

1776 THIRD EDITION RULES

Clarifications to Second Edition rules, new sections and new section clarifications are all in black type.

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- First Edition Rules: March 1974; Second Edition Rules: August 1975; Third Edition Rules: **revised May 2026**

INTRODUCTION

This third edition rulebook includes significant changes and additions to both the mechanics of play and the counters. The original game abstracted various aspects of the war; the new edition portrays these with leaders, partisans, and notable elite formations that saw action throughout the conflict; this enhances the play and accuracy of the game.

The main body of rules is built around many scenarios covering the major campaigns of the war. This includes the original Basic Game Scenario and 13 Advanced Game Scenarios developed after the publication of the game. The Campaign Simulation Game contains everything needed to recreate the Revolutionary War from Boston to Yorktown. There are 6 campaign games to choose from, depending on the interest of the players. This includes the 3 original ones and 3 developed after publication of the game.

Players must obtain the new counters to play the 3rd Edition. They are part of the BOARDGAMER’S UNOFFICIAL PLAYER’S GUIDE, which can be purchased from the following address:

BOARDGAMER
Bruce Monnin
177 S. Lincoln St.
Minster, OH 45865-1240

COMPONENTS

- **MAPBOARD (BOARD):** The board represents the 13 colonies and Canada at the time of the Revolutionary War. A coordinate system is printed on the board for reference purposes and/or recording unit positions. Letters A through AAAA run along the west edge of the board, and numbers 1 through 61 run along the south and east edges. Locations are found by the intersection of a lettered hex row with a numbered hex row. For example, Savannah is at B13 and Charleston at H17.

BOARD CHANGE: Wilmington, NC is a Red Star Town/Port. See individual scenario victory conditions for changes.

CLARIFICATIONS:

- There are TWO types of class 3 hexsides: thin line (river/lake/bay) and heavy line (coastal). Sea-lane hexsides are not coastal.
- on composite hexsides, land and/or river hexsides take precedence over class 3 bay or coastal hexsides
- half-hexes and the four class 3 lake hexsides along the edge of the board are all playable

- **SCENARIOS:** Each scenario is a separate, self-contained game recreating a particular campaign of the Revolutionary War. All pertinent information for playing the scenario is listed at the end of this rulebook.
- **PLAYING PIECES:** The images depicted are from the **Cyberboard v9.8 gamebox** available for download at Limey Yank Games [Limey Yank Games](http://LimeyYankGames.com). **Players are restricted to using only the number of counters in that gamebox.** The playing pieces contain the following information. For units and Fleets, the number in the lower right corner is its movement allowance.

Combat Units (SP)

	◀BRITISH REGULAR INFANTRY (BR) BR ELITE INFANTRY▶	
	◀CONTINENTAL ARMY REGULAR INFANTRY (CA) CA ELITE INFANTRY▶	
	◀TORY MILITIA (TM) TM DRAGOON (TD)▶	
	◀REBEL MILITIA (RM) RM DRAGOON (RD)▶	
	◀FRENCH REGULAR INFANTRY (FR) FR ELITE INFANTRY▶	
	◀AMERICAN INDIAN (AI) BRITISH INDIAN (BI)▶	

Fleets

	◀TRANSPORT FLEET (TF) BATTLE FLEET (BF)▶	
	◀CONTINENTAL NAVY (CN)▶	

Non-Combat Units

	◀ARTILLERY (Art) SUPPLY (Sup)▶	
	◀MAGAZINE (Mag) BATEAU (Bat)▶	
	◀FORT ENTRENCHMENT (Ent)▶	
	◀COMMERCE (COM) TIME NOW▶	
	◀STATUS INDICATOR DECOY▶	

Leaders

	◀BRITISH LEADER TORY PARTISAN LEADER▶	
	◀CONTINENTAL LEADER REBEL PARTISAN LEADER▶	
	◀FRENCH LEADER▶	

I. SEQUENCE OF PLAY

Each turn is one month long and is divided into two Player Segments. This sequence is continued for every turn of the game.

A. FIRST PLAYER SEGMENT

1. **MOVEMENT PHASE:** the first player moves some, none, or all his units up to their movement allowance, subject to terrain limitations and the presence of enemy units
2. **COMBAT PHASE:** both players initiate and resolve any combat they choose to execute against enemy units occupying the same hexes with their friendly units
EXCEPTION: only the player who's Segment it is can do this in the Basic Game Scenario

B. SECOND PLAYER SEGMENT: the second player repeats the same procedure for his Player Segment

II. MOVEMENT PHASE

Each unit or stack of units in the same hex, is moved individually by tracing the path of movement through each separate hex.

- Its printed movement allowance (measured in Movement Points (MP)) is the distance a unit may move in one turn. Leaders have a movement allowance of 10 which is not printed. These MP are expended one point for each hex entered.
- movement is always voluntary
- Each unit can move in any direction or combination of directions. A unit may spend some, none, or all its MP in a given Movement Phase. Unused MP are not carried to the next turn; they are not accumulated.
- friendly units must stop and end all movement whenever entering a hex occupied by enemy Strength Points (SP) not inside Fort
- **TERRAIN RESTRICTIONS:** A complete list of terrain effects on movement is in the Terrain Effects Chart. Costs are cumulative.

- Units may not cross hexsides without sufficient MP to do so. However, units can move one hex every Movement Phase regardless of available MP. This does not allow the crossing of class 3, island or sea lane hexsides.

CLARIFICATION: all-mountain hexes are treated same as a swamp hex with 6 mountain hexsides

EXAMPLE: To cross a rough terrain hexside that is also a class 1 river hexside would cost 2 MP for the rough terrain PLUS 1 MP for the river PLUS 1 MP to enter the next hex (clear hex), for a total of 4 MP.

- no limit to the number of units that occupy a single hex
- At any time, a player may consolidate or breakdown SP on the same hex. Always use the same color and unit type when doing so.

A. ENTRENCHMENTS

- BUILDING: any SP may build an Entrenchment on a non-enemy-occupied hex at start of the friendly Movement Phase
 - can't be built on hex containing Fort or another Entrenchment
 - SP that build Entrenchments may not move during that Movement Phase
 - all units on hex with a friendly Entrenchment are inside (placed underneath) the Entrenchment
- EFFECT ON COMBAT: Entrenched units gain a -1 die roll modifier (DRM) when defending (in addition to other DRMs).
- DESTRUCTION: entrenchments on hex without friendly units are instantly removed from the board

B. BATEAUX

Bateaux (small boats, rafts, galleys) were an important source of transportation in 18th Century America. Incorporating them into the game, however, requires a special concept of movement: ALONG water hexsides as well as THROUGH land hexes.

- BUILDING: any **Magazine** or **Supply** that begins its Movement Phase adjacent to a river, class 3 (not coastal), or port-entry hexside that is free of enemy Fleets and on hex free of enemy SP that are not inside Fort may build a **Bateau**
 - may be built at the beginning of the Movement Phase by either of the following two methods:
 - BUILD: **1 Bateau** is created for **1Sup** or **1Mag** on the hex by simply inverting the building unit (**Magazine** or **Supply**). The **Bateau** is placed inverted on the same hex.
 - the building unit can't move or support combat in Segment it built the **Bateau**
 - EXCHANGE: **Supplies/Magazines** may be exchanged for **Bateaux** at the following rates:
 - **1Sup**, exchanged, creates up to **3 Bateaux** placed inverted on hex
 - **1Mag**, exchanged, creates up to **3 Bateaux** and **1Sup** all placed inverted on hex
 - **6 Bateaux** cannot be created on the same hex & inverted **Bateaux** may not move or be used
 - all inverted units are turned face-up at end of Combat Phase of Segment of construction & each **Bateau** is placed with its arrow pointing to an adjacent river, class 3 (not coastal), or port-entry hexside
 - destroyed counters can only be rebuilt in the turn of their destruction if they were not moved or used that turn
- HEXSIDE MOVEMENT: **Bateaux** may move along river and class 3 (not coastal) hexsides: 15 hexsides max. per turn
 - no limit to the number (friendly or enemy) that may be positioned on, or move through, one hexside
 - tracing movement, it's arrow must always point towards each individual hexside being counted – at end of movement, the arrow must point to hexside adjacent to playable land
 - entering a class 1 or 2 river hexside adjacent to enemy SP not inside Fort, it must end on that hexside
 - may not enter hexsides containing enemy Fleets
- AS TRANSPORT: On a hexside free of enemy Fleets, a **Bateau** may transport units moving them by hexside movement. The cost is variable up to its transport capacity of 5 points.

Unit Type	Transport Cost
Infantry	1 point per SP
Dragoons	2 points per SP
Artillery	2 points per unit
British Supply	2 points per unit
American/French Supply	1 point per unit

- to be transported, the units must begin their Movement Phase adjacent to the **Bateau**'s hexside
- may drop off land-units along the way and continue moving to their destination
- if movement ends due to presence of enemy SP, all units must disembark to either or both adjacent hexes (even enemy-occupied)
- at end of its Movement Phase, must always disembark all units to either or both adjacent playable land hexes

EXCEPTION: if hexside is rough terrain, it can only disembark to hex on the river side
- transported units may not move (or embark) after they disembark
- PORTAGE: **Bateaux** may move thru 1 or 2 land hexes (not mountain/swamp) if accompanied by at least **1 SP** restricted by terrain
 - may also move 4 hexsides max.(hexside-movement or as-transport) entirely before OR (hexside-movement only) entirely after
 - moving hexside to hex counts as first hex (no cost to move hex to hexside)
 - transported units (not **Artillery**) may accompany the **Bateau** on land for 1 or 2 hexes but must end there
- AS FERRY: if hexside is free of enemy Fleets, **Bateaux** may ferry units
 - may neither move nor change arrow pointing direction in the Movement Phase in which they act as ferries
 - They reduce the crossing penalty across hexsides that their arrows point toward. Land-units crossing hexsides at these points (in either direction) enjoy the following reduced crossing penalties:

- class 1 river: no crossing penalty (same as fords)
- class 2 or 3 hexside: only one MP to cross (ignore mapboard ferry if present)
- CAPTURE: Enemy **Bateaux** are instantly captured if both adjacent hexes are free of enemy SP when a friendly SP enters or already occupies one of the two hexes adjacent to hexside containing the **Bateau**. Enemy **Bateaux** (not on hexside) on hex or outside Fort without enemy SP are instantly captured if a friendly SP is on hex.
 - simply replace with friendly **Bateau** (immediately available for normal use)
 - at least **1** SP of the capturing force must accompany the **Bateau** during Segment it is captured
 - The winner may opt to destroy captured **Bateaux**. He simply removes them from the board in Segment of capture.
- DESTRUCTION: Players may destroy their **Bateaux** during the Movement Phase if enemy SP do not occupy both adjacent hexes. To be destroyed on land during portage, its hex must be free of enemy SP or it must be inside Fort.

C. AUTOMATIC ELIMINATION (AE)

Whenever friendly units enter (or start movement from) an enemy-occupied hex with enough SP to create **6-1** odds or better, the enemy SPs may be automatically eliminated (removed from play). This occurs immediately.

EXCEPTION: eligible Partisans may instantly try to retreat per rule **V.B.** (page 10) & if successful, may continue trying if pursued

- Only units stacked together at the beginning of the Movement Phase and entering the target hex together may participate. Supply status (rule **III.B.** (page 6)) must be considered in establishing an AE.
- if starting from Fort, the stack must begin either entirely inside or entirely outside
- if starting on land on hex with embarked units, the stack must begin entirely on land or entirely embarked
 - naval and/or **Bateau** movement does not affect AE
- units inside Forts may never be AE, however units in Entrenchments may be AE if there are enough SP to create **8-1** odds
- after AE, the friendly units are not required to stop but may not embark and may only continue moving and/or attempt a Forced March (rule **II.D.** below) after paying an additional 2 MP (3 MP against entrenched units) to do so

D. FORCED MARCH

Players may attempt to exceed the normal movement capabilities of SP by playing the Forced March rules below.

- only SP under command of a Leader (rule **IV.A.** (page 8)) or **Artillery** with **Knox** may attempt a Forced March
EXCEPTION: if moved by **Bateau**/Naval transport this turn or if stacked with enemy SP that are not inside Fort, they can't
- Forced Marches are attempted at end of all regular movement in the Movement Phase and may result in AE
- A single Forced March is defined as one beginning on hex "X" and ending on hex "Z", regardless of the number of units involved. More than one Forced March situation cannot be created where units, starting on the same hex, all have the same destination.
- Inverted/Decoy counters remain inverted unless the **1/2E** result is rolled in step **2.** of the following PROCEDURE

PROCEDURE:

1. moving player must state exactly which units are attempting Forced Marches, how many MP are being attempted, the exact route to be taken and the final-destination hex for all Forced Marches before any are attempted in that Movement Phase
2. moving player rolls one die for each attempt and consults the Forced March Table applying each result to the units in question
 - SELECTED LEADER'S ABILITY
 - The following Leaders may subtract one (-1) from the Forced March die roll: **Cornwallis**, **Grey**, **Tarleton**, **Greene** and **Wayne**. However, the owning player must eliminate **1** Regular SP (not **Elite**; if none, Militia (not **Elite**) or Indian) from the force. This removal occurs before the die is rolled & must be done whether the March is successful or not.
 - **Knox** may include **Artillery** in a Forced March attempt of up to 3 MP if he adds one (+1) to the Forced March die roll
 - each entry in the Forced March Table indicates the number of MP gained (if any) by the stack in the attempt
 - "**1/2E**" means that half the units, rounded up, are eliminated from the board per rule **III.A.2.G** (page 6). If **Glover's MA** was used, it must be removed first, counting as **1** SP.
 - All MP gained must be expended in movement along the announced route. If the units attempting the Forced March can't expend all the additional MP due to terrain restrictions, presence of enemy units, or AE, they are eliminated after the March.

III. COMBAT PHASE

- phasing player is Attacker, non-phasing player is Defender
- Both players may attack enemy units stacked with friendly units. Only units in the same stack may attack each other.
EXCEPTION: only Attacker can do this in the Basic Game Scenario
- **All eligible enemy units on the hex are attacked. All eligible friendly units on the hex must attack.** None are excluded.
- combat is always voluntary and units may never be attacked more than once per turn

A. PROCEDURE

- BASIC GAME
 - A. Attacker announces ONE hex he wishes to attack
 - B. Total SP of the Attacker & total SP of the Defender. Compare these with one another in an odds ratio. Reduce that ratio in favor of the Defender to its simplest form and find it on the Basic Game Combat Results Table.
 - C. roll one die and cross-index the number under the proper odds column
 - D. apply the result from the table to SP involved in the attack
- ADVANCED GAME & CAMPAIGN GAME

1. Attacker announces ONE hex he wishes to attack. If none, skip steps 2. thru 5.
2. one round of combat is resolved as follows

- A. if Attacker is Bombarding, go to rule **V.D.** on page 15 first
- B. **Supply** use and **Elite** (rule **G.** on page 8) commitment must be announced, first by the Attacker and then by the Defender
- C. Total each side's controlled eligible SP (rule **IV.B.** on page 9) and compare these with one another in an odds ratio. Reduce that ratio in favor of the Defender to its simplest form and find it on the CRT (odds worse than 1-3 are not allowed; odds greater than 5-1 are treated as 5-1).
- D. total all combat modifiers to get one Attacker DRM
 - DRM less than -4 is treated as -4 and DRM greater than +4 is treated as +4
- E. Each side secretly chooses one of eight (8) Tactical Cards, simultaneously revealing them, then cross index the two cards on the Tactical Results Matrix. The outcomes from the Matrix are as follows:
 - **+2, -1, 0 etc.** – add this number to Attacker's DRM
 - **+2, -2, 0** – add this number to Attacker's DRM as above, but NO FURTHER COMBAT is possible in that hex during the current Combat Phase
 - **NC** – NO COMBAT: there is no combat in that hex during the current Combat Phase – **go to step 6.**
- F. attacker rolls one die, adds/subtracts DRM and cross-indexes the number under the proper odds column on the CRT
 - die rolls less than -3 are treated as -3, die rolls greater than +10 are treated as +10
- G. apply result from the CRT to eliminate SP that participated in the combat using the following casualty priority lists
 - **NE** – NO EFFECT: there is no more combat in that hex during the current Combat Phase
 - **AMERICAN:**
 - 1) **Elite** if used
 - 2) **2 SP** of **RM/RD/AI** in any combination
 - 3) **1CA**
 - 4) alternate between **1RM** (or **RD/AI**) and **1CA** until all eliminated with no elimination of last CA until all RM/RD/AI are eliminated
 - 5) **FR**
 - **BRITISH:**
 - 1) **Elite** if used
 - 2) **1BI**
 - 3) **2 SP** of **TM/TD** in any combination
 - 4) **1BR**
 - 5) alternate between **1TM** (or **TD/BI**) and **1BR** with no elimination of last BR until all TM/TD are eliminated

EXAMPLE: An American force of Elites, Militia and CA attacks a British force. If half the attacking force is eliminated, the American player must first remove the Elite if it was used. Then remove two Militia units, then one CA, and then alternate between Militia and CA until the half requirement is satisfied.
- H. **RETREAT:** if all SP controlled at the start of this round were eliminated and friendly SP remain on hex, entire friendly force may retreat together one hex or inside friendly besieged Fort or embarked on Fleet(s)
 - can't retreat across mountain hexside or any larger than a class 1 river
 - hex retreated to must be clear-hex vs. swamp, can't be enemy-occupied, if defending, can't be one the Attacker moved from – if unable, retreat to adjacent hex occupied by both enemy/friendly forces
- I. if Defender plays Withdraw card ending combat, he **MUST** try to retreat same as above – if unable, force remains on hex

3. Attacker has the option to continue his attack for as long as he wants if **NC** on the Tactical Matrix has not been indexed, **NE** has not been rolled on the CRT and neither side has retreated
EXCEPTION: Washington if stacked with **CA** may end (not retreat) tactical-card combat between rounds any time after 2 rounds
 - If Attacker continues, repeat step 2. (priority lists in step 2.G. are reset to "1") – other **Elites** may be used.
 - If Attacker declines, the Defender may continue by attacking that hex using steps 2. and 3. as if he was Attacker.
4. repeat steps 1. thru 3. until Attacker decides to stop attacking
5. in step 1., if at least 5 SP were attacked on a Strategic Town or at least 10 SP were attacked in a stack, check Leader promotion/demotion (rule **IV.** on page 13)
6. Defender announces ONE hex he wishes to attack which was not already involved in combat this turn. Repeat steps 1. thru 5. with Defender as the new Attacker and Attacker as the new Defender (priority lists in step 2.G. are reset to "1").
EXCEPTION: may not initiate combat if either friendly or enemy units on hex are inside Forts or Entrenchments
7. repeat steps 1. thru 6. until both sides decide or are forced to stop attacking, then **check Leader casualties** (rule **IV.C.** on page 9)

B. SUPPLY UNITS

- **EFFECT ON COMBAT or AE:** if a **Supply** unit is not used, friendly SP are halved when attacking or defending (retain fractions)
 - must be present on the same hex with friendly SP for them to attack or defend at full strength
 - use is always optional
 - only one can be used to support combat on any one hex per Combat Phase (even if multiple attacks occur)

- In combat (not AE), **Supply** used to support two or more rounds that turn is eliminated at end of the Combat Phase. If all friendly SP are eliminated, **Supply** used in only one round that turn is eliminated.
- if a player chooses not to use **Supply** in a combat round, he may choose to use it in a subsequent round without forcing its removal (if not used for two or more rounds)
- CAPTURE: **Supply** on hex or outside Fort without friendly SP are instantly captured if hex has an enemy SP
 - simply replace with friendly **Supply**
 - at least **1** SP of the capturing force must accompany the **Supply** during Segment it is captured
 - The winner may opt to destroy captured **Supply**. He simply removes them from the board in Segment of capture.
- DESTRUCTION: players may destroy their **Supply** during their Movement Phase if enemy SP do not occupy the same hex
EXCEPTION: inside Fort they may be destroyed even if enemy SP occupy hex

C. MAGAZINE UNITS

- BUILDING: **Magazines** may only be built on Town hexes (not outside Fort) free of enemy units
 - **2Sup** must start their Movement Phase on same Town hex. Remove them and place **1Mag** on hex.
 - may be used normally in the turn of their construction
- EFFECT ON COMBAT: **Magazines** are similar to **Supply** but they are never consumed in combat
 - may supply any number of multiple combats in different hexes in the same turn
 - may supply all combat situations within a two-hex radius, limited by the following restrictions:
 - two-hex radius cannot cross class 3 hexsides
 - Two-hex radius cannot pass through an enemy-occupied hex to supply a combat in a second hex. In other words, there can't be enemy units on the intervening hex. Nor may there be enemy units on the hex that contains the **Magazine** (unless the friendly SP being supplied is on the same hex with, or adjacent to, the **Magazine**).
 - a besieged **Magazine** inside Fort (enemy SP on same hex) can't supply friendly SP on adjacent hexes and vice-versa
- REDUCING: **Magazines** may never move. However, at start of a friendly Movement Phase, it may be reduced to **1Sup** which may move about freely and supply combat normally on the same turn.
- CAPTURE: **Magazines** on hex without friendly SP are instantly captured if hex has an enemy SP
 - simply replace with friendly **Magazine**
 - The winner may opt to destroy captured **Magazines**. He simply removes them from the board in Segment of capture.
- DESTRUCTION: players may destroy their **Magazines** during their Movement Phase if enemy SP do not occupy the same hex
EXCEPTION: inside Fort they may be destroyed even if enemy SP occupy hex

D. FORTS

- Units under a Fort counter are inside Fort. Units on top of it are outside Fort.
- BUILDING: Forts are started only on Town hexes unoccupied by enemy units. Only one Fort may be built per such hex.
 1. Must be **1Sup** (or **Magazine**), **1Art**, and **1SP** of **BR**, **CA** or **FR** at the beginning of the turn on same hex. These units are removed and replaced with an inverted Fort counter at END of Combat Phase (any Entrenchment remains). The inverted counter does not function in any way as a Fort. If on a hex by itself with enemy SP, it is automatically removed.
 2. In the next friendly Combat Phase, even if hex is enemy-occupied, the inverted Fort counter is flipped and used normally. If an Entrenchment is on hex it is removed. If a Magazine is on hex it must be placed inside Fort.
- EFFECT ON MOVEMENT
 - units entering hex with all enemy SP inside Fort may continue moving
 - Units inside Fort with enemy SP outside may not leave hex. Instead, they must stop outside Fort and end their movement. In the next turn they may move out of that hex normally.
 - Units entering hex with friendly units inside Fort and enemy SP outside may not enter Fort in the same turn UNLESS they participate in an attack against the enemy SP. Units inside Fort are not required to participate in the attack but have the option of doing so. Friendly surviving units may immediately enter Fort.
 - friendly units may move into or out of a besieged Fort (enemy SP on hex) hex by **Bateau** on class 3 hexsides only
 - if besieged Fort is on a port-hex (**Port**), friendly units may move into or out of that hex by Fleet
- EFFECT ON COMBAT: Forts double the SP of those inside Fort for defense only (casualties are evaluated normally)
 - SP (not **Supply**) inside Fort attacking enemy units outside lose all defensive benefits and are placed outside Fort. They may not move back inside until conclusion of all combat in the hex.
 - neither Tactical Cards nor retreats are used when attacking units inside Fort
 - All effects of supply in combat apply to units inside Forts. Unsupplied SP inside Forts would be halved and then doubled, thereby maintaining their basic total when unsupplied inside Fort.
 - if enemy SP are both inside and outside Fort, they must be attacked separately
 - all enemy SP outside Fort must be either eliminated or forced to retreat before attacking those inside
 - both groups may be attacked consecutively in the same turn
 - Both sides treat this as one continuous attack for supply purposes. However, casualty results against SP outside Fort do not affect SP inside Fort.
- CAPTURE: Forts on hex without friendly SP are instantly captured if hex has enemy SP
 - simply replace with friendly Fort (the capturing units may immediately enter Fort)

- **DESTRUCTION:** Forts may be destroyed (dismantled) at END of the owning player's Movement Phase if there is at least one friendly SP also on hex. They may not be dismantled if there are enemy SP on hex. To dismantle Fort, remove it from the board.

E. ARTILLERY UNITS

NOTE: **Artillery** has enhanced MP – British & French **Artillery** now have 7 MP, while American **Artillery** now has 8 MP

- **EFFECT ON COMBAT**
 - **Artillery** may only affect combat if they themselves are supplied for combat
EXCEPTION: unsupplied inside Fort, it may fire one round in combat – this means once per month
 - gain –1 DRM for each **Artillery** unit defending inside Fort/Entrenchment or +1 for each unit attacking same
- **CAPTURE:** **Artillery** on hex or outside Fort without friendly SP are instantly captured if hex has an enemy SP
 - simply replace with friendly **Artillery**
 - at least **1** SP of the capturing force must accompany the **Artillery** during Segment it is captured
 - The winner may opt to destroy captured **Artillery**. He simply removes them from the board in Segment of capture.
- **DESTRUCTION:** players may destroy their **Artillery** during their Movement Phase if enemy SP do not occupy the same hex
EXCEPTION: inside Fort they may be destroyed even if enemy SP occupy hex

F. MILITIA AND INDIANS

- Whenever Militia and/or Indians of either side are involved in combat by themselves against **BR**, **CA**, or **FR**, they suffer a –1 DRM penalty (in addition to other DRMs) when attacking or defending.
EXCEPTION: Militia-only force whose overall commander is **Tarleton**, **Ferguson**, **Morgan** or **Arnold** (as American) does not suffer the DRM
- Indians with or without Leaders are Partisans (rule V. on page 9)
EXCEPTION: Regular Leaders may lead Indians, but in that case the Indians cease being Partisans & may only move 8 MP

G. ELITE UNITS

- **Elite** units (**Elites**) named after Leaders must accompany that Leader always. If separated (not by death or capture), the **Elite** is eliminated and replaced with **1** SP of the matching color, one turn after separation.
- units moving with **Glover's MA** reduce their cost of crossing each river (or using each ferry) by one MP
- **EFFECT ON COMBAT**
 - may not be used to attack in combat where the odds are greater than 2:1
 - May only be used in ONE round as an **Elite** per combat situation (steps **1.** thru **4.**) – otherwise it acts as a normal combat SP of one. If a player has more than one **Elite** present he may choose to employ them (one per round) in subsequent rounds.
 - gain +1 DRM in the combat round they are used
 - **orange & green Elites** with or without Militia are treated as **BR & CA**

IV. LEADERS

Leaders represent commanders who fought on both sides throughout the war. Adding them to the game has increased realism in several ways, such as controlling the number of troops, forced marches, and combat.

- each Leader counter has the following information:



- all Leaders have a movement allowance of 10
EXCEPTION: if accompanying a Dragoon for its entire turn, the movement allowance is 13
- The highest-ranking Leader in a stack is the overall commander (2-star is higher than 1-star). Within rank, the lowest seniority number **named Leader** is highest ranked. **Nameless Leaders & Knox** outrank **Partisan Leaders** (rule V. on page 9).
EXCEPTION: **Leader E** (not **French**) outranks 1 **nameless Leader** or 1 **Partisan Leader** (2 or more, he is subordinate)

A. EFFECT ON MOVEMENT

- **CONTROL:** the SP moved as a stack (controlled) by a Leader are limited by his rank
 - **British 2-star** controls **8 BR**
 - **French 2-star** controls any combination of **8 FR/CA**
 - **British 1-star** controls **4 BR** but **Rawdon** if overall commander controls **6 BR**
 - **French 1-star** controls any combination of **4 FR/CA**
 - **American 2-star** controls **6 CA** (not **FR**) but **Washington** controls **8 CA** (not **FR**)
 - **American 1-star** controls **3 CA** (not **FR**) but **Lafayette** controls any combination of **3 FR/CA**
 - **Partisan Leader** controls **3** Partisans, no more than **2** of which can be Dragoons
 - Leaders may be combined to control a stack of SP
- uncontrolled **BR**, **CA**, or **FR** moving on land (or by mapboard ferry) have their movement costs **DOUBLED**
 - the Leaders don't have to begin the Movement Phase stacked with a SP for the SP to pay normal movement costs, they may move about the board and any number of times pick up or drop off SP as they go

EXAMPLE: Two British 1-star generals on hex with 10BR, 2TM, 1BI, 1Art. and 1Sup. can lead only 8 SP at normal cost. The two remaining BR may move but at double movement cost. There is no effect on the TM, BI, Supply or Artillery.

B. EFFECT ON COMBAT

- At the start of combat, both players determine their overall commander on the combat hex (a side with no Leader has a combat rating of -1). Those two combat ratings are subtracted to determine a DRM (in addition to other DRMs).
- CONTROL: the SP controlled by a Leader in the Combat Phase is the same as in the Movement Phase
EXCEPTIONS: 1) in addition to Regular SP, Militia/Draagoon/Indian SP are also counted

2) French Leaders only control FR

- uncontrolled SP in the combat hex cannot participate in combat and the owner suffers a -1 DRM penalty
- each round, the total amount of controlled SP allowed to participate in combat is limited by the following table.

Overall Commander	Max. Controlled SP per Round		
	American	British	French
Washington or Howe	no limit	no limit	
2-star	24	32	24
Rawdon		12	
1-star named Regular	10	10	10
Leader E	6	8	
none or nameless	3	4	4
Partisan	3	3	

- When combining FR and American SP, the allies suffer -1 DRM in combat. The side with the most SP present has its highest-ranking Leader on hex as overall commander of the combined force (tied, use French).
EXCEPTIONS: 1) if Washington, he is overall commander without the -1 DRM
2) if Lafayette highest ranking allied general, he is overall commander without the -1 DRM

- Carleton: outside of Canada, his printed combat rating is lowered to +1
- Knox: ("A" for artillery) stacked with Artillery while attacking a Fort or Entrenchment, American gains +1 DRM for first round of combat

EXAMPLE: Two British 1-star generals on combat hex with 7BR, 3TM, 1BI, 1Art. and 1Sup. can control only 8 SP but 10 SP are eligible so they must participate in the 1st round of combat. The uncontrolled SPs create a -1 DRM and the one remaining SP is announced by the British player and held in reserve. CRT result is British lose 6 SP leaving 4BR. All 4BR must participate in the 2nd round and there is no DRM penalty.

C. CASUALTIES AND CAPTURE

- optional rule VI.A. (page 10) is mandatory in Scenarios 2, 7 and CSGs 1, 2, 3, 4, 6
- MOVEMENT PHASE: Leader in hex or outside Fort without friendly SP is instantly captured if hex has an enemy SP
 - named Leaders may be voluntarily removed from the game by their owner – treat them as killed (last bullet below)
- COMBAT PHASE: after last round of each combat (not NE result in 1st round), for both forces,
 - if any SP survived, roll 2 dice for each named Leader & Leader E in that force: 2-10 no effect, 11 wounded, 12 killed
 - if all SP were lost, remove nameless Ldrs. in that force to Turn-Track & place at start of next turn on a friendly-occupied hex
 - Ldrs. not inside Fort, roll one die for each named Leader & Leader E in that force: 1-3 retreats to nearest friendly-occupied hex, 4 captured, 5 wounded, 6 killed
 - Ldrs. inside Fort, roll one die for each named Leader & Leader E in that force: 1 escapes to nearest friendly-occupied hex, 2-5 captured, 6 killed
- Captured Leaders are removed from the board. They are exchanged at end of each Interphase in CSG Scenarios and beginning of each turn in AG Scenarios. Prisoner exchange is mandatory and is on a one-to-one basis – ranking Leaders first.
EXCEPTIONS: 1) Tarleton, Arnold (as British), and all Partisan Leaders are permanently removed from play (hanged)
2) Leaders E and nameless Leaders are placed at start of next turn on any friendly-occupied hex(es)
- Wounded Leaders are removed from the board. Roll one die for each one to see how many friendly turns (half-turns) he must wait to recover. At start of next friendly turn, place Leader on friendly-occupied hex.
- killed Leaders are permanently removed from the game and replaced by a nameless Leader (if none, players make their own)
EXCEPTIONS: 1) Knox, Lafayette, and all Partisan Leaders are never replaced
2) if no friendly SP left, any replacement is placed at start of next turn on friendly-occupied hex

V. PARTISANS

On each side of the Revolutionary War there emerged a special kind of leader who possessed the characteristics to effectively lead irregular forces against enemy Regulars. Francis Marion, the Swamp Fox, is one example.

- orange & green Leaders are Partisan Leaders & may only lead Militia/Draagoon SP – such SP are Partisans
EXCEPTIONS: 1) Ferguson may lead 4 BR as a Regular (not Partisan) Leader; 2) Indians with or without a Leader are Partisans
- Sumter/Warner outrank Marion/Stark, Watson/Johnson outrank Ferguson/Brant but Ferguson (Regular) outranks Watson

A. EFFECT ON MOVEMENT

- Partisans (not Dragoons) have a movement allowance of 10

- **Partisan Leaders** (not **Ferguson**) are confined to the jurisdiction they start the game in. “North” is Middle States, New England, and 1776 only, Canada. “South” is Deep South & South Central. They and their Partisans are eliminated if outside jurisdiction.
- **Marion**: may lead units (or move) through ONE swamp hex each turn at the cost of one MP (not two)
- **Sumter**: prohibited from ending consecutive turns stacked with the same Leader

B. EFFECT ON COMBAT

- **RETREAT**: if enemy force begins its Combat Phase on hex with friendly Partisans & no friendly Regulars (SP or Leaders), all Partisan forces may try to retreat as one force by rolling one die: **1-4** no effect, **5-6** retreats same as rule **III.A.2.H.** (page 6)
- **Brant**: only controls **TM/TD** and/or **Butler’sRang** if stacked w/**BI** at start of combat (**BI** killed that combat doesn’t cancel control)

VI. OPTIONAL RULES

A. LEADER CASUALTY CHECK

This method works best in games that contain a great number of SP. It is mandatory in Scenarios **2, 4, 7** and CSGs **1, 2, 3, 4, 6**.
COMBAT PHASE: after the last round of each combat (not **NE** result in 1st round), for both forces,

- if some SP were lost & some survived, roll 2 dice & add result to friendly SP lost
 - if total is **13** or more, each friendly **1-star named Leader & Leader E** on hex must undergo a Casualty Die Roll (CDR)
 - if total is **14** or more, each friendly **2-star Leader** on hex (not overall commander) must undergo a CDR
- if all SP were lost,
 - all friendly **nameless Leaders** (not **Leader E**) on hex are removed to Turn-Track & placed at start of next turn on friendly-occupied hexes in any combination
 - each **named Leader & Leader E** on hex must undergo a CDR
- CDR: **1-3** no effect, **4** captured, **5** wounded, **6** killed
EXCEPTIONS: 1) no SP left and outside Fort, **1-3** retreat to nearest friendly-occupied hex, **4** captured, **5** wounded, **6** killed
 2) no SP left and inside Fort, **1** escape to nearest friendly-occupied hex, **2-5** captured, **6** killed

B. INVERTED/DECOY COUNTERS

This rule simulates the lack of precise information available to each side on the strength and disposition of opposing forces.

- Only **CA** & Militia/Draagoon/Indian SP can be used inverted. All other types must move and function face up.
- all inverted counters (including Dragoons) have a maximum movement allowance of 8
- Inverting counters is done at a player’s option. Dragoon SP must be turned face up to move at their full movement allowance.
- inverted counters remain inverted until entering hex occupied by enemy SP, or enemy SP enter their hex
 - Both sides immediately flip their SP on the mutually occupied hex. They cannot be inverted again until they begin their Movement Phase on hex unoccupied by enemy SP.
- **DECOY COUNTERS**: May only be used in Scenarios **5, 10** and **all** CSGs. They move in the same manner as real SP except:
 - may never move into hexes occupied by enemy units
 - If land-unit enters hex occupied by enemy Decoy counter, that Decoy is immediately placed on the nearest hex (unoccupied by enemy units) containing friendly units. It may be turned over and moved normally in the next Movement Phase.

CAMPAIGN SIMULATION GAME

The Campaign Simulation Game (CSG) provides the framework for recreating the entire Revolutionary War starting in January 1776. Since the course of the CSG will vary from its historical counterpart, most of the additional rules are devoted to establishing a resource allocation system responsive to the military situation present on the map at any one time. The full impact of British sea power and the unpredictability of French military intervention in the war are strikingly represented in the CSG.

- **NOTE: ALL PREVIOUS RULES ARE ALSO IN FORCE**

I. STRATEGIC AREAS AND TOWNS

The 13 colonies are divided into four sections called Strategic Areas for the purposes of allocating SP (CA, RM, and TM) and American Supplies. Certain key Town hexes called Strategic Towns are the reference points in determining which side controls an Area and hence determine the number of SP available in that Area at the beginning of each quarter.

CONTROL: Only the British can control a Town, Strategic Town, Strategic Area or Halifax. Occupation must be by debarked SP. Non-strategic Towns & Halifax are controlled by occupying with a SP (ignore enemy SP). If friendly/enemy **Fort**, it must be inside.

A. STRATEGIC TOWNS

For Area Status Chart (page 12) and Rate Chart values, control = occupation by the following **BR**. All other purposes (including Winter Reduction) only require **1BR**. In all cases, ignore enemy SP, if friendly/enemy Fort, the required garrison must be inside.

TOWN	BR NEEDED
Boston	4
Newport	3
New York	6
Philadelphia	4
Charleston	2
All others	1

B. STRATEGIC AREAS

British control a Strategic Area (Area) by controlling all Strategic Towns in that Area (listed in following table)

EXCEPTION: control of New England and/or Middle States also requires control of Montreal & Quebec(similar to Strategic Town)

New England	Middle States	South Central	Deep South
Boston	Ticonderoga	Alexandria	Hillsboro
Newport	Ft. Stanwix	Charlottesville	Wilmington
Springfield	Albany	Richmond	Camden
Hartford	Wyoming	Petersburg	Charleston
Norwich	New York	Norfolk	Ninety-Six
	Philadelphia		Augusta
			Savannah

C. INDIAN VILLAGES: Owego, Painted Post and Unadilla

- Forts and Magazines may not be built on the three Indian Villages
- A player may not move units into an Indian Village occupied by an enemy **BI**, **AI** or Leader that has not moved this game.
EXCEPTIONS: an enemy **BI** or **AI** leaves as it's first move of the game OR an enemy SP enters it.

II. SEASONAL INTERPHASE

CLARIFICATION: the Canada/Middle States border follows hexsides of divided hexes by the rule "containing more than 50% of the area", then continues along the St. Lawrence River to the western map edge

PROCEDURE: at end of each **March, June, September** and **December** turn the following steps (per Season) are performed

- 1. WINTER:** total **CA+CA Elite** SP are reduced depending on location per the following table (fractions round down)

LOCATION	1776	1777	1778	1779
Area with NO Strategic Towns controlled	25%	25%	0%	25%
Area with some Strategic Towns controlled	50%	50%	25%	50%
Area with all Strategic Towns controlled	100%	75%	50%	75%
Canada, West Indies, at sea (total all 3)	75%	75%	75%	50%

- 2. SPRING** and **FALL:** each player rolls 2 dice & looks up result in Random Events Table. **Results are applied in step 14.**

RANDOM EVENTS TABLE		
DR	BRITISH	AMERICAN
2	Increased Effort to End War at Home: enter 2BR on one controlled Port	Spain Invades Georgia: enter 2 SP and a nameless 1-star Leader on one hex within 3 hexes of Savannah (use French counters)
3	Additional Supply from England: enter 1 Supply on controlled Port	Improved Dragoon Training: replace 1RM with 1RD at no cost
4	Successful Attempt to Gain Indian Allies: enter 1BI on Montreal	France Increases Support: enter 1 American or French Sup. on uncontrolled Port
5	Successful Recruitment of TM: enter 2TM, one each on North and South map portions	Congress Raises Bounty for CA: enter 2CA on uncontrolled Town nearest largest American force
6-8	No Effect	No Effect
9	Tories Fear Reprisals: remove 2TM, one each from North and South map portions	Locals Fear Reprisals: remove 2RM, one each from North and South map portions
10	Storms Appear: next month, Fleets in Ports or entering Ports must remain there for the turn	Royal Navy Interrupts French Aid: remove 1 American or French Sup. anywhere on the board
11	Scandal in Admiralty: only 1 Supply this turn	French Monarch Loses Interest: remove Fleet A for next month reappearing on an OBM Transit. Box
12	War Rumors in Europe: deduct 2BR from British reinforcements	Local Governors Discourage Enlistments: deduct 2CA from American reinforcements

- 3.** all Leaders demoted in step 4. of the previous turn add +1 to their combat ratings
- 4.** on land hexes in each Area plus Canada, each side's highest ranked Leader must be stacked with the most SP
 - if not, reduce both his and the Leader with the most or equal number of SP combat ratings by one (-1)
EXCEPTION: combat ratings of 0 are not reduced
- 5. SPRING,** starting 1777: if Middle States Area is uncontrolled, American rolls a die: **1-2** enter (or rebuild) the **AI** unit on Unadilla or, if tan-striped **BI** (British ally) is on mapboard, replace it with **AI** unit, **3-6** remove it from the board
- 6. WINTER:** if **AI** unit is on mapboard, replace it with tan-striped **BI** unit placed at Unadilla
- 7. SPRING,** starting 1779:
 - both players may rebuild one lost **Elite** (not if its Leader is captured or eliminated)
 - replaces **1** SP of the same color anywhere on the board

- A wounded Leader's **Elite** can be rebuilt however, the **Elite** can't be placed on the board until the Leader returns to the board. Place the rebuilt **Elite** with its Leader on the Time Record Card to appear with him when he returns.
 - British may replace one **BI** lost anywhere with **1BI** at Oswego or Montreal
8. Check Area Status Chart (ASC) and adjust Status Indicator counters on the Rate Charts for each Area (located on the board).
- **BR** and **CA** in Canada/West Indies and units embarked on Fleets are NOT in an Area.

AREA STATUS CHART			
AREA STATUS	CA	RM	TM
NO BR in Area	Maximum	Minimum	Maximum
NO Strategic Towns controlled, NO CA in Area	Maximum	Average	Average
some Strategic Towns controlled, NO CA in Area	Minimum	Average	Minimum
NO Strategic Towns controlled, CA in Area	Average	Maximum	Average
some Strategic Towns controlled, CA in Area	Average	Average	Average
controlled	NONE	Minimum*	Minimum

* if lower than the allowable level, can't be increased to that level

EXAMPLE: At the beginning of the April 1776 turn, BR control Charleston in the Deep South Area; CA are also in that Area. Consulting the ASC shows this to be a status which provides the following rates: CA-Average, RM-Average, and TM-Average. Consulting the Rate Chart for the Deep South yields the following number of SP: CA-1, RM-8, TM-5.

9. each player adjusts his Militia levels and enters his new arrivals
- the **CA** Rate Chart value is the number of **CA** reinforcement SP available for the Area
 - the Militia Rate Chart value is the number of Militia + **Elite** Militia + Partisan SPs that can be in the Area at start of a season
 - if Militia SP are below the allowed level, additional Militia SP are brought in to bring the number up to that level
 - if Militia SP exceed the allowed level, all in excess must be removed from the board
 - Militia in Canada (includes Halifax) are always totaled with those in the Middle States Area. Excess Militia SP may be removed from either Canada or Middle States Area; however, arriving SP must be placed in the Middle States Area.
 - Militia in the West Indies are always totaled with those in the Deep South Area. Excess Militia SP may be removed from either West Indies or Deep South Area; however, arriving SP must be placed in the Deep South Area.
 - all units scheduled for arrival must be entered as soon as they become available or they are lost
 - unless noted in the following PROCEDURE, units scheduled for arrival may be placed on enemy-occupied hexes and may be split up and placed in any combination
 - if friendly besieged Fort on entry hex, new units must be entered outside Fort
- EXCEPTION: may enter inside Fort if entry hex is a **Port** that is not blockaded (enemy Fleet on port-entry hexside)*

PROCEDURE:

1. adjust **RM+RD** SP per Rate Chart placing new SP in any combination on or within 1 hex of uncontrolled Strategic Towns
 - if uncontrolled Area has all Strategic Towns controlled, place them on adjacent hexes of Strategic Towns
 - **RD** may replace new or existing **RM** at the following rate: number of **RM** on the Rate Chart divided by 4 (round up)
 - if number of **RD** exceeds this level at start of the Interphase, eliminate or replace them to the proper level

EXAMPLE: for 1-4 on a Rate Chart, 1RD may replace 1RM. For 5-8 on the chart, 2RD may replace 2RM, etc.
2. enter **CA** reinforcements per Rate Chart in the same manner as **RM**
3. adjust **TM+TD** SP per Rate Chart placing new SP in any combination on controlled Strategic Towns
 - if no controlled Strategic Towns are in the Area, place them on Strategic Towns unoccupied by enemy units
 - if all Strategic Towns are enemy-occupied, place them on adjacent hexes of Strategic Towns
 - **TD** may replace new or existing **TM** in the same manner as **RD** and are adjusted in the same manner as **RD**
4. **SPRING**: enter 1 American **Supply** to each uncontrolled Area in the same manner as **RM**
SUMMER: enter 1 American **Supply** to each Area with no controlled Strategic Towns in same manner as **RM**
5. after **December 1776**:
 - enter **2BR** on one controlled **Port** and **2BR** on New York (city) if controlled
 - **WINTER**: enter **1BR** on Charleston if controlled and **1BR** on Philadelphia if controlled
 - **SPRING, SUMMER** and **FALL**: enter 2 British **Supplies** on one controlled **Port**: Boston, New York, Philadelphia, Charleston or Quebec

10. after **French Intervention**, roll to call up Variable Forces (rule V.E. on page 15) including any damaged Fleets
11. after **French Intervention**, roll to remove Variable Forces (rule V.E. on page 15) including any damaged Fleets
12. if both sides have captured Leaders, they are exchanged on a one-to-one basis (ignore rank), each side's ranking Leaders first
- place exchanged Leaders on the Turn-Track at the current Interphase space
13. both players may Transfer Leaders – British does all his Transfers first, then American does all his

- If **named Leaders** are on Turn-Track at the current Interphase space, you may enter them in any combination to hexes occupied by friendly SP – American may enter his on uncontrolled Towns instead
- one **named Leader** on the mapboard may be placed on the Turn-Track at the next Interphase
- one **nameless Leader** on the mapboard may be moved to hex occupied by friendly SP – American may move his to an uncontrolled Town instead

14. **SPRING** and **FALL**: each player applies Random Event rolled in step 2. – American goes first

15. **WINTER 1777** and **1779**: enter **1BR** on Wilmington if controlled

III. INDIAN REINFORCEMENTS

- first time all Strategic Towns in a Deep South COLONY are controlled, enter **1BI** on J5 at start of next British turn
- first time Deep South AREA is controlled, enter **1BI** on R9 at start of next British turn

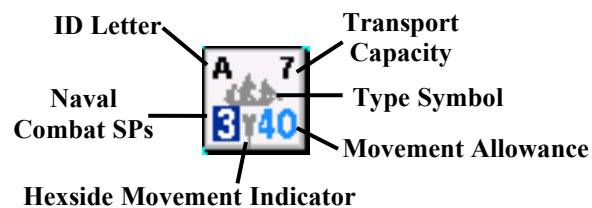
IV. PROMOTION

- in a single Combat Phase, if **2-star Leader** with combat rating 0 or **named 1-star Leader** 0/+1 is overall commander (not already promoted) while achieving any of the following, he may add +1 to his combat rating
 - attacks at least **5 SP** on a Strategic Town on 3-2 or less CRT column and destroys them or causes retreat
 - defends against at least **5 SP** on a Strategic Town on 2-1 or more CRT column and survives without retreating
 - attacks at least **10 SP** on 3-2 or less CRT column and destroys them
- a promoted Leader failing to succeed as overall commander in any of the 3 actions above immediately loses his promotion

V. SEA POWER

The following rules recreate the critical aspects of naval and amphibious operations. In addition to onboard capabilities of maneuver and combat, these rules also include off-board operations reflecting influences outside the immediate North American sphere.

- Fleets on class 2 rivers prevent enemy land-units from crossing at that hexside
- each Fleet (**BF**, **TF**, **CN**, **VF**) has the following information on it:



A. NAVAL MOVEMENT

Movement of Fleets is executed in their Movement Phase in the same manner as land movement.

- **ON-BOARD MOVEMENT:** on-board movement is a combination of the following types
 - **RIVER AND CLASS 3 HEXSIDES:** Fleets may move along river or class 3 hexsides at a cost of one movement point per hexside in the same manner as **Bateaux** with these limitations:
 - **NONE** may move along class 1 rivers. Only **TF** and the **CN** may move along class 2 rivers.
 - movement through hexes that contain land (not yellow islands) is prohibited
 - movement across gaps between class 3 hexsides and any other hexside (land/island/river/lake/bay/coastal) is prohibited
 - may enter hexside occupied by enemy Fleets, but must stop there
 - do not have to stop for enemy SP on land or enemy **Bateaux**
 - **TF** on class 2 rivers must stop if entering a hexside adjacent to enemy Fort containing supplied **Artillery**
 - **SEA-LANE HEXES:** Fleets expend one movement point per sea-lane hex entered
 - units on sea-lane hexes may move to any class 3 hexside that is directly connected to that hex and vice-versa
 - must stop when entering a sea-lane hex occupied by enemy Fleets
 - **PORT HEXES:** Fleets may enter or leave port-hexes (**Ports**) at no cost in MP
 - only enter or leave a **Port** by moving through the port-entry hexside indicated by the arrowhead symbol
 - Fleets on the port-hex indicate they are inside the **Port** and any on adjacent hexsides are outside the **Port**
 - each **Port** holds an unlimited number of Fleets
 - enemy Fleets may not enter a **Port** occupied by friendly Fleets
 - Fleets in a **Port** containing enemy SP but no friendly SP are instantly placed on the port-entry hexside unless they immediately debark a SP
- **OFF-BOARD MOVEMENT:** There are three sea-lane exits marked NORTH, EAST, and SOUTH. Whenever Fleets leave the map via these exits they must end their movement on the Off-Board Movement (OBM) Chart as outlined below. Fleets must have at least one MP remaining after entering the edge-most sea-lane hex to move off the map.
 - **NORTH Exit**
 - British **BF** and **TF** have the option of moving to the NORTH box or the HALIFAX box
 - HALIFAX represents the British naval base (**Port**) at Halifax, Nova Scotia. Only British units may use this box.
 - when entering/leaving the Halifax box via the NORTH exit, the cost to debark/embark is 5 MP
 - when entering/leaving the Halifax box via the NORTH box, there is no cost to debark/embark

- French **BF** and the **CN** must always move to the NORTH box
- Fleets intending to move to the St. Lawrence River must enter either the NORTH or HALIFAX (if British) boxes and stop. *In their next Movement Phase*, these Fleets appear on the first class 3 river hexside at a cost of one MP.
- EAST Exit: Fleets are placed on the EAST box of the OBM Chart
- SOUTH Exit: Fleets are placed on the SOUTH box of the OBM Chart
- within OBM Chart: Fleets may move from one box to another (once per turn) if they are joined by double-headed arrows
 - Transitional Boxes marked “FR” are sources of French **Supply**. French **BF** beginning their turn on such a box may embark **1Sup** if they do not leave the box that Movement Phase.
 - WEST INDIES: The West Indies boxes are **Ports** for both French and British forces (each restricted to side that owns it). There is never any cost to embark/debark.
- Fleets may re-enter the map only if they begin their Movement Phase on the SOUTH, EAST, NORTH or HALIFAX boxes. They are placed on the first sea-lane hex of the appropriate exit at a cost of one MP and may continue moving from there.

B. NAVAL TRANSPORT

Fleets may transport certain land-units during their Movement Phase.

- British may transport **Leaders, BR, TM, TD, Artillery** and **Supply** by ship via British **BF** and **TF**
- American may transport **Leaders, FR, CA, Artillery** and **Supply** by ship via French **BF** and **Supply/Artillery** in the West Indies via the **CN** (rule **V.F. WEST INDIES OPERATION** on page 15)
- **TM** and **named Leaders** at sea (sea-lane hex or OBM Chart) without Regular SP at the start of a season are automatically eliminated (treat Leaders as killed).
- the land-units must begin their Movement Phase on either a **Port** (including West Indies and Halifax) or a hex adjacent to a class 2 or 3 hexside
- May be debarked onto either a **Port** or a hex adjacent to a class 2 or 3 hexside, or the West Indies (not Militia) or Halifax boxes.
 - Debarking onto a **Port** is only allowed by entering it.
- Fleets must begin the Movement Phase in a **Port** with or hexside adjacent to the land-units to be transported
 - Land-units are signified as embarked by being placed directly underneath the transporting Fleet. If stacked with other Fleets, passengers must be kept separate. Transferring directly between Fleets is prohibited.
 - The Transport Capacity located in the upper right corner of the Fleet indicates the maximum number of units that a Fleet can transport at one time. Capacity cost is determined by the same method as used for **Bateaux** (page 4).
 - embarking/debarking operations invoke MP penalties for both Fleets and land-units

TYPE	FLEET COST	LAND-UNIT COST
Fleet in Port	5 MP	may move only 1/2 MP (round down) upon debarking (0 MP)
Fleet on class 2/3 river or class 3 bay/lake or port-entry hexside	10 MP	may not move when debarked
Fleet on class 3 coastal hexside	15 MP	may not move when debarked
Fleet debarking onto hex occupied by enemy SP	5 MP + cost listed above	may not move when debarked

- Fleets can't debark land-units if they do not have enough MP left to accomplish the operation as outlined above
- a land-unit may only embark once per turn
- each individual stack of land-units debarked invokes MP penalties for both the Fleet and the stack
- Fleets (not the **CN**) may act as ferries (rule **II.B. AS FERRY** on page 4) across class 2 or 3 hexsides. They may also embark/debark land-units in the same turn but can't move.
- Fleets on the move (not stationary) can't debark land-units if they enter hexside with an enemy Fleet

C. NAVAL COMBAT

Fleets in their Combat Phase may attack enemy Fleets.

- must occupy the same sea-lane hex or class 3 hexside and may not be in an OBM box except the French West Indies
- never forced to attack, but if attacked, must defend
- may not attack **Bateaux** and vice versa
- unescorted **TF** may never attack – if attacked, they are automatically sunk

EXCEPTION: when **TF** are attacked by the **CN** the result is not automatic, but is resolved using the “0” column on the FEC

PROCEDURE:

1. All naval SP of the Attacker are compared to all naval SP of the Defender and the DIFFERENCE (not odds ratio) between their strengths is located on the Fleet Engagement Chart (FEC). Attacks less than -1, not allowed; attacks greater than +4, treat as +4
2. one die is rolled and cross-indexed with the strength difference to obtain the result of the engagement
3. Result is applied immediately to all Fleets on hex/hexside of either the Defender or Attacker. (**D-1**= 3 months, **D-2**= 6 months)
 - Damaged Fleets are removed from the board immediately (along with any land-units onboard).

- Fleets sunk are permanently removed from the game (along with any land-units onboard).
 - Previously damaged Fleets reappear w/their cargo on any Transitional Box after the number of friendly quarters elapses.
- CLARIFICATION: a Fleet suffering **D-1** in early-March reappears late-June but late-March it reappears early-July

D. NAVAL BOMBARDMENT

Coastal Forts & Entrenchments under attack by land forces may also be bombarded by adjacent **BF** and/or **BF** in target's **Port**.

- Fleets that debarked land-units can bombard in same turn
- +1 DRM for each bombarding Fleet

PROCEDURE:

1. at the very start of each round, Attacker announces which Fleets will attempt to bombard
2. if defending force has supplied Artillery, Defender announces how he will inflict damage in the combat
 - **AL1**, **AE** or **1/2AE** results must be inflicted entirely on either land or naval forces
 - **AL2** result may be split between land and naval forces or inflicted entirely on one or the other
3. Attacker rolls one die for each bombarding Fleet: **1-4** the Fleet may bombard, **5-6** it may not
4. If any Fleets are damaged, a die roll is immediately made for each one. The number rolled is the number of **QUARTERS** (3 months) it is out of play. There is a strong chance that a Fleet would never see action again in a scenario, especially in a short or medium length scenario, therefore discretion is recommended in using Naval Bombardment.

E. FLEET AVAILABILITY AND ORDER OF APPEARANCE

Unless noted otherwise in scenario rules, British and French naval forces are grouped into two groups regarding their availability:

- **ON STATION**: units that are always available, barring combat damage
 - British: available at start of game or as reinforcements – **2BF** and **2TF**
 - French: available in, or after, the turn of French intervention – **2BF** (rule **VII.B. ORDER OF BATTLE** on page 16)
- **VARIABLE FORCES (VF)**: forces stationed in other areas called upon for limited duty in the North American sphere
 - British **VF** are **BF-VF1**, **BF-VF2** and **TF-VF**
 - French **VF** are **BF-VF** carrying **Ldr.B**, **Ldr.C**, **5FR**, **1Art**, **1Sup** initially, then **1Sup** each additional appearance
 - After French intervention, both sides may attempt to call up their own **VF** during each seasonal Interphase – British first. One die is rolled for EACH **VF** Fleet called upon: **5-6** that Fleet is available for the season.
 - Arriving **VF** must be placed on OBM Transitional Boxes – British first. British **VF** are placed in any combination.
 - each **VF** Fleet already called up may remain in play on a die roll of **4-6** (each roll separately) – British rolls for all of his first, then American rolls for **BF-VF**
 - **VF** Fleets unable to remain in play are immediately removed from the map
 - Land-units onboard are removed with that Fleet and may be brought back into play in a subsequent quarter
 - **BF-VF** carrying original/new Land-units may still reappear with the embarked additional **1Sup**

F. CONTINENTAL NAVY

The American Continental Navy existed, in one form or another, from the fall of 1775 to the end of the war. Organized squadrons, however, operated only through the middle of 1777. The following rules abstractly represent this. The CN unit also represents state navy ships used throughout the war.

- has no transport capacity (unless conducting the **WEST INDIES OPERATION**) and cannot act as a ferry
- has zero (**0**) combat SP; may not attack **BF**, only unescorted **TF**s but does not automatically sink them, it must attack them under the **0** column on the **FEC** instead
- if damaged, it must spend the required number of quarters in an uncontrolled American **Port** (not West Indies) or it is eliminated
- must end its Movement Phase in an uncontrolled American **Port** (not West Indies) at least once every 6 turns or it is eliminated
- remains in the game indefinitely or until it is **SUNK** by the British
- **WEST INDIES OPERATION**: the **CN** may sail to the West Indies box and attempt to pick up **Supply** and/or **Artillery**
 - Each turn starting on the West Indies box, American rolls one die: **1-3** instantly embark **1Sup** or **1Art**, **4** instantly embark **2Sup** or **2Art** or one of each, **5-6** no effect. If British **BF** are also on the box, add one (+1) for each Fleet to the die roll.
 - the maximum it may carry is two units
 - each time it enters, it must leave the West Indies on the first or second turn after its arrival
 - It must transport these units back to the colonies. Once debarked, it may not transport the unit(s) again.
 - British may send any number of **BF** to the West Indies to seek and destroy the **CN**. Both in the turn they arrive & (if **CN** remains) the following turn, British rolls one die: **1-3** they find the **CN** and naval combat commences.

VI. WINTER TURNS

During winter turns (Jan., Feb., Mar.), restrictions are placed on both combat and movement.

- **MOVEMENT**: no Automatic Elimination is allowed
- **MOVEMENT**: **Middle States (and border hexsides), New England, and Canada**
 - Land-units, **Bateaux** on land (by portage), and Leaders beginning the Movement Phase in these Areas or debarking on **Ports** in these Areas have their MP allowance halved (rounded down). Any debarking on **Ports** are halved again (rounded down).

- **Bateaux, TF** and the **CN** may not move or transport land-units on class 1 river, frozen class 2 or 3 river, and lake hexsides or move from **Port** to port-entry hexside. However, they may embark/debark land-units, move on class 3 bay or coastal hexsides, and act as ferries normally.

CLARIFICATION: The last northern river frozen hexsides are: Susquehanna OO28/PP29, Delaware OO33/PP33, Hudson WW37/XX38, Connecticut BBB42/CCC43, St. Croix YYY56/ZZZ57. There are no bay hexsides on the St. Lawrence River.

- Forced Marches are not allowed, including into or out of Middle States.
- **MOVEMENT: South Central (and border hexsides) and Deep South:** class 2 rivers are only crossed by ferry
- **COMBAT**
 - No unsupplied attacks are allowed. SP may still defend unsupplied, however, at half strength.
 - combat is limited to TWO rounds per hex per Combat Phase

VII. FRENCH INTERVENTION

A. UNCERTAIN ENTRY

Starting **April 1778**, the American rolls one die at the VERY start of each turn until he rolls a number permitting French entry according to the chart below (for each controlled Area at the beginning of a season, the die roll is modified with +1 DRM):

TURN	NUMBER NEEDED
April 1778	1
May 1778	1
June 1778	1, 2
July 1778	1, 2, 3
August 1778	1, 2, 3
September 1778	1, 2, 3
Oct./78 and beyond	1, 2, 3, 4

B. ORDER OF BATTLE

- when French forces intervene, they have available the following French **BF**s and accompanying French forces:
 - **BF-A – D’Estaing, 4FR, 1Lt.Inf., 1Art, 1Sup**
 - **BF-B – Rochambeau, Ldr.A, 4FR, 1Lt.Inf., 1Art, 1Sup**
 - **1Sup** on the French West Indies box
 - **BF-VF – Ldr.B, Ldr.C, 5FR, 1Art, 1Sup** initially, then **1Sup** each additional appearance (rule V.E. on page 15)
- CLARIFICATION: Allow these Fleets to temporarily violate transport capacities until initial debarking. Overloaded, they may not enter an uncontrolled **Port** without enough MPs to debark. Once they do, they must immediately debark to within capacities.
- The American places the **BF-A** and **BF-B** on the board in, or any turn after, the turn of French intervention. At start of the American Segment, these **BF** are placed stacked together on the first row of hexes in either the South or East sea exits, or on the West Indies OBM Chart box.
 - placed on the West Indies, they can embark the **1Sup** but first the **BF** must debark at least 3 capacity points of units

C. DEPLOYMENT

- French land forces may operate independently of the **BF** transporting them
- when engaged in combat, American/French **Supply** may be used interchangeably
- When building or reducing a **Magazine**, the same nationality must be retained. If building a **Magazine** from both nationalities, the American may choose which one will be created.
- Whenever a **BF** begins its turn on an OBM Chart box marked “FR,” it may embark **1Sup** (if not already loaded to capacity) if there is a French **Supply** available. It may not move for that turn.

D. WEST INDIES COMMITMENT

The British and French navies made serious commitments to the vital West Indies area. The following rules reflect this.

After French Intervention, the British must match whatever forces the French commit to the West Indies OBM Chart box.

- whenever French **BF** or **FR** move (or Withdraw) into the West Indies box, the British must send an equal number of **BF** and **BR** into the West Indies box by the route that requires the fewest Movement Phases to move, embark and transport them
 - if French **BF** are initially placed on the West Indies, the British only have to match **BF** and **FR** that debarked
 1. at start of his Movement Phase the British calculates the minimum number of turns required
 - must assume all enemy forces will not move or attack
 - must allow for delays caused by entering enemy-occupied hexes or hexsides
 - if quicker, he must move through enemy units instead of around them
 2. at end of his Movement Phase that number of turns must be lower than in step 1.
- all forces on both sides (not **TF**) sent to the West Indies are required to remain there until the 3rd turn after arrival
 - if French **BF** are initially placed on the West Indies, only **BF** and **FR** that debarked must remain

- The British are required to maintain matching forces in the West Indies for as long as French forces remain there. However, if all French **BF** move out of the West Indies, the British are relieved of the matching obligation until the French commit again.
- Matching of naval forces is executed in terms of Fleet counters, not naval combat SP. Matching of land forces is in terms of combat SP. Ignore **Artillery** and **Supply** for this determination.

EXAMPLE: One French BF carrying 5FR enters the West Indies box in June 1779. There is already 1BR in the box. The British player must respond by sending 1BF and 1TF carrying 4BR, which arrives in July. The French forces may leave the West Indies in September turn. The British TF may leave in August, but the 1BF and the 5BR must remain until October.

E. WITHDRAWAL

If, due to combat, one or more French **BF** are ever sunk, ALL **FR** and French **Artillery** in North America must be transported to the West Indies and debarked there using the remaining **BF**.

- They must attempt to move, embark and transport them by the most direct route possible in the same manner as the British sending matching forces to the West Indies. Failure to do this results in the immediate elimination of all **FR**, **Artillery** and **BF**.
- if no French **BF** are on the board, all **FR** & French **Artillery** in North America are eliminated at end of the current Segment
- any arriving Fleets (**BF-VF** or repaired **BF**) with embarked units are immediately placed on the southernmost OBM Transitional box and must move to the West Indies box as quickly as possible
- once all the **FR** and **Artillery** in North America have been debarked, French **BF** are free to operate normally

VIII. CSG OPTIONAL RULES

The following optional rules add new options, or slightly change some of the mechanics of the Campaign Game rules. Players should use them with discretion, as some may alter the course of play from what players are used to in the earlier editions.

A. COMBAT RESULTS TABLE

This revised CRT is being offered for those who felt the original Advanced Game CRT did not reflect the fact that most battles ended when one side broke, not when one side was eliminated. All notes are the same as the notes in the original. This table adds the possibility of retreating to the choices.

- Use the PROCEDURE on page 6.
- When one side is forced to retreat, they lose an additional SP when moving into the new hex.

Die Roll	Odds							
	1—3	1—2	1—1	3—2	2—1	3—1	4—1	5—1
-3	AE	AE	AE	AE	1/2 AE	1/2 AE	AL2/AR	AL1/AR
-2	AE	AE	AE	1/2 AE	1/2 AE	AL2/AR	AL1/AR	AR
-1	AE	AE	1/2 AE	1/2 AE	AL2/AR	AL1/AR	AR	AL2
0	AE	1/2 AE	1/2 AE	AL2/AR	AL1/AR	AR	AL2	AL1
1	1/2 AE	1/2 AE	AL2/AR	AL1/AR	AR	AL2	AL1	NE
2	1/2 AE	AL2/AR	AL1/AR	AR	AL2	AL1	NE	AL2/DL1
3	AL2/AR	AL1/AR	AR	AL2	AL1	NE	AL2/DL1	AL1/DL1
4	AL1/AR	AR	AL2	AL1	NE	AL2/DL1	AL1/DL1	DR
5	AR	AL2	AL1	NE	AL2/DL1	AL1/DL1	DR	DL1
6	AL2	AL1	NE	AL2/DL1	AL1/DL1	DR	DL1	DL2
7	AL1	NE	AL2/DL1	AL1/DL1	DR	DL1	DL2	DL1/DR
8	NE	AL2/DL1	AL1/DL1	DR	DL1	DL2	DL1/DR	DL2/DR
9	AL2/DL1	AL1/DL1	DR	DL1	DL2	DL1/DR	DL2/DR	1/2 DE
10	AL1/DL1	DR	DL1	DL2	DL1/DR	DL2/DR	1/2 DE	1/2 DE
11	DR	DL1	DL2	DL1/DR	DL2/DR	1/2 DE	1/2 DE	DE
12	DL1	DL2	DL1/DR	DL2/DR	1/2 DE	1/2 DE	DE	DE
13	DL2	DL1/DR	DL2/DR	1/2 DE	1/2 DE	DE	DE	DE
14	DL1/DR	DL2/DR	1/2 DE	1/2 DE	DE	DE	DE	DE

B. INTRINSIC ARTILLERY IN FORTS

- A Fort has an intrinsic value of **1Art** that gives defending force -1 DRM (in addition to other DRMs) for first round of combat. If supply is used, the DRM may be applied for all rounds of combat.
- When dismantling a Fort, the player has the option of taking the intrinsic **Artillery** with him. He dismantles Fort and places **1Art** on the same hex. The **Artillery** may move the turn after Fort is dismantled.

C. SUPPLY MOVEMENT

This rule greatly effects the movement of armies on the board. Historically, Revolutionary armies tended to stay within established paths most of the time. Moving supply trains in the wilderness was a laborious endeavor.

NOTE: Use of this rule should be limited to the Campaign Game but Players may experiment with it in some of the Advanced Game scenarios. Some scenarios will not work well with it; for example, the revised Tory and Indian War.

- **Supply** moving into a clear hex without a Town costs 2 MP, **Supply** moving into a swamp hex costs 4 MP

D. FRENCH INTERVENTION AND FORCES

French military assistance was slow in materializing. A treaty of alliance was signed with the United States in February 1778, but actual military forces were not available until July of that year. As helpful as these seemed, they were only available for the season, sailing back to the West Indies before winter. A permanent army under Rochambeau made its arrival July 1780. Finally, the Americans were able to really hit back at the British, and the stage was set for Yorktown. The optional rules simulate these facts and force the American player to use the French in a historical manner.

Use of these rules requires the Campaign Game Time Record Chart to include an extra year, **1781**.

- **SEASONAL**: the following French forces are available short-term for the American player
 - **August 1778**: **BF-A** and **BF-B**, each carrying **3FR, 1Lt.Inf., 1Art, 1Sup**, plus **D'Estaing** and **Ldr.A** are all placed on the EAST OBM box at start of American turn. These must be removed from the map at end of the November turn.
 - **August 1779**: **BF-A** and **BF-B**, each carrying **3FR, 1Lt.Inf., 1Art, 1Sup**, plus **D'Estaing** and **Ldr.B** are all placed on the SOUTH OBM box at start of American turn. These must be removed from the map at end of the November turn.
 - **August 1781**: **BF-VF** carrying **Ldr.C, 3FR, 1Lt.Inf., 1Art, 1Sup** is placed on the SOUTH OBM box at start of American turn. These must be removed from the map at end of the November turn.
 - if any Seasonal Fleet is sunk, ALL remaining Seasonal forces must be immediately removed from the map
- **PERMANENT**: the following French forces are permanent forces
 - **July 1780**: **BF-A** and **BF-B** carrying a TOTAL of **8FR, 1Lt.Inf., 2Art, 1Sup, Rochambeau** and **Ldrs. A & B** are all placed on the EAST OBM box at start of American turn
 - **May 1781**: **2Sup** are placed at a French-occupied **Port** (not West Indies)
 - French may receive additional French **Supply** on the Transitional boxes labeled "FR" (see normal rules)
- French Intervention must be rolled for normally. For every turn the French do not intervene, the **August 1778** Seasonal forces are delayed a turn. This continues up to the **November 1778** turn. If the French do not intervene by then, these French forces are unavailable. The same applies to the **August 1779** Seasonal forces if intervention has not yet occurred.
- under rule **VII.D. WEST INDIES COMMITMENT** (page 16), the British must still match anything the French place there
- use the 1779 column of the CA Winter Reduction Rates chart for **WINTER 1780**
- continue British and American reinforcements/replacements throughout **1781**
- eliminate end of game (**December 1780**) victory conditions and use them at revised end of game (**December 1781**) instead

SCENARIOS (BASIC, ADVANCED, CSG)

It was once said the scenarios "simply don't do justice to the game; most are silly." Over time this criticism has lost its punch; today, the scenarios are played more than the longer campaign games. Consequently, additional scenarios have been developed since 1776's initial release, and revisions of the originals have made the scenarios the most appealing part of the system. Here is a COMPLETE description of every scenario. These rules are official, being the final form in their development.

I. RULES FOR ALL SCENARIOS

- **REINFORCEMENT/TURN RECORD TRACK** (Turn-Track): provides information as to which side moves first in each turn, length of game, reinforcement composition, location, turn-of-entry, and the passage of time – use Time Now counters to keep track of elapsed game turns directly on the Turn-Track
- **AREA OF PLAY**: units leaving the area of play are permanently out of the game
- **SET-UP**: Optional – substitute one **Leader E** (or both) for any other **nameless Leader(s)**.
- **CONTROL** = (unless noted) occupied by SP either **free of enemy SP** or **inside Fort** (ignore Entrenchments)
- **REINFORCEMENTS**: (unless noted),
 - enter immediately at start of friendly turn or they are lost
 - enter ALL on ONE hex
 - do not spend 1 MP to enter
 - priority when entering the game:
 - 1) entry hex enemy-occupied, enter on adjacent hex free of enemy units
 - 2) entry hex surrounded by enemy units, enter on hex 2 hexes from entry hex & free of enemy units
 - 3) if still unable, enter on hex adjacent to entry hex & cannot move this turn
- **COM COUNTERS**: destroyed by SP beginning friendly turn on hex free of enemy SP (ignore enemy SP inside Fort/Entrenchment)
- **RAIN**: in **WINTER** turns, **Deep South & South-Central Area** (including border hexes) class 2 rivers are only crossed by ferry

II. BASIC GAME

This semi-historical scenario is specially designed to familiarize players with the basic mechanics of the game. It abstractly portrays the situation in mid-1776 during the initial British buildup.

AREA OF PLAY: the two northern pieces of the board

SPECIAL RULES

- ignore all rules except **II. MOVEMENT** (page 3) and **III.A. PROCEDURE, BASIC GAME** (page 5)
- CONTROL POINTS:** Points are awarded to the British for having at least **1BR** on any of the following hexes unoccupied by **CA** at end of the December '76 turn. The American player receives Control Points for any of the following hexes in which he has at least **1CA** regardless of the presence of **BR**.

HEX CONTAINING:	CONTROL POINTS
Philadelphia	15
New York	15
Newport	5
Boston	15
Albany	20
West Point	7
Fort Stanwix	10
Ticonderoga	6
Saint Johns	3
Montreal	5
Quebec	10

VICTORY CONDITIONS

- BRITISH** wins by having at least 25 more Control Points than American at end of game
- any other result is an **AMERICAN** victory

TURN-TRACK: **British** moves first

	19BR: New York	21BR: one Port				
1 JUN. 1776	2 JUL. 1776	3 AUG. 1776	4 SEP. 1776	5 OCT. 1776	6 NOV. 1776	7 DEC. 1776
	6CA: Albany	4CA: Albany	4CA: Philadelphia	3CA: Philadelphia	1CA: Albany	

SET-UP

BRITISH	New York	20BR	AMERICAN	Philadelphia	2CA
	Oswego	1BR		Morristown	17CA
	Saint Johns	10BR		West Point	6CA
	Montreal	4BR		Albany	1CA
	Quebec	1BR		Fort Stanwix	1CA
				Ticonderoga	3CA
				Boston	2CA

III. ADVANCED GAMES

The Advanced Game scenarios illustrate specific campaigns of the revolutionary war more accurately than the Basic Game. The main source for several of these scenarios is from the Boardgamer's Unofficial Guide to 1776 (BUG) which was published by Bruce A. Monnin in 2000.

#1 – CANADA INVADED - 1775

1776 Scenario #1 (Revised) by Gilbert Collins | rules source: BUG – pg. 48

AREA OF PLAY: the northernmost piece of the board, north of hexes NN21 through RRR51 (exclusively)

SPECIAL RULES

- Forts may not be dismantled, **Artillery** may not move
- if **Carleton** is in a British stack that is destroyed, he is placed at Quebec at start of next British turn

VICTORY CONDITIONS

- **AMERICAN** wins by fulfilling all 3 conditions at **end of game**
 1. owns Fort at Quebec
 2. owns last SP to enter Montreal
 3. has St. Johns free of British units
- **BRITISH** wins by fulfilling either condition at **end of game**
 1. has SP inside Fort at either Quebec or St. Johns
 2. has SP at Montreal
- any other result is a draw

TURN-TRACK: **American** moves first

	Arnold, 2RM: Ft. Western A	1RM: Albany			
1 SEP. 1775	2 OCT. 1775	3 NOV. 1775	4 DEC. 1775	5 JAN. 1776	6 FEB. 1776
	1TM: Montreal	1TM, 1Sup: Quebec	B		

A = **Montgomery**: hex where Schuyler is, then remove **Schuyler** from game

B = **1BR**: Quebec (if enemy SP outside friendly Fort, may enter inside)

SET-UP

BRITISH	Quebec (Fort)	1TM, 1Sup, 1Art	AMERICAN	Ticonderoga (Fort)	Schuyler, 3RM, 1Sup, 1Bat
	Montreal	Carleton, 1TM, Mag, 1Bat		Albany	1RM
	Saint Johns (Fort)	1BR, 1Art			

#2 – SARATOGA CAMPAIGN

1776 Scenario #2 (Revised) by Bob Furney | rules source: The Boardgamer magazine - Vol. 7, No. 1

AREA OF PLAY: the northernmost piece of the board

SPECIAL RULES

- **CONTROL:** Ignore Forts. Victory Points(VP) are awarded by controlling Towns at end of game
 - **British:** New York must have at least **6BR** for entire game; Philadelphia must have at least **4BR**

TOWN	VP AWARDED
Philadelphia	4 to British
New York	5 to American
West Point	3
Albany	3 to British or 5 to American
Ft. Stanwix	2 to British or 3 to American
Oswego	1 to American
Ticonderoga	1
Montreal	5 to American
Quebec	5 to American

- New York must have at least **6BR** at end of Jun, Jul & Aug for reinforcements **H** to arrive there
- rule V. SEA POWER (page 13; not V.F. WEST INDIES OPERATION)

- optional rules **VI.A. LEADER CASUALTY CHECK** (page 10) & **VIII.B. SUPPLY MOVEMENT** (page 17) are mandatory
- June: first player this turn to move a unit from row ZZ or south of it to north of row ZZ must pay 3 VP penalty
- July: if no penalty paid in June, first player this turn to move a unit north of row ZZ must pay 2 VP penalty
- August: if no penalty paid in June or July, first player this turn to move a unit north of row ZZ must pay 1 VP penalty
- **British** may only embark **30 SP** (plus any amount of others) on Fleets:
 - embarked force is stacked as one during initial embarking and must remain that way during initial debarking
 - right after initial embarking, British secretly writes down final destination of force and removes them from the board
 - using naval movement, the turn the embarked force appears at Head of Elk, NN34/OO35, or YY37/ZZ38 it is placed back on the board and (other than Head of Elk) may continue to move from there to their final location
- Saint Johns: **Ldr.A** and **2BR** are inside Fort at start of game and can't move until enemy SP enters Canada
- Quebec: all units are inside Fort at start of game and can't move until enemy SP enters Canada
- **COM** counters are only used to mark bonus Supply entry hexes
- REINFORCEMENTS (not **H**): if entry hex is enemy-controlled Town, enter on nearest friendly-controlled Town

VICTORY CONDITION: most VP wins (tie result is a draw)

TURN-TRACK: **British** moves first

	1Sup: Montreal A B C	E	H		
1 JUN. 1777	2 JUL. 1777	3 AUG. 1777	4 SEP. 1777	5 OCT. 1777	6 NOV. 1777
	Ldr.A, 2CA, 2RM: Albany D	Stark, 3RM: III40 F G	I	Ldr.B, 4RM: Albany	

A = **1Sup**: hex III40 if BR or TM occupy hex – if unable, try next turn

B = **Ferguson, 1TM, 1Sup**: Philadelphia if British-controlled last turn – if unable, try next turn

C = **Ldr.D, Brant, Butler'sRang, 1BI, 1Bat**: Oswego

D = **1Sup**: Reading if British entered PA last turn – if unable, try next turn

E = **1BI**: Ft. Stanwix if British captured Fort there last turn – if unable, try next turn

F = remove **Schuyler** from the game

G = **Gates, Arnold, 1st RI, Glover'sMA, 4CA, 1RM, 1Sup**: Albany

H = **6BR, 1Sup**: British-controlled Port – New York, Quebec, or Philadelphia

I = **Lincoln, Morgan, Morgan'sRifles, 5CA, 1Sup**: Albany

SET-UP

BRITISH	Quebec (Fort)	Carleton, 4BR, 1Sup
	Saint Johns (Fort)	Burgoyne, Fraser, Riedesel, Ldr.A, 1Gren., 1Lt.Inf., 16BR, 1BI, 1Sup, 2Art,
	Oswego (Fort)	1BR, 1Sup
	New York (Ent)	Howe, H.Clinton, Cornwallis, Grey, G.Clinton, Knyphausen, Ldr.B, Ldr.C, 1Gren., 1Lt.Inf., 32BR, 6TM, 2Sup, 1Art, TF-A, TF-B, TF-VF
AMERICAN	Ticonderoga (Fort)	Schuyler, 4CA, 1Sup, 1Art, 1Bat
	Mt. Independence (Ent)	Warner, 1RM
	Ft. Stanwