

"Almost a Miracle!" RULES of PLAY

GAME DESIGN

DAVID JONES

EDITING

JACK BECKMAN

DEVELOPMENT

LEMBIT TOHVER

PRODUCTION

STEVE RAWLING

LAYOUT

MARK MAHAFFEY

PLAYTESTING

JIM BROWN, LARRY SMOSARSKI

PHILIP TOHVER, HENRY YIP

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. The numbering follows a logical progression based upon the number of the Module of which the Sections are a part. A Section with the number 7.5, for example, is the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Section is located in the rules.

5.1.2

The example above is the number of the second Case of the first Section of the fifth Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: "Almost a Miracle!"

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and "Almost a Miracle!" discussion folders at consimworld.com.



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*The designer would like to dedicate
this game to his brother:*

J. Wesley Jones III
4/2/1951 - 1/27/2020

1.0 INTRODUCTION

“Almost a Miracle!” is a game about the British attempt to win the American Revolution by conquering the Northern colonies.

Each one month turn of “Almost a Miracle!” is basically divided into two parts. The first half of the turn is devoted mostly to those things which either build up or break down an army. Losses from disease, lack of supply, and desertion are taken in the Attrition Phase. Reinforcements, supplies, and the construction of forts also occur in this half of the turn during the Logistics and Engineering Phase.

The last half of the turn concentrates on the actual campaigning: troops move, fight battles, and lay siege to cities and forts. The British and Continental players go back and forth performing activations (endeavors) until either they both pass (and the turn ends) or they run out of forces to move.

This game shares the same mechanics and scale as the *Against the Odds* game “Tarleton’s Quarter!”. Rules for combining the two games will be published separately in the future. An effort has been made to minimize the overlap of game pieces of the two games, but by necessity some pieces will be duplicates.

1.1 Game Scale

One inch equals approximately 17 miles. One strength point (SP) equals 100 men. 1 turn equals 1 month.

1.2 Units

INFANTRY

Strength Pts. (SPs) **2 8** Movement Pts. (MPs)


TYPE


C= Continental Regulars
 B= British Regulars
 B= British (Hessian) Regulars
 N.E.= New England Militia
 Pa= Pennsylvania Militia
 NJ NY= New Jersey/New York Militia
 De Md= Delaware/Maryland Militia
 F= French Regulars
 Ca= Canadian Militia
 L= Loyalist Militia
 I= Iroquois


CAVALRY


10 12


MARKERS


French Intervention  FRENCH


MAJOR VICTORY 

Royal Governor  Pa


BRITISH SEA CONTROL 


Captured Wagon  CAPTD 4

Destroyed Fort 

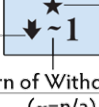
 MAG TRAIN

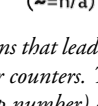
LEADER (UNMOVED)

Seniority  8 Tactical Rating

Audacity  3 8 0 Turn of Entry (month+year)

BACK (MOVED)

Engineer  RANK

Moved  1 1, 2, or 3-star (C-in-C) general ★★
Colonel —

Turn of Withdrawal (≈=n/a)

Note The turns that leaders arrive (and depart, if they leave before the end of the campaign) are marked on the Leader counters. The arrival turn is noted at the lower middle of the front of the Leader counter as month (top number) and year (lower number). The turn a Leader is withdrawn (if any) is marked on the reverse (or “moved”) side of the Leader counter in the same location. Some Leaders return after being withdrawn; check the reinforcement schedule (Module 18.0).

1.3 Game Components

In addition to this rules booklet, each copy of “Almost a Miracle!” is composed of the following:

- One 22" by 51" map (in two pieces)
- 280 ½" counters
- Four pages of Player's Aid Charts (PAC)
- Two six-sided die

2.0 GAME TERMS

Area The playing surface of the game map is divided into Areas. The players move their playing pieces from Area to adjacent Area across Area boundaries (the black dotted lines and/or black rivers). An Area's terrain type is determined by what is mostly depicted within it.

Area I.D. Each Area has distinct identification letters and a number depending on which colony it's in. P20, for example, is Area 20 of Pennsylvania (and also happens to contain the city of Philadelphia). Area I.D.s are in the top half of the circles printed in each Area, shared with the Area Supply Level (bottom half).

Area Supply Level The number below the Area I.D. is the Area supply level and corresponds roughly to the population of the Area.

Audacity Rating A numerical indication on the lower left of a Leader's counter indicating that Leader's decisiveness and his propensity to take risks, which is used in combat and for activation.

Baggage Train Supplies for the army carried in wagons. These playing pieces represent an abstraction of the logistics necessary to keep a force fed and functioning while on campaign.

Base of Operations (BoO) Basically the origin point of most reinforcements and baggage trains returning from the Available box of the Baggage Train Supply Pool. For the British, the BoO will be in a port. It also functions as a magazine.

Capital Cities These are the key cities in each colony, sometimes the colonial capital, but not always. They are the crown icons (blue and red) on the map.

Cavalry Mounted troops trained to fight with the saber.

Cities These locations generally have populations over 5000 inhabitants.

Colony There are four colonies in the game—Maryland/Delaware (MD/DE), New York/New Jersey (NY/NJ), Pennsylvania (PA), and New England (NE). The colonies are grouped this way to simplify certain game functions. Driving the Continental army out of each, capturing their capitals, and installing British administrators are the keys to British victory. Preventing this is the key to Continental victory. They have a different colored band enclosing each colony on the map. There is a red band outlining the International border between Canada and the colonies.

Command The highest-ranking leader in an Area is the commander of the forces in that Area. Order of rank (highest to lowest) is as follows: Commander-in-Chief (C-in-C), 2-Star General, 1-Star General, Colonel. The owning player chooses who commands if the Area has more than one leader of the 1-Star or Colonel rank there. Rank among 2-Star leaders is determined by the Seniority value on their counter.

Continental Forces The Americans, the rebels, etc., that are adherents of the Continental Congress fighting against England for American independence.

Control A side which has a force in an Area where there are no enemy forces (including any under siege) is said to have uncontested control of the Area. (Unlike some

other games, control requires physical occupation of the Area.)

DR Die Roll. The game uses a six-sided die. “1d6” means the player rolls 1 six-sided die; “2d6” means 2 six-sided dice are rolled, etc.

DRM Die roll modifier. A player may modify his roll result up or down.

Endeavor A “mini-turn” in which a portion of the player’s leaders and troops perform some action(s).

A **Force** is any number of soldiers, i.e. strength points, in an Area set to a task during an endeavor. This group may include an activating Leader, other accompanying Leaders, and any number of baggage trains.

A **Fort** is a walled construction built by the forces to aid in their defense. Some may be printed on the map while others can be built. It can be besieged. Only the British may build forts from the start of the game, but either side may use them. The counter mix is the limit to the number of forts that may be built on the board.

Invasion The very first time that one or more British SPs moves into a colony that previously had no British regular forces in it of any kind is termed an invasion. Play stops temporarily to generate Continental militia in response to the new threat. Similarly, a Continental invasion of Canada triggers a similar response.

Iroquois Nation An Area of southwestern New York heavily populated by the Iroquois Indian tribes of the Six Nations, including the Mohawk, Seneca, Onondaga, and Cayuga (generally allied with the British), and the Oneida and Tuscarora (generally allied with the Continentals). On the map these Area I.D.s begin with an “I” and are in red text.

Magazines are permanent but immobile stockpiles of supplies. While magazines and baggage trains are interchangeable in “*Almost a Miracle!*”, magazines actually had far more capacity. The conversion of a baggage train to a magazine represents the establishment of a central supply point, which, through requisitions from the local Area and deliveries of supplies from elsewhere, keeps the magazine stocked.

Militia Short-term troops, usually serving for 3 months or less, drawn from the local population. At this period of time, virtually every colony had a militia law, and all white males of military age were liable for service. While they came with their own equipment, they were not well-trained, and were of highly variable quality in combat. The Continental player can raise militia for the four colonies, and the British player can raise Loyalist militia. Loyalist militia only represents Canadian and Upper New York militias; other Loyalist militia is factored into Provincial troops (see below). Unlike TQ, Continental militia in the North is not considered to be mounted and moves at same rate as regulars.

Movement Points (MPs) The movement point allowance (counter’s upper right one- or two-

digit number or the middle number on a baggage train) is the limit on how far a playing piece may move in any particular endeavor. Crossing Area boundaries can cost additional MPs.

Provincial Leader/Troops “Provincials” refer to trained regiments raised by American Loyalist leaders; they are distinctly different from Loyalist militia. Provincials are indistinguishable from British regulars in the game (**exception:** Case 6.1.4). Several of the best Provincial regiments were transferred into the British regular establishment by the war’s end.

Regulars Professional soldiers of both sides. For the British, this included both Provincials—troops raised in America but who were considered second-rate from a pay and rank perspective—and the notorious Hessians, mercenary troops hired from various German principalities. The Provincials were often the equal of British troops in training and discipline, while the Hessians had a well-deserved reputation for military professionalism. Although there are British Regulars counters depicting a Hessian soldier and a blue “B”, there is no difference between these and the other British regular counters: they are interchangeable. In “*Almost a Miracle!*” they are all grouped together as British Regulars. Players who wish to distinguish between British and Hessian SPs can do so, but the number of counters is the limit for this distinction.

Seniority The number located between the stars of a 2-star general, establishing a relative rank within this category.

Settlement Other than Cities, all the other named points on the map are settlements. Some settlements consisted of little more than a handful of houses, or sometimes just a courthouse and a tavern.

Strength Point (SP) The one- or two-digit numerical value printed in the upper left of the counter is its SP value. These are treated like money and can be exchanged to reflect consolidation or casualties. **Examples:** 1) A 20 SP regular unit suffers 3 SPs of casualties. The owning player will remove the 20 SP unit and replace it with a 10 SP + 5 SP + 2 SP counters of the same type. 2) A player has five 1 SP units of the same type in an Area; he could remove the five units and place one same-type 5 SP unit there. The counter mix is the maximum SP level that any type of unit can ever be on the board. If reinforcements are called for and the counter mix cannot provide them, they are lost.

Tactical Rating The number located on the right of a Leader’s counter used in combat resolution.

Tryon County A large Area of upstate New York heavily populated by Tories, including those answering to Sir John Johnson. Tryon County Areas have their Area numbers in red.

Vermont A part of New York during this time period, but also claimed by New Hampshire. A Political Event may result in Vermont no longer being considered part of New York. Vermont spaces are prefaced by “Vt”.

3.0 SEQUENCE OF PLAY

Each turn, perform the following Phases in the order listed:

A) Siege Resolution Phase (Sections 4.3 – 4.7)

- Resolve each fort/city with a Siege 2 marker
- Request surrender of fort/city with a Siege 1 marker on them
- Flip Siege 1 markers to their Siege 2 side

B) Attrition Phase (Module 5.0)

- Continental Militia (Section 5.1)
- December Turns *only*: Continental Expired Enlistment (Section 5.2)
- Loyalist Militia (Section 5.3)
- Check Supply and roll for Foraging (Section 5.4)
- Destroy own baggage train or magazine units (Case 5.4.8)
- POW attrition (Section 15.3)

C) Reinforcement Phase (Module 6.0)

- Remove leaders and SPs slated for withdrawal (Section 6.2)
- Determine the British baggage train/magazine limit (Section 6.3)
- Place Reinforcements (Section 6.1)
- POW Exchange (Section 15.4)
- Place available baggage trains on each side’s BoO (Section 6.4)
- March, June, September, and December: Generate Continental militia and place any militia leaders that are available (Section 6.5)
- One player rolls on the Political Event Table and carries out result (Section 6.6)

D) Logistics and Engineering Phase (Module 7.0)

- Remove friendly BoO from the board if desired
- If the BoO was not removed this turn and is off the map, the BoO may be placed back on the map (British: any British controlled port; Continental: any settlement or city they control)
- Convert baggage trains to magazines and vice-versa
- Flip Fort Build markers to their Fort side.
- Place new Fort markers on their Build side on eligible forces

E) Endeavors Phase (Module 8.0)

- Players alternate moving and fighting with their forces

F) Adjustment Phase

- Remove all Moved markers and flip all Leaders back to their unmoved side
- Move baggage trains in the Expended side of the Baggage Train Pool to the Available side

- Move the Month Marker ahead one month on the Turn Track (and if the end of the December turn, move the Year Marker to the next year)
- Move the French Intervention Marker one space in the appropriate direction according to which side of the Major Victory Marker is displayed (Section 14.1)

G) Special Siege Resolution Phase

On the last turn of the game, the Adjustment Phase is *replaced* with a second Siege Resolution Phase conducted in exactly the same way as Phase A above.

4.0 FORTS, CITIES, and SIEGE

There are two types of fortifications in this game: Forts and Cities. There are several forts printed on the map at the start of play.

4.1 Creating Forts

During the Fort Construction segment of the Engineering and Logistics Phase, the British (or Continental when able to) player starts or finishes building forts.

4.1.1 He first flips any Fort Build markers currently on the board to their Fort side if they still have the required conditions to construct them.

4.1.2 He may then place Fort markers on their “build” side on any non-city Area with at least 5 SPs of regular troops (place the marker directly on the troops constructing the fort) *or* at least 3 SPs of regular troops and a Leader with engineering ability.

4.1.3 The marker remains in the Area as long as there are at least 3 SPs of regulars stacked under the marker.

4.1.4 If the player leaves the Area with less than 3 SPs of regulars (voluntarily, because of attrition, losses from combat, or by retreating after combat) then the marker is removed.

4.1.5 Only the British can build forts (indicated by the red color on their “build” side) from the start of the game, but the Continentals may use forts that surrender to them. When the “du Portail” Political Event occurs, the Continental player may start building a limited number of forts (see the Random Events Chart on the PAC).

4.2 Effect of Cities and Forts

4.2.1 Forts may hold up to 30 SPs of troops and any number of baggage trains. (*Gameplay Note: This is different from the limits in “Tarleton’s Quarter!”*).

4.2.2 Cities may hold an unlimited number of troops.

4.2.3 An attacker must have at least a 2:1 ratio advantage in SPs to enter an Area with a garrisoned fort and at least a 1:1 SP ratio advantage to enter an Area with a garrisoned city. Indian SPs cannot count toward this total.

4.2.4 When an enemy force enters an Area with a fort or city, the defender must immediately choose (up to the stacking limits listed above) how many SPs, baggage trains, and leaders will stand outside the fort or city. Magazines are always considered to be in the fort or city.

4.2.5 The moving force must then fight a battle with the defender’s force outside the city or fort first. If the attackers eliminate or retreat all the defender’s outside forces, they can then lay siege. Alternatively, the defending player may retreat his remaining force into the city or fort if there is available stacking space.

4.3 Sieges

Provided the attacker succeeds in driving away the enemy force outside the fortification, or all enemy forces have retreated into the fort/city **and** the friendly forces retain the necessary 1:1 or 2:1 advantage, they may now lay siege.

4.3.1 Place a Siege Level 1 marker on the fort or city.

Note This is the one exception to the prohibition of forces of both sides being in the same Area at the end of an endeavor.

4.3.2 Sieges and Movement If a friendly force is besieging a fort/city, friendly forces may move into and through that Area as though there were no enemy forces there.

4.3.3 Besieged Forces and Supply The besieged force can either expend a baggage train or use access to a magazine in the same fort or city where they are under siege to avoid attrition. If there is no baggage train or magazine in the fort, or the owning player elects not to expend a baggage train, the force suffers Foraging Attrition (Section 5.4) during the Attrition Phase.

4.4 Relief of Sieges

The owner of the fortification may attempt to break the siege by moving in a force from outside the Area into it.

4.4.1 This force is a separate entity and cannot cooperate with the besieged troops in any way (i.e., they cannot combine to attack the besiegers).

4.4.2 If this relieving force eliminates or retreats the besiegers, the siege is broken.

4.4.3 Regardless of the battle’s outcome, if the relieving force reduces the besieging forces below the 1:1 or 2:1 advantage required, then the siege is broken, and the besiegers will have to retreat immediately following the retreat of the relief force (if any).

4.4.4 Remove the Siege marker from the relieved city or fort.

4.5 Sallying

A besieged force may Sally (i.e. exit the city or fort) to fight a battle with a besieging force.

4.5.1 If the besieging force is eliminated or retreated, or enough casualties are assessed for both sides that the besieger no longer has the requisite strength to maintain the siege, it is ended.

4.5.2 If the Sallying force loses, it must retreat back into the city or fort.

4.6 Abandoning a Siege

If, at the end of any endeavor, the besieger no longer has the required odds against the fort or city he is besieging, all his forces in the Area must retreat. The siege marker is then removed. The besieger may move forces into or out of an Area as long as he retains enough SPs at the end of any endeavor to satisfy the odds requirement.

4.7 Siege Resolution

Each Siege Resolution Phase, the besieger may “summon” any (and all) besieged forts and cities that start the phase with a siege marker to surrender, if so desired by the player laying siege.

4.7.1 The player laying siege to the most cities/forts makes his “summons” first.

4.7.2 The besieging player indicates one by one to which sieges he wishes to offer “summons” and the besieged player decides whether he wishes to surrender.

4.7.3 A fort at Level 1 Siege which is not surrendered to a “summons,” or was not offered a “summons,” will flip its siege marker to its Level 2 side (siege continues). Those that do surrender follow Case 4.7.5 (below).

4.7.4 If a fort *starts* the Siege Resolution Phase with a Siege Level 2 marker on it, the besieged player has two choices: he may surrender, or he may elect to stand the final assault.

4.7.5 Surrender If a city or fort surrenders

- All besieged Leaders and regular SPs are placed on the turn track four months ahead of the current turn to come back as reinforcements (they have been rendered the Honors of War).

- All besieged militia SPs are eliminated.

- Any besieged baggage trains and/or magazines are replaced with captured baggage trains and may be used by the victorious besieger.

- The besieger loses 1 SP for every 10 (or fraction of 10) SP in the defending force.

- If the target of the siege was a fort, it remains intact and may be used by the victorious besieger or destroyed at his option. For forts printed on the map, if the fort is destroyed, place a Destroyed Fort marker on the fort.

4.7.6 Final Assault If the besieged player elects to stand a final assault (**exception:** Case 4.7.7), the besieger has two choices: he can assault the fort or city, or he can break the siege and retreat.

a) If he breaks the siege and retreats, he still loses 1 SP for every ten or fraction of 10 SPs in the besieged force. The besieged player loses nothing, and the siege marker is removed.

b) If the besieger decides to go ahead with the final assault, the players conduct the casualty determination part of a combat (Case 11.2.4). There is no roll for surprise, or determination of a battle winner: simply a determination of casualties using all applicable modifiers except cavalry advantage.

- If the besieger loses the DR comparison, he loses 1 SP for every 10 SP in the besieging force and retreats.
- If the besieger wins the DR comparison, the besieged player loses the difference (and the besieging player loses 1 SP for every 10 SP in the besieged force), all remaining militia in the besieged force are eliminated, all surviving besieged Leaders and regular SPs are taken as Prisoners of War (Module 15.0), all the besieged player's baggage trains in the fort or city are eliminated (although the victorious besieger would still get a captured baggage train for any magazine in the fort or city) and if the target of the siege was a fort the fort is destroyed. For forts printed on the map, place a Destroyed Fort marker in the hex.

4.7.7 Cities and Sieges If a city is at Siege Level 2 during this phase, the besieged player may not be offered a "summons" and may not surrender. It becomes the besieger's choice whether to conduct a Final Assault. If he declines, the city stays at Siege Level 2. For subsequent turns at Siege Level 2, this sequence is repeated. Siege Level 2 on cities can last indefinitely.

4.7.8 Indian SPs cannot participate in a Final Assault but can be used to absorb casualties.

Gameplay Note: Also see *Catastrophe* (Case 11.5.4) for an additional effect.

4.8 Voluntary Elimination

A fort may be eliminated in the Fort Construction segment by the side that controls the Area containing the fort if there is at least 1 friendly SP present in the Area. Place a Fort Destroyed marker onto forts that are printed on the map. If a fort marker, remove it; the marker becomes available to be rebuilt immediately.

5.0 ATTRITION AND SUPPLY

5.1 Continental Militia Attrition

Historical Note: The Continental militia was made up of farmers and other citizens serving brief stints as required by the various state militia laws. By and large, they were undisciplined and unenthusiastic soldiers, and never more so than when they were serving outside their own states. It was said that "no sooner had they arrived in camp, then they wanted to head home," something they often did when they became bored with camp life.

