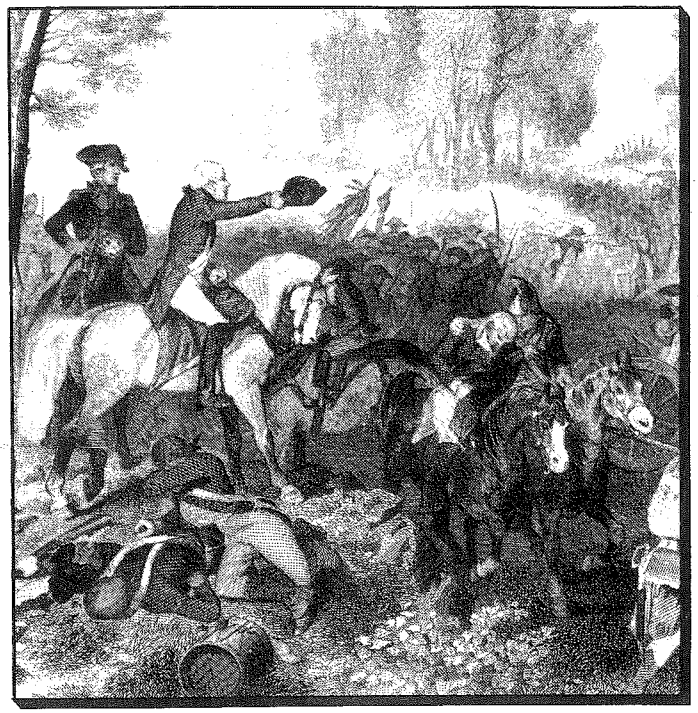

13: THE COLONIES IN REVOLT™ Game

The American Revolutionary War, 1775-1781

by Richard H. Berg

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[1.0] INTRODUCTION

The 13: THE COLONIES IN REVOLT™ Game is an operational simulation of the American Revolutionary War from late 1775 (the siege of Boston and the two Canadian expeditions) through the end of 1781. The British player, who controls British regular, German mercenary, Loyalist militia, and Indian units, must try to stop the revolt by reconquering half a continent. The American player, who controls Continental Army, Rebel militia, French, and Indian units, need only avoid the British victory conditions to win. Players conduct movement and combat, alternating the initiative back and forth from fall 1775 until the winter 1781 turn, playing the entire campaign game, or until the British player achieves his victory requirements. With the emphasis on planning, command, and operational co-ordination, players will soon see why the American Revolutionary War was the first major modern guerrilla war.

[2.0] GAME PARTS

GENERAL RULE

Each 13: THE COLONIES IN REVOLT™ Game includes:

- One 22″ × 33″ game map
- One sheet of 200 cardboard counters
- One 16-page rules booklet

In addition, two 6-sided dice are required for play and must be supplied by the players.

If there are any problems with the game components, please write to: TSR, Inc., Consumer Service, P.O. Box 756, Lake Geneva, WI 53147.

[2.1] The Map

[2.11] The map shows the area of the British colonies in North America over which the American Revolutionary War was fought, including the 13 colonies, Canada, Florida and the Caribbean, and the Western Territories. A hexagonal grid has been superimposed over the map terrain to regulate movement of counters. The British player sits on the Atlantic Ocean side of the map, and the American players sits on the Western Territories side.

[2.12] The map consists of two major portions for game play: the North American mainland for land movement (5.0), and the off-map land areas (Nova Scotia, Florida, and the Caribbean) and Atlantic sea sections for naval transport (6.4).

[2.13] The North American mainland is divided into:

- *Areas of operations*, which are the South, the Middle Colonies, New England, Canada, and the Western Territories. These are denoted by red dot-dash lines.
- *Colonies*, which are individual colonies and other territories within areas of operation. These are denoted by black dash lines.

[2.14] There are three types of "inhabited" locations on the map:

- *Cities*, which are built-up, urbanized hexes (Boston, New York, and Philadelphia) denoted by a diagonal line grid. Each has a red hexagon (key objective) symbol in it. Other than that Indians cannot burn cities, cities and towns are the same in the game rules.
- *Towns*, are denoted by black dots. Port towns have an anchor symbol by them.
- *Key towns and port towns* are important for area control and are denoted by red hexagons.
- *Indian settlements*, which are denoted by red triangles.

[2.15] The other major map portion consists of the *Atlantic Ocean sea sections* and *off-map territories*. The sea sections are important for naval transport (6.4), while the off-map territories (Nova Scotia, Florida, and the Caribbean) can receive supply units and transferred British combat units.

[2.2] Game Charts and Tables

Various charts and tables are provided on the game map and page 16 of the game rules to aid in game play. These include the Operations Point Chart, the Movement Point Chart, the Battle Point Chart, the Odds/Ratio Chart, the Combat Results Table, the British and American Supply Tables, the American Winter Attrition Table, the Rebel Militia Raising Chart, the British Planning Sheet, the Attrition Modifier Table, the French Entry Table, the Terrain Key, the Operations Point Expenditure Track, the Unit Available Holding Boxes, the Army Commander Holding Boxes, and the Reinforcement Schedule/Turn Track.

[2.3] The Counters

[2.31] The game's 200 cardboard counters are divided into three types for game play:

- *Combat units* are *foot* (infantry), *horse* (cavalry and dragoon), and *Indian* units.
- *Support units* are noncombat pieces that aid in movement and combat, including *commander, supply, artillery, fleet*, and *bateaux* units.
- *Informational markers* are pieces aiding in game play, including *fort, entrenchment, operations points, destroyed*, and *game turn* markers.

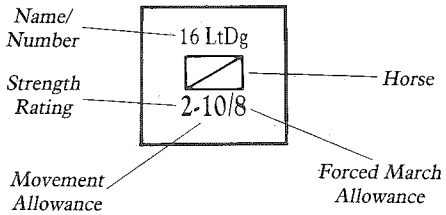
[2.32] The sample counters illustrate the units and markers described above.

SAMPLE COUNTERS

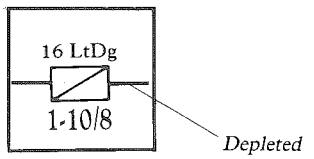
COMBAT UNITS

British Regular

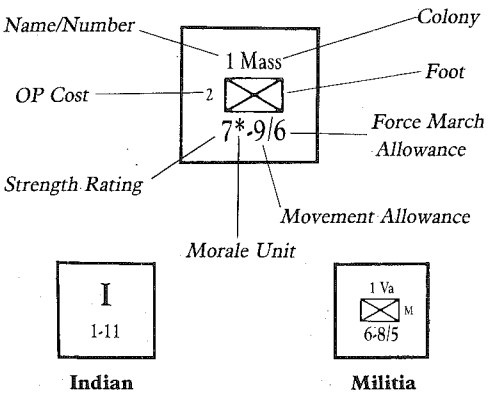
Front (full-strength)



Back (depleted)

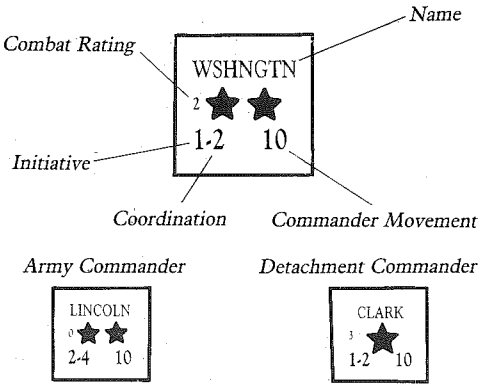


Continental Army

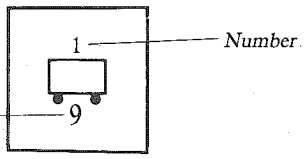


SUPPORT UNITS

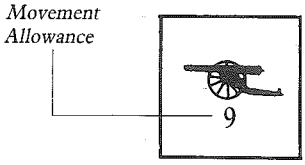
Commander



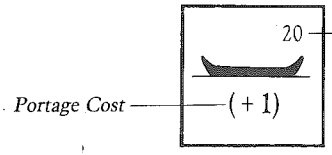
Supply



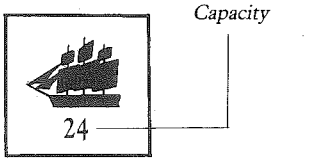
Artillery



Bateaux

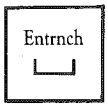


Fleet

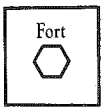


INFORMATION MARKERS

Operations Point



Entrenched



Fort

Destroyed

Game Turn

[2.33] Counter Information

Strength Rating: The relative combat strength of a unit when attacking or defending, expressed in *strength points.* The back (depleted) side always has a lower rating.

Foot: Infantry unit.

Morale Unit: A unit with higher morale, which adds a modifier when resolving combat.

Movement Allowance: The rate in *movement points* at which units can move from hex to hex on the map. The Movement Point Chart (5.29) lists the terrain cost in movement points to enter hexes.

Force March Allowance: The additional movement points that units can use to move from hex to hex in the same segment. Units *must* be stacked with a commander to use this bonus; terrain costs per hex are the same.

Name/Number: The unit's abbreviated name (see 2.4) and regimental or else "brigade" number (in game terms). German mercenary units are named by their principality, while American Continental and militia units are named by their colony. Some British units are in groups of two or three regiments. Commanders have their names on their counters.

Depleted: The bar through counters on their reverse sides indicates depleted (reduced) units.

Colony: The colony of origin, where the unit must be raised. This includes Loyalist militia, Continental Army, and Rebel militia units.

Horse: A cavalry or dragoon unit.

OP Cost: The number of *operations points* required to raise the unit.

Militia: Denotes Rebel militia units.

Strength Point Capacity: The maximum number of strength points that can be carried per movement segment by a fleet or bateaux unit.

Portage Cost: The additional 1 movement point cost per hex units pay when carrying each bateaux unit overland.

Number: The number of supply units the counter represents.

Detachment Commander: A commander who can only lead small groups up to 10 strength points. The counter represents the leader and his staff.

Army Commander: A commander who can lead any number of units and can command in an area of operations. One army commander is the supreme commander for each side.

Combat Rating: The commander's ability to lead in battle; the higher the number, the better leader he is.

Initiative Rating: The cost in operations points to force march or attempt interception with units led by that commander.

Coordination: The commander's rating for movement coordination of different friendly stacks for combat.

Commander Movement: The commander's movement allowance in movement points. His force march allowance is the same as his regular movement allowance.

[2.34] Colors: Colors on counters denote ownership. The British player controls *British regular* (red), *German mercenary* (green), *Loyalist militia* (tan), and *Indian* (red with orange) units. The American player controls *Continental Army* (blue), *Rebel militia* (light blue), *French* (purple), and *Indian* (light blue with orange) units. Both players use red- and blue-colored artillery units and operations point markers. White is used for informational markers and supply and bateaux units.

[2.4] Game Scale

Each hex on the map represents approximately 26 miles from side to side. Each game turn represents two months' time (except for the four-month winter turn). Unit sizes are more abstract: a British regiment of regulars is usually worth 2 strength points, and most British units are regiments or combinations of 2 or 3 regiments. German mercenary units are grouped according to the German principality from which they came. Both American Continental regulars and militia are grouped by colony. The French are grouped in equal units.

[2.5] Abbreviation Explanations

British Regulars

Abbreviation	Full Name
4 K.O.	4th King's Own
16, 17 LtDg	16th, 17th Light Dragoons (Horse)
23 RWFs	23rd Royal Welsh Fusiliers
1 LtInf	1st Light Infantry
1 Gren	1st Grenadiers
7th RoyFs	7th Royal Fusiliers
26 Camr	26th Cameronians
42 BW	42nd Black Watch
71 FrHd	71st Fraser's Highlanders
18 RoyIr	18th Royal Irish

Loyalist Militia

RHE	Royal Highland Emigrants
SQnRgr	Simcoe's Queen's Rangers
DeLncy	DeLancey's Tory Battalion
RoyGrn	Royal Greens
LoyAm	Loyal American Regiment
DnEth	Dunmore's Ethiopians
BrtLeg	British Legion
NC Vol	North Carolina Volunteers
McLHd	McLeod's Highlanders
SC Roy	Innes's South Carolina Royalists
QOLVa	Queen's Own Loyal Virginians
MdVol	Maryland Volunteers
PaVol	Pennsylvania Volunteers
NJVol	New Jersey Volunteers
NYVol	New York Volunteers
RoyVIr	Royal Volunteers of Ireland
BtlRgr	Butler's Rangers
KngRgr	King's Rangers
AmVol	American Volunteers
KngAm	King's Americans
Gd&Pr	Guides and Pioneers
LoyAmRg	Loyal American Regiment
AmLgn	American Legion
HmVol	Hamilton's Volunteers

German Mercenaries

HsC	Hesse-Cassel
Brnk	Brunswick
HsHn	Hesse-Hanau
AnsByr	Ansbach-Bayreuth
AnZrb	Anhalt-Zerbst
Waldk	Waldeck

[2.6] Points and Points

A number of game terms define different types of points in this game. These are:

- *Strength Points:* The combat rating of units which are used to calculate combat odds.
- *Movement Points:* The allowance which units spend to move from hex to hex.
- *Operations Points:* The operations allowance spent by players per turn to initiate movement and other game functions.
- *Battle Points:* The modifying number applied to the combat resolution die roll to modify combat results.
- *Loss Points:* The Combat Results Table die roll result. One loss point depletes a unit; two eliminates it.
- *Replacement Points:* The number of replacements (equal to strength points) to rebuild or replace combat units.

[3.0] SEQUENCE OF PLAY

GENERAL RULE

The 13: THE COLONIES IN REVOLT Game is played in a series of game turns, each of which is divided into phases. These phases are undertaken in a specific order: the sequence of play. Some phases are conducted simultaneously by both players. These are usually planning and record-keeping phases. The operations phase — the heart of the sequence of play — is conducted alternately by each player, as explained in the operations section (4.0). The player who actually moves first in the operations phase is determined during the initiative phase, but this will usually vary from turn to turn (though the majority of the time the British will move first, if they wish). When all the phases are completed, the turn is over.

