follows:

- 1) Indicate a colonial region.
- 2) Expend two political points if the area is pro your side, three if it's neutral, and four if it is pro-enemy.
- 3) Roll a die. On a one through three, no partisan is placed; on a four through six, place one partisan unit in any locale in the region.

29.3 Placement

The locale into which you place a partisan unit may contain enemy units (or not); however, it may not contain another friendly partisan unit. It may contain an enemy partisan unit, in which case remove that enemy partisan unit as you're placing your partisan unit. You may only place partisans in the following colonial regions: New

England, the Mid-Atlantic Colonies, Virginia, the Deep South, the West, Florida and Canada.

29.4 Partisan Effects

If a partisan is in a locale, both the following pertain there:

- 1) The political point value of the locale is reduced to zero for the enemy, including for forage. Note, though, that a friendly partisan has no effect on the political point value of a locale for your side.
- 2) An enemy force that enters an area containing one of your side's partisan units must cease movement in that locale for that Movement Phase. An enemy force starting its move in such a locale may move out normally.

29.5 Eliminating Partisans

A partisan marker is eliminated if either of the following occur: 1) as described above in rule 28.3; or 2) via the optional Massacre rule given below. Eliminating a partisan doesn't count for political points or as having fought a battle.

30.0 INDIAN SOVEREIGNTY

30.1 During each Political Phase check each Indian locale on the map. If an Indian locale is found to be occupied by non-Indian units of either player, the non-occupying player receives one political point for each such locale.

30.2 If both players simultaneously have non-Indian units in the same Indian locale, neither player receives a point for that locale.

31.0 BRITISH MILITIA UPGRADES

31.1 The British player may choose to upgrade friendly militia units to regular or light units. That's done as follows during the Mobilization Phase. To do so, indicate the militia unit to be upgraded. It must be in the same locale as a British regular or light unit. Expend two political points and replace the militia unit with a British regular or light unit.

31.2 No more than one militia unit may be upgraded per locale per Mobilization Phase.

31.3 A militia unit removed from the map via upgrade may be re-mobilized normally into play, but not prior to the next game turn.

The American Revolution:

32.0 INTERCEPTION

32.1 Using this rule, you may use a friendly force to temporarily interrupt an enemy Movement Phase by playing a Tactics marker. This is called an interception, and they take place only under the following strictures.

32.2 Procedure

Whenever an enemy force moves into a locale immediately adjacent (path connected) to a friendly force, and that friendly force has one or more leaders, you may declare an interception. You must also expend a *Tactics* marker at that time. The enemy movement is then temporarily suspended. Roll a die: if that result is less than or equal to your intercepting commander's leadership value, the interception has succeeded. In that case, move some or all of the units in the interception force, along with the interception's commander, into the moving enemy force's locale. Regardless of the die roll outcome, the *Tactics* marker is expended.

32.3 A successful interception causes the intercepted enemy force to cease its movement for that phase in the locale into which the interception was projected. That will also trigger combat in that locale in the ensuing Combat Phase, using normal combat rules and attacker/defender definitions. Also note

the originally moving player may choose to move other forces into the intercepted locale to reinforce that battle, provided he has any remaining forces still unmoved and in range.

32.4 A force attempting an interception may not be in a locale already containing enemy units; nor may besieged or besieging forces attempt interception. An interception may never be attempted into a locale containing an enemy fortress.

32.5 A given force may attempt no more than one interception per enemy Movement Phase. If there is more than one force capable of conducting an interception against a given locale, they may each attempt to do so separately, meaning a *Tactics* marker would have to be expended for each attempt, successful or not.

33.0 MILITIA EXPEDITIONS

33.1 You may attempt to move militia units across regional borders if it's part of a force moving with a commander (who can be a militia or non-militia). For each militia unit making such an attempt, roll a die. If that result is less than or equal to the commander's leadership value, the rolled-for militia unit

moves across the border. If the result is greater than the commander's leadership value, but is other than a six, the rolled for militia unit ceases movement for that Movement Phase in the locale where the die roll check was made. If the result was a six, the militia goes home; remove the militia from the map.

33.2 Similarly, and under the same requirements, militia may attempt to retreat across a regional border. Here, however, even if it simply fails to move it's eliminated.

34.0 OVERRUN

34.1 If you move a force into a locale and that force has at least 10 times the printed combat strength points as the enemy force there, an overrun occurs. In that case, immediately eliminate all the enemy units in the locale. Your moving force may continue moving with no delay or other penalty. Note, though, no given force may conduct more than one overrun per Movement Phase. Such a force may enter another locale containing enemy units and engage them in normal battle. If a lone leader(s) is/are in a locale, your moving force would still need at least 10 combat factors to overrun him/them.



Decision in North America

34.2 Overrun does not count as battle. Leaders and Tactics markers don't come into play, nor may anyone gain campaign markers, nor can a massacre ensue (see below).

34.3 Restrictions

An overrun may not be conducted if the enemy force contains a Fortress or Siege marker. Further, they may not be conducted in a locale containing an enemy partisan, and a force containing Indians may not be overrun in an Indian locale. Fleets may not conduct overruns.

34.4 Within the strictures given above, overrun is conducted at the moving player's option. He may instead decide to have his force stop and fight a normal battle in the ensuing Combat Phase.

35.0 FRONTIER WARFARE

35.1 If you're determining combat initiative, as in rule 18.4(1), if your involved force has more light and/or Indian units than the involved enemy force, you thereby gain a +1 for that initiative determination (in addition to all other additives described in that rule). Further, it's received even if your force is leaderless. This bonus isn't received, though, if either involved force contains a Fortress or Siege marker.

35.2 When retreating from battle, you may have your retreating force do a forced retreat without having to undergo a final round of enemy fire, as described in 18.4(4b), if all of the following are in effect:

- 1)** The combat must be taking place in a wilderness or Indian locale.
- 2)** The retreating force must be composed entirely of some mix of light, Indian and/or leaders. (There must be at least one light/Indian unit to enable leader units to do this.)
- 3)** The involved enemy force must contain fewer total light and Indian units than the retreating force.
- 4)** Your retreating force isn't starting in a locale containing a friendly Fortress or Siege marker.

35.3 All that being in place, simply declare your retreat. Retreat your force without it being fired on, and the battle ends (the other side wins).

36.0 FORAGE

36.1 Light and Indian units out of supply in a wilderness or Indian locale are now eliminated on a die roll result of five or six.

36.2 Regulars out of supply in a wilderness or Indian locale are now eliminated on a die roll result of three through six.

36.3 All other units continue to be checked as described in the standard rules, and all dire rolls for other types of locales remain unaltered.

37.0 MASSACRE

37.1 You may conduct a massacre in any land locale at the end of any combat in which your force has just won a battle.

37.2 Effects of massacres are as follows:

- 1)** Remove any enemy Partisan marker in the space.
- 2)** Your opponent randomly picks from the pool a number of Campaign markers equal to the printed political point value of the massacre's locale.
- 3)** Place a Massacre marker in the locale. That locale has its political point value reduced to zero for as long as that marker remains on the map.
- 4)** Indian units may not be mobilized in an Indian locale containing a Massacre marker.
- 5)** A massacre may not be conducted in a locale that presently contains a Massacre marker.

37.3 If a victorious attacking force contains any Indian units, the attacking player must roll a die at the end of that battle. If that die roll is less than or equal to the number of Indian units in the victorious force, a massacre occurs automatically. If the result is greater than the number of Indian units present in the force, the player may still choose to massacre.

37.4 Duration

All Massacre markers on the map, other than those in Indian locales, are removed at the end of every Supply Phase. Massacre markers in Indian locales remain in place for the remainder of the game.

37.5 A massacre may only occur after a player has won a battle in a locale. You may not attack a locale without enemy combat units in it in order to then be able to conduct a massacre there.

38.0 HONORS OF WAR

38.1 If you have a besieging force, you may offer Honors of War to the enemy force it's besieging. Such an offer is made at the start of any Combat Phase in which your besieging force is otherwise qualified to attack the besieged force.

38.2 If the besieged player accepts the offer, he picks up his besieged units (but not the besieged Fortress marker), and places them in the nearest locale that contains no enemy units or markers. If there's an argument of which is the nearest qualified receiving locale, roll a die, with the high roller deciding. The besieging player then automatically gains control of the fortress. This does not count as winning a battle.

38.3 If the besieged player declines the offer, the besieging player must conduct an attack against the besieged force. In that combat, the attacker may not choose to retreat, and neither player picks any campaign markers for eliminating enemy units.

38.4 Indians

If a force contains any Indians, it may not offer nor be offered Honors of War.

The American Revolution:

39.0 DESIGNER'S NOTES, UNOFFICIAL RULES

Minutemen or Grenadiers

You can recruit several types of units—regulars, militia, light, grenadiers, marines, fleets and leaders—by expending political points. Each type has its own advantages. Militia are cheap, at least if a region's loyalty is in your favor. Other units cost progressively more points. There are tradeoffs. The British can mobilize grenadiers, which have a combat factor of "3" as opposed to the regulars' "2." Since grenadiers cost four points and regulars three, it's generally more cost effective to bring in the grenadiers. Added to this is that grenadiers can be mobilized in America while the regulars have to come from the home islands (this is because the game's grenadier units represent companies being pulled out of the line battalions, or upgrading of existing units). The downside is that there are only a limited number of grenadiers in the counter mix, so deploy them wisely.

Light units cost the same as regulars. That's because light infantry training was widespread in the armies of the time. Those units also represent dragoons and legions of mixed infantry and cavalry. Had the game been taking place during the Seven Years War or earlier, the light troops would've cost more. While their printed strength is only "1," light units have their combat factors increased to "2" in wilderness, and also pay only one movement point along trails while everyone else pays two. The optional rules also give light troops additional bonuses when engaging in frontier warfare, such as enhanced foraging and battle initiative in the wilderness.

I made one post-publication design change by restricting post-battle pursuit fire to light units and Indians. Otherwise the pursuit stage became too bloody. An interesting thing about battles during the American Revolution was they had relatively low casualties, with a few exceptions here and there (such as Bunker Hill and Cowpens). One reason for that was cavalry was only a minor factor in the armies in America, and usually it was cavalry that was going to conduct the better part of a post-battle pursuit, at least in the European system of warfare. If I adapt this system to other eras, I'll give cavalry that special function. You can also build fortress and siege lines. Fortresses also represent heavy guns; so they have an inherent combat strength as long as they're garrisoned. They give the extra supply ability already mentioned, but the downside is, since they can be captured

and used against you by your opponent, you have to be careful about putting them in situations where they might end up under the control of the other player. Siege markers are used to enhance the ability of besieging forces to attack fortresses. I placed them in the optional rules because they generate some special situations in which both sides will have units in the same locale throughout a turn. Otherwise, the combat rule is written in such a manner combat will clear one side or the other from a hex. That's one of the pitfalls of writing rules for games that use point-to-point movement: when you have enemy units co-located in the same space it can create anomalies in movement and other game functions; so the easiest way to deal with it is to write the rules in such a manner that such dilemmas are avoided.

Campaign Marker Chaos

One of the central systems of *American Revolution* is Campaign markers. They represent political and military factors introduced into play via random picks. They include three general types: Action, Rabble Rousing and Tactics. Action markers are various events that give players' specialized temporary advantages or abilities. They also bring in historical color. For example, Minutemen gives a free mobilization of militia, while Tarleton's Quarter gives you a shot at fighting battles in a manner that would shock the sensibilities of those times. Players use Tactics to force march, which translates into additional campaigning phases for selected forces. Rabble Rousing gives players a shot at changing the American Revolution Progress, Colonial Loyalty and European Balance of Power Tables.

You can purchase Campaign markers with political points, or gain them for free by causing enemy losses in battle. The markers are picked at random, which means you never know what you're getting. You might find yourself with a surplus of Tactics when you need to Rabble Rouse, and vice versa. That's an intentional design feature. It represents the historic situation in which commanders often didn't have the right capabilities at the right time and place. The British 1777 campaign saw a lot of that, in that they couldn't quite get it together to coordinate their armies, resulting in the loss of Burgoyne's force at Saratoga. Horatio Gates, the victor at Saratoga, would also learn that lesson when he went down to defeat in the later southern campaign. The Campaign markers are cheap enough that you can get sufficient turnover to—sooner or later—get what you need. That favors long term

planning, though the fortuitous pick of the right markers can often lead to sudden turnarounds in fortune. Again, that was the nature of 18th century warfare. You don't have the general staffs of later armies that can put together continent-spanning maneuvers and logistics.

Another thing to consider is you lose half your accumulated Campaign markers at the end of each turn. The reason for that is to prevent either player from building up an unrealistic preponderance, but there was also the historical issue that if a side didn't use its advantages they would dissipate owing to political infighting. I like to use Campaign markers regardless of the era being portrayed, since they're an easy and dramatic way to introduce some of the chaos of warfare. And who can resist playing Tarleton's Quarter?

Unofficial Rules

Often during the design of a simulation you come up with ideas that at first sound good, but aren't put into the final version for any number of reasons. To give one example, in *American Revolution I* originally had a demoralization rule by which units disrupted in combat remained disrupted until "rallied." I dropped it because it was really a grand-tactical consideration in a strategic-level simulation. It required the players to take actions that belonged to the command echelon below the one they represented as top-commanders of forces in North America. It was also one more procedure in a design I was trying to keep as clean as possible, but here's the rule if you want to give it a try.

DEMORALIZATION

1. In the Standard rules disrupted units automatically un-disrupt at the end of a battle. When using this option, disrupted units remain disrupted until rallied. While disrupted they're considered to be "demoralized." That's indicated by keeping the units face down or putting a blank marker on top of them.

2. Effects

- 1)** A force containing any demoralized units has its movement reduced by one.
- 2)** Demoralized units are treated as disrupted units for battle.
- 3)** Demoralized units always subtract one from any Enlistments Up and Supply die rolls.

3. Rally

Rallying is the act of flipping a demoralized unit face up (to its normal side). Units attempt to rally at the end of each and

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every friendly Battle Phase. That's true even if the units engaged in a march or combat that phase. A player rallies units in a space by having a commander in it. Each commander rallies a number of units equal to his leader value. Demoralized leaders rally themselves but not other units.

Similarly, I also originally considered including a more tactical battle resolution system, and again, it actually operated at a level that could be viewed as being below the scale of the game.

BATTLE TACTICS

1. As part of their initial battle plans, players may (secretly) commit units to their line or reserve. Indicate that by placing them in the Line or Reserve Boxes.

2. A player may commit no more than a third of his combat units to his reserve (round down; thus, for example, if you have four units one could be in reserve). Any number of commanders may also be committed to the reserve.

3. Units in reserve may not fire or be fired on.

4. A player may, at the start of any friendly combat round, commit one or more reserve units to his line. Simply move them forward. Units in the line may not be moved to the reserve.

5. On the first round of battle a reserve unit is committed to the line, double its combat factor for fire. Also, any Tactics marker used in conjunction with that unit is doubled.

6. If all units in the line are eliminated, all units in reserve are immediately moved to the line, but the owning player receives no combat bonus for them. This occurs during the combat phase in which the line is wiped out.

7. Leaders in reserve may not be used to play Tactics markers.



40.0 FAQs

Just to clarify: In a combat with leaders first both sides may commit Tactics marker to influence initiative. Exactly those number of Tactics markers may be used to enhance the number of dice rolling in a Fire Round - and if used, then take them into the pool, correct?
Yes.

Is Fort Detroit part of Canada or of the West?
The West.

It is correct that each player buy up to 15 campaign markers regardless how many campaign markers he has already in this hand? And you may buy 15 markers and then play "Speculators" getting more markers, correct?
Correct.

Does a lone fortress "occupy" a locale for collecting Political Points (e.g. fortress in Halifax at set-up)?
No. You have to garrison it.

If a French/Spanish leader is removed into the pool is it placed into the US Leader Pool (i.e. if drawing a new leader the US player may get de Grasse even if France is neutral)?
No.

It is correct that in the same Campaign Phase a player may move into a fortress, pay 3 PP for siege and then attack the besieged fortress? Or must he wait until the next Campaign Phase?
You can move and besiege.

It seems to me that 28.4 (1) is contrary to 28.5 first sentence. I assume a fortress could be alone in a locale without removing

it (otherwise the fortress in Halifax has to be removed immediately).

This was corrected in the errata. Forts have to be garrisoned.

Indians campaign marker - "American: play during any political phase to pick one campaign marker, at no cost, for any Indian unit then anywhere on the map" Does this mean pick one marker for each Indian on the map, or pick one if any Indians are on the map?
Just one.

Just to clarify for setup: 3 x regulars = 3 x 2 strength regular army units? (as 1 strength is detachment).
Correct. Pick brigades.

Can a force attack more than one area? It seems like a player can string out a bunch of one strength militias and hold up the advance of larger armies, even if they beat them. Maybe they can continue advancing with remaining movement points after a battle.
I added the Overrun optional rule to deal with this situation. See rule 34.

Mobilization of the British Guards unit: is it recruited like a Regular or like a Grenadier? It is a "3" value unit and has a grenade symbol so we played it is mobilized like a Grenadier.
The Guards are a Grenadier unit.

28.13 Sorties: Must units that sortie out of a fortress to attack a besieging player retreat back into the fortress or may they retreat out of the locale altogether? The rule says "MAY retreat back into the fortress."
Either way.

The American Revolution:

28.8 Siege Supply Effects: Do friendly units under siege draw supply that is double the value of the locale if that locale is in a pro-friendly region?

Yes.

Force March: do units on a Fleet that force marches roll for elimination (roll of a six) at end of the move? If so, are Marines excepted from the roll?

They all roll, including marines.

Combat: several units are defending and the attacker rolls a five and a six. May ONE of the defending units disorder (the five result) AND then be eliminated (the six result)?

All eliminations must be applied before any disruptions.

Are "reinforcements" and "mobilization" the same thing? 4.11 uses the word "reinforcements", which doesn't ever seem to appear again in the rules.

Yes.

17. Since fortresses must be garrisoned, what do you do with the fortresses set up initially in Halifax and Quebec? They set up empty, so they would disappear immediately.

Use the units which begin anywhere in Canada to garrison them.

13.10 Says "Counter-Mix Limits ... (You may make up as many additional markers as you feel you need." Does that include Campaign Markers?

No.

23.1 Are "regional border" and "colonial border" synonymous?

Yes.

24.5 says "Fleets may transport up to 4 land combat units" or should that have been "strength points"?

Combat units.

Stacking: does the top unit in a stack have to be a leader or can it be any unit (for fog or war purposes).

Any unit.

Leader disruption: the rules (21.3) state that "a disrupted leader has his leadership value reduced to zero for the remainder of that battle." May the affected player still play Tactics markers?

No.

Leaders: the rules state (21.1) that "in general, leaders are treated like COMBAT units." In light of that, may a lone leader (no combat units in his location) control a location for political points, and place and maintain a fortress?

Yes, unless otherwise stated.

Leaders: does the enemy play draw a Campaign Marker for eliminating an enemy leader in combat?

Yes.

If a player fails to place a Partisan in a given locale, can he immediately pay for and make another attempt in that same locale?

Yes.

18.4 (1) Determine Initiative: Do players add their die roll to the sum of the leadership value(s) of their leader(s) in the combat, or to the number of Tactics markers they've committed to the combat?

To the number of Tactics markers they've committed to the combat.

What happens to a fleet when an enemy unit moves into the port it occupies? We assumed it could stay there, basically blockading, because the land units cannot affect it.

Correct.

If a combat is lost in a port space with land units and a fleet, and the land units decide to retreat by land, does the fleet have to go sea or can it hang around as in question 27 above. The stipulation to have all units retreat together is what is calling this into question.

The fleet retreats to sea.

Can both units moving via land and units performing an amphibious op attack the same port hex in a turn? The rules would seem to allow it but it seems weird that newly arriving troops from Britain can pull off an amphibious attack on their turn of arrival and coordinate that op with local forces.

They can. Remember, each turn represents several months of campaigning.

Do British militia roll for expiration of enlistments like the Americans do? We assumed yes, but that means Florida and Canada are going to cost the Brits a lot of points in lost political power and replacing those units 2/3s of the time.

No. Only American militia.

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The American Revolution: Decision in North America

After Action Report

Strategy & Tactics 270

By E.R. Bickford



This game is a strategic-level simulation of the American Revolutionary War in which play is divided between political and military factors. Either player can gain a “sudden death” victory, but the requirements are difficult, both in terms of the political and the military situations.

For the British player it would require 36 points for towns for a military victory while also keeping the Revolutionary Progress Table at Continental Congress level or lower. Since that track can only move in one direction, the British player needs to strike quickly to achieve such a victory.

The American player also needs 36 points in controlled cities for a military victory. Additionally, he needs to reach the Articles of Confederation position on the Revolutionary Progress Table. Finally, he needs to obtain a

Pro-American Loyalty level of +2 in at least four of the colonial regions. All that takes time.

If neither side achieves a sudden death Victory, the game lasts through Turn Eight, 1782, when lesser levels of victory are assessed. A partial victory or a draw could be awarded.

In my play-through, the American player decides to focus his initial moves on developing his political position. That’s in part to remove the potential for a British sudden death victory. Meanwhile, he will try to manage the military situation as a second priority.

The British player wants to use his strength to overwhelm the Americans and to quickly stem the rebellion. On the one hand, he wants to manage the American political situation, but he has to establish the British Army in the colonies. We will see how this goes.



TURN ONE, 1775

Each turn represents one year, therefore a lot can happen politically and militarily in any one of them. The British player is hampered on the first turn with mobilization restrictions that limit his ability to respond efficiently.

Initiative Phase

The American player has automatic initiative on the first turn.

Note: the American player begins with six campaign chits, which are selected randomly as follows: The Thomas Jefferson rabble-rousing chit, Committee of Correspondence, Speculators, Leader Arises, Privateers and one Tactics chit.

Political Point Phase

The American player collects 25 political points for the cities he controls. (New England counts double because it is in +3 loyalty to the American cause. The Revolutionary Progress Track is in the Don't Tread on Me

box (the first space); so the American adds a die roll to his political point total. This time it is a three. That totals 28 political points. Political points are expended to mobilize units and pay for campaign chits.

The British player also collects his political points. His controlled cities raise 23 points. The British player has control of the Caribbean, which adds to his point values. Those points are somewhat protected until the French or Spanish enter in support of the Americans. Next the British player rolls two dice for the value of Great Britain. That adds five more political points, for a grand total of 28 points.

Mobilization Phase

The American player has decided to focus on gaining political momentum. Thus the maximum number of campaign chits (15) are purchased. They cost a total of 15 political points.

The Drill Master chit is used to recruit the 1st and 2nd Hudson Regulars with Gen. Arnold in Trenton. That costs only four points due

to the chit. Until the Continental Army professionalizes, American regulars are usually expensive to mobilize and difficult to maintain. Four militia units are raised in Albany, Wilmington, Charles Town and Richmond, respectively. One leader is purchased. Gen. Clark is randomly selected from the American leader pool. He is a 2-rated militia leader and is deployed in Richmond. As a militia leader he can only affect militia units with his command ratings.

The British player also spends his political points, but on the first turn everything costs double, representing British unpreparedness. The British player purchases 11 campaign chits for 22 political points. One of them is the Drill Master chit, but it can't be used due to the British set up. Three British militia units are purchased for six political points. One is deployed in Halifax, while two are placed in St. Augustine Florida.

Rabble-Rousing

Rabble-rousing represents the propaganda

battle fought by both sides, which effects changes in the political situation. There are three areas that can be affected in that way. The first is the Revolutionary Progress Table. That represents the developing American government. Next is the Foreign Balance of Power. That reflects Spain's and France's interests in the conflict. They can support either Great Britain or America or remain neutral. Finally, seven of the colonial regions are either neutral or pro-America or pro-Britain. Since the players secretly deploy rabble-raising points to the various areas, each player must decide where his greatest potential gains are as well as the relevant threats.

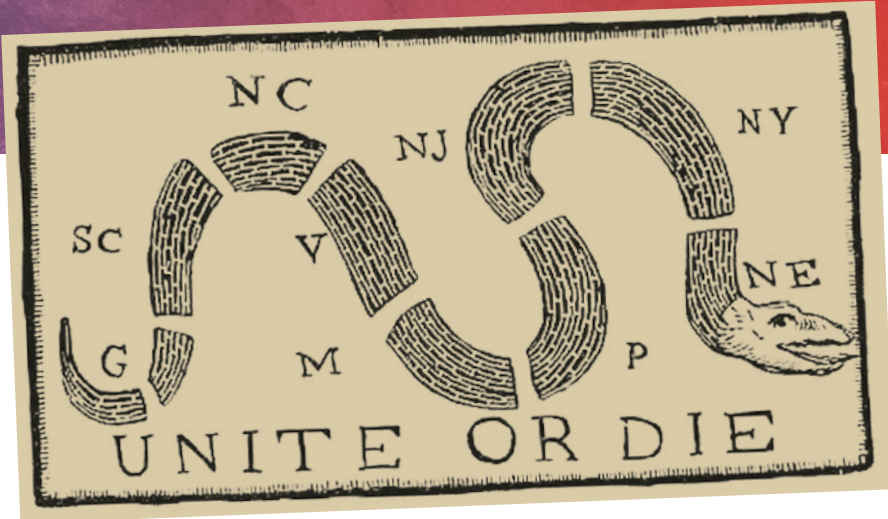
The American player has a lot of rabble-raising markers this turn, and he decides to spread them out among all three of the political tracks, hoping to catch the British player unaware. John Adams (+3) is assigned to diplomacy in Europe. Thomas Jefferson (+3) works on the Revolutionary Progress table. The rest of the rabble-raising chits are deployed to the Colony Loyalty Table.

The British player has only two rabble-raising chits. That's unfortunate for him, as the American therefore has the potential to make a leap forward on the political end of the struggle. One British chit is used to affect the Revolutionary Progress Table. Another is used for colonial loyalty in the Mid-Atlantic colonies.

The British player wins the Revolutionary Progress, and the marker remains in place: Don't Tread on Me. That preserves his potential for a sudden death victory. The European Balance of Power Track advances to Pro-American level-one support. The British and Americans fight over the loyalty of the Mid-Atlantic colonies. The dice result is a tie, and the track remains stationary at Pro-American 1. Meanwhile Virginia moves to Pro-American Loyalty 3, uncontested, the Deep South to Pro-American Loyalty 2, and Canada to Pro-British 1. That's because the American played rabble-raising chits with no counter chits from the British player.

First Campaign Phase

Each game turn has up to three campaign phases. To move and attack during the second or third campaign phases, a player must use a general and a tactics chit to perform forced march. That can be costly, as such forces may also lose units to attrition.



American Movement

Since the American player has the initiative this turn, he moves and fights first. Gen. Benedict Arnold marches with his army from Princeton to New York to confront the British detachment there. New York is worth 4 political points and is therefore a lucrative target. The earlier failure to gain ground on the Revolutionary Progress Table has kept Gen. Washington from appearing at this time.

American Combat

Gen. Arnold's force attacks the British in New York. The British player doesn't have a general; so Arnold easily gains tactical superiority. That allows the Americans to fire first, and the British detachment is eliminated after being disrupted twice. Arnold captures New York. The American player also gets to select a free campaign chit from the pool, representing the political effects of the battle.

British Movement

The British player moves the detachment in St. Augustine to Savannah. The militia unit in Florida moves to Baton Rouge, while the detachment on the Mississippi River marches to Pensacola. Those moves utilize trails; so the process is slow. The Spy chit is expended to examine the American force at Newport. The British discover Gen. Ward and three American militia units defend the area. An amphibious landing is attempted.

The British fleet in England, commanded by Adm. R. Howe, is transporting three ground units and Gen. W. Howe. That force seeks to land at New Haven, thereby outflanking Ward's position to the south, but the American player employs the Privateers chit and blocks the move. The British fleet remains in England. There is no British Combat Phase.

Second Campaign Phase

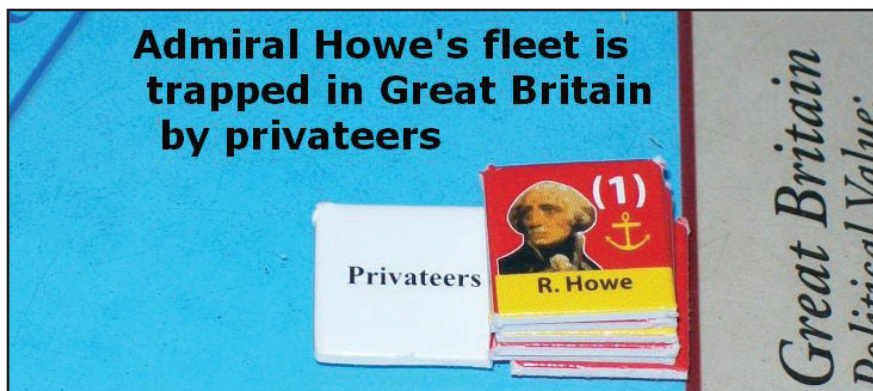
There's no second or third campaign phase this time, by the players' choice.

Supply Phase

Gen. Arnold loses one of his regulars due to ending enlistments. All American forces are otherwise supplied. The British also lose a unit of their militia to ending enlistments in Canada. (Militia is vulnerable in that way even in colonies where there is no enemy presence.) Additionally, until the Continental Army professionalizes, the American regulars check their enlistments each turn. Having a leader deployed with them increases the odds of keeping them on the map. Both players discard campaign chits.

End of Turn

The British player uses the Politicking Among the Generals chit. As a result, Arnold is permanently eliminated from play. The British player has 20 VP; the





American has 43, but neither has met the requirements for a sudden death victory.

TURN TWO 1776

Initiative Phase

Initiative is determined via dice roll, with the high roller getting it. Those rolls can be changed by players secretly allocating campaign chits to add as die roll modifiers. This time the American throws two campaign chits into the mix for initiative, but the British player expends four. Both players roll twos; so, with the DRM, the British player wins the initiative for the turn.

Political Phase

The British player collects 20 political points for his occupation of key cities. Then 10 more are added for Great Britain, for a total of 30. The American player collects 43 political points and then adds six more for the Revolutionary Progress die roll. That totals 49 points.

Mobilization Phase

The British player expends 15 points to

purchase the allowable maximum of 15 campaign markers. He thereby hopes to stem the American player's political progress. The British player expends the Indians chit to recruit native Americans to his cause. Pro-British Mohawks appear in the Mid-Atlantic region.

Then the *Grenadiers* are mobilized in Great Britain along with the 3rd and 4th Regiments. Tories are raised in Philadelphia. One militia unit is mobilized in Montreal.

The American also purchase 15 campaign chits. The Leader Arises chit is deployed to the militia in Albany. Gen. Greene is given a commission and replaces Arnold in New York. Another American regiment is raised in New York, while two militias are deployed, one each, to Augusta and Camden. An American regiment is mobilized in Philadelphia. A fleet is placed in Wilmington with John Paul Jones. American rebels appear in Norfolk. Note: Rebels and Tories have the effect of negating the political value of a location where they are deployed even if that area is also occupied by enemy units.

Rabble-Rousing Phase

Revolutionary Progress

The marker on the Revolutionary Progress Track moves to Continental Congress. The American played both the Thomas Jefferson and Thomas Paine chits, while the British expended a +2 chit. That result allows the American to deploy Gen. Washington, who goes to Philadelphia. That's the farthest the Revolutionary Progress marker may advance while still allowing the British the potential for a sudden death victory.

Foreign Balance of Power

The British player wins the battle for the European Balance of Power. The American used a +3 chit, while the British player used a +2 and a +1 chit. That shifts the balance of power back to neutral.

Colony Loyalty

The Mid-Atlantic region falls back to neutral. (The British used a +2 chit while the American used a +1.) Canada advances toward American

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favor, stopping on the Neutral space. The British player didn't play to Canadian loyalty.
First Campaign Phase

British Movement

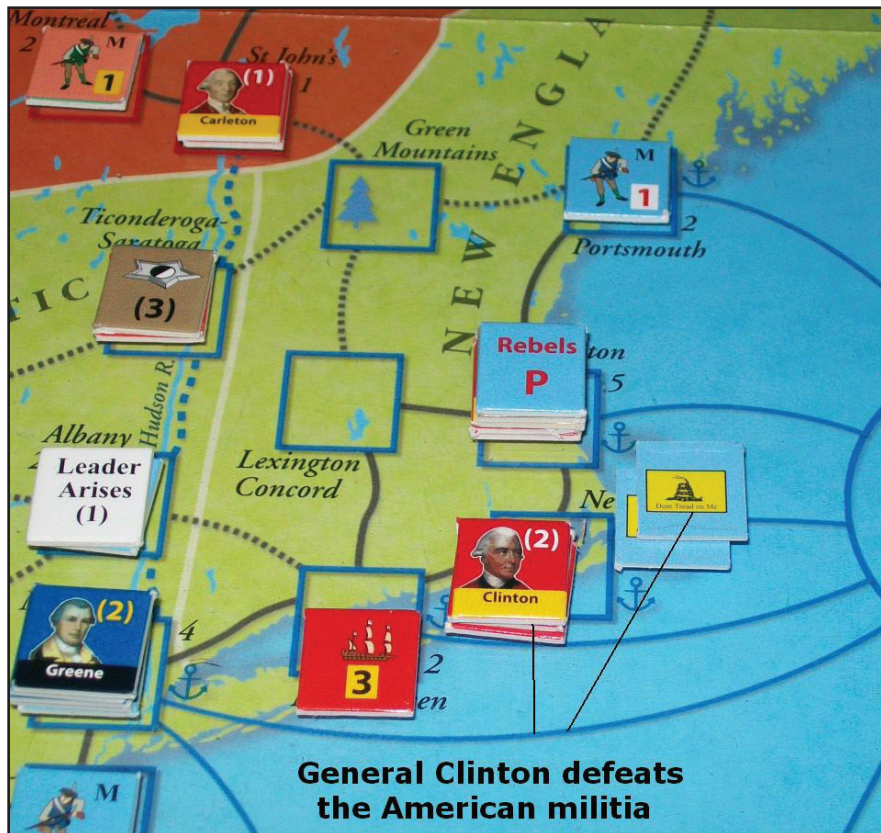
The British player moves first, as he has the initiative. Adm. Howe attempts to sail to the colonies a second time. The American player expends the Privateers chit again, which prohibits the move. An army led by Gen. Clinton boards the other fleet in Great Britain. That force subsequently attempts an amphibious landing at New Haven.

Next, a militia unit in St. Augustine marches through the Florida trails to St. Marks and then on to Pensacola. A detachment in Pensacola marches to St. Augustine. In New England Gen. Gage marches with his army to Newport, where he will confront Gen. Ward's militia.

British Combat

The British player first resolves the amphibious landing. Clinton wins tactical superiority. The lone American militia unit is defeated and Clinton's army seizes New Haven.

Next, Gage executes combat against Ward's troops in Newport. Both sides employ a Tactics chit. Gage wins initiative and fires first, also expending his Tactics chit. The British get one elimination and a disruption. One of the American militia units is destroyed and Gen. Ward is disrupted. The Americans have no retreat path; so they continue in combat. During defensive fire the British 6th Regiment is eliminated and Gage becomes disrupted.



The British continue the battle. Another American militia unit becomes disrupted. The Americans lose a second militia unit. The British sacrifice a regiment. In the end, Gage decides to retreat to Boston, and the British thereby lose the battle. Both sides collect two campaign chits for eliminating enemy units.

American Movement

The American player is happy with the unexpected success of Ward's militia in Newport. Though he's stuck there, those American troops are a threat to the British. Any military action will potentially weaken the Americans at this time; so there's not much in the way of maneuver. The Engineers chit is used to build a fortress in New York. There is no American combat.

Second Campaigning Phase

The British player expends the Bait the Bluecoats chit. It's used against Philadelphia, which has a Tory marker. The die roll results in a massacre and the Tories are eliminated. The British player selects four campaign chits in compensation.