5.1.1 Each month the Continental player makes a 1d6 roll for Militia Attrition for each colony on the Militia Attrition Table on the PAC.

5.1.2 A -1 DRM applies if the Major Victory marker is on its British side.

5.1.3 Cross-index the modified DR result with the column on the Militia Attrition Table that corresponds with the current month.

5.1.4 Each Area containing Continental militia of that colony will have its Militia SPs reduced by the resulting percentage (rounding fractions down).

Example It's June, and the Major Victory marker is on the British side. The Pennsylvania militia is being rolled for and the result is a 5 minus one for British major victory. A "4" on the June-August column is a 20% result. The first Area with Pennsylvania militia has 10 SPs in it; twenty percent of ten is two, and the Area loses 2 SPs. The next Area has 3 Pennsylvania militia SPs in it; since 20% of 3 is .6 the fraction is rounded down to 0 and that Area doesn't lose any militia SPs.

5.2 Continental Expired Enlistment Attrition

5.2.1 Each December the Continental player makes a 1d6 roll for Continental Expired Enlistment Attrition for the entire army.

5.2.2 Modifiers Apply any listed modifiers to the DR and cross reference the result on the Table on the PAC.

5.2.3 Cross-index the modified result with the column on the Continental Expired Enlistment Attrition Table that corresponds with the current year. This is the percentage of Continental regular SPs (round fraction down) that must be removed from anywhere on the board (Continental Player's choice).

5.2.4 Continental Expired Enlistment Attrition does not apply in 1-year long scenarios.

5.3 Loyalist Militia Attrition

If the Major Victory marker is on the Continental side, each month the British player makes a 1d6 roll and cross-indexes the result with the proper month column on the Militia Attrition Table. For each Area containing Loyalist militia forces, those forces suffer the resulting percentage of Attrition (as per Section 5.1 above).

5.4 Disease, Supply, and Foraging

Gameplay Note: This game mechanic is significantly altered from "Tarleton's Quarter!". In essence, the mechanics of Disease, Supply, and Foraging are now an integrated system. Continental Militia Attrition is still separate, though. The new term Foraging Attrition refers to foraging in the former sense of the word from April through September; from October through March, Foraging Attrition refers to the effects of debilitating weather and smallpox.

5.4.1 Supply Sources There are three potential sources of supply for both sides' forces: magazines, baggage trains, and foraging. **Exception** Baggage trains, and magazines for that matter, in a besieged fort or city can't supply friendly troops outside the city/fort and vice-versa.

a) Magazines are stationary sources of supply. A magazine supplies all friendly forces in its own Area and up to two Areas beyond and is not removed from the board when used to supply troops. The supply path from a magazine cannot be traced across a river boundary without a road during rain and cannot be traced across any river boundary during flood. In the case of the British, the supply path from a magazine to friendly troops cannot be traced into or through a swamp Area except along a road. A BoO also functions as a magazine.

b) Baggage Trains are mobile sources of supply. The number in the middle of the wagon is the movement allowance of the train. A single baggage train supplies all friendly forces in the same Area. When used to supply friendly troops in an Area, baggage trains are expended and placed into their Expended box of the Baggage Train Pool. Expending a baggage train is voluntary. A player can choose not to do this and take his chances with Foraging. Baggage trains may be used to create magazines and vice-versa in the Logistics and Engineering Phase by flipping them to the side desired by the owning player.

c) Forage Forces without access to supply from either a friendly baggage train or magazine must Forage. During October through March, **all** forces must Forage, but the presence of baggage trains or magazines will be helpful. Consult the Forage Attrition Matrix (see PAC) first to determine what type of attrition applies. Then make a 2d6 DR on the Foraging Attrition Table (see PAC) to determine the percentage of losses for the force and follow the instructions to apply results. Leaders may be affected by Foraging Attrition.

5.4.2 Leaders and Attrition When rolling for each stack, if an "11" is rolled, the player removes **one** of his Leaders (*randomly* draw one) from the Area and places him on the Turn Record Track a number of turns ahead equal to a roll of 1d6. He returns as a reinforcement. (He is presumed sick and in a hospital.) If a 12 is rolled then one of the player's Leaders in the affected Area has died (*randomly* draw one). Remove him permanently from the board. Washington cannot be affected by these rolls so do not place him in the draw pool.

5.4.3 Troops At Sea British troops at sea during the Attrition Phase suffer flat rate attrition as shown on the Foraging Attrition Matrix. Troops in the "At Sea" box cannot be reduced below 1 SP due to attrition.

5.4.4 Winter Attrition As indicated on the Foraging Attrition Matrix (see PAC), on the December through March turns, any force of units that activates and moves or attempts to move but fails suffers a second Winter Attrition. Make another 2d6 roll on the Foraging Attrition Table as detailed from the Matrix table.

5.4.5 Continental Militia and Supply Continental militia are always in supply in their own colony. If they are outside their own colony, they must be supplied by a friendly magazine, baggage train, or by foraging. Continental militia in their own colony are not considered when calculating Foraging Attrition, regardless of the month, nor can they be used to satisfy attrition inflicted on other forces in the same Area.

Example: An Area in New York with a supply number of 6 contains 4 Continental regular SP, 7 NE Militia SP, and 6 NY/NJ Militia SP. The NY/NJ militia are ignored (because they're in New York) and so only 11 SP need to undergo foraging attrition. Note that any attrition that occurs will have to come out of the regulars and the NE militia.

5.4.6 Loyalist Militia and Supply Unlike Continental militia, Loyalist militia must be supplied by a friendly magazine, baggage train, or by foraging, even if they are in the colony in which they were created. Loyalist militia **do** count for calculating Foraging Attrition in any Area they occupy.

5.4.7 Captured Supplies

a) Baggage Train A baggage train is removed from the board to the owner's Baggage Train Pool Expended box when the force it is with can't retreat (Case 11.4.2), *or* there are no friendly forces in the same Area to defend it and an enemy force moves into the Area. Replace it with a captured baggage train in the capturing player's colors. Captured baggage trains do not count against a player's baggage train/magazine limit. They may not be used to create magazines. If they are used, they are not placed in the Expended section of the capturing player's Baggage Train Pool. They are set aside to be used again if needed. The counter-mix is the limit for the number of captured baggage trains on the board.

b) Magazine The same capture conditions apply as for baggage trains with the addition that if all friendly forces retreat out of the Area with the magazine, it is also captured. When captured (Case 11.4.3), remove it from the board into the owning player's Expended box of his Baggage Train Pool and place one of the capturing player's available captured baggage trains into the Area.

c) Base of Operations A BoO is captured under the same conditions as a magazine (Case 11.4.4). Perform the same actions as a captured magazine. The BoO may be placed on the board in the following turn during the Logistics and Engineering Phase (provided there is a legal spot to place it).

d) Losing a baggage train or magazine to capture does not reduce a player's baggage train/magazine limit.

5.4.8 Destroying Supplies A player may voluntarily remove his own baggage trains and/or magazines from the board during the supply step of the Attrition Phase, even if they didn't supply any friendly forces. Move the baggage train to the Expended box of his Baggage Train Pool.

6.0 REINFORCEMENTS AND WITHDRAWALS

6.1 Reinforcements

All Leaders and SPs that had surrendered and are slotted to arrive this turn (on the Turn Record Track), exchanged POW SPs (Section 15.4), scheduled reinforcements arriving at the locations indicated on the Reinforcement Schedule plus available baggage trains will be placed on the map during the Reinforcement Phase with the following limitations/exceptions:

6.1.1 Continental Militia Leaders are placed on any force which contains militia from their colony (the force may be in or outside of the

colony) or may be held until the immediately following Continental Militia Generation step to be placed on newly arrived militia from their colony. If it's a turn when Continental militia will not be generated and/or there are no Continental militia forces on the board from that colony, the militia Leader may be placed on the closest Continental force (militia and/or regular) to that Leader's home colony. Note that this would also apply if all Continental militia from the Leader's home colony were under siege.

6.1.2 Continental Regulars If the arrival location of Continental Regular SPs is occupied by British troops, the reinforcements are entered at any other settlement/city in the same colony. If no such settlement/city is available, the reinforcements are lost.

The monthly 2 Continental Regular SP reinforcements placed at their BoO does not arrive on turns in which the BoO is not on the map.

6.1.3 Continental BoO If this unit is off the board (for any reason), Continental regulars and non-militia leaders arrive in any Colonial capital.

6.1.4 British Provincials If arriving British Regular SPs are denoted with a "(P)", and their arrival space is occupied by Continental forces, these reinforcements are lost **permanently** (Remove an SP strength equal to the indicated reinforcing strength amount permanently from the game). *Gameplay Note: this gives the British player powerful motivation to occupy and hang on to New York city.*

6.1.5 British Regulars If the arrival location of regular British SPs is occupied by Continental troops, the reinforcements are moved to the next turn and may arrive at Halifax or the British BoO.

6.1.6 Joseph Brant and the Indians This Indian Leader and the Indian units are not available until January 1777. If the Indian Uprising Political Event has not been rolled by July 1777, this event is the automatic Political Event for that month and Brant, along with 2 SPs of Indians, is placed in an Iroquois Nation Area. Once Brant is on the board and the Indian Uprising Political Event is rolled, the British player receives 2 SPs of Indian reinforcements that are placed in the Area with Brant.

6.2 Withdrawals

A "▲" on the Reinforcement Schedule (Module 18.0) means the Leader or force to the right is withdrawn this turn during the Reinforcement Phase. Leaders have this (month/year) also printed on the back side of their counters.

6.2.1 If there are insufficient SPs available to withdraw, ignore the unavailable amount.

6.2.2 Withdrawals are performed first, and then reinforcements (they are listed in this order on the schedule). Cav. means cavalry.

6.2.3 If a Leader has been killed, the withdrawal is **not** canceled; you must remove another Leader with the same or better Tactical Rating to make good the withdrawal.

6.2.4 If a Leader is captured, his withdrawal is delayed until he is exchanged.

6.2.5 In the case of troops, the player removes the number and type of SPs called for from any map Area that is not under siege.

6.2.6 The withdrawn troops don't all have to come from the same Area; they could come from many Areas, as decided by the owning player.

6.3 Baggage Train/Magazine Limits

Both sides are limited in the number of baggage trains and magazines they can have on the board at any one time. This may be modified by optional rules. The limit is determined during the Reinforcement Phase.

6.3.1 British Total the value of all ports that are controlled by the British and compare it to the number of British baggage trains (not including captured baggage trains) and magazines currently on the board. Halifax, New York city (or Staten Island, but not both), Boston, and Philadelphia are each worth 2, while all other ports are worth 1. The maximum number of British baggage trains is 8. The BoO does not count against the limit, even though it functions as a magazine. British supply units begin in the *Available* box.

Example If the British control New York city, Halifax, Philadelphia, and Quebec, they may have a maximum of seven baggage trains/magazines on the board at any one time along with the British BoO.

Following the first French Intervention, the calculated baggage train limit is permanently reduced by 2.

If the limit is larger than what is on the map, then the British player may take new baggage trains from the *Available* box of the British Baggage Train Pool equal to the difference between the existing limit and the number of baggage trains/magazines on the board. If the number on the board is equal to or larger than the limit, then the British player may not place any baggage trains from the available pool (although if he is over the limit, he is not required to remove baggage trains/magazines from the board to reflect the new limit).

6.3.2 Continental The baggage train limit is 5, rising to 7 permanently following the first French Intervention (so if the Continental player is at his limit, his *Available* box will be empty).

6.4 New Baggage Train Placement

Baggage trains which were expended last turn (either because of capture or used to supply friendly forces) and that are now in the *Available* box of the Baggage Train Pool may be placed in their respective side's BoO (within limits imposed by Section 6.3).

6.5 Continental Militia Generation

In this step of the Reinforcement Phase of March, June, September, and December, generate Continental militia. Roll a die for each colony (subtracting one from the result if the Major Victory marker is on the British side). Cross-index the modified DR result with the column under the current month for the colony, and place the number of militia shown in any friendly-controlled or not under siege settlement or city in the colony

(or combination of cities and settlements). If all settlements and cities in a colony are British-controlled or under siege, no Continental militia for that colony may be placed. Continental militia may be generated during endeavors due to British entry into a colony for the first time (Section 10.7).

Example It's June of '78, and the Major Victory marker is on its British side. The Continental player rolls a 1 for MD/DE (reduced to a 0 because of British major victory), rolls a 4 for PA (down to a 3), rolls a 6 (down to 5) for NY/NJ, and rolls a 2 (down to 1) for NE. The zero for MD/DE under the June column of the Militia Generation table yields 4 militia so he places them in Wilmington (M18). The modified result of 3 for Pennsylvania yields 5 PA militia SPs to be placed. The Continental player puts 3 SP of militia into Philadelphia, and 2 SP into Lancaster. He performs a similar process for NY/NJ's 12 SP of militia and NE's 7 SP of militia.

6.6 Political Events Roll

Each turn, at the end of the Reinforcement Phase, one player makes a 2d6 roll on the Political Events Table (see PAC) and the result is applied immediately (unless otherwise detailed in the descriptors of the events by the table). Note that events with an asterisk can only occur **once** during a game.

7.0 LOGISTICS AND ENGINEERING PHASE

7.1 Transferring the Base of Operations

First the British player and then the Continental player decides if he wants to move his BoO or, if it is off-board, to place it on the board.

7.1.1 If he does wish to move it, the BoO is removed from the board and placed on the next turn on the Turn Record Track.

7.1.2 The following turn it may be placed back on the board during this step.

7.1.3 The British player may place his BoO at any port Area he controls. He may not move the BoO to or from Quebec during December through April, nor may the BoO, if in Quebec, receive reinforcements or supply wagons. *Note: Ice is preventing operations on the St. Lawrence River. If the New York ports are frozen over, the same rule applies.*

7.1.4 The Continental player may place his BoO at any settlement on the map that is not controlled by the British player.

Gameplay Note: Because the BoO will not be on the board during the next Reinforcement Phase if moved, the player will not be able to bring back any baggage trains. Any reinforcements the British player would have gotten are delayed until his BoO is reestablished.

7.2 Baggage Train Conversion

Baggage trains and magazines are interchangeable. First the British player and then the Continental player flips over any non-captured baggage trains on the board to their magazine side. At the same time, the player may convert any magazines he wishes to baggage trains by flipping them over.

8.0 ENDEAVORS

An endeavor is the portion of a turn where a player attempts to move and/or fight with one of his forces, a sort of mini-turn. There are six different types of endeavors: Force Activation, Leader Activation, Baggage Train Movement, Governor Placement, Sea Movement, and Loyalist Militia Recruitment. The last three are British-only endeavors.

The British player is always the first player in a turn to perform an endeavor. A player can also pass. If he passes, his opponent can then perform an endeavor. If both players pass consecutively, the Endeavors Phase is over; proceed to the Adjustment Phase (Module 3.0).

To perform a force activation endeavor, the player first composes his force from all or any part of his SPs, Leaders and/or baggage trains in a specific Area. Actually moving and fighting hinges on *activating* the Leader who is commanding the force. Roll the die as described in Case 8.1.1 to see if the force can move and fight. Whether successful or not, an Endeavor Random Event (Section 8.3) is checked for and performed before the force moves.

8.1 Activation

A force, consisting of a Leader and up to the number of friendly SPs he can command (Section 10.2), or a Leader alone, must be successfully activated before it can move, recruit, or fight in an endeavor.

8.1.1 In either case, the player makes a DR and compares it to the Leader's audacity rating. If the DR result is equal to or lower than the Leader's audacity rating, then the entire force or Leader is activated and may move and fight. If the DR is higher, the Leader (and any other Leaders that were intended to go with his force) is flipped to its moved side without doing anything. The Leader remains stacked with the SPs and/or baggage trains he moved (or tried to) to indicate that the entire force is unavailable for the rest of the month. After that, the opponent conducts his next endeavor.

8.2 Baggage Trains and Activation

Individual baggage trains do not have to activate to move, nor does moving an individual baggage train trigger an Endeavor Random Event roll. At the end of its move, place a moved marker on the baggage train. Even though neither activation nor a random event occurred, this is still an endeavor, and play passes to the opponent. If the weather status was rain or flood, it remains that way until another random event changes it.

8.3 Endeavor Random Events

The *same* DR that determined whether or not the Leader was activated is also used to check if an Endeavor Random Event occurs.

8.3.1 Cross-reference the roll result with the current turn's month on the Endeavor Random Event Table on the PAC.

8.3.2 Endeavor Random Events occur before an activated Leader and his force move or occur anyway if the Leader fails to activate.

8.3.3 They can be either Rain, Heavy Snow, or Heat, all of which affect movement or a possible Loyalist uprising. Heavy Snow and Heat last for the endeavor only. For Rain, place the Rain marker in the Weather Box. If Rain is rolled a second consecutive time, flip the marker over to its Flood side. If Rain is rolled while Flood conditions exist, the marker remains on its Flood side in the box. The effects of each type of weather are explained in the descriptors below the table on the PAC.

8.3.4 If a 1 is rolled, the die is rolled again. If this second DR is also a 1, then the British player receives 3 SPs (total) of Loyalist militia in any one Area of Tryon County (New York) that does not contain any Continental forces of any kind.

9.0 STACKING

There is no limit to the number of Leaders and/or baggage trains that may be in or move through an Area. There is a limit of 100 friendly SPs in any swamp, mountain, or wilderness Area. If players are found to have inadvertently exceeded this limit, immediately remove any excess SPs. There are only two circumstances when there will be both enemy and friendly forces in the same Area: 1) when a friendly force enters an Area with enemy forces to attack them or 2) when a friendly force enters an Area with enemy forces and either a fort or city to lay siege. This second instance is the only occasion when both friendly and enemy forces may be in the same Area at the end of an endeavor.

9.1 Detachments

A moving force may drop off Leaders and SPs *once* during their movement but may not pick up leaders or SPs while moving.

Gameplay Note: Since you have to declare a force before rolling for an endeavor, a force may only absorb new Leaders and SP that start an endeavor in the same Area with it.

10.0 MOVEMENT

10.1 Movement Execution

An activated force (a Leader and the number of friendly SPs he can command [Section 10.2]), a Leader by himself, or a baggage train move through a continuous line of Areas within the limits of their MP allowance and the terrain effects on movement. Units (except baggage trains) without a Leader cannot move.

10.1.1 A force moves as fast as its slowest component, so a force with cavalry and a baggage train would move 4 movement points (the speed of the baggage train).

10.1.2 Some kinds of movement consume more movement points than others (see the Terrain Effects Chart on the PAC); moving into an Area across a river boundary that doesn't include a road, for example, consumes 2 MPs.

10.1.3 Where four boundary lines intersect, a player may NOT move across the intersection.

10.1.4 Using a Water Crossing Arrow: To use a crossing arrow, the unit or stack must begin in an Area the crossing arrow connects, successfully activate, and then roll ≤ 5 on 1d6 for the unit/force to cross successfully. If the force has a Leader with engineering ability, this roll automatically succeeds. If the attempt fails, the unit/force must remain in place and is considered to have activated. To move across a blue Crossing Arrow costs a total of 4 MPs, regardless of the type of terrain on the other side.

10.1.5 Lake Champlain, Lake George, and the St. Lawrence River cannot be crossed except where Crossing Arrows are present.

10.1.6 Transit Area Units can use the Transit Area to move between Areas C7 and C8 to I7, Y48, or Y49. The units are first moved to the Transit Area from any of those Areas via the Transit Arrow. Next turn they are eligible to be moved (when activated) from the Transit Area to the desired destination Area (which could be back to where they started if the player chooses).

10.2 Leaders and Movement

Leaders can only move a number of friendly SPs in their Area depending on their rank:

- **Colonels** Limited to activating up to 15 SPs for movement.
- **One or Two-star Generals** Limited to activating up to 40 SPs for movement.
- **C-in-Cs** Limited to activating up to 40 SP and they must always command the largest force.

10.2.1 If a battle occurs and a C-in-C's force becomes smaller than another subordinate Leader's force, transfer forces to the C-in-C's command so that it is larger.

10.2.2 The activated **commanding** Leader (Section 11.1) in an Area may have any number of subordinate leaders (Leaders of lesser rank or higher seniority value) and their troops move and fight along with him that start the endeavor there. This is for the Area that they are in only.

10.2.3 Leaders moving on their own (without SPs or baggage trains) have a movement allowance of 12 movement points.

10.2.4 A force of between 41 and 80 SPs requires two 2-star or greater generals to move. A force of 81 SPs or more requires three 2-star or greater generals to move. In both cases, a single 1-star general may be used in lieu of a single 2-star.

10.3 Effect of Enemy Forces

A force moving must stop if it enters an Area containing an enemy force. This ends its movement portion of the endeavor. It must then engage in combat. Combat ends the endeavor.

10.4 Overrun

Overrun is performed during movement.

10.4.1 If a friendly force enters an Area with no enemy fort or city and containing only 1 to 3 enemy SPs, and the moving force has enough SPs to achieve an attack odds of at least 6:1, then the enemy force is eliminated.

10.4.2 The moving force pays 1, 2, or 3 MPs depending upon how many enemy SPs were overrun.

10.4.3 If this exceeds the number of movement points the overrunning force has left, then the force must halt movement in that Area.

10.4.4 The moving force does not suffer any casualties.

10.4.5 If an enemy Leader is present, the non-moving force may attempt retreat before combat (Section 11.3).

10.4.6 If the defending force fails the retreat before combat roll, the enemy Leader makes a roll to see if he escapes (Case 11.4.5).

10.4.7 Overrun is not considered Combat and thus not eligible for a Major Victory.

10.5 British and French Sea Movement

During any turn except those that the French Field Force is on the board, the British player may freely move British forces by sea as an endeavor.

10.5.1 The British player does not have to activate a Leader if only 12 or less SPs are embarking. If more than 12 SPs are embarking, then the ranking Leader in command in the Area must activate and accompany the embarking troops.

10.5.2 Embarking or debarking troops in a port does not cause an Endeavor Random Events check.

10.5.3 Up to 100 SPs in a port Area may be embarked.

10.5.4 Baggage trains can be moved and count as 3 SPs of troops toward the embarking limits. Magazines cannot be moved by sea.

10.5.5 Any number of British Leaders in the same port Area, of any rank, may accompany the forces moving by sea.

10.5.6 All British forces moving by sea are placed in the “At Sea” box.

10.5.7 They may be landed at a single port Area (British player's choice) the next turn as the sole action of any British endeavor. The British player needs to use multiple endeavors to land troops at different ports.

10.5.8 As long as there are British forces in the “At Sea” box, no other British forces may be embarked. Reinforcements are exempt from this.

10.5.9 British forces which land unopposed are considered moved and may not conduct further endeavors that turn.

10.5.10 Amphibious Landing If a British or French force lands in an enemy-occupied Area, they must overrun or fight any defenders (or lay siege, if the defender is in an Area with a city or fort and elects to retire within the walls). Once the overrun or battle is concluded, the British or French force, including all Leaders, are considered moved and may not conduct

further endeavors that turn. If they lose the battle, the surviving forces are returned to the “At Sea” box. These landings can only be made into an Area that has a road or Settlement in it.

10.5.11 French and British Sea Movement

If the French Field Force is on the board, the French Navy is assumed to be disputing control of American waters. Roll a single die before attempting to move any British force by sea. On a roll of 5 or 6, the French Navy has obtained sea control for the remainder of the turn and no British force may be embarked, nor may the British BoO be removed for placement elsewhere, or placed if currently off the board. Place the Sea Control marker on the French side. Sea Control from the previous turn has no effect on Sea Control for the current turn.

10.5.12 Port Availability Certain ports may not be available for Sea Movement at all times. Reminders of these conditions are printed on the map. The Delaware River is wide enough so that sea movement can be made to the port of Philadelphia, but not beyond.

- **Quebec:** Not available (frozen over) December through March.
- **New York and Staten Island:** If attempting Sea Movement from December through March, roll a single die. On a roll of 4 through 6, Sea Movement into either of these ports is not possible due to ice and/or hazardous weather for the remainder of the turn. If attempting to enter the port, the force must remain At Sea this turn. If attempting to leave, the attempt fails, and the units may not activate later in the turn.
- **Philadelphia:** If any type of Continental units are in Areas next to Philadelphia marked with the British Invasion Defense (Soldier) symbol, roll a single die. On a roll of 5 or 6, the movement is repulsed, and the British units must remain At Sea (if attempting to enter) or remain in Philadelphia and may not activate later in the turn (if attempting to leave).

10.6 Swamps, Wilderness, and Mountains

All British SPs of any kind, all French units, and Continental Regular SPs may not enter swamp Areas except across boundaries that are crossed by a road.

10.6.1 Below are the effects of Wilderness and Mountain terrain on:

- a) **Movement:** Wilderness and Mountain terrain (without roads) cost 4 MP to enter, unless the moving force enters a Wilderness Area by moving from an Area bordered by the same river or waterway; in this case, the cost is 2 MPs.
- b) **Combat:** Combats in Wilderness and Mountain terrain provide a +2 DRM to an all-Indian force if the opposing force is 50% or more regulars; it also provides a +1 DRM to the Continental player if the opposing force is 100% British Regulars

10.7 Invasion

If a British force containing regulars enters a colony where previously there were no British Regulars, the movement of that force is temporarily halted in the first Area of that colony that it moved into.

10.7.1 Continental militia is **immediately** generated and placed onboard for that colony.

Important Gameplay Note *This generation of Continental militia is in addition to the normal militia generated in the Reinforcement Phase.*

10.7.2 Use the current Month and Colony column on the Militia Generation Table on the PAC for this militia generation.

10.7.3 Normal militia placement rules apply (Section 6.5) except that the militia can be placed in the Area just invaded if the Continental player wishes to.

10.7.4 Once this special reinforcement of militia is placed, the British force may complete its endeavor.

10.7.5 The entry of British Regular SPs into the colony later while British Regulars are still in the colony does not trigger another special generation of militia. If all British Regulars in the colony are eliminated or otherwise removed, the Continental player can perform this Militia Generation again when the conditions apply. The removal of all British regular SPs resets the invasion status.

10.7.6 The exact same rules and procedures in Cases 10.7.1 through 10.7.5 apply to a Continental invasion of Canada; just switch the terms "British" and "Continental." *Note: Remember that Halifax is a part of Canada.*

10.8 Militia Movement Restrictions

10.8.1 Continental militia are restricted to the following Areas for movement and combat purposes:

- **Md/De militia** may not enter New Jersey, New York, or points further north
- **PA militia** may not enter New England or Canada
- **NY/NJ militia** may not enter Maryland, Delaware, or points further south
- **NE militia** may not enter Pennsylvania, Delaware, or points further south

10.8.2 Loyalist militia is restricted to the following Areas for movement and combat purposes: Canada, New York, and New England

10.8.3 Canadian militia may not leave Canada.

10.9 Winter Movement

Any force of units that attempts to activate during winter turns, successfully or not, must immediately perform a Winter Attrition (Case 5.4.4) roll following their unsuccessful attempt or after their activation's movement.

10.10 Reaction Movement

During an enemy force's movement, a friendly force may attempt to Reaction Move into an

adjacent Area that the enemy force just moved into if that Area began the enemy's activation vacant or friendly-occupied. This will end the movement of the enemy force and will cause a combat to occur therein with the Reaction moving force as the attacker.

10.10.1 A force may **not** Reaction Move into an Area occupied by **non-moving** enemy forces.

10.10.2 To determine if a force will Reaction Move, the player rolls 1d6, and if the result is equal to or lower than the force's commanding Leader's Audacity value, then the entire force in the Area must react move into the Area the enemy force moved into.

10.10.3 Only one Reaction Move attempt (successful or not) can be made by a designated friendly force during the enemy's Endeavor Phase.

10.10.4 Only one Reaction Move attempt may be made against an Area that the enemy force has moved into.

10.10.5 A Reaction Movement attempt (successful or not) during Winter turns triggers an immediate Winter Attrition roll (Case 5.4.4).

11.0 COMBAT

Historical Note *It was rare that a battle, itself, caused either side large numbers of dead and wounded. The usual battle had one of two results: either one side broke and ran, and then suffered the greater number of casualties from the winner's pursuit (prisoners, mostly), or one side or the other was caught by surprise, and incurred disproportionate casualties trying to form their force.*

11.1 Leaders and Rank

The rank symbol under the name of a Leader affects who will command in a battle; this is defined under Command (Module 2.0). The highest-ranking Leader in an Area is the one who commands (and whose audacity and tactical ratings are used to affect the combat), whether he was the activating Leader or not.

Two-star generals have a number between their stars that indicates their relative seniority. This number is important for determining who the senior commander in the battle is.

11.1.1 Regular and Provincial Leaders

Only the British have Provincial Leaders (Americans fighting on the British side). Regular Leaders outrank Provincial Leaders of the same rank. Thus, a regular colonel outranks a Provincial colonel. A Leader that activates during an endeavor is flipped to his moved side at the end of the endeavor and the forces that activated with him may not participate in another endeavor that month. Indian leader Brant is outranked by all other leaders.

11.1.2 Regular and Militia Leaders Only the Continentals have militia Leaders. Regular Leaders outrank militia Leaders of the same rank. Thus, a 1-star regular general outranks a 1-star militia general. A militia general, however, outranks a regular colonel.

11.1.3 Continental Commanders-In-Chief

Succession Washington is the permanent Commander-in-Chief. The only way Washington can be removed is by capture, and if this happens, the British player wins an Automatic Victory.

11.1.4 British Commanders-In-Chief Succession

The British Commander-In-Chief may not be replaced except in the event of capture, death from disease, or removal according to the reinforcement schedule. The line of succession is defined by the 2-star general's seniority number. The lowest-numbered 2-star general would be the new C-in-C for that scenario. Howe begins Scenario 1 and the Campaign Game as the C-in-C.

11.2 Combat Procedure

Combat is a four-step process as described below. The active player's force is the attacker (exception: Reaction Move).

11.2.1 British Bayonets First, if the British player is attacking, he elects whether or not to go in with "fixed bayonets." "Fixing Bayonets" can only be declared if the attacking force is less than 50 SPs and consists of 50% or more British Regulars.

Historical Note *This was done using unloaded muskets with bayonets fixed in order to prevent a premature discharge of a gun giving away the element of surprise. It helps gain surprise and increase casualties but can rebound badly if surprise isn't achieved.*

11.2.2 Surprise Second, before either side attacks, a surprise DR must be made. A Surprise check is only rolled for if both the attacking and defending force are less than 50 SPs. Roll 1d6, and if the result is 6 or greater, the attacker achieves surprise. Add the DRMs noted on the Surprise Table on the PAC to the roll if applicable.

11.2.3 Combat Resolution Next, determine the winner, i.e. who stays on the field of battle and who retreats.

Determine the odds ratio of the units involved in the battle. Divide the larger number of SPs by the smaller number of SPs involved the battle.

Example 30 SPs attacking 6 SPs would give an odds ratio of 5:1.

Round any fractions in favor of the defender (down). If the odds ratio is not 1:1 and favors the attacker, then take the first number of the odds ratio, subtract 1 from it and the result is added to the attacker's DR. The defender benefits similarly, so that if the odds ratio favors the defender (i.e. a 1:2 or less) he would take the second number of the odds ratio, subtract 1 from it and then add that result to his DR.

Example: In the instance above, the odds are 5:1. The first number of the odds ratio is 5. Subtracting 1 results in a 4. The attacker thus would add 4 to his DR. Had it been the other way around, i.e. 6 SPs attacking 30 SPs, it would produce an odds ratio of 1:5. 5 is the second number of the odds ratio. Subtracting 1 results in a 4 so that the defender would add four to his DR.

Each side rolls 1d6 and applies all of the applicable DRMs to their roll as listed in the Battle Winner Determination Table on the PAC.

The highest total (DR + modifiers) wins the battle and remains in the Area. The side with the lower total must retreat to an adjacent Area after casualties are determined. The defender wins in the event of a tie (**exception:** Catastrophe, Case 11.5.4).

11.2.4 Determining Casualties Roll 1d6 for each side, applying any of the DRMs listed on the Casualty DRM Table on the PAC as appropriate. Compare the two totals and then apply the following results:

High Total Eliminate 1 SP for every ten (or fraction of ten) SPs the opponent had in the battle **minus** the difference between the higher and lower totals. The total cannot be reduced below 1 SP, however.

Example The difference between the higher and lower totals of the casualty roll is 5. The side with the lower total had 24 SPs in the battle. The player with the higher total must lose 1 SP (two for the first 20 SPs and one for the fraction, minus the 5 SP; since this is less than 1 SP, the player loses the minimum 1 SP).

Low Total Eliminate 1 SP for every ten (or fraction of ten) SPs the opponent had in the battle **plus** the difference between the high and low totals.

Example The difference between the high and low totals of the casualty roll is 5. If the opponent had a force of 40 SPs, the side with the lower total would lose 4 SPs plus 5 SP, for a total of 9 SPs lost.

Tie Both players lose 1 SP.

11.2.5 Professional Army A British force is always considered a Professional Army as long as it contains 50% or more of regular SPs. All Continental forces with 50% or more regulars are considered a Professional Army beginning in April 1779, or 2 turns after Steuben arrives via a Political Event, whichever comes first.

11.2.6 Distributing Casualties Losses must be evenly divided between militia (an Indian can be substituted if present) and regulars if both are present to the greatest extent possible (although any remaining fraction may be taken as a militia casualty). For instance, in the example in Case 11.2.4 Low Total, the 9 SPs lost may be 4 regular SP and 5 militia SPs. Half (rounding fractions up) of all regular casualties suffered by the lower rolling player become Prisoners of War (Module 15.0).

Example During the casualty determination step of a battle, the Continental player's net loss is 5. He has 2 militia SPs and 4 regular SPs. He eliminates the 2 militia SPs. Of the remaining 3 losses, 2 regular SPs become prisoners ($\frac{1}{2}$ of 3 rounded up), while the third SP is eliminated.

11.2.7 Leader Casualties If the unmodified casualty DR is a 1, the affected side loses the Leader in the battle with the highest audacity rating. The one exception to this is the Commander-in-Chief, who may not be lost this way, even if his tactical rating was used to modify the combat DR. In this case, the Leader with the highest audacity rating other than the Commander-in-Chief is eliminated. If there is more than one non-C-in-C leader with the same audacity rating, *randomly* select the leader that becomes the casualty.

11.3 Retreat Before Combat

A player may attempt to retreat his forces (if led by a Leader) or a Leader alone prior to combat when enemy forces enter their Area.

11.3.1 Roll the die; if the result is equal to or less than the tactical rating of his highest-ranking Leader in the Area, he may retreat into one Area that he can legally enter (Section 11.4).

11.3.2 He must retreat **all** of his forces in the Area which can retreat.

11.3.3 The attacker may continue to move his force (if he has remaining MPs to do so), even into the Area to which the defending player retreated, and trigger the process again.

11.3.4 Baggage trains alone in an Area may not retreat before combat (and magazines of course, cannot retreat under any circumstances).

11.3.5 Swamp Foxes If the defending force is commanded by a Continental militia Leader and composed solely of Continental militia SPs, and there is an adjacent swamp Area which they can legally enter, the Continental player may automatically retreat the force into the swamp Area without having to make a retreat DR check (even if the commanding Leader's tactical rating is zero).

11.3.6 Indian Forces If the defending force is composed solely of Indian SPs, and there is an adjacent Wilderness or Mountain Area which they can legally enter, the British player may automatically retreat the force into the Wilderness or Mountain Area without having to make a retreat DR check, regardless of the presence of a Leader or his tactical rating. If this option is chosen, the British player must roll to escape (Case 11.4.5) for the Indian Leader.

11.4 Retreat After Combat

The loser in the battle must retreat. All of the loser's remaining Leaders, SPs, and baggage trains must retreat to an adjacent Area that is not:

- occupied by enemy forces, *or*
- across a river boundary during rain unless crossed by a road, *or*
- across any river boundary during flood (whether a road crosses it or not).

11.4.1 If unable to retreat, all militia SPs are eliminated. Half (rounded up) of the regular SPs become Prisoners of War (Module 15.0) while the remainder are eliminated.

11.4.2 Baggage trains unable to retreat are captured; replace them with a captured baggage train belonging to the victorious player if available.

11.4.3 Magazines can never retreat; replace them with a captured baggage train belonging to the victorious player if available.

11.4.4 The BoO can never retreat. Replace the BoO with a victorious player's captured baggage train if available and place the BoO unit on the next game turn box so that it can be placed during the Logistics and Engineering Phase of that turn.

11.4.5 Leaders that cannot retreat or are alone (no friendly SPs in their Area after combat) make a DR. If the DR is equal to

or less than their tactical rating, they escape and are placed with the nearest unbesieged friendly force. If the DR is greater than their tactical rating, they are captured and become a Prisoner of War (Module 15.0).

11.5 Major Victory

The Major Victory marker indicates the last winner of a sizeable battle and the public relations value of being seen as the current winner. In any battle or siege in which both sides have 15 or more SPs (regular/militia composition is irrelevant), the marker is adjusted to reflect a Major Victory for the “winner.” Remember that the winner is the side that doesn't retreat (or in the case of a siege, is in possession of the fort/city after siege resolution).

11.5.1 Any victory by a force containing at least 3 SPs of Indians, or if defeating a force containing at least 3 SPs of Indians, is also considered a Major Victory.

11.5.2 Capture of an enemy-controlled Fort Pitt, Penobscot, Fort Niagara, or Newtown is considered a Major Victory regardless of the number of SPs involved. Until occupied by an enemy SP, Fort Pitt and Penobscot are considered Continental-controlled, and Fort Niagara and Newtown are considered British-controlled.

11.5.3 During the Adjustment Phase, move the French Intervention Marker on the Turn Track according to which side of the Major Victory Marker is face up. If on the Continental Major Victory side, the French Intervention Marker moves earlier 1 turn (Section 14.1) on the Turn Record Track. If on the British Major Victory side, the French Intervention marker moves later 1 turn.

11.5.4 Catastrophe If, after combat resolution (Case 11.2.3), one of the following conditions exists, the affected force surrenders as if it had lost a Siege Combat (Case 4.7.6). That is, all remaining militia and baggage trains are eliminated, and all surviving Leaders and regular SPs become Prisoners of War (Module 15.0).

- The losing player's force involved contained 50 or more SPs and the battle resulted in a Major Victory for the other side.
- The losing force has no baggage trains or a magazine and is in a Wilderness or Mountain Area.
- If the force is unable to retreat due to being surrounded on all sides by enemy-occupied Areas and/or the sea.
- The occupation of Quebec and/or Halifax by the Continentals.
- The surrender of more than 50 SPs following a siege combat is also deemed a Catastrophe and suffers the additional effect below.

Gameplay Note: *It is possible, though highly unlikely, for the British player to suffer **two** Catastrophes in the fall of Quebec or Halifax, one for the combat/siege, and one for the occupation.*

Large Siege Additional Effect: A British Catastrophe moves the French Intervention marker earlier 4 turns (Section 14.1) on the Turn Record Track. A Continental Catastrophe moves the French Intervention marker later by 4 turns and lessens the chance of French Intervention.

12.0 BRITISH LOYALIST RECRUITMENT

In addition to arriving as result of a random event, Loyalist militia can be raised by British Leaders during the course of the game.

12.1 Recruitment Procedure

A British or Loyalist Leader in an Area of Canada (with a settlement, fort, or city), Tyron County, or Iroquois Nation that is not adjacent to (or contains) any Continental forces may use an endeavor to place 1 SP of Loyalist militia in his Area. Canadian militia is denoted with a “C” on the counter and are **not** interchangeable with non-Canadian Loyalist Militia, which have an “L” on the counter.

12.2 Leader Loyalist Mobilization

The British player may place 2 SPs of Loyalist militia on the map if the following conditions are in effect:

- 1) The Major Victory marker is on its British side
- 2) The recruiting Leader is Johnson (and the militia is then placed with him).
- 3) The recruiting Leader is located in a Tryon County Area.

13.0 VICTORY

13.1 The King's Peace

Historical Note: *the British efforts to achieve victory solely in the North lasted until approximately October of 1778, when large forces departed, never to return, to other theatres of war. This happened for two reasons: 1) The French Intervention, and 2) The stalemate in the North, causing the British to refocus their efforts on the Southern colonies. Accordingly, the Campaign Game is primarily structured to set October 1778 as the “horizon” for victory in the North.*

13.1.1 Winning the Campaign Game requires establishing “the King’s Peace” in at least **two** colonies at the end of the game. The King’s Peace is considered to be in effect when the following 3 conditions are in effect:

- There are no Continental Regulars (French excluded) in the colony
- The British are in sole control of the colonial capital(s)
- The Royal Governor counter has been placed in the colonial capital.

13.1.2 These conditions may be accomplished in any order (though, obviously, a player would have to have control of the colonial capital before he could place the Royal Governor) but they must all be in effect at the same time to declare the King’s Peace. If any of the conditions change later (such as Continental regulars enter the colony or the capital is taken), the King’s Peace is dis-established, and the player must start over again.

Unlike “*Tarleton’s Quarter!*”, the majority of the colonies in this game have multiple capitals, making the King’s Peace harder to achieve. The capitals are:

MD/DE: Annapolis and Wilmington, DE

Pennsylvania: Philadelphia

NY/NJ: New York City and Albany

NE: Boston and Newport

These capitals are designated with blue crown icons on the map.

Red crown icon capitals allow placement of reinforcements but are not required to be occupied for the King’s Peace (e.g. Trenton).

13.1.3 If the British Player cannot establish his King’s Peace Victory Condition at the end of the game, the Continental player wins the game.

13.1.4 Royal Governor The Royal Governor represents not only the person of the governor but also the colonial administration. The player may use an endeavor to place the appropriate Royal Governor in the Area that contains the colonial capital. No activation or random event roll is performed for this endeavor.

The governor may not move and cannot retreat. If he is ever alone in an Area with enemy SPs, he is removed from the board and set aside. He remains available to be placed on the board later (i.e. the Royal Governor cannot be permanently eliminated).

13.2 Automatic Continental Victory

After August 1776, if at the conclusion of a turn there are no British SPs (regular or militia) on the board, except in Canada, the game ends immediately and the Continental player wins an Automatic Victory.

13.3 Automatic British Victory

13.3.1 If at the end of any turn the British have the King’s Peace in all four rebellious colonies, they win the game immediately.

13.3.2 If Washington is captured, they win the game immediately. (Washington cannot be killed.)

13.4 Duration of the Campaign Game

Historical Duration Campaign Game: As an academic exercise, if the players wish to play the Campaign past November 1779 (to the “real” war’s end in October of 1781), the Victory Conditions change after October 1778. The British player need only achieve the King’s Peace in **one** colony at the game’s end and can achieve Automatic Victory with the King’s Peace in **two** colonies. Note that playing the Northern campaign after October 1778 is a potentially sedentary affair, as it was historically!

14.0 FRENCH FORCES

Gameplay Note: *The entry of the French forces into play can be a critical turning point in the game.*

14.1 French Intervention

The French Field Force enters when the Month/Year Markers reach the turn with the French Intervention Marker. Each Scenario gives the at start location of the Marker.

14.1.1 French SPs must always remain together and are always considered a separate force for movement.

14.1.2 They may defend and conduct sieges jointly with Continental forces in the same Area.

14.1.3 French forces are part of the total of Continental regular forces in the Area for the purposes of resolving random events.

14.1.4 French forces are always in supply. They never need to expend a baggage train, trace to a magazine, or forage to be in supply.

14.1.5 The French Field Force and their Leader are placed in any friendly coastal Area on their turn of arrival **or** they can perform an Amphibious Landing similar to the British (Case 10.5.10).

14.1.6 If there is a British Force in the “At Sea” box at the beginning of the turn in which French Intervention occurs, this force must immediately land at a friendly Port, suffer Single Attrition and they are considered moved for the turn.

14.1.7 French Departure The French Field Force exits the Campaign Game a number of turns equal to a roll of 1d6 + 2. The Continental Player makes this roll secretly on the turn of entry and records it, revealing it to the British Player only upon the turn of exit.

14.1.8 1778 Scenario Only The French enter and exit the game as per the Reinforcement Chart.

14.2 French Leader

14.2.1 D’Estaing outranks all other Continental leaders aside from the Continental Commander-in-Chief.

14.2.2 In a case where the French leader and the Continental Commander-in-Chief are in the same Area, whoever has the most SPs in the Area is the ranking commander for the purposes of combat and siege.

14.2.3 If the French leader is removed due to illness (i.e. placed on the Turn Record Track because of disease attrition) he returns to the French Field Force, not the Continental BoO.

15.0 PRISONERS OF WAR

15.1 Tracking Prisoners of War

Only regulars who are taken prisoner are kept track of. Militiamen were usually paroled to their homes on their word that they would not serve in the war again.

15.1.1 If a British or Continental Regular SP is taken prisoner (either because of a battle loss, unable to retreat, or Final Siege Assault loss) place the x1 POW marker for that side on the POW track.

15.1.2 Move the markers (x1, x10, x100) up the track as each new POW SP is taken.

15.1.3 If more than 10 needs to be registered on the track, then flip the marker to its +10 side. If more than 19 (99) are POWs, players will use a 10 SP (100) Regular Infantry unit on the POW track and consider that a x10 (x100) marker while using the x1 marker for the single digit value.

15.1.4 Both cavalry and infantry regular SPs are recorded as infantry, and when a prisoner exchange occurs are returned as infantry.

15.1.5 None of the SPs eliminated for being at sea when the French Navy is in American waters (Case 14.1.6) are placed on the POW track, nor are the accompanying Leaders placed in the Leader POW box.

15.2 Leader POWs

Leaders who do not pass their escape roll when they cannot retreat, are part of a besieged force which loses the Final Assault, or are in an Area without any friendly SPs when an enemy force enters that Area, and after combat, are captured and become POWs. Place them in the appropriate Leader POW box.

15.3 Prisoner Attrition

In the POW attrition step of the Attrition Phase, 1 SP is deducted from each side's total on the POW track (due to the aforementioned disease and starvation). Leader POWs are not affected.

15.4 Prisoner Exchange

In the Prisoner of War Exchange step of the Reinforcement and Withdrawals Phase, either player may propose a prisoner exchange.

15.4.1 If the other player agrees, the exchange is on a one-for-one basis.

15.4.2 Returning POW SPs are immediately placed on their respective BoO. If the BoO is not on the board, they enter with the BoO when it returns to the map.

Example Both players have agreed to a POW exchange. There are 3 SPs of Continental POWs and 6 SPs of British POWs on the tracks. The British player reduces the number of Continental POWs to 0 and the Continental player reduces the number of British POWs on the track to 3. Both players then place 3 SPs of their regulars at their BoO.

15.5 Captured Leader Exchange

Leaders are also exchanged on an equal basis (i.e. colonel for colonel, 1-star general for 1-star general, 2-star general for 2-star general).

15.5.1 Their status in their own army (i.e. militia, regular, provincial) is ignored.

15.5.2 When there is more than one Leader of a particular rank available for exchange, the player holding the surplus captured officers decides the specific Leaders that will be exchanged. However, for those desiring more flexible and interactive play, exchange Leaders on whatever basis is amenable to the parties involved (*I'll exchange you 2 colonels for 1 general*).

15.5.3 When a Leader exchange is possible, it **must** occur.

16.0 OPTIONAL RULES

The following rules are for those desiring a greater degree of historical simulation, or to balance play between opponents of differing abilities.

16.1 Backwoods Generals

If Generals Morgan or Stark are the ranking Continental Leader in combat (but not Final Siege Assault) the -1 DRM for a force which is more than half militia does not apply.

16.2 Simplified Attrition

Instead of rolling separately for all stacks, roll once and apply the DR to all stacks requiring an attrition roll.

16.3 Alternate History Duration Campaign Game

The British player can “go for broke” and refuse the significant October 1778, January 1780, and March 1780 withdrawals, and try to win the war solely in the Northern colonies; if he chooses to do so, the original requirements for the King's Peace are in effect for the entire game; they do not “expire” in October 1778.

17.0 SCENARIOS

Players may choose to start the game at one of five chronological points. The full campaign scenario starts with the June 1775 turn. All campaign scenarios end on the November 1779 turn; thus, the full campaign is a total of 54 turns. Players may also start the game in April of 1776 (44 turns), June of 1777 (30 turns), May of 1778 (19 turns) or December of 1778 (12 turns). All reference to regulars in both the set-ups and reinforcements means regular infantry.

Scenarios can also be played as Battle Scenarios. These scenarios reflect several months of active campaigning but do not include the added complexity (and potential boredom!) of winter. Each scenario lists Victory Conditions for the Battle Scenario. Only in the 1778 Battle scenario does the Continental player roll for French Intervention.

Note: NYC means New York City

Virginia Areas on the Map: The only Areas of Virginia that are in play for all scenarios in this game are those that are connected by a land border to an Area of Maryland.

17.1 Scenario 1: June 1775 (the Campaign Game Start)

Place the Major Victory marker with the Continental side showing. Place the Turn Markers on June of 1775. The weather is clear. Place a Siege Level 2 marker in Boston.

17.1.1 Continental (sets up first)

French Intervention Marker: October 1778

Continental BoO Worcester (NE14)

Baggage Trains (limit = 5): 3 Baggage Trains (place with any force or in Available box)

Magazines Albany (Y27), New York (Y13)

Besieging Boston, Siege 2 marker (NE13) Washington, Ward, Putnam, Lee, Gates, 168 SP regulars

Ticonderoga (Y39) Montgomery, Arnold, 10 SP regulars, 2 SP NY/NJ militia, 2 SP NE Militia

NYC (Y13) Wooster, 15 SP regulars, 20 SP NY/NJ militia

Albany (Y27) Schuyler, 5 SP NY/NJ militia

17.1.2 British

British BoO NE13 (Boston)

Baggage Trains (limit = 5): 4 Baggage Trains (place with any force or in Available box)

Magazines Quebec (C24)

Under siege in Boston (NE13) Howe, Clinton, Burgoyne, Percy, Pigot, D. Jones, V. Jones, 72 SP regulars, 1 SP cavalry.

Any Area in Canada Carleton, Prescott, 10 SP regulars

Fort Niagara (Y55) 4 SP regulars

Halifax (C33) 4 SP regulars

17.1.3 Battle Scenario Victory Conditions

Battle Scenario ends December 1775.

Continental Victory: Control Quebec (C24) (or Halifax [C33]), Boston (NE13), NYC (Y13), and Philadelphia (P20)

British Victory: Prevent Continental Victory

17.2 Scenario 2: April 1776

Place the Major Victory marker with the Continental side showing. Place the Turn Markers on April of 1776. The weather is clear. Place a Siege Level 2 marker in Quebec.

17.2.1 Continental (set up first)

French Intervention Marker: October 1778

Continental BoO Y16 (Highlands)

Baggage Trains (limit = 5): 3 Baggage Trains (place with any force or in Available box)

Magazines 1 each at Boston (NE13), Albany (Y27)

Boston (NE13) Ward, 21 SP regulars, 10 SP NE Militia

Ticonderoga (Y39) Sullivan, 34 SP regulars, 4 SP NY/NJ militia, 2 SP NE Militia

NYC (Y13), Staten Island (Y12), Brooklyn (Y14), or Highlands (Y16) Washington, Gates, Putnam, 71 SP regulars, 16 SP NY/NJ militia

Albany (Y27) Schuyler, 15 SP regulars, 5 SP NY/NJ militia

Springfield (NE19) 10 SP NE Militia

New Brunswick (Y7) 7 SP NY/NJ Militia

Philadelphia (P20) 12 SP Penn Militia

Wilmington (M18) 4 SP regulars

Besieging Quebec (C24), Siege 2 marker Wooster, 19 SP regulars, 4 SP NE Militia

Montreal (C7) Arnold, 12 SP regulars

Baltimore (M7) 10 SP regulars

Alexandria (V46) 1 SP cavalry

Continental POWs: 7 SPs British Regulars, Prescott

Eliminated or Removed Montgomery

17.2.2 British

British BoO Halifax (C33)

Magazines Quebec (C24)

Baggage Trains (limit = 3): 2 Baggage Trains (place with any force or in Available box)

Halifax (C33) Howe, Clinton, Percy, Pigot, D. Jones, V. Jones, Grant, 76 SP regulars.

Note: The British troops in Halifax, having evacuated Boston, are refitting, and may not move until the June turn.

Besieged in Quebec (C24) Carleton, 5 SP regulars, 8 SP Canadian Loyalist Militia

Fort Niagara (Y55) 4 SP regulars

At Sea Box Burgoyne, Phillips, St. Leger, 52 SP regulars,

Note: These troops must land in Quebec as the first endeavor on the May turn.

British POWs 3 SPs Continental Regulars

Eliminated or Removed None

17.2.3 Battle Scenario Victory Conditions

Battle Scenario ends December 1776.

Continental Victory: Control Fort Ticonderoga and 2 of the following 3: Boston, New York, and Philadelphia

British Victory: Prevent Continental Victory

17.3 Scenario 3: June 1777

Place the Major Victory marker with the Continental side showing. Place the Turn Markers at June of 1777. The weather is clear.

17.3.1 Continental (sets up first)

French Intervention Marker: October 1778

Continental BoO Morristown (Y10)

Baggage Trains (limit = 5): 3 Baggage Trains (place with any force or in Available box)

Magazines 1 each at Boston (NE13), Albany (Y27)

Boston (NE13) Heath, 9 SP regulars, 16 SP NE Militia

Ticonderoga (Y39) Sullivan, Arnold, Stark, 34 SP regulars, 1d6 SP NY/NJ militia, 1d6 SP NE Militia

Morristown (Y10) Washington, Greene, Gates, Lincoln, Stirling, Stephen, Wayne, Knox, 65 SP regulars, 4 SP cavalry

Philadelphia (P20) Armstrong, 21 SP Penn militia, 9 SP MD/DE militia

Highlands (Y16) or West Point (Y17) Putnam, G. Clinton, J. Clinton, MacDougall, 29 SP regulars

Albany (Y27) Schuyler, 15 SP regulars, 5 SP NY/NJ militia

Providence (NE 9) Spencer, 20 SP NE Militia

Alexandria (V46) 15 SP regulars (*Note: this is the NC Line en route to join the Main Army*)

Fort Stanwix (Y50) Fort marker, 2 SP regulars

Skenesborough (VT7) 2 SP regulars

Worcester (NE14) 3 SP regulars

Continental POWs 7 SPs British Regulars

Eliminated or Removed Montgomery, Ward, Wooster

17.3.2 British

British BoO Y13 (New York)

Baggage Trains (limit = 6): 4 Baggage Trains (place with any force or in Available box)

Magazines One in Quebec (C24)

Fort St. Jean (C3) Burgoyne, Riedesel, Phillips, 76 SP regulars, 5 SP Indians, 2 SP Canadian militia, Baggage Train

Halifax (C33) Massey, 8 SP regulars

Quebec (C24) Carleton, 15 SP regulars

Fort Niagara (Y55) 4 SP regulars

NYC (Y13), Staten Island (Y12), or Brooklyn (Y14) Clinton, D. Jones, V. Jones, Tryon, Skinner, 80 SP regulars

Perth Amboy (Y8) Howe, Knyphausen, Cornwallis, Grant, Grey, 131 SP regulars, 8 SP cavalry.

Oswego (Y49) St. Leger, Johnson, 5 SP regulars, 1 SP Loyalist militia, 8 SP Indians

Newport (NE10) Percy, Pigot, Prescott, 31 SP regulars

At Sea Box 10 SP *Historical Note: These are the Anspach units*

British POWs 50 SPs Continental Regulars, Lee

Eliminated or Removed Heister

17.3.3 Battle Scenario Victory Conditions

Battle Scenario ends December 1777.

British Victory: Control Albany, Oswego, Newport, New York City, and all cities in Canada.

Continental Victory: Prevent British Victory

17.4 Scenario 4: May 1778

Place the Major Victory marker with the British side showing. Place the Turn Markers on May of 1778. The weather is clear.

17.4.1 Continental (sets up first)

French Intervention Marker: June 1778

Continental BoO Valley Forge (P19),

Baggage Trains (limit = 5): 2 Baggage Trains (place with any force or in Available box)

Magazines 1 each at Highlands (Y16), Albany (Y27), Boston (NE13)

Valley Forge (P19) Washington, Lee, Stirling, Greene, Lafayette, Wayne, Knox, Armstrong, Lincoln, Steuben, 114 SP Continental regulars, 4 SP Continental cavalry

Morristown (Y10) 6 SP Continental regulars, 10 SP NY/NJ Militia

Wilmington (M18) 15 SP Continental regulars

Highlands (Y16) or West Point (Y17) Putnam, J. Clinton, G. Clinton, McDougall, 18 SP regulars, 6 SP NY/NJ Militia, 9 SP NE Militia. 8 SP PA Militia

Boston (NE13) Heath, 4 SP regulars, 6 SP NE Militia

Providence (NE 9) Sullivan, 20 SP NE Militia, 4 SP regulars

Albany (Y27) Gates, Stark, 2 SP regulars, 1d6 SP NE Militia

Fort Stanwix (Y50) Fort marker, 4 SP regulars

Fort Pitt (P11) 4 SP regulars

Baltimore (M7) 1 SP cavalry

Continental POWs 63 SPs British Regulars, Burgoyne, Philipps, Riedesel

Eliminated or Removed Ward, Schuyler, Montgomery, Spencer, Stephen, Wooster, Arnold (temp)

Fort Ticonderoga is Destroyed.

17.4.2 British

British BoO NYC (Y13)

Baggage Trains (limit = 8): 5 Baggage Trains (place with any force or in Available box)

Magazines One each in Quebec (C24), Philadelphia (P20), Newport (NE 10)

Newport (NE10) Pigot, Prescott, 31 SP regulars

Any Area in Canada Johnson, Carleton, St. Leger, 43 SP regulars

Fort Niagara (Y55) Brant, 6 SP British regulars

Halifax (C33) Massey, 12 SP British regulars

NYC (Y13), Staten Island (Y12), or Brooklyn (Y14) Tryon, Skinner, MacLean, 110 SP British regulars

Philadelphia (P20) Clinton, Knyphausen, Cornwallis, Mathew, Grant, Grey, 146 SP regulars, 7 SP British cavalry

British POWs 70 SPs Continental Regulars

Eliminated or Removed Howe, Heister, Percy, D. Jones, V. Jones

17.4.3 Battle Scenario Victory Conditions

Battle Scenario ends December 1778.

British Victory: Control Albany, Oswego, Newport, New York City, and all cities in Canada.

Continental Victory: Prevent British Victory

17.5 Scenario 5: December 1778

Place the Major Victory marker with the Continental side showing. Place the Turn Markers on Dec of 1778. The weather is clear.

17.5.1 Continental (sets up first)

French Intervention Marker: Intervention has occurred

Continental BoO Y10 (Morristown),

Baggage Trains (limit = 7): 4 Baggage Trains (place with any force or in Available box)

Magazines 1 each at Highlands (Y16), Albany (Y27), Boston (NE13)

Morristown (Y10) Washington, Stirling, Greene, Lafayette, Steuben, Wayne, Knox, Armstrong, 82 SP regulars, 3 SP cavalry

Highlands (Y16) or West Point (Y17) MacDougall, G. Clinton, 32 SP regulars, 5 SP NE Militia

Fairfield (NE1) Gates, Putnam, 33 SP regulars

Boston (NE13) Heath, 1d6 SP NE Militia

Providence (NE 9) Sullivan, 21 SP regulars, 31 SP NE Militia

Albany (Y27) J. Clinton, Stark, 10 SP regulars

Fort Stanwix (Y50) Fort marker, 3 SP regulars

Fort Pitt (P11) 4 SP regulars

Cherry Valley (Y29) 5 SP regulars

Bennington (VT1) 2 SP regulars

Easton (P38) 2 SP regulars

Continental POWs 55 SPs British Regulars, Philipps

Eliminated or Removed Ward, Schuyler, Montgomery, Spencer, Stephen, Wooster, Lee, Lincoln, Arnold (temp)

Fort Ticonderoga is Destroyed.

17.5.2 British

British BoO NYC (Y13)

Baggage Trains (limit = 4): 2 Baggage Trains (place with any force or in Available box)

Magazines One each in Quebec (C24), Newport (NE 10)

Newport (NE10) Pigot, Prescott, 49 SP British regulars

NYC (Y13), Staten Island (Y12), or Brooklyn (Y14) Clinton, Knyphausen, Cornwallis, Tryon, Mathew, Skinner, MacLean, 141 SP British regulars, 6 SP British cavalry

Any Area in Canada Haldimand, Johnson, St. Leger, 52 SP British regulars

Fort Niagara (Y55) 6 SP regulars

Halifax (C33) Massey, 32 SP regulars

Anywhere in Iroquois Nation: Brant, 6 SP Indians

British POWs 60 SPs Continental Regulars

Eliminated or Removed Heister, Percy, D. Jones, Howe, Carleton, Grey, Grant, V. Jones