SEQUENCE OF PLAY

A. Operations Capability Phase

Each player randomly picks an operations point marker, keeping that marker secret until the end of the turn. The number on that marker is the number of operations points available to that player for that turn.

B. Strategic Planning Phase

1. American Planning Segment: The American player (only) spends operations points to raise supplies in eligible towns.

2. British Reinforcement Segment: The British player plots the port towns in which his reinforcements, replacements, and supplies will arrive for the *next* (not this) turn, keeping such locations secret.

3. American Continental Segment: The American player can raise or rebuild Continental Army units by paying *operations points.* The units are placed on the map at this time and the Operations Point Expenditure Track is adjusted. The American player can also raise artillery units at this time. The above three segments can be conducted simultaneously.

C. Militia Raising Phase

Both players (the British player first) can raise local militia in the colonies, where eligible (see 14.3 and 14.5). Militia units so raised are placed on the map immediately.

D. Reinforcement Arrival Phase

All British regular and German mercenary reinforcements and supplies scheduled to arrive are placed on the map. British/German units eligible to receive replacements can do so from arriving replacement points. All British withdrawals (14.6) occur in this phase.

E. Initiative Determination Phase

The British player rolls one die; if he rolls a **1-5**, he goes first in the ensuing operations phase. If he rolls a **6**, the American player goes first. The American player can spend operations points to influence the die roll in his favor (see 4.52).

F. Operations Phase

Players alternate segments (see below and 4.21) until both players have passed, at which time this phase is concluded.

1. First Player Segment: The player who, as per the initiative rules, goes first spends operations points to move, to engage in combat, to build forts, etc. If he has no more operations points or simply desires not to spend any more operations points, play is then transferred to the second player.

2. Second Player Segment: The opposing player now repeats the above segment. When he has decided not to (or cannot) spend any more operations points, play goes back to the first player, who then repeats his segment. When both players have passed in consecutive segments (*i.e.*, not undertaken any actions by spending operations points), the operations phase is over.

G. Rebel Militia Disbandment Phase

The American player determines whether any of his militia units have disbanded and gone home. If so, these units are simply removed from play, regardless of where they are on the map.

H. Victory Determination Phase

The players determine whether either player has won the game by attaining certain strategic objectives, as per 17.1 and 17.2.

I. Attrition Phase (Winter Turn Only)

At the end of each winter turn, the players adjust the condition of their units according to their supply status and their location. The Game Turn marker is advanced one box on the Reinforcement Schedule/ Turn Track, and a turn is completed.

[4.0] OPERATIONS

GENERAL RULE

The number of actions a player can undertake is limited by the number of operations points he has for that turn. Players use operations points to move, to engage in combat, to build fortifications, to raise supplies (Americans), to raise troops, to activate Indians, and to do any other actions requiring this. Operations points are received from the operations point marker the player has chosen, the number on the counter being his point total for the turn. (However, this can be modified downward; see 4.27). Operations points apply only to the turn in which they are chosen; they cannot be saved from turn to turn.

[4.1] Operations Point Markers

[4.11] There are nine operations point markers, which are a design limit in the counter mix. They are printed on both sides, the blue side applying to the American player, the red side to the British player.

[4.12] At the start of the operations capability phase, place all nine operations point markers in an opaque cup. Each player then takes one marker, *without looking*, and consults the side of that counter that is applicable to him. The number on that counter is the operations points he has for that turn.

[4.13] Players keep their operations point marker (and available points) secret from the opposing player until the end of the turn, when the two markers are returned to the cup.

[4.2] Using Operations Points

Certain actions in the game cost operations points to undertake. The player using them must have — and spend — the operations points necessary for that action, keeping track of the points he has spent on the Operations Point Expenditure Track on the map. Players can use a blank counter or coin for this purpose and should consult the Operations Points Table (4.3) for a list of the costs of all applicable actions.

[4.21] The first player (see 4.5) starts the operations phase. He can do as much or as little as he chooses, depending on how many operations points he wishes to spend. When the first player does not want to or cannot spend any more points, play goes to the second player. The second player now undertakes as many or as few actions as he wishes, spending operations points as needed, after which the segment goes back to the first player. Players alternate segments until they both *pass* (see 4.22) in consecutive segments.

[4.22] A player passes when he does not spend *any* operations points in his segment, either voluntarily or involuntarily. If a player has no operations points remaining, he must pass. When both players have passed in consecutive segments, the operations phase is over.

[4.23] There is no minimum number of operations points that a player must spend during a given segment or during the operations phase. A player does not have to use all his points during a turn, though he cannot save them for the next turn.

[4.24] For movement (5.12), it costs one (1) operations point to move all units in a hex. Thus, each unit in that hex can move separately, or a stack of units can move together, or any combination of the two can move. Units stacked with commanders have the capability of making *forced marches* (*i.e.*, move again in that turn) by spending more operations points (see 5.3).

[4.25] The operations point spent in 4.24 applies only to the units in one given hex; therefore, a moving stack cannot pick up other combat units along the way, nor can it combine movement with another stack. All movement by a given stack of units must be completed *before* any other units are moved (however, see 4.26). *EXCEPTION: Units that can be picked up by a stack during movement are supply, bateaux, and artillery units. The stack can continue movement after pickup.*

[4.26] It does not cost any operations points to move a commander without other units (*i.e.*, alone or with other commanders). A stack of units can also move without a commander (except as in 4.44).

[4.28] Beginning in 1778, players lower the numbers on the operations point markers by a varying number of points, as follows:

Year	Reduce OP
1778	by 1
1779	by 2
1780	by 3
1781	by 5

This represents war-weariness on both the American and British sides, and the increasing costs due to inflation. However, players *always* have a minimum of 1 operations point per turn, regardless of the final adjusted operations point total for that turn.

[4.3] Operation Point Chart (see Charts and Tables)

[4.4] Coordination

One major problem both sides had during the

Revolutionary War was coordinating operations. A perfect example of this was the British failure to coordinate their three-pronged New York attack in 1777, leading to Burgoyne's disastrous defeat at Saratoga. To simulate this problem, players cannot automatically coordinate the movement of their forces; the ability of one army to link up with another is dependent upon the caliber of leadership involved.

[4.41] Normally, a player can continue to move different stacks of units during his operations phase segment, as long as he has the operations points to pay for movement of each stack.

[4.42] There is an exception to rule 4.41. Whenever opposing forces are in the same hex (8.2) and a player has already moved at least one stack in that segment, if he wishes to move an *additional* stack that is within one movement segment of that mutually occupied hex (*i.e.*, it could reach the mutually-occupied hex), that player must roll for coordination.

[4.43] Coordination determines whether or not the movement described in 4.42 can take place *at that time.* To do so, the player checks the coordination rating of the commander leading the stack he wishes to move (see 4.44). He rolls one die. If the die roll is higher than the coordination rating of the commander in question, that stack can move in the *same* segment. *If not, play immediately passes to the other player.* There is no cost in operations points to check coordination.

[4.44] A commander is needed to coordinate units. Stacks without a commander cannot move in the circumstances described in 4.42. Such must wait until the play first passes to the opposing player and then back to the initial player.

[4.45] If there is an enemy stack within movement allowance distance of more than one commander-led friendly stack, the friendly commander with the lowest/best coordination rating must move first. If both commanders have equal ratings, the choice of which stack moves first is up to the player.

[4.46] Example of Coordination: An American army sits in hex 1710. Three British forces are in the area: an army under General Clinton in New York (hex 2107), a large force under Gen. Burgoyne in hex 1312, and a detachment without a leader in Ft. Stanwix (hex 1714). The British player moves first in the operations phase and marches Burgoyne's army into hex 1710 in anticipation of a battle with the American army. As it is still in his segment, the British player attempts to move Clinton's force up from New York. Since Clinton is within moving distance of the mutually-occupied hex 1710, and since the British player has already moved one stack in that segment, he must check Clinton's coordination rating to see if he can move Clinton's force. The British player rolls a **2**, which is lower than Clinton's rating of **4**; therefore, Clinton cannot move, and the segment automatically passes to the American player. Remember, the Ft. Stanwix detachment cannot move this segment because it has no leader; it must wait until a later segment. Again, the prohibition is not against movement itself, but against moving a unit *after* another unit has already moved in that segment when there is a mutually occupied, *reachable* hex. (The above situation is an approximation of what led to the two Saratoga battles in September 1777.)

[4.5] Initiative

[4.51] To determine who moves first in the operations phase, the British player, in the initiative determination phase, rolls one die. If the die roll is **1-5**, he goes first. If a **6** is rolled, the American player goes first.

[4.52] The American player can spend up to two operations points to influence the initiative die roll after the roll has been made. For each operations point he spends, add one to the die roll. Thus, if the British player rolls a **4**, but the American player has spent 2 operations points, the adjusted total would be **6**, and the American player would go first.

[4.6] Areas of Operation

Aside from being divided into colonies, the land portion of the game map is also partitioned into *areas of operation.* These define major military commands and are used to determine victory. The different areas are Canada, New England, the Middle Colonies, the South, and the Western Territories. For clarity, Canada consists both of the area north of Lakes Erie and Ontario and of the upper St. Lawrence River; it does not include the lands between Lakes Erie and Michigan (which are part of the West). New England consists of Maine (part of Massachusetts), New Hampshire, Hampshire Grants (later Vermont), Massachusetts, Rhode Island, and Connecticut. The Middle Colonies consist of New York, New Jersey, Pennsylvania, Delaware, and Maryland. The South consists of Virginia, North Carolina, South Carolina, and Georgia. Sea sections (6.42) are not areas of operation.

[5.0] LAND MOVEMENT

GENERAL RULE

During his operations segment, the phasing (moving) player can move as many of his units that are capable of movement within the restrictions of the rules, up to the limit of their movement allowances. Most units have *two* different movement allowances, reflecting basic movement and a forced march capability. Units can also move during the opposing player's segment (see Interception, 7.0).

PROCEDURE

Units can move either one at a time or in stacks. (Given the operations point system, it is easier to move in stacks rather than individually, as the player must pay operations points each time he makes a different move.) Units move through the hex grid, tracing a path of connecting hexes and paying movement points for each hex entered, and for certain hexsides crossed. Units can never exceed their movement allowance, though they do not have to move any minimum number of hexes.

[5.1] Movement Allowances

[5.11] Most of the units in the game have two movement allowances. Essentially, this reflects a unit's ability to move twice within a given operations phase.

[5.12] The first movement allowance is a unit's regular movement allowance; the second number is that unit's forced march allowance (see 5.3). Units that have only one movement allowance can only move once in an operations phase (exception: see 12.12).

[5.13] A unit's movement allowance has nothing to do with interception or retreat.

[5.14] When moving a stack of units, the movement allowance of that stack is that of the slowest unit. However, players can always drop off a unit and move other units to their fullest capacity (as per 4.24).

[5.2] How to Move

[5.21] Units can be moved either individually or in stacks of units, regardless of the number of units in that stack. (However, see 6.27 and and 6.48.) There is no requirement that a player move any of his units, though he must spend *one* operations point each time he does move a stack for basic movement. The cost to move units for forced march is covered in 5.3.

[5.22] The cost in movement points to enter a given hex or to cross a given hexside is in the Movement Cost Chart (5.29). A unit can never enter a hex for which it cannot pay the cost to enter; however, a unit can always move *one* hex in a given turn, regardless of the cost of the hex, as long as such movement is not otherwise forbidden (such as crossing major rivers without bateaux, etc.).

[5.23] Movement points cannot be saved from one segment to the next, nor can points from the regular movement allowance be saved and transferred to the forced march movement allowance.

[5.24] No land unit can cross a major river or lake/ocean hexside without the help of naval transport (British only) or bateaux units (6.0). However, certain rivers are bridged; land units can cross at these places without ships or bateaux. *EXAMPLE: The river crossing between Trenton and Philadelphia (2607/2708).*

[5.25] There are *no* zones of control in this game.

[5.26] Combat units can enter hexes occupied by enemy units. However, once they have entered such a hex, they must stop and cannot move again (voluntarily) during *that* game turn, though they can retreat after a battle. This prohibition applies only against units entering such a hex, not the unit originally in the hex.

[5.27] Remember that a unit's or stack's ability to move within a given phase or segment is somewhat restricted by the coordination rules (4.4), and by the availability of operations points. Units can never move without spend-

ing operations points.

[5.28] A unit or stack of units can always use its *regular* movement allowance (*i.e.*, move), regardless of the presence of a commander (provided the player pays the 1 operations point cost). However, only units with a commander can use their second/forced march movement allowance.

[5.29] Movement Cost Chart (see Charts and Tables)

[5.3] Forced March

[5.31] Units with two movement allowances (and commanders) have the capability of moving twice in an operations phase. If a unit other than a commander unit does not have two such numbers printed on its counter, it cannot move twice — for example, Indian, supply, and artillery units. For game purposes, the second movement is called *forced march.*

[5.32] Units must be stacked with a commander at the beginning of the forced march portion of the operations phase in order to use their additional movement allowance.

[5.33] It costs operations points to force march, as with regular movement. The cost in operations points to force march is the initiative rating of the commander leading such a march. Thus, it would cost a stack of units commanded by Gen. Nathaniel Greene only 1 operations point to force march, but an army commanded by British Gen. Henry Clinton would cost 2 operations points to force march.

[5.34] All regular movement rules apply to forced marching, including the restrictions imposed by coordination.

[5.35] A unit can force march immediately after it has used its regular movement, provided that it can pay the cost and keeps moving in that segment. The amount in operations points is paid at this time. Also, coordination does *not* apply to a stack of units so moving; it applies only to *different* stacks.

[5.36] Conversely, a unit or stack does not have to use its forced march capability immediately after its normal movement. It can wait, and the player can use it later in the operations phase. However, remember that a unit which enters a hex occupied by enemy units cannot move again in *that* operations phase.

[5.4] The Post Road

[5.41] The Post Road was the only highway, so to speak, in the entire continent. It was a rough, hard-dirt thoroughfare that was used to speed delivery of mail, messages, etc. It has limited use in the game, but has been added to enhance historical flavor.

[5.42] The Post Road can be used only by commanders or individual combat units (*i.e.*, unstacked) of two points or less. Moreover, it costs one operations point for *each* combat unit using regular movement along the Post Road. For forced march movement, the operations point cost is whatever the commander's cost in operations points is (5.33) to lead that unit. Commanders, of course, pay no operations point cost to move alone.

[5.43] The Post Road costs one-half of a movement point to enter, assuming that the unit is moving from one connecting road hex to another. This cost applies to both regular and forced march movement. However, though the Post Road negates any terrain *within* the hex, it does *not* negate the rivers it crosses, unless there is a river crossing (such as the bridge from Trenton to Philadelphia). Thus, units using the Post Road must pay all normal river crossing costs.

[5.5] Off-Map Areas

[5.51] There are three off-map areas that represent minor theaters of war which have some effect upon the game. The three off-map areas are:

- Nova Scotia, which is part of Canada and is in the Canadian sea section.
- Florida, the territory south of Georgia, at the start of the game garrisoned by two British regiments.
- The Caribbean, that is, the islands south and southeast of Florida that were held by the British, and which is part of the Caribbean sea section.

[5.52] Both Nova Scotia and the Caribbean are ports and can hold land units (British-controlled only). Movement to and from them is by naval transport (6.4).

[5.53] Florida can be entered by the British player only, through any land hex in Georgia on the southern map edge by paying one movement point or by sea as per 11.87. The cost to enter Georgia from Florida is the cost of entering the first hex in Georgia. For game purposes, Florida is not considered a port, but rather land adjacent to Georgia. Both Florida and the Caribbean are discussed in section 14.6.

[6.0] WATER MOVEMENT

GENERAL RULE

Land units can use the river network to speed up movement. To do this, they can build or make use of bateaux, flat-bottomed river craft constructed specifically for this type of movement along *minor rivers* (see Terrain Key). Bateaux can also be used to cross *major rivers* and some ocean or lake hexsides which are normally not fordable by land units. British fleet units (6.4) cannot use river movement (6.2), nor can they be used for river crossing. They are used solely for transporting British land units from port to port by sea.

[6.1] Bateaux

[6.11] In order to move along rivers or cross otherwise unfordable rivers, players must use bateaux units. There is no design limit on bateaux counters; players can make additional units with blank counters.

[6.12] Each bateaux unit can carry a maximum of twenty (20) strength points, plus one artillery unit, one supply unit, and any number of commanders when using river movement. When using bateaux simply to *cross* a river, there is no limit to the amount of units carried.

[6.13] It costs one movement point to build *each* bateaux unit, and such a counter can be built in any hex. There is no cost in operations points to build. Thus, it would cost a player with a stack of 30 strength points wishing to build enough bateaux units two (2) movement points to build his bateaux.

[6.14] There is no cost to launch bateaux — move them from a hex into a river hexside. However, it costs to *carry* them overland (portage). If a bateaux unit is in a stack of units, the cost to enter any given hex is increased by *one* (+1) movement point. There is *no cost* to carry them across river hexsides.

[6.15] Any bateaux unit left alone in a hex can be picked up and used by *any* other combat or commander units *during* that turn at no extra cost.

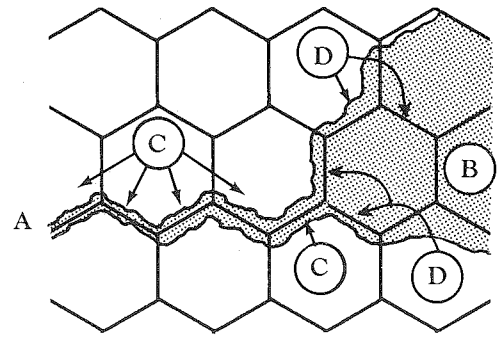
[6.16] At the *end* of a game turn, any bateaux units not stacked with a combat unit are removed from play.

[6.2] River Movement

[6.21] Land units can move along rivers, usually at a much faster rate than on land, depending on whether they are going downriver or upriver. They can do this in any turn, with one exception: no river movement is allowed north of and including hexrow 2000 in *winter* turns.

[6.22] To move along a river, land units need bateaux; see 6.12. No river movement can take place without bateaux.

[6.23] Bateaux-aided river movement is *along hexsides* (see example), not through hexes. The movement rates given are for hexsides traveled along, not for hexes. In addition, such movement can take place only along hexsides that are directly between opposing sides (banks) of a river or lake; for example, both hexes separated by the river hexside must contain land. Thus, bateaux-aided river movement can take place up the St. Lawrence, down the Ohio, and into Potomac Sound, but *not* through most of Lake Erie or the Atlantic coast line. *NOTE: Both American- and British-controlled units can use bateaux movement to reach Long Island and Staten Island by crossing water hexsides between land hexes (i.e., the Hudson River and New York Harbor).*



River Movement: Land units using bateaux can move upriver (A) at 1/3 of a movement point per hexside and can move downriver (to-

ward B) at 1/5 of a movement point per hexside. Bateaux river movement is allowed along a major river with land in two adjacent hexes (C), but is not allowed into all-water hexes (D).

[6.24] River movement is either *downstream* (with the flow/faster) or *upstream* (against the flow/slower). Rivers flow downstream toward the body of water into which they empty (usually the ocean, a lake, or a larger river). Thus, the Ohio flows southwest down into the Mississippi (which flows south itself), and the Mohawk flows into the Hudson, which in turn flows south into the Atlantic. Note that none of the rivers in New England or New York flow down into those small lakes; they flow *out of* those small lakes. The St. Lawrence flows north for game purposes.

[6.25] The cost to move downstream is one-fifth (1/5) of a movement point per hexside; to move upstream costs one-third (1/3) of a movement point. Units can combine upstream and downstream movement in the same segment. Fractions for river movement used in one segment are rounded up to the nearest whole movement point. For example, if two-fifths of a movement point are spent for river movement in a movement segment, this is treated as a whole movement point.

[6.26] River movement uses the movement allowances and capabilities (both regular and forced march) of the *land* units (again, slowest in the stack); land units can combine normal land movement with river movement. There is no cost in movement points to embark or land from bateaux, though there is a cost for carrying the bateaux overland (portaging); see 6.14.

[6.27] It costs one operations point to move *each* bateaux unit (and its passengers); each bateaux unit must be moved separately. However, the rules for coordination do not affect units starting in the *same* hex that are intended by the player for river movement. See 6.12.

[6.28] When a unit has completed its river movement during a given segment, it is considered to have landed. Place the unit in the land hex on either side of the last river hexside of movement. There is no cost for landing, as the unit is considered to be on the hexside of the river bank. Units can resume river movement in the next turn at no additional movement point cost *when* they enter the same hexside to resume river movement. Otherwise, they must pay overland movement costs and portage costs (+ 1 MP for portage costs per hex). If a land hex is entered (after river movement) which contains an enemy unit (combat or non-combat), it costs the usual terrain cost for that hex. Under no circumstances can land units end a movement segment in a river/water hexside; they must land or be eliminated.

[6.29] The presence of enemy land units *blocks* river movement. A land unit using river movement *cannot* enter a hexside that is part of one of the following hexes.

1. The river is a *minor* river, and the hex is occupied by any enemy land combat unit.
2. It is a *major* river or lake (*i.e.*, unfordable), and the hex is occupied *and* fortified.

EXAMPLE: The British player has a combat unit in hex 4024 and a combat unit in Fort Nelson, which is fortified. The American player starts with a small detachment under George Rogers Clark in Pittsburgh and begins moving down the Ohio River. He can move past the unit in 4024 without stopping (see Nr. 2 above), but he must stop either in hex 4225 or 4226 because units cannot enter hexside 4325/4326.

[6.3] River Crossings

[6.31] There are two types of rivers in the game: *minor rivers*, such as the Miami River, and *major rivers*, such as the lower portion of the Ohio River. Included in the major rivers category for game purposes are lakes, sounds (like Long Island Sound), and all ocean hexes.

[6.32] Minor rivers can be crossed without the aid of any bridges (river crossings; see 6.37) or bateaux at the cost of plus two (+ 2) movement points.

[6.33] All major rivers, lakes, and other all-water hexes are unfordable, unless there is a river crossing (bridge) across the hexside; see 6.37. In all other cases, to cross these rivers, bateaux are needed.

[6.34] Land units carrying bateaux can cross any allowed major river or lake *hexside* at a cost of *plus one (+ 1)* with a bateaux unit. There is no limit to how many land units can cross on one bateaux unit (as opposed to the limits for actual river movement).

[6.35] Land units can *cross* a minor river hexside without bateaux and a major river with bateaux or by bridge and enter directly into an enemy-occupied hex (as opposed to river movement rules). See the Movement Point Chart (5.29) for movement costs.

[6.36] Units cannot cross from Fort Niagara into Canada (hex 2219/2220), nor can they use bateaux to cross from Lake Ontario into Lake Erie via Niagara Falls.

[6.37] River crossings (bridges) already printed on the map negate the river hexsides they cross; *i.e.*, it costs no extra movement points to cross a river by bridge (remember the Post Road itself is not a river crossing).

[6.4] Naval Transport

[6.41] The British player (only) can use his fleet units to transport troops from one port town to another relatively quickly. The American player has no fleet; for purposes of playability, the French fleet has been abstracted into the Caribbean. (Historically, most naval encounters between the French and the British during this period took place there, or in European and Indian Ocean waters. See 9.33 for the only land combat effect of seapower.)

[6.42] The Atlantic coastline of North America is divided into three sea sections — North, Middle, and South — with two additional boxes representing the sections for Nova Scotia and Canada and for Florida and the Caribbean. Thus, there are five sea sections on the map, running north to south: Canada (Nova Scotia), North, Middle, South, and Caribbean sea sections. The Canada sea section also includes the port towns of Quebec and Montreal.

[6.43] Each British fleet marker can carry and transport up to 24 British and British-controlled combat strength points, plus one artillery unit and any number of supply units and commanders.

[6.44] Land units are transported only from one port town to another; as a general rule there are no amphibious landings or upriver fleet excursions in this game. *EXCEPTION: British fleet units are permitted to land combat units on Florida and Long Island only by moving to such a coastal hex and debarking their passengers. Combat units can then move and fight immediately.*

All fleet movement points are based on the movement allowance (regular and forced march) of the *land* units, not the fleets. Fleet units moving alone pay *no* movement costs; *i.e.*, it costs no movement points to move an empty fleet counter. See 6.46 and 6.48, however.

[6.45] Fleets *must* end a given movement segment in a port town hex. If, for some reason, it is impossible to do so, the fleet unit is placed back in the port town from which it started (losing all operations points and movement points spent).

[6.46] It costs one (1) operations point to operate a fleet unit, regardless of what points have been paid for the land units it is carrying or if it is empty.

[6.47] It costs land units 2 movement points to embark (get onto) fleets in a port town hex; they can do this at any time in a British movement segment, even in the middle of land movement, as long as the fleet unit is there. It costs 1 movement point for land units to debark (land), plus the terrain cost for that hex. Units can land in enemy-occupied hexes in port towns or on Long Island.

[6.48] It costs land units embarked on fleet units 1 movement point to move to any port town *within* the sea section in which it starts. It costs 1 additional movement point *per sea section* to move into any other sea section. Thus, a unit being transported from Boston to New York would use up only 1 movement point, while a unit being transported from Quebec to the Caribbean would consume 5 movement points (one for each sea section) in addition to any embark/debark movement points required.

[6.49] Fleets can stay in any given port town hex, even if enemy-occupied. They are impervious to harm to that extent, and their movement can be neither blocked nor impeded, except as noted above (or combat: see 9.33).

[7.0] INTERCEPTION

GENERAL RULE

Units with commanders can intercept enemy movement and attack the moving units. *Interception* is always undertaken by the player

who is *not* moving at the time; it costs operations points to attempt interception, which is not always successful. (A special form of interception, *ambush*, is discussed under the rules section for the Swamp Fox, Francis Marion, 15.54.)

[7.1] Interception Restrictions

[7.11] A stack of units can attempt only *one* interception per operations phase, whether the attempt succeeds or not.

[7.12] A moving stack of enemy units can be successfully intercepted by only *one* friendly stack, regardless of how many other friendly stacks are adjacent to it. However, if one such stack fails to intercept, another can try interception, if eligible.

[7.13] Interception *cannot* be attempted across *any* river, lake, or water hexside. Interception *cannot* be attempted into a swamp hex (exception: see 15.54), city hex, or mountain hex. Nor can interception be attempted *from or into* a hex also occupied by other opposing units (5.26).

[7.14] Only combat units, not commanders moving alone, can be intercepted.

[7.15] Interception takes place only when a unit is voluntarily moving, not during retreat.

[7.16] Units moving along waterways (6.2) cannot be intercepted.

[7.17] There is no restriction as to how small a force can intercept how large a force, and vice versa.

[7.2] How to Intercept

[7.21] Only a unit or units stacked with a commander can attempt interception. Moreover, whether a unit or stack of units has moved previously in that turn has no effect on whether or not it can intercept.

[7.22] Non-moving units can attempt to intercept any enemy units that move through any hex (see 7.23) adjacent to them. However, if the moving (active) player states his units will enter a hex occupied by non-moving units and does so, no interception takes place.

[7.23] It costs the number of operations points equivalent to the commander's initiative rating to attempt an interception. Such points are paid regardless of the success of the interception.

[7.24] To attempt an interception, the non-moving player announces such an attempt when an enemy unit has moved adjacent to his unit (as per 7.12). The non-moving player pays the cost in operations points and rolls one die. If the die roll is *higher* than that commander's coordination rating, the attempt is successful. If the stack attempting the interception has any cavalry/dragoon units, add one (+ 1) to the interception die roll.

[7.25] If the attempt is successful, the moving units stop immediately. The intercepting units are moved into that hex (at no cost in movement points), and a battle takes place *immediately* (also at no cost in operations points, as it is part of the interception attempt fee). The intercepted units cannot move again in that segment, but can use forced march after interception, if eligible.

[7.26] If the interception attempt is unsuccessful, the moving force simply keeps moving. Units that fail to intercept stay where they are.

[7.27] If successful, not all units from the stack attempting the interception must move to attack; however, the commander of the intercepting units must move, as must at least one cavalry unit present, if the cavalry bonus is used.

[8.0] STACKING

[8.1] Friendly Units

Friendly units are all units controlled by one player. Any number of friendly units can stack in any one hex or can pass through each other. The only limitations on stacking apply to river movement (6.12), naval transport (6.4), and the Post Road (5.4).

[8.2] Enemy Units

Enemy units are all units controlled by the opposing player. Friendly units can enter hexes occupied by enemy units. Again, there are no restrictions to the number of units that can be in any one hex. Moreover, opposing units can remain stacked in the same hex as long as they wish (unless a battle occurs, after which one side usually retreats).

[8.3] Command Boxes

On the game map are boxes corresponding to the army (not detachment) commanders in the game. These are solely for use when the stack of units being led by that commander becomes too unwieldy. Simply place the combat units being led by that commander in that box, leaving the commander on the map.

[9.0] COMBAT

GENERAL RULE

Combat occurs between land forces occupying the same hex during an operations phase. *Attacking is always voluntary, except after interception.* It costs 1 operations point to attack; the player paying the operations point cost is the attacker. Success in battle depends not only on the relative strengths of the forces involved, but also their commanders (if any), their morale, their supply status, and their defensive position — all of which are used as adjustments to the Combat Results Table. The CRT produces losses for both sides (which are relatively few and are rarely permanent) as well as the battle results.

[9.1] Combat Units

[9.11] Most of the combat units in the game are foot (infantry). There are also a few mounted units (cavalry and dragoons) and several Indian units.

[9.12] Most combat units, except for Indians and a few foot detachments, have two strength levels. The front side represents the unit at full strength; the reverse represents the unit after it has taken casualties.

[9.13] All combat units have a combat rating, given in *strength points* (see sample units). In addition, certain higher morale units have asterisks (*) printed next to their combat strength. These denote units which add one (+ 1) battle point in resolving combat (see 9.33).

[9.2] How Combat Occurs

[9.21] Combat can occur *any* time during the operations phase when units from both sides occupy the same hex. A battle must take place immediately as a result of interception or ambush. Opposing forces can occupy the same hex indefinitely, without a battle occurring. Only when one side attacks the other does combat take place.

[9.22] To initiate a battle, a player announces any time in his segment of the operations phase that he is attacking and pays 1 operations point to do so. That player is the *attacker*, regardless of the relative tactical and strategical situations or strengths of the opposing armies. The other player is the *defender*.

[9.23] *Players cannot examine other players' stacks until a battle occurs.*

[9.24] Once a player has declared an attack, no other movement or attacks take place until that combat is resolved.

[9.25] All units in a mutually-occupied hex must engage in any combat.

[9.26] There is no overrun in the game; all battles must be fought to their conclusion in the same hex.

[9.27] Unless so stated by the result (9.37), combat does not restrict a unit's ability to move afterwards, provided that all other movement rules are observed. (However, see 7.25).

[9.3] Resolving Combat

[9.31] When one player attacks, both players first total the number of strength points of units that each has in the hex. The players then compare the totals to obtain relative combat odds, attacker to defender, with any fractional benefit when rounding off going to the defender. Thus, 35 strength points against 12 would be odds of 2.5 to 1 (the nearest simple odds ratio when rounded down).

[9.32] The Combat Results Table (CRT, 9.43) in this game is unusual. *There are no odds ratios or comparisons on the table itself.* The attacker simply rolls two dice, one before the other. The dice roll results are not added, but are read as a two-digit number. For example, a **1** and a **5** are read as **15**. The attacker rolls the dice, notes the number rolled, consults the CRT, and *adjusts* that number either up (benefiting the attacker) or down (benefiting the defender), depending on the final battle point total (9.34) obtained by comparing each side's adjustments.

[9.33] Each side gets battle points (BP) for a variety of factors, all listed on the Battle Point Chart. These are as follows.

BATTLE POINT CHART

Event	Modifier
Each morale unit (*)	+ 1 BP
Battle points equal to commander's combat rating	+ ? BP
Each artillery unit	+ 2 BP
Any supply unit(s)	+ 1 BP only
or spends supply unit (one or the other)	+ 3 BP
Defender is first in hex and is entrenched	+ 2 BP
or fortified (one or other) and attacker is neither	+ 4 BP
Larger force on Odds/ Ratio Chart	+ ? BP
Successful attacker in interception/ambush	+ 2 BP
Each British fleet in port town	+ 1 BP
No supply unit in winter turn except in nonhill, nonmtn. hexes in SC and Ga or in West. Ter. major river hexsides	-2 BP

Each player totals his individual battle points and the players compare the totals. The player with the most points gets to adjust the dice roll in his direction (9.32) the difference between the two totals.

EXAMPLE: The British player attacks. He has 46 strength points, as compared to the American player's 22 strength points. The British player also has 2 morale units (2 battle points) and one artillery unit (2 battle points), is in supply but does not want to spend his supply unit (1 battle point), and is commanded by Gen. Burgoyne (1 battle point). As he has 2-1 odds superiority (4 battle points), he has 10 total battle points. The American player has 2 morale units (2 battle points), is entrenched (2 battle points), has one artillery piece (2 battle points), is in supply and spends his supply unit (3 battle points), and is led by Gen. Washington (2 battle points), for a total of 11 battle points. The American player thus has a 1 battle point advantage; when the British player (the attacker) throws a dice roll of 33, that result is lowered by one to 32. The actual result is that the British player has two of his units depleted and withdraws from the hex. The American player has one depleted unit. There is no clear victor.

[9.34] The CRT is one that can produce an extremely wide range of results, compared to the relative forces involved. There are three results for each dice roll on the CRT: attacker's losses, defender's losses, and battle result. All results are read from the same dice roll.

[9.35] Each result is expressed in *loss points.* Loss points affect combat unit strength. A result of 1 loss point requires either flipping over a full-strength combat unit to its depleted (back) side or removing a depleted combat unit. Losses do *not* apply to artillery, commander, supply, or bateaux units. Thus, a player suffering 2 loss points would have to either deplete two units, eliminate one full-strength unit entirely, or perform whatever combination applies. All combat unit losses are taken immediately, before any retreats, withdrawals, or other actions occur (see 9.39).

[9.36] The combat units are, obviously, of varying sizes. Therefore, the *first* unit affected *must* be the one with the greatest strength. The *second* unit affected must be a morale (*) unit, if present; otherwise, any unit. After that, depletions or eliminations are at the owning player's choice. In addition, the Americans *cannot* take more than 50% of their losses in militia, unless they have no other choice.

[9.37] Explanation of Combat Results

In addition to losses, each die roll produces a specific battle result, as listed below.

- **Withdrawal:** The side that must withdraw must move its units one hex to any adjacent hex to which it could normally move, at no extra movement point cost. If the withdrawing side cannot for any reason move, it remains in place, but takes an additional, one-point loss to its strongest unit. Units cannot withdraw into an enemy-occupied or mutually-occupied hex.
- **Retreat:** The side which must retreat must move its units at least two hexes, but can retreat up to three hexes (all into which it could normally move and at no movement point cost). All supply, artillery, and bateaux units must be left behind, and the retreating units cannot move again voluntarily in that operations phase. If unable to retreat at least two hexes, retreating units can move one hex or stay in place. If a unit retreats only one hex or remains in place, however, it takes two additional loss points and all supply, bateaux, and artillery units are automatically captured by the opposing player. Units cannot retreat into or through enemy-occupied or mutually-occupied hexes.
- **Possible Major Victory:** If this result occurs, and if the retreating force originally consisted of at least 25 strength points, the winner has a *major victory.*
- **Surrender:** The loser is eliminated entirely (including commanders; see 15.16). Remove all losing units from the board (see 14.22). This is also considered a possible major victory for the winner. (Artillery and bateaux units can be captured instead of being eliminated, if the winner chooses.)

[9.38] Major Victory: For combat purposes, a *major victory* occurs when an **AR***, **AS***, **DR***, or **DS*** result is rolled and retreating or surrendering forces originally consisted of at least 25 strength points. When this result occurs for the British player, the *next turn only,* he receives 2 operations points in addition to what operations point number he drew. When the American player rolls this result, he can consult the French Arrival Table (16.12) beginning *three* turns later.

[9.39] Depleted units suffer no penalty other than being reduced in strength and, possibly, in morale advantage. Regular units can be rebuilt by militia units (14.45) though militia units can't.

[9.4] Combat Tables

[9.41] Odds/Ratio Chart (See Charts and Tables)

[9.42] Combat Results Table (See Charts and Tables)

[10.0] ARTILLERY

GENERAL RULE

Artillery units add two battle points in combat. They are controlled by the owning player and are appropriately colored on each side. Artillery units can be captured from the opposing player; they should be flipped over to the correct side when this occurs. Note that the British player can never build artillery units; only the American player can.

[10.1] Artillery Units

[10.11] The number of artillery units available is limited by the counter mix; however, artillery units that have been destroyed can be returned to play.

[10.12] Artillery units have no combat strength. They are only used as an adjustment on the CRT. If an artillery unit is alone in a hex, it can be picked up or destroyed by any other combat unit simply by having that unit entering the artillery unit's hex and capturing it (see 4.26). Indian units can only destroy artillery units, not carry them.

[10.13] Artillery units have movement allowances. However, artillery units *cannot* move alone; they must be *carried,* using the artillery unit's movement allowance as the maximum allowed. Artillery units can be picked up by a stack of non-Indian combat units during movement (4.25) if they are alone in the hex, at the cost of 1 extra movement point to the moving stack or unit.

[10.14] Artillery units have no forced march movement allowance; they can only be moved once in a given operations phase. However, they can be moved that one time during either the carrying units' forced march movement or regular movement. (The same applies to supply units; see 12.13.)

[10.2] Artillery Reinforcements

[10.21] British Artillery: Aside from the artillery units that start on the map at the beginning of play, the British player receives a few more as reinforcements. The British cannot build artillery units, but can capture them.

[10.22] American Artillery: The American player can raise artillery units (in the American Continental segment of the strategic planning phase) by paying 2 operations points and by placing an artillery unit in any non-British controlled town or city in Massachusetts, New York, Pennsylvania, or Virginia, as long as the colony is not in an area of operations completely controlled by the British player.

[11.0] ENTRENCHMENTS AND FORTS

[11.1] Entrenchments

[11.11] Players can augment a defensive position by entrenching their forces or by building forts. Of the goodly number of forts listed on the game map, few start as full-fledged forts. Most of these were built in the last two decades before the war, and had fallen into such disre-

pair that they were worthless. For game purposes, simply because a location on the map indicates a fort, do not consider it to be a fort with any defensive bonuses.

[11.12] To entrench, a player spends 1 operations point and two movement points from any one combat unit that is in any hex other than a swamp or mountain hex. (Players cannot entrench in these hexes.) As soon as this is done, an entrenchment marker is placed *over* the entrenched units.

[11.13] Once units are entrenched, any friendly units can enter that hex and also become entrenched, regardless of enemy units in that same hex. Both players in a mutually-occupied hex can entrench.

[11.14] At the end of any game turn during which there is an entrenched marker in the hex and *no* combat units, that entrenched marker is removed. Otherwise, there is no way to destroy entrenchments. There is no design limit on entrenched and fort markers, and players can make additional markers if they choose.

[11.2] Forts

[11.21] Forts can be constructed in any town/city hex by having one combat unit present. Indian units cannot construct forts, nor can they be built in Indian settlements. Only a unit or a stack alone in the hex (no enemy units in the hex) can build a fort. To construct the fort, the player spends 1 operations point, 4 movement points, and 1 supply unit. Place the fort marker over the units inside the fort. Friendly units can enter that fort only if no enemy units are in that hex; if they are, then all subsequent entering friendly units are in the hex, but not in the fort.

[11.22] Forts remain in place unless specifically destroyed, and they can be used by any units which enter them. To destroy a fort, a player must have 1 combat unit in that hex and must spend 1 movement point, destroying the fort and removing the fort marker.

[11.23] Forts cannot exist in the same hex as a friendly entrenchment. A fort can exist in a hex with an entrenchment if the entrenchment is enemy-occupied, and vice versa. If a player wishes to build a fort in a hex with an entrenched marker alone already in it, he can do so, but the entrenched marker is removed.

[12.0] SUPPLY

GENERAL RULE

Supply is simulated in general terms. Basically, supply affects combat and attrition. Both sides use supply units, which represent ammunition, as well as food and clothing. The British player receives supply units as reinforcements from home. The American player must buy his supply units by using operations points. Supply units can be carried (like bateaux) or can be left in towns for later use. Having a supply unit aids in combat, and not having a supply unit during winter can produce fearsome attrition (especially for the Americans).

[12.1] Supply Units

[12.11] Supply units are like artillery and bateaux: they cannot move by themselves. They must be carried by non-Indian combat units (remember 4.25).

[12.12] Supply units do have a movement allowance. Use the movement allowance of the supply unit unless the carrying unit's allowance is smaller.

[12.13] Because supply units have no forced march movement allowance, they can be only moved once in a given operations phase, regardless of what the units that are carrying them have done. They can be moved during either the carrying unit's regular or forced march movement portions.

[12.14] Supply units have no combat value. Moreover, they are capable of being used by either side. If a supply unit is alone in a hex, a player can capture it simply by moving a combat unit into that hex and picking up the supply unit. There is no cost in movement points to do so (but remember 12.12).

[12.15] Supply units can be destroyed by a player in one of two ways: a player can consume one in a combat before that combat is resolved, thus increasing his battle points (see 9.33), or he simply states during a friendly movement segment that he is destroying the supply unit (for whatever reason) and then removes it from play. In both of these cases, the supply unit must be in the same hex as the combat unit which is destroying it.

[12.16] Supply units can remain on the game map without being stacked with combat units under the following circumstances.

- Any number of supply units can remain for any length of time in a key town or city.
- One supply unit can remain for any length of time in any town. If more than one supply unit is in such a location at the end of a game turn, all supply units in excess of one are removed.
- Any supply units not stacked with a combat unit in any other hex are removed at the end of the game turn.
- Any number of supply units can be stacked indefinitely with combat units.

[12.17] Supply unit counters come in denominations of 1, 2, and 5. Use them like change, as necessary. If there aren't enough supply unit counters in the counter mix, players can create more with blank counters. There is no design limit on supply counters.

[12.2] British Supply

The British player receives supply from home (England). How much he receives is somewhat random (simulating the shipping of foodstuffs and ammunition in creaky wooden ships over long voyages). Where the British player receives supply, to the greatest extent, is up to him.

[12.21] British supply units can arrive in any *one* of the following port towns or areas in a given game turn: Nova Scotia, Quebec, Boston, New York, Philadelphia, Charleston, or the Caribbean. Only one port town can receive supplies in any one turn, and must be controlled (*i.e.*, occupied or last passed through) by the British player.

[12.22] The port town to receive supply units is chosen one turn *in advance* of the actual arrival (see sequence of play). The British player writes down the port in which he has chosen to receive supply units, keeping it secret from the American player and revealing his choice upon arrival of his supplies. Thus, the port town receiving supply units in the May/June 1777 turn is chosen by the British player in the March/April 1777 turn.

[12.23] The British player does not receive supplies during the winter turn; thus, he does not have to make any port choice in the preceding September/October turn. However, for the ensuing March/April turn, the British player must make his port choice in the strategic planning phase of the winter turn.

[12.24] Even though he has chosen a port town, the British player is never quite sure how much (if any) supplies he is going to get in a given turn. During the reinforcement arrival phase, the British player announces which port town he chose last turn, consults the British Supply Table, and rolls one die. The result is the number of supply units available in that port town that turn. He can place any arriving supply units in the port town hex at no movement cost.

[12.25] If the port is *not* controlled by the British as expected, the British player can place the supply units in either Nova Scotia or the Caribbean (see 12.26). They are not lost.

[12.26] The Caribbean is available as a supply port (and for the purposes of 12.25) only until the French send a fleet to the Caribbean (see 14.62). After that, the Caribbean is no longer available as a supply port.

[12.27] British Supply Table (See Charts and Tables)

[12.3] American Supply

[12.31] The American player must buy supply units with operations points. In the American supply segment of the strategic planning phase, the American player can purchase supply units. These are bought from cities and towns, but never Indian settlements. They are paid for in operations points at the time of purchase.

[12.32] The American player can purchase supplies in any city or town that is not occupied by enemy combat units (including Indians) that are within 5 movement points of an American commander. The American player can attempt to purchase supplies from any town within this radius. Such a path cannot be traced through enemy combat units or across unfordable hexsides. *EXAMPLE: Washington is in Morristown (hex 3109). He can attempt to purchase supply units (i.e., place a supply unit counter) in any of the following locations: West Point, Princeton, or Easton.*

[12.33] To purchase 1 supply unit, the American player states from which town or city he is trying to obtain supplies, consults the American Supply Table (also known as the Black Market Table), and rolls one die, depending on the month in which he is doing the buying. The result is the cost in operations points to buy 1 supply unit. (The N/A result means that no supplies can be purchased in that town.)

[12.34] If there is a British-controlled combat unit within its basic movement allowance of that town, add *one (+ 1)* to the die roll. If the British player controls the operational area (4.6), add *two (+ 2)* to the die roll. These additions are not cumulative.

[12.35] The American player does not have to buy supply units in any one given town, but he must roll separately for each town in which he goes shopping. However, he can only roll once for each town in a given turn. If the price is right he simply pays the operations points and places a supply unit in that location.

[12.36] There is no limit to the number of supply unit counters the American player can buy at any one time from any one location, other than his operations point limit for that turn.

[12.37] For purposes of 12.33, American commanders Francis Marion and Benedict Arnold (detachment mode only; see 15.4) *cannot* be used to buy supply units. George Rogers Clark can, but *only* in the Western Territories.

[12.38] American Supply (Black Market) Table (See Charts and Tables)

[12.4] Supply in Combat

[12.41] Supply is not necessary to engage in battle; it just helps. Supply units can be used to add battle points in combat, as per 9.33. The supply unit, to be used, must be in the same stack as the unit fighting the battle.

[12.42] If a stack includes at least one supply unit, the player adds one to his battle points.

[12.43] A player who spends (uses) a supply unit in combat adds three (+ 3) to his battle points. He then removes the supply unit from the board.

[12.44] The above two adjustments are mutually exclusive; they cannot be added together. Moreover, the maximum points gained from spending a unit is three (3), regardless of how many supply units are destroyed.

[12.45] A player can destroy a supply unit (or units; see 12.15) at *any* time during the operations phase simply by saying so (and there being a combat unit in that hex).

[12.5] Attrition

[12.51] During the attrition phase in winter turns, both armies can suffer the rigors of attrition: bad weather, lack of food and clothing, etc. The British player will usually suffer only minimally, if at all. The American player will probably suffer heavy losses to his Continental Army units. (Rebel militia have their own built-in disbandment rate, and are not affected by attrition in the attrition phase.) French units never suffer attrition. Attrition never affects commander, Indian, artillery, or supply units (other than to spend them).

[12.52] Attrition for the British player affects all of his combat units, including Loyalist militia and German units. The British player checks for attrition for all units in a hex *except* for the following cases:

- Units that are in a key city/town.
- The stack contains six (6) or less strength points.
- Units are stacked with a supply unit and spend that counter in the attrition phase.

In all other conditions, the British player checks for attrition in the attrition phase.

[12.53] For each stack subject to possible attrition, the British player rolls one die for each of those hexes. If he rolls a 5 or 6, he has any one unit of his choice depleted (it will obviously be the worst unit, and this is intentional).

[12.54] The American player's attrition applies only to Continental Army (regular) units, not militia or French units. The American player checks for attrition in *every* hex that contains Continental Army units. Detachments (see 13.0) are not Continental Army units.

[12.55] To determine the extent of attrition in a given hex, the American player consults the American Continental Attrition Table and rolls one die, making any of the following adjustments, if applicable, to the die roll.

ATTRITION MODIFIER TABLE

Event	Die Roll Modifier
No commander in hex	+ 1
Hex contains 25 or more strength points	+ 1
Hex is not a town/city hex	+ 1
Br. force of 6 + SP within Am force's regular movement	+ 1
or Br. control area of operations (one or the other)	+ 2
No supply units in hex	+ 2
Each supply unit in hex spent (up to 3)	-1 each

[12.56] All results on the Attrition Table apply to the total Continental *strength points* in that hex, not the number of units. Results are in percentage of total points present that are removed, with all fractions rounded *up*.

[12.57] Points are removed by either flipping a unit over to its depleted side or by removing the unit entirely. Thus, if a 9-strength-point unit is flipped to its 5-point, depleted side, 4 strength points have been removed. Therefore, if there are 9 Continental strength points in a hex, and a 1/2 (50%) attrition result is obtained, at least 5 points (4 1/2 rounded up to 5) must be removed, even if it means removing all nine points.

[12.58] Continental units eliminated entirely by attrition are always available when the American player raises new troops.

[12.59] American Winter Attrition Table (See Charts and Tables)

[13.0] DETACHMENTS

GENERAL RULE

The American player (only) can raise small units of men — detachments — for whatever purposes he needs them. He does this in his militia building phase.

[13.1] Detachment Units

[13.11] There are eight (8) American detachment units: two for each area of operations except Canada, which has no such units.

[13.12] Detachments operate like normal combat units in all ways, except that when they take a loss they are eliminated, not depleted. They can be re-raised immediately in the next militia raising phase; there is no time-lag. They do not suffer attrition.

[13.13] Detachments can operate in any colony in the area listed on the counter. In addition, any detachment can move into and operate within Canada.

[13.2] Raising Detachments

[13.21] To raise a detachment, the American player must have a militia unit active from the area from which that detachment comes. For example, if he wishes to raise a New England detachment, there must be an active Rebel militia unit from any of the New England colonies on the board. Then, in the militia raising phase, the American player pays 1 operations point and places the detachment in the same hex as any eligible militia unit. It can then function normally.

[13.22) In addition to the above, there are two other ways of raising detachments *without* Rebel militia units being present.

1. The Western Territories detachments can be raised in *any* town hex in which George Rogers Clark is present (by paying 1 operations point per detachment, of course, only during the militia raising phase).
2. Either, or both, of the Southern detachments can be raised in any town hex in which Francis Marion is present (in the South only) in the same fashion. To raise units, Marion cannot be hidden (15.52).

[14.0] REINFORCEMENTS AND REPLACEMENTS

GENERAL RULE

Both sides receive a wide assortment of reinforcements (new units) and replacements (strength points for depleted units). For the British player, these are British regulars, German mercenaries, Loyalist (Tory) militia, and replacement points for the first two. The British player must raise the Loyalist militia, but the first two types he receives as per the Reinforcement Schedule (though he must plan their arrival one turn in advance). The American player has Continental Army units (regulars), Rebel militia, Continental unit replacements, and possible help from the French and Spanish (16.0). The American

player must raise his forces by spending operations points.

[14.1] British Regulars and German Mercenaries

[14.11] British regular units are the red-colored combat units. In some cases the counter represents one regiment, as with the 42nd Black Watch; in others, 2 or 3 regiments (*e.g.*, 76/80 or 35/38/40). All of these units are foot, except for the 16th and 17th Light Dragoons which, for game purposes, are cavalry.

[14.12] British regulars either start the game in play or arrive via the Reinforcement Schedule (14.15). The schedule gives what units are to arrive and when. Where they arrive is up to the British player.

[14.13] All British regulars arriving in any one turn can be placed in any one British supply port (12.21) under the same conditions as the arrival of supply units.

[14.14] The British Army is fleshed out with a large contingent of German mercenaries (the green units) hired for the conflict, since the standing British Army was seriously undermanned at the time and the conflict was an unpopular one. These mercenary units are represented by mini-brigades grouped together according to their place of origin (*e.g.*, Brunswick or Hesse-Hanau). Mercenaries arrive in the same fashion as British regular units, and for all game purposes are the same.

[14.15] The Reinforcement Schedule (See Charts and Tables)

[14.2] British/German Replacements

[14.21] In addition to receiving new units (14.1), British regulars and German mercenaries also receive replacements to rebuild depleted units.

[14.22] *Important:* British regular regiments and German brigades *cannot* be rebuilt if they have surrendered (9.37).

[14.23] Replacement points are the equivalent of strength points, and are used either to replace the strength points lost by a unit when depleted or to rebuild an eligible unit that has been destroyed. Thus, it would take three replacement points to rebuild the depleted 52/63/64 British unit back to full strength (6 points) from its depleted strength of 3. It would cost 6 replacement points to rebuild this unit from scratch.

[14.24] Replacement points arrive via the Reinforcement Schedule. They are also assigned to arrive in specific supply ports. To keep track of how many replacement points are available at a specific port town, use the British Planning Sheet.

[14.25] Replacement points stay in the port in which they arrive until assimilated into actual units (see 14.26). They cannot move. Moreover, they have no combat value until they become part of actual units. If an enemy combat unit enters a port town where there are British/German replacements and there are no protecting combat units, those replacement points are lost permanently. Otherwise, they stay where they are.

[14.26] To rebuild a depleted unit to full strength, the unit in question must be in the same hex as the replacement points in the reinforcement arrival phase. The player simply rebuilds the unit (flips it over) by spending the necessary replacement points (noting same in the appropriate box).

[14.27] To rebuild a destroyed unit that is available to be rebuilt (*i.e.*, any unit destroyed by means other than surrender), the British player simply takes the destroyed unit and rebuilds it in *any* port where he has available replacement points. Such complete rebuilding cannot take place in the turn immediately after the turn in which the unit was destroyed; it can occur any turn after. Thus, a unit completely destroyed in March/April can be rebuilt anytime starting in the July/August turn. It is convenient to place the destroyed unit counter on the Turn Track in the game turn box it becomes available.

[14.28] British replacement points are used for British regular units, and German points are used only for German units. Neither applies to Loyalist militia.

[14.29] There is no cost in operations points to receive British or German reinforcements or replacements, or to rebuild units.

[14.3] Loyalist Militia (Tories)

Not everyone in the colonies was against King George. Certain areas were Loyalist hotbeds, such as New York and Pennsylvania, which raised the largest number of Tory units. The Tory units raised were mostly of the militia variety, but a good many were much better than their Rebel counterparts. Though militia, Loyalist units are permanent in that, once raised, they are subject to losses only through combat and winter attrition. They do not disband like American militia. They are raised by spending operations points.

[14.31] Loyalist militia are like any other British combat unit, except that they are raised by the expenditure of operations points. Moreover, they cannot be rebuilt when depleted, though they can be raised again once eliminated.

[14.32] The British player can raise Loyalist militia in the militia raising phase. Loyalist militia can be raised in any town or city under British control (occupied or last passed through) in the colony in which that unit must be raised (noted on the counter). Any such militia units raised are placed on the map immediately; there is no delay, unlike other British units. Loyalist militia units are always raised *before* the Rebels raise their own militia units.

[14.33] The cost in operations points to raise a militia unit is equal to the number of strength points that unit has at full strength. Thus, to raise the New York Volunteers would cost 2 operations points; the Guides and Pioneers unit, only 1 operations point.

[14.34] Two of the Loyalist units must be raised in the same hex as their leader. The *British Legion* unit can be raised only in New York in a town by Banastre Tarleton. The *American Legion* unit can be raised only in New York by Benedict Arnold in any hex (see 15.4).

[14.35] Loyalist militia cannot be rebuilt if depleted. However, they can be raised again after they are eliminated entirely, using the same turn delay for return to play as given in 14.27. They can be reraised as per 14.33.

[14.36] Unlike Rebel militia, Loyalist militia units can move anywhere on the map within the normal movement restrictions of game play, regardless of their colony of origin.

[14.4] The Continental Army

[14.41] Other than those units that start the game in play, the American player must raise Continental Army (Continental) units by spending operations points.

[14.42] In the American Continental segment of the planning phase, the American player can raise as many Continental units as he can pay for in operations points. The cost of each full-strength unit (which is how they must be raised) is printed on that unit.

[14.43] Continental units cannot be raised in a colony in an area of operations controlled by the British player.

[14.44] Continental units for a given state can only be raised in the state listed on that counter. Thus, 1 NC must be raised in North Carolina. Continental units can be raised in any town or city not controlled by the British.

[14.45] The number of Continental units that can be raised is limited by the counter mix. However, beginning in the American Continental segment of the strategic planning phase of the March/April 1779 turn, any two Rebel militia strength points from the same colony can be used to rebuild or replace one Continental strength point (for some colonies, this will be impossible). This occurs anywhere on the board where the Rebel militia unit(s) and the depleted Continental unit are together in a town or city hex not within five hexes of a British combat unit. For destroyed Continental units to be replaced, simply exchange the Rebel militia unit(s) with the Continental unit on the map. There is no operations point cost to convert militia units. Once militia units are converted to Continental units, however, one militia unit is permanently removed from play while any others (if used) are available for reappearance on the game map as militia units *two* turns after their conversion to a Continental unit.

[14.46] Depleted Continental units can be restored to full strength by the expenditure of 1 operations point per unit, regardless of strength. Reforming such units can occur anywhere on the map, but it can take place only during the American Continental segment of the strategic planning phase.

[14.47] Continental units that have been eliminated entirely can be raised again, without any time lag, in the appropriate phase. *This in-*

cludes surrendered Continental units.

[14.48] There are four Continental units that are not from any specific colony: the *Continental Cavalry* unit, which can be raised in Virginia or Pennsylvania; the *Lee's Legion* unit, which can be raised in Virginia; the *Marines* unit, which can be raised in any New England port; and the *Light Infantry* unit, which can be raised in either Boston, New York, Philadelphia, or Charleston.

[14.5] Rebel Militia

The colonies not only provided troops for the Continental Army, but also raised local militia. These militia units were unreliable at best. Most units were formed for three or maybe at most six months' duration, and few ventured farther than their own area of operation borders. Moreover, when things calmed down in their area, the militia tended to disappear. They were not exactly the sort of units to be counted on.

[14.51] Rebel militia are like any other combat unit but can come and go quite rapidly. They can be raised (at no operations points cost) by the American player in his militia raising phase; these units can just as quickly disappear in the militia disbandment phase. Again, there is no cost to raise Rebel militia (however, see Detachments, 11.6).

[14.52] In the militia raising phase, the American player checks the status of each separate colony. There are three possible conditions for each colony.
1. British Control: All key cities/towns are under British control, as per 17.12.
2. British Presence: British do not control the colony, but have combat units or active Indian allies in the colony.
3. No British: There is no control and no British units.
(Note: Conditions 2 and 3 also include Loyalist militia units, including those raised in that turn's militia raising phase.)

[14.53] To raise militia, the American player notes the status of his colonies (as above) and consults the Rebel Militia Raising Table. The number of militia units allowed to be raised, if they are available within the counter mix and not already in play, are placed in any town not under British control in that colony. If all are under British control, place in any hex in that colony.

[14.54] In the militia disbandment phase, the American player checks each rebel militia unit in play to see whether it disbands or goes home. He rolls one die for each unit, adjusting the die roll as follows.
- + 1, if the unit is outside its home colony.
- + 1, if it is not stacked with a commander.
- + 2, if there are no British in home colony.

If the adjusted die roll is 5 or higher, remove the militia unit from the map. It has disbanded.

[14.55] Depleted (flipped over) militia units cannot be rebuilt. However, once disbanded (or eliminated), they can be returned at full strength.

[14.56] Rebel Militia Raising Chart (See Charts and Tables)

[14.6] British Withdrawals

Upon the entry of France and Spain into the war, Britain had to spread out its Army to meet these new threats. These rules cover these events. All withdrawals are effected in the reinforcement arrival phase. All units dispatched to Florida and the Caribbean remain there for the remainder of the game.

[14.61] In the July/August 1776 turn, the British player must move any one 2-strength-point British regular unit to the Caribbean via naval movement. A morale (*) unit must be sent, if available. Remove the unit selected from play. Failure to do so results in the British player receiving no operations points the next turn and every turn he fails to comply.

[14.62] On the turn the first French units arrive in America, the Caribbean is no longer a British supply port (12.26).

[14.63] One turn *after* the first French units arrive in America (see 16.12), the British player must send a fleet and 20 strength points of British regulars, including at least 2 morale (*) units, if available, to the Caribbean.

[14.64] Four turns after the first French units arrive on the board, the British player must remove (send to the Caribbean) 4 strength points of British regulars; this follows the same procedure as in 14.61.

[14.65] On the turn the Spanish enter the conflict (abstractly; see 16.2), the British player must send 4 strength points to Florida.

[15.0] COMMANDERS

GENERAL RULE

Commanders not only aid in battle, but also enable units to move greater distances and to coordinate maneuvering. The number and use of commanders in play are limited. Also, only one commander in any stack can command that stack (see 15.2 and 15.3).

[15.1] Command Units

[15.11] Commanders are rated in three areas: initiative, coordination, and combat.

- *Initiative:* The cost in operations points to force march or to attempt interception with units in his command.
- *Coordination:* Affects the coordination of movement of different stacks (4.4) or interception attempts (7.14).
- *Combat:* Combat rating added to battle points (9.33).

[15.12] Though only one movement allowance is printed on the commander counters, all commanders have both regular movement and forced march, using the same movement allowance for both.

[15.13] Commanders are either full army commanders (*e.g.*, Washington or Burgoyne) or are detachment commanders (*e.g.*, Clark, Tarleton). In addition, one army commander can be supreme commander for one side at a time. Army commanders can lead an army of any size; detachment commanders can command a stack of no more than 10 strength points. Note that Benedict Arnold begins as a detachment commander, but in the May/June 1777 turn, he can be promoted to full command status (see 15.4).

[15.14] Commanders either start the game in play or are brought on as reinforcements in the reinforcement arrival phase. Both American and British arriving commanders are listed on the Reinforcement Schedule.

[15.15] Arriving British commanders are placed in play just as if they were regular reinforcements (see 14.13). When American commanders are scheduled to arrive, they are placed in the same hex as General Washington (see 15.3).

[15.16] Commanders cannot be killed. If their entire force is wiped out (other than surrender), that commander is removed from play for the rest of the turn and then placed in the same hex with Washington (American) or the British supreme commander of the moment the turn *after* removal. However, if a commander is part of a force that surrenders, he is removed from play for that turn and the next *three* turns, to return the fourth turn after removal. For example, a commander surrendering in a March/April turn can return in that year's winter turn.

[15.17] If a commander is alone in a hex into which enemy units enter, treat such an occurrence as if it were a surrender (15.16).

[15.2] British Commanders

[15.21] At the start of the game the British player has four full commanders: Howe, Clinton, Burgoyne, and Carleton.

[15.22] Supreme Commander: At the start, Howe is the British supreme commander. The supreme commander is nominally in charge of all operations. The supreme commander always commands those combat units with which he is stacked. However, any time after the Americans gain a major victory (9.38), or if by the first turn of 1778 the British have not yet gained a major victory, the British player can remove Howe from the game, placing Clinton in supreme command. Cornwallis then takes Howe's place as an area commander.

[15.23] Area Commanders: Area commanders are army commanders in charge in their own area of operations. In that area, they always command those combat units with which they are stacked (except if the supreme commander is in that stack). They can operate in other areas as well, but they are subordinate to that area commander if in that same stack.

[15.24] Sir Guy Carleton is in charge of Canada. He can leave that province only to enter an adjacent colony, but he can go no farther. He cannot operate in the Western Territories.

[15.25] The remaining commanders, plus Howe, must be assigned a nominal area of

command (as must Cornwallis, if and when he enters).

[15.26] Detachment Commanders: The British detachment commanders are Tarleton and Hamilton. They can go anywhere on the map. They enter play as per the Reinforcement Schedule.

[15.27] Benedict Arnold can also become a British detachment commander; see 15.4.

[15.3] American Commanders

[15.31] Supreme Commander: Washington is the American supreme commander. He does not have an area of command, nor can he be given one. He always commands any units with which he is stacked. He can never be removed or replaced.

[15.32] Area Commanders: In addition to Washington, the Americans can have no more than 3 army commanders in the game at any time. The areas of command for these army generals are New England, Middle Colonies, and the South. At the start, the three American commanders present — Lee, Gates, and Greene — must be assigned to one of these areas. The rules for American area commanders are the same as those for the British.

[15.33] Two additional army commanders become available to the American player: Lincoln (in March 1777), and Arnold (in May 1777; see 12.4). The American player can use them when available to replace any other area commander under the following circumstances.

1. Another commander is captured by surrender (see 15.16 and 15.17). If another commander is available to take his place during the time he is gone, he may.
2. The American player can dismiss an area commander any time after that commander loses a major victory to the British.

However, the Americans must always have three area commanders (plus Washington) if the commanders are available.

[15.34] A dismissed area commander can be brought back again, using 15.33.

[15.35] Detachment Commanders: The American player has three detachment commanders: Clark, Marion, and Arnold (see 15.4 for special rules on Arnold). They follow all normal detachment commander rules.

[15.4] Benedict Arnold

We all know about this fellow, synonymous with treachery over the last 200 years. What many people don't remember is that, tragically, he was an extremely capable commander, one of the best in the American Army. The American player has the opportunity to use him; but he can switch sides.

[15.41] At the start of the game, Arnold is an American detachment commander. He can assume army command status starting any time with the May/June 1777 turn, though the American player can continue to use him as a detachment commander (as did the Continental Congress). He simply has the capability of assuming full command in May 1777.

[15.42] Starting with the March/April 1778 game turn, the British player can attempt to get Arnold to come over to the British side. At *any* time during or after the March/April 1778 turn, the British player can attempt to turn Arnold by simply stating he is doing so. He pays 1 operations point and rolls the die. If he rolls a **6** or more, Arnold joins the British side as a detachment commander. For each *additional* operations points (up to two more), he can add one point to the die roll. Therefore, if he pays 3 operations points, he adds 2 to the die roll. The British player can only try to turn Arnold once per year.

[15.43] If Arnold is successfully turned, all units stacked with him *surrender* and are removed. Any supply or artillery units are captured or destroyed at the British player's option, and any town Arnold is in immediately is considered British-controlled. Arnold immediately becomes a British detachment commander (flipped side), which status he retains for the remainder of the game.

[15.5] The Swamp Fox: Francis Marion

These rules are named after the famous South Carolina guerrilla fighter, Francis Marion, but they include the activities of a number of other similar leaders, such as Thomas Sumter and Francis Pickens.

[15.51] The American detachment commander, Gen. Francis Marion, has special rules enabling him and any units he leads to become true guerrillas. In all other ways, Marion is a normal detachment commander.

[15.52] As soon as Marion and his force enter a swamp hex, they can be removed from the board, and the rest of their movement (see 15.53) becomes *hidden*. The American player simply notes from and to where Marion moves.

[15.53] If Marion starts *and ends* a movement segment in a swamp hex, his movement and location can remain hidden. Otherwise, he must be placed back on the map as soon as he enters a non-swamp hex or performs any other activity other than movement.

[15.54] Marion can, while hidden, intercept opposing, moving forces in an adjacent swamp hex.

[15.55] Ambush: If, while Marion is hidden, any British force enters Marion's hex, the American player has the choice either to remain silent and let the British force pass (an exception to 5.26) or to announce an *ambush* and conduct the ensuing combat as if it were a successful interception. Marion is the attacker even though the British player was moving, and gets the interception battle points (see 9.33).

[16.0] FRENCH, SPANISH, AND INDIANS

[16.1] The French

[16.11] The French enter the war on the side of the Americans as soon as the American player wins a major victory.

[16.12] Beginning three turns *after* the Americans win their first major victory, they can check the French Entry Table to see when they receive as reinforcements three French units in any port town controlled by the Americans.

French Entry Table

Turn After Major Victory	Die Roll
3	1
4	1-3
5 and on	1-5

This reflects the uncertainties as to when the French would precisely enter the conflict. Thus, if the American player won his first major victory combat result in the Sept/Oct 1777 turn, he could begin rolling on the French Entry Table in the May/June 1778 turn.

[16.13] Eight turns after the first French units arrive, the last two French units arrive as reinforcements, as per 16.12.

[16.14] French units are treated like Continental regulars, except that they do not suffer any winter attrition and get no replacements. They can be led by any American commander. Once removed from the board by combat, French units cannot return.

[16.15] French arrival triggers certain British withdrawals and also restricts British use of the Caribbean as a port; see 14.6.

[16.2] The Spanish

The Spanish also entered the war on the American side, though not with too much gusto. Eight turns after the first American major victory, the British player must move 4 combat points of regulars (no militia, no Germans) into Florida, where they remain for the rest of the game. In addition, starting with that turn, the Creek Indians cannot be activated.

[16.3] Indians

The Indians were of little use to either side during the Revolutionary War, though they could cause problems by raiding towns, burning supplies, and attacking small detachments.

[16.31] There are four Indian counters for the British player, with one backprinted for the American player. These represent Indian tribes allied to Britain or to the colonies. The counters do not represent specific tribes, but are placed in specific Indian tribal settlements representing these tribes when in play. Only four Indian counters can be in play at any one time. The British player cannot use the fourth (American) Indian unit unless the other three Indian units are in play.

[16.32] Indians can be activated by either side at any time during the operations phase, if a counter is available. It costs 2 operations points to attempt to activate an Indian tribe, which is paid in the strategic planning phase; a player can attempt to activate only a tribe that is not already active (see 16.36). Players can

keep activated Indian units in play at a cost of 1 operations points per Indian unit per additional turn.

[16.33] Once a player has announced an Indian activation attempt, he spends 2 operations points (whether the attempt is successful or not) and announces which tribe he is attempting to activate. The player rolls one die. The British player activates any tribe except the Catawba on a roll of **1-4**; the American player can activate only the Catawba tribe on a roll of **1-2**. If successful, the appropriate Indian counter is placed in the chosen Indian settlement. They can be activated any number of times during the game, but only one counter can represent any one Indian settlement at any one time.

[16.34] Indians are like normal combat units, except that they have no forced march allowance, and cannot capture supply, artillery, or bateaux units; they can only destroy them at no cost in movement points. They can move anywhere on the board, but they cannot enter city or port town hexes. They can can use river movement and can cross rivers without bateaux; for game purposes, they have "built-in" canoes. Indian units do cost operations points to move like any other unit (see 13.38).

[16.35] Indians can be voluntarily removed from the board by the player who activated them at any time in a turn, simply by removing the counter. Of course, they can also be used to take losses in battle, which also removes them.

[16.36] Either player can destroy an Indian settlement by entering the hex and burning it down, at a cost of one movement point. They can do this only if that Indian tribe is presently active and allied to the other player *or* if it has been active in the past and allied to the other player.

[16.37] A destroyed settlement cannot be used for activation for one full year after the destruction. If the tribe is active while the destruction takes place, it remains on the board and functions normally. Destruction of settlements only affects ability to activate. Burning a settlement can occur only if there are *no* Indian or enemy units in that hex.

[16.38] Indians can attack and destroy towns and villages (and any supply or artillery units in them). Only non-occupied towns can be burned, though the Indians can first eliminate any enemy units and then burn the town. It costs one movement point to burn a town, which remains useless for one full year. It can then be returned to working status in the same turn it was destroyed one year later. Indians cannot raid and destroy any city or any port town. Players can make extra destroyed markers if needed.

[17.0] VICTORY

GENERAL RULE

Victory is determined during the victory determination phase of a turn.

[17.1] Control

[17.11] A city/town is controlled either by the player who has a combat unit in that location (or, in the case of mutually-occupied hexes, the first player there) or by the last player to have a combat unit pass through it. Indian units do not count for this purpose. Boston is considered controlled by the British player at the start of the game, as the British were there before the American forces were.

[17.12] The British control a colony by controlling every key city/town in that colony. There are four colonies without key cities: New Hampshire New Jersey, Maryland, and Delaware. New Hampshire is controlled by the British player if he controls both Falmouth (in Maine) *and* Norwich. New Jersey is controlled by the British player if he controls any two of the three towns in that colony. Maryland is controlled by British possession of both Annapolis and Baltimore, and Delaware is controlled if the British control Wilmington, Del.

[17.13] The British player controls an area of operations (see 4.6) by controlling all key cities/towns in that area. (The provisions in 17.12 for New Jersey, New Hampshire, Maryland, and Delaware do not apply here.) The British player cannot control an area of operations in which a key town has been burned.

[17.14] For game purposes, towns burned by Indian units are *not* controlled by either player, as the towns do not technically exist until five (5) turns after burning. Strategically, the British player may wish to burn key towns in areas outside his control to deny supply units to the Americans.

[17.2] How the British Player Wins

[17.21] If, at the end of any game turn (in the victory determination phase) in which the Americans have not already won a major victory and the year is either 1775 or 1776, the British player wins if he controls the following objectives: Canada; any one area of operations other than the Western Territories; and Boston, New York, Philadelphia, and Charleston.

[17.22] Other than in 17.21, the British player wins the game when he controls New England, the Middle Colonies, the South, and either Canada *or* the Western Territories.

[17.3] How the American Player Wins

The Americans win if, by the end of the winter 1781 turn, the British have not won.

[18.0] SETTING UP THE GAME

Suffice to say that it is handy to keep all the different types of units (Loyalists, Germans, etc.) in different piles for easy location. Remember that many counters are backprinted with other information so that they can serve a number of purposes.

[18.1] Game Length

The game starts with the Sept/Oct 1775 game turn. It ends either when the British have won (see 17.2) or at the conclusion of the winter 1781 turn.

[18.2] British Initial Deployment

The following units are placed on the map at the start of the game.

Location/Hex	Units
Quebec (0214)	Royal Highland Emigrants (militia), 1 Artillery, 1 Supply, Fort
Montreal (0815)	7th Rgt., 1 Bateaux, 1 Supply, Carleton
St. Johns (0814)	26th Rgt., Fort
Detroit (2926)	8th Rgt., Fort, 1 Supply, Hamilton
Boston (1305)	4th King's Own, 5/10/22, 17th Light Dragoons, 35/38/40, 23rd Royal Welsh Fusiliers, 43/45/47, 52/63/64, 1st Light Infantry, 2nd Light Infantry, 1st Grenadiers, 2nd Grenadiers, Marines, 1 Artillery, 1 Supply, Howe, Clinton, Burgoyne (all entrenched), 1 Fleet
Norfolk (3605)	Dunmore's Ethiopians, Queen's Own Loyal Virginians (militia)
Florida off-map	14th and 60th Rgts
Caughnawaga Settlement (0915)	One British-allied tribe

[18.3] American Initial Deployment

The following units are placed on the map at the start of the game.

Location/Hex	Units
Fort Western (0607)	1 Mass militia, 1 RI militia, 1 Middle det. (foot), 1 Bateau, 1 Supply, Arnold (detachment commander)
Crown Point (1113)	1 New England det.
Ticonderoga (1212)	1 NY militia, 1 Artillery, 1 Bateau, 1 Supply, Fort
Albany (1610)	1 NY (CA), 1 Conn militia
Boston (1303)	1 and 2 Mass (CA), 1 NH (CA), 1 Conn (CA), 1 RI (CA), 1 Supply, Washington, Gates, Greene, Lee
Springfield (1607)	2nd Mass militia
Fort Stanwix (1714)	Fort marker
Pittsburgh (3117)	1 Western det., Fort marker
Williamsburg (3509)	1st Va militia
Boonesborough (4322)	Clark
Hillsboro (4408)	1st NC (CA)
Winnsboro (5111)	1 South det. (cavalry), Marion
Charleston (5306)	1st SC (CA), 1st SC militia, 1 Artillery, 1 Supply, Fort marker ■■

[4.3] OPERATIONS POINT CHART

Event	*Operations Point Cost*	*Rules Reference*
Move unit or stack, regular movement	1	5.12
Move unit or stack, forced march	(a)	5.3
Add to initiative diceroll (Am only)	1 or 2	4.52
Use Post Road, regular movement	1 per unit	5.43
Use Post Road, forced march	(a)	5.43
Move one bateaux unit (+ psgr.) for river movement	1	6.27
Move one fleet (+ psgr.)	1	6.46
Attempt interception	(a)	7.23
Attack	1	9.22
Entrench	1(b)	11.12
Build fort	1(c)	11.21
American purchase supply	See 12.38 table	12.35
Raise Loyalist militia	(d)	14.33
Raise Continental unit	(e)	14.42
Rebuild depleted Continental unit	1	14.46
Raise detachment (American)	1	13.21
Build artillery unit (American)	2	10.22
British attempt to turn Arnold	1, 2, or 3	15.42
Attempt to activate Indian tribe	2	16.32

Key: (a) = operations points equivalent to commander's initiative rating. (b) = plus 2 movement points. (c) = plus four movement points and one supply unit. (d) = operations points equivalent to strength of unit. (e) = operations point cost printed on counter.

[5.29] MOVEMENT POINT CHART

Terrain	*Entry Cost (in MP)*	*Restrictions*
Uncleared (Woods)	1	
Swamp	2	
Hilly	2	
Mountain	3	
Cross minor river unaided	+ 2	
Cross major river/lake/sea unaided	No	Not allowed
Cross any river/lake hexside with bateaux	+ 1	
Cross river at river crossing	0	No additional cost
Carry bateaux overland (portage)	+ 1	
Post Road	1/2	See 5.4
City hex	1/2	
Port or town, settlement	Hex terrain	Does not affect movement
Move downriver by bateaux	1/5	Cost per hexside
Move upriver by bateaux	1/3	Cost per hexside
Embark onto fleet in port	2	British only
Debark from fleet in port	1	British only
Fleet move with transport	1	Per sea section
Fleet move alone	0	No movement cost
Destroy town/settlement	1	
Build fort	4	Plus 1 supply and operations points
Entrench	2	Plus operations point
Enter Florida (British only)	1	See 5.53
Leave Florida, enter Georgia		Cost of first hex

[12.27] BRITISH SUPPLY TABLE

Die	*Supply Units Available*
1-2	0
3-5	1
6	2

[12.38] AMERICAN SUPPLY/ BLACK MARKET TABLE

Die	*Game Turn* May-June/ March-April	July-Aug/ Sept-Oct	Winter
1	1	1	3
2	1	2	3
3	2	3	4
4	2	3	5
5	3	4	6
6	3	4	N/A
7	4	5	N/A
8	N/A	N/A	N/A

Result # = Cost in operations points to buy one supply unit. **N/A** = Not applicable. Add one (+ 1) to die roll if British units are within regular movement allowance. Add two (+ 2) if British control area of operations. Do **not** combine the above two die roll adjustments.

[12.59] AMERICAN WINTER ATTRITION TABLE

Adjusted Die Roll	*Result (in fraction/percentage of Continental strength losses*
0 or less	No losses
1	1/10 (10%)
2	1/8 (12 1/2%)
3, 4	1/4 (25%)
5, 6	1/3 (33%)
7, 8	1/2 (50%)
9	2/3 (67%)
10 +	3/4 (75%)

Dieroll adjustments (see 12.55)
+ 1, if hex contains 25 or more strength points
+ 1, if no commander
+ 1, if not in city/town
+ 1, if 7 or more British strength points within regular movement allowance, or
+ 2, if British control area of operations (see 12.55)
+ 2, if no supply in hex
-1, for each supply unit expended; maximum -3

[14.56] REBEL MILITIA RAISING CHART

Colony Status (11.53)	*Militia that can be raised, if available*
British Control	Attempt to raise 1 unit on 1-2 die roll
British presence in colony	Raise as many units as possible
British presence in area of operations	Raise 1 unit, plus any additional unit on 1-3 die roll each
No British	Attempt to raise all units on die roll of 1-2 each

13: COLONIES IN REVOLT™ Game

BRITISH PLANNING SHEET

COMMANDERS

Supreme Commander: _____

Canada: _____ **Middle:** _____

New England: _____ **South:** _____

LANDING PORTS

NS = Nova Scotia **BN** = Boston **PH** = Philadelphia **CB** = Caribbean

QB = Quebec **NY** = New York **CH** = Charleston

Month	1776	1777	1778	1779	1780	1781
Mar/Apr						
May/June						
July/Aug						
Sept/Oct						
Winter						

REPLACEMENT POINTS

Port	British	German
Nova Scotia		
Quebec		
Boston		
New York		
Philadelphia		
Charleston		
Carribbean		

SURRENDERED UNITS

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13: THE COLONIES IN REVOLT™ Game Counters: Front

4 K.O. 2*-9/6	5/10/22 6-8/6	17 LtDg 2-10/8	35/38/40 6-8/6	23 RWFs 2*-9/6	43/45/47 6-8/6	52/63/64 6-8/6	1 LtInf 2*-9/7	2 LtInf 2*-9/7	1 Gren 2*-9/7
2 Gren 2*-9/7	Marines 2-9/6	7 RoyFs 2-9/6	26 Camr 2-9/6	8 2-9/6	14 2-9/6	60 2*-9/6	9/21/31 6-8/6	34/53 4-8/6	15/17/27 6-8/6

British Regulars

28/33/46 6-8/6	40/54/57 6-8/6	42 BW 2*-9/6	71 Frttd 2*-9/6	44/55/62 6-8/6	24/29 4-8/6	5 Gren 2*-9/7	5 LtInf 2*-9/7	Guards 2*-9/6	3 Gren 2*-9/7
4 Gren 2*-9/7	3 LtInf 2*-9/7	4 LtInf 2*-9/7	16 LtDg 2-10/8	16/20/37 6-8/6	18 RoyIr 2-9/6	82/84 4-8/6	76/80 4-8/6	3 Buffs 2*-9/6	19/30 4-8/6

HOWE 2-3 10	CLINTON 2-4 10	BRGYNE 1-3 10	CRLTON 2-3 10	RHE Cn 1*-9/6	SQnRgr NY 2*-10/8	DeLncy NY 3-8/6	RoyGrn Cn 1*-9/6	LoyAm NY 2-8/6	DnEth Va 1-8/5
CRNWLS 2-3 10	TARLTN 1-2 10	TMLTON 1-4 10	BrtLeg NY 3*-10/8	NC Vol NC 3-8/6	SCRoy SC 2-8/6	PWLAV RI 1-9/6	QOLVa Va 2-8/6	RoyVIr Pa 2-8/6	NJVol NY 2-8/6

German Mercenaries

1 HsC 8-8/6	2 HsC 7-8/6	3 HsC 8-8/6	4 HsC 7-8/6	AnZrb 2-8/6
1 Brnk 6-8/6	2 Brnk 5-8/6	HsHn 4-8/6	AnsByr 4-8/6	Waldk 2-8/6

Loyalist Militia

KngRgr Ga 1*-9/6	MdVol Md 2-8/6	PaVol Pa 2-8/6	AmVol Pa 2-8/6	KngAm NY 2-8/6
Gd&Pr NY 1-9/6	McLHd NC 1*-9/6	NYVol NY 2-8/6	AmLeg NY 2-8/6	HmVol W 1-9/6

I 1-11	I 1-11	I 1-11	I 1-11	1 9	1 9	1 9	1 9		BtRgr Cn 1*-9/6
24	24	24	20 (+1)	20 (+1)	20 (+1)	20 (+1)	20 (+1)		GAME TURN

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WSHNGTN 1-2 10	LEE 1-3 10	GATES 2-4 10	GREENE 1-2 10	1 NH 3-9/7	1 Mass 7*-9/6	2 Mass 7-9/6	3 Mass 6-9/6	1 Conn 6*-9/6	2 Conn 5-9/6
ARNOLD 1-3 10	LINCOLN 2-4 10	CLARK 1-2 10	MARION 1-2 10	1 RI 3*-9/7	1 NY 7-9/6	1 NJ 6-9/6	1 Penn 9*-9/6	2 Penn 7-9/6	1 Del 2*-9/7

Continental Army

1 NH 3-8/5	2 NH 3-8/5	1 Mass 6-8/5	2 Mass 6-8/5	LeeLeg 2*-11/9	1 Md 4*-9/7	2 Md 3-9/7	1 Va 9*-9/6	2 Va 9-9/6	1 NC 7-9/6
1 Conn 5-8/5	2 Conn 5-8/5	3 Conn 5-8/5	3 Mass 6-8/5	1 RI 2-8/5	1 SC 7*-9/6	1 Ga 2-9/7	ConCav 4*-11/9	Marine 2-9/6	LtInf 4*-9/8

Rebel Militia

1 NY 5-8/5	2 NY 5-8/5	1 NJ 4-8/5	2 NJ 4-8/5	1 Penn 8-8/5	2 Penn 8-8/5	3 Penn 8-8/5	1 Del 2-8/5	1 Md 6-8/5	2 Md 6-8/5
1 Va 6-8/5	2 Va 6-8/5	3 Va 6-8/5	1 NC 8-8/5	2 NC 8-8/5	3 NC 8-8/5	1 SC 8-8/5	2 SC 8-8/5	3 SC 8-8/5	4 SC 8-8/5

French

1 Ga 6-8/5	NEDet 1-9/7	NEDet 1-9/7	MidDet 1-10/8	MidDet 1-9/7	1 Frnch 6*-9/6	2 Frnch 6*-9/6	3 Frnch 6*-9/6	4 Frnch 6*-9/6	5 Frnch 6*-9/6
2 Ga 4-8/5	SthDet 1-9/7	SthDet 1-9/7	WestDet 1*-9/7	WestDet 1*-9/7	1 9	1 9	1 9	1 9	1 9

9	9	9	9	9	9	9	9	9	2 9
7	9	11	15	21	24	27	30	32	2 9

13: THE COLONIES IN REVOLT™ Game Counters: Back

2 Conn 3-9/6	1 Conn 3-9/6	3 Mass 3-9/6	2 Mass 4-9/6	1 Mass 4-9/6	1 NH 2-9/7
1 Del 1-9/7	2 Penn 4-9/7	1 Penn 4-9/6	1 NJ 3-9/6	1 NY 4-9/6	1 RI 2-9/7

ARNOLD 2 ★ 1-2 10

Continental Army

1 NC 4-9/6	2 Va 5-9/6	1 Va 5-9/6	2 Md 2-9/7	1 Md 2-9/7	LeeLeg 1-11/9	2 Mass M 3-8/5	1 Mass M 3-8/5	2 NH M 1-8/5	1 NH M 1-8/5
LtInf 2-9/8	Marine 2-9/6	ConCav 2-11/9	1 Ga 1-9/7	1 SC 4-9/6	1 RI M 1-8/5	3 Mass M 3-8/5	3 Conn M 2-8/5	2 Conn M 2-8/5	1 Conn M 2-8/5

Rebel Militia

2 Md M 3-8/5	1 Md M 3-8/5	1 Del M 1-8/5	3 Penn M 4-8/5	2 Penn M 4-8/5	1 Penn M 4-8/5	2 NJ M 2-8/5	1 NJ M 2-8/5	2 NY M 2-8/5	1 NY M 2-8/5
4 SC M 4-8/5	3 SC M 4-8/5	2 SC M 4-8/5	1 SC M 4-8/5	3 NC M 4-8/5	2 NC M 4-8/5	1 NC M 4-8/5	3 Va M 3-8/5	2 Va M 3-8/5	1 Va M 3-8/5

French

5 Frnch 3-9/6	4 Frnch 3-9/6	3 Frnch 3-9/6	2 Frnch 3-9/6	1 Frnch 3-9/6

1 Ga M 2-8/5

2 Ga M 2-8/5

Fort

2 9 | 2 9 | 2 9

5 9

9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9

Entrnch

10 | 17 | 21 | 28 | 15 | 4 | 13 | 19 | 22

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1 Gren 1-9/7	2 LtInf 1-9/7	1 LtInf 1-9/7	52/63/64 3-8/6	43/45/47 3-8/6	23 RWfs 1-9/6	35/38/40 3-8/6	17 LtDg 1-10/8	5/10/22 3-8/6	4 K.O. 1-8/6
15/17/27 3-8/6	34/53 2-8/6	9/21/31 3-8/6	60 1-9/6	14 1-9/6	8 1-9/6	26 Camr 1-9/6	7 Royfs 1-9/6	Marines 1-9/6	2 Gren 1-9/7

British Regulars

3 Gren 1-9/7	Guards 1-9/6	5 LtInf 1-9/7	5 Gren 1-9/7	24/29 2-8/6	44/55/62 3-8/6	71 Frttd 1-9/6	42 BW 1-9/6	49/54/57 3-8/6	28/33/46 3-8/6
19/30 2-8/6	3 Buffs 1-9/6	76/80 2-8/6	82/84 2-8/6	18 RoyIr 1-9/6	16/20/37 3-8/6	16 LtDg 1-10/8	4 LtInf 1-9/7	3 LtInf 1-9/7	4 Gren 1-9/7

LoyAm 1-8/6 | DeLncy 1-8/6 | SQnRgr 1-10/8

NJ Vol 1-8/6 | RoyVIr 1-8/6 | QOLVa 1-8/6 | SCRoy 1-8/6 | NCVol 2-8/6 | BrtLeg 2*-10/8

RAWDON 1 ★ 1-4 10

Loyalist Militia

KngAm 1-8/6	AmVol 2-8/6	PaVol 1-8/6	MdVol 1-8/6
	AmLeg 1-8/6	NYVols 1-8/6	

German Mercenaries

AnZrbr 1-8/6	4 HsC 4-8/6	3 HsC 4-8/6	2 HsC 4-8/6	1 HsC 4-8/6
Waldk 1-8/6	AnsByr 2-8/6	HsHn 2-8/6	2 Brnk 3-8/6	1 Brnk 3-8/6

Fort	Fort	Fort	Fort	Fort	Fort	Entrnch		I 1-11
Fort	Entrnch	Entrnch	Entrnch	Entrnch	Fort	Fort		

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13: THE COLONIES IN REVOLT™ Game

The American Revolutionary War, 1775-1781

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[14.5] REINFORCEMENT SCHEDULE/TURN TRACK

Sept/Oct 1775	Winter 1775	Mar/Apr 1776	May/June 1776	July/Aug 1776	Sept/Oct 1776	Winter 1776	Mar/Apr 1777
Begin Campaign Game	Attrition	**Br:** Tarleton (9)	(*)	(**)	**Ger:** Waldeck **Br:** 2 SP	Attrition	**Br:** 2 SP **Ger:** 3 SP Am: Lincoln
May/June 1777 **Br:** 4 SP **Ger:** Ans/Byr **Am:** Promote Arnold	**July/Aug 1777** **Br:** 16LtDg, 7 SP	**Sept/Oct 1777** **Br:** 2 SP **Ger:** 2 SP	**Winter 1777** **Ger:** 6 SP Attrition	**Mar/Apr 1778** **Br:** 2 SP, **Ger:** 4 SP	**May/June 1778** **Br:** 16/20/37, **Ger:** AnZrb, 3 SP	**July/Aug 1778** **Br:** 3 SP	**Sept/Oct 1778** **Br:** 2 SP
Winter 1778 Attrition	**Mar/Apr 1779** **Br:** 4 SP **Ger:** 10 SP	**May/June 1779** **Br:** 6 SP	**July/Aug 1779** **Br:** 2 SP	**Sept/Oct 1779** **Br:** 2 SP	**Winter 1779** Attrition	**Mar/Apr 1780** **Br:** 5 SP	**May/June 1780** **Br:** 6 SP **Ger:** 8 SP
July/Aug 1780 **Br:** 3 SP	**Sept/Oct 1780** **Br:** 18th, 82/84j, 2 SP	**Winter 1780** Attrition	**Mar/Apr 1781** **Br:** 76/80, 3 SP **Ger:** 10 SP	**May/June 1781** **Br:** 3 Buffs, 19/30; 2 SP	**July/Aug 1781** **Br:** 2 SP	**Sept/Oct 1781** **Br:** 2 SP	**Winter 1781** End Campaign Game. Attrition

***May/June 1776 Reinforcements:** Br: 9/21/31, 34/53, 15/17/27, 28/33/46, 49/54/57, 1 fleet, 1 artillery. Ger: 1 Brnk, 2 Brnk, HsHn. ****July/Aug 1776 Reinforcements:** Br: 42 BW, 71st FrHd, 44/55/62, 24/29, 3 Gren, 4 Gren, 5 Gren, 3 LtInf, 4 LtInf, 5 LtInf, Guards; 2 artillery, 1 fleet. WITHDRAW any 2 SP. Ger: 1 HsC, 2 HsC, 3 HsC, 4 HsC. **(a)** Must be placed with supreme commander. **# Ger:** The number of German replacement strength points available. **## Br:** The number of British replacement strength points available. **Note:** British unit withdrawals based on French arrival are on no specific date; see 16.1. The July/Aug 1776 withdrawal is automatic.

[9.33] BATTLE POINT CHART

Event	*Modifier*
Each morale (*) unit	+ 1 BP
Battle points equal to commander's combat rating	+ _____ BP
Each artillery unit	+ 2 BP
Any supply unit(s) or spends supply unit	+ 1 BP only + 3 BP maximum
Defender first in hex and entrenched or fortified and attacker is neither	+ 2 BP + 4 BP (one or other)
Larger force on Odds/Ratio Chart	+ _____ BP
Successful attacker in interception/ambush	+ 2 BP
Each British fleet in port town	+ 1 BP
No supply unit in winter turn except for nonhill, nonmtn. hexes in SC and Ga or in West. Territories major river hexside-2 BP	

[9.41] ODDS/RATIO CHART

Superior Force to Inferior Force Ratio	*Battle Points*
1-1, but more SP	1
1½ -1	2
2-1	4
2 ½ -1	5
3-1	7
4-1	10
5-1	15
6-1	20
7-1	26
8-1 or more	33

[9.42] COMBAT RESULTS TABLE

LOSSES Die	*LOSSES Attacker*	*LOSSES Defender*	*Result*	*Die*	*Attacker*	*Defender*	*Result*	*Die*	*Attacker*	*Defender*	*Result*
11	N/A	1	AS*	31	2	0	AW	51	1	1	DR*
12	4	1	AR*	32	2	1	AW	52	2	2	DR
13	3	1	AR*	33	2	1	AW	53	0	1	DR
14	2	1	AR*	34	1	0	AW	54	1	2	DR
15	1	0	AR*	35	1	1	AW	55	1	2	DR
16	3	1	AR	36	0	0	AW	56	0	2	DR
21	2	0	AR	41	0	0	DW	61	1	3	DR
22	2	1	AR	42	1	1	DW	62	0	1	DR*
23	2	1	AR	43	0	1	DW	63	1	2	DR*
24	1	0	AR	44	1	2	DW	64	1	3	DR*
25	2	2	AR	45	1	2	DW	65	1	4	DR*
26	1	1	AR	46	0	2	DW	66	1	N/A	DS*

Explanation of Results (see 9.38): # = loss points; see 9.36. N/A = not applicable. AW = attacker withdraws. AR = attacker retreats. AR* = attacker retreats, plus possible major victory. AS* = attacker surrenders, plus possible major victory. DW = defender withdraws. DR = defender retreats. DR* = defender retreats, plus possible major victory. DS* = defender surrenders, plus possible major victory.

AMERICAN ARMY COMMANDER HOLDING BOXES

WSHNGTN	LEE	GATES
GREENE	ARNOLD	LINCOLN

BRITISH ARMY COMMANDER HOLDING BOXES

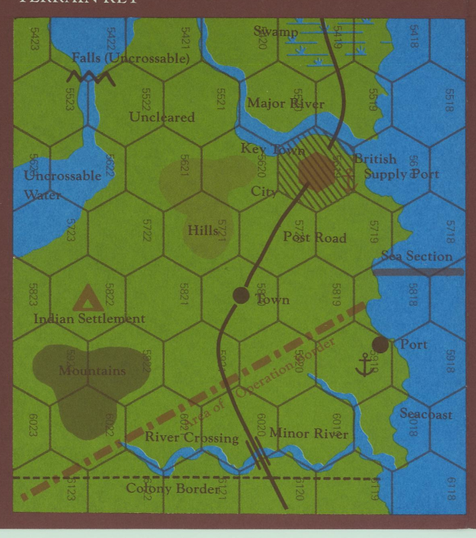
HOWE	CLINTON	BURGOYNE	CARLETON
			CORNWALLS

UNITS DESTROYED BUT AVAILABLE HOLDING BOX

American	British

OPERATIONS POINT EXPENDITURE TRACK

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32

N

TERRAIN KEY