Gen. Clinton expends a Tactics chit to conduct a forced march to move his army from New Haven to Newport. One

regiment is lost to attrition. Clinton attacks Ward's militia there. The Americans expend a Tactics chit and also win the initiative for the first round of fire. The American combat has little effect, but Clinton's army manages to disrupt both the militia and Ward's headquarters. The British player wins the battle, and the American force is destroyed. Newport falls to Clinton; Ward is killed.

Supply Phase

All British forces are in supply. Due to the massacre in Philadelphia, the American units there have to roll for supply. The militia unit is eliminated while the regulars are supplied. The Continentals in Philadelphia must roll for their enlistments, but Washington's modifier saves the regiment. Both regiments in New York with Gen. Greene also remain in service. All the British militia units in Florida have their enlistments run out. That leaves only one detachment of regulars in St. Augustine. The militia units in Canada all remain.

End of Turn Phase

There's no sudden death victory. The British player expends the Politicking Among the Generals chit against Greene. As a result, Greene is returned to the leader pool.





TURN THREE 1777

Initiative Phase

The American secretly allocates one campaign chit for initiative, while the British retains all of his chits. Despite that American investment, the British player wins the initiative roll for the turn.

Political Phase

The British player adds 22 political points for territories controlled. Another nine points are added for Great Britain. That totals 31 political points. The Americans gain 37 political points for controlled regions (New England and Virginia count double, as they're both at +3 loyalty.) Then an additional seven points are added due to the Revolutionary Progress Table, totaling 44.

Mobilization Phase

The British player purchases 15 campaign chits. That's especially effective this time, as the British player gains the Franklin,

Jefferson and Adams chits. (Those are +3 chits for the Americans. Though only worth +1 each for the British, his simple possession of them also works to deprive the American of those valuable chits). The Leader Arises chit is deployed in Savannah along with a British detachment. The British player expends the Hessian chit and receives a Hessian unit in Great Britain. Then the Indians chit is played, and the Cherokee become active. Two militia units are raised in Florida. An attempt to raise Tories in New England fails. Three more regiments of British regulars are mobilized in Great Britain.

The Americans also spend 15 political points to purchase campaign chits. The Drillmaster chit is used to raise three regiments in Philadelphia with Gen. Washington. The Pulaski chit is expended, and another regiment is added to Washington's force. Seven militia units are created throughout the colonies. Two more regiments are mobilized in Albany. Rebels are mobilized in Newport and Philadelphia.

Rabble-Rousing Phase

Revolutionary Progress Table

Both players secretly deploy their rabble-raising chits. Both players deploy three points to the Revolutionary Progress Table. The American wins the die roll and the Declaration of Independence is signed. That releases Gen. Cornwallis's army for intervention in the colonies, but also eliminates the potential for a British sudden death victory.

Balance of Power Table

On the balance of power front the British has played +2 points to the American's +3. The British player wins the roll. The balance of power shifts to Pro-British 1, Scoff at the Rebels.

Colony Loyalties

Both players have played to New England's Loyalty. The American wins, and the region's loyalty remains at +3 Pro-American. Both players have also played to Virginia, but there's

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no change there. Virginia remains at +3 Pro-American Loyalty. The British have played to the West, and it shifts to +1 Pro-British Loyalty. The British have also played to Canada, which shifts from Neutral to Pro-British +1.

Campaigning Phase

British Player

The British fleet sails and William Howe and his army make an amphibious landing at Baltimore. Next, Cornwallis lands at New Bern, which is defended by American militia. Clinton marches from Newport to New Haven, and the British Navy in New Haven sails back to England.

In the deep south, Cornwallis's troops land and attack the lone militia unit there. The American troops have battlefield initiative. They manage to eliminate one of the British regiments. Then the British force counterattacks and the American militia is destroyed, leaving Cornwallis in control of New Bern.

In Baltimore, Howe's army attacks the American militia. The Americans again take the initiative. There's no damage to the British force, but both of the American militia units are destroyed. Baltimore falls to the British.

American Player

Four American regiments march to New Haven, where Washington joins them. There they attack the British under Gen. Clinton. The American adds three Tactics chits to the battle while the British player uses two. Clinton wins the initiative. The American army incurs two hits, losing both the 1st and 2nd South Regiments. The British lose their 3rd Regiment. Clinton decides to retreat to Newport, and Washington wins the battle.



Second Campaign Phase

Cornwallis expends a Tactics chit and uses forced march to move from New Bern to Hillsboro. Then Gen. Howe marches with his army from Baltimore to Richmond. The Hessians are lost to attrition. American Gen. Clark secures the battlefield initiative and takes round one. He also employs two Tactics chits. The British Army suffers two disruptions. During the second round the Americans lose two militia units and Clark becomes disrupted. Clark decides to retreat to Alexandria. The British win the battle and capture Richmond. Cornwallis orders his army to attack the militia in Hillsboro. The British get the initiative and take the first round of combat. Both British Tactics chits are expended. That's enough to destroy the two American

militia units. Hillsboro falls to the British. The American player moves Washington back to Philadelphia so he can help with enlistments.

Supply Phase

Some of Cornwallis's army is out of supply, but it successfully rolls for supply and thereby avoids attrition. The enlistments again run out for the British militia in Florida. In Canada the enlistments also run out for the militia in Halifax and Montreal.

The Continental Army's enlistments run out, and one of its regiments disbands. Both of the regiments in New Haven remain deployed there. Both players return campaign chits to the pool. There's no sudden death victory.





Summary

At this point the game is still wide open. The Americans haven't done well on the diplomatic front; so Europe remains pro-British. The Revolutionary Progress Table is moving slowly toward the Articles of Confederation, but there's still no professional army, which greatly limits American military efforts. The Colony Loyalty Tables are split, and there hasn't been significant progress there for the American. Time will tell whether the American or British player can eke out a partial victory or if the war will devolve into a stalemate.

TURN FOUR 1778

Initiative Phase

The American player throws down two Campaign chits for initiative, which is enough to win it for the turn.

Political Phase

The American player collects 29 political points for occupying locales. Then 13 more points are added due to Revolutionary Progress, for a total of 42. The British player has 21 points for occupation, and then adds nine more for Great Britain. The Foreign Balance of Power adds four more, for a total of 34.

Mobilization Phase

The American purchases 15 Campaign chits. Gen. Wayne is deployed in New Haven with an army. Militia units are raised in Montreal, Baton Rouge and Pensacola. More militia units are mobilized in the Green Mountains, Valley Forge and Lexington. An attempt to deploy partisan rebels in Hillsboro fails. Gen. Gates is also given a command in Philadelphia. All other attempts by the American player to raise rebel forces in British-occupied areas fail.

The British player purchases 15 Campaign chits. Two light infantry units are mobilized. A Leader Arises chit is deployed with the forces in Florida. A militia unit is created in Newport. The Drillmaster chit is exchanged for an army regiment. Tories are purchased for Philadelphia. That's successful, and the American Rebels are removed and replaced with Tories. Two Hessian regiments are mobilized in Great Britain.

Rabble-Rousing Phase

Revolutionary Progress

The American didn't place any propaganda chits here this time. The British player expends a +2 chit and automatically wins. The Revolutionary Progress Table remains on Declaration of Independence. (The American player was short on rabble-rausing markers this time, and he felt that the other two areas were of more concern.)

European Balance of Power

The British player has played +2, and the American player expends the +3 Thomas Jefferson chit. The American wins the diplomatic battle in regard to Spain and France, and the track shifts from +1 Pro-British to Neutral.

Colony Loyalty

There's a lot of manipulation within the colonies this time. New England shifts from +3 to +2 Pro-American. The American player wins the loyalty battle in the Mid-Atlantic colonies, and the track shifts to +1 Pro-American. The British government gains loyalty in Virginia,

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which falls back to Pro-American +2. The Deep South also loses ground for the American, falling to Pro-American +1. Florida falls to Pro-British +2, while nothing happens in the West or Canada. Overall, this hasn't been a successful turn for the American politically.

Campaigning Phase

The American player decides to play conservatively, not making too much of a commotion. The Engineers chit is used to construct a fortress in Philadelphia. The British player is poised to make several thrusts throughout the colonies. In any case, enemy units destroyed will yield bonus campaign chits. Since most of the chits still in the randomizer are Rabble-Rousing markers, the British player can make political gains as well.

In sum, the situation remains wide open with potential for both players to succeed or fail.

Colonial Loyalty Table	Status	Pro-British 3	Pro-British 2	Pro-British 1	Neutral 0	Pro-American 1	Pro-American 2	Pro-American 3	Mobilization
New England							Loyalty New England	Start New England	
Mid-Atlantic						Loyalty Middle States			
Virginia							Loyalty Virginia		
Deep South						Loyalty Deep South			
The West				Loyalty West	Start The West				
Florida			Loyalty Florida	Start Florida					
Canada			Start Canada	Loyalty Canada					

Pro-British 3: Divine Right of Kings Same as Pro-British 2, plus British units may move through French and Spanish regions (but may not end a move in them).	Pro-British 1: Scoff at Rebels British player rolls an extra die each Political Phase and gets that number of additional political points.	Neutral 0 No European Balance of Power game.	Pro-American 1: General European Support American player rolls a die each Mobilization Phase and randomly picks that number of campaign markers at no cost.	Pro-American 2: French Alliance Same as Pro-American 1, plus implement the French alliance.	Pro-American 3: Spanish Alliance Same as Pro-American 2, plus implement the Spanish alliance.
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The Final Tally:





"In sum, the situation remains wide open with potential for both players to succeed or fail."—ER Bickford



American Revolution - Political Point Tracker					Variable Die Rolls				American		British	
Canada (8)	Halifax	2		New Bern	1	Spain	1	0	0	0	0	
	Quebec	3		Hillsboro	2	France	2	10	1	10	1	
	Montreal	2		Charlotte	1	England	2	20	2	20	2	
	St. Johns	1		Wilmington NC	1	Americans	1 2 3 4	30	3	30	3	
West (3)	Fort Detroit	1		Deep South (9)				40	4	40	4	
	Vincennes	1		Charles Town	1			50	5	50	5	
	Boonesboro	1		Camden	1			60	6	60	6	
	Portsmouth	2		August	1			70	7	70	7	
New England (11)	Boston	5		Savannah	1			80	8	80	8	
	Newport	2		St. Louis	1			90	9	90	9	
	New Haven	2		New Spain (3)								
	Albany	2		Baton Rouge	1							
Mid-Atlantic (11)	New York	4		Pensacola	1							
	Princeton	1		St. Augustine	1							
	Philadelphia	4		Florida (3)								
	Wilmington	1		Nassau	1							
Virginia (9)	Baltimore	2		Kingstown	3							
	Alexandria	1		Kingston	2							
	Richmond	3		Havana	2							
	Norfolk	2		Cuba (3)								
				Santiago	1							
				Port-au-Prince	3							
				Hispaniola (3)								

POLITICAL POINTS Card

Use markers to the left of value indicating ownership (e.g. small Risk wooden blocks or similar cubes)

Use another marker inside the larger rectangle containing the region name (furthest left) to indicate control of the region (doubling of points)

Use flat cardboard counters to track total points available and markers/blocks to indicate expenditures for the current turn (count down to zero)

American Revolution - Political Point Tracker								
Canada (8)	Yellie	2		New Spain (3)	New Bern	2		N
	Quebec	3	■		Philadelphia	2		Fr
	Montreal	2	◆		Charlotte	1		En
	St. John's	1			Wilmington NC	1		Am
West (3)	Port Detroit	1	■	Deep South (9)	Charles Town	1		
	Vincennes	1			Camden	1		
	Wapakoneta	1			Augusta	1		
New England (13)	Portsmouth	2	■	New Spain (3)	Savannah	1		
	Boston	5			St. Louis	1		
	Newport	2			New Orleans	2		
	Baton Rouge	2			Baton Rouge	1		

DECISION IN NORTH AMERICA PLANNING SHEET

Year	Political Points	Colonial Loyalty	European Balance of Power	Revolutionary Progress
1775				
1776				
1777				
1778				
1779				
1780				
1781				
1782				

DECISION IN NORTH AMERICA PLANNING SHEET

Year	Political Points	Colonial Loyalty	European Balance of Power	Revolutionary Progress
1775				
1776				
1777				
1778				
1779				
1780				
1781				
1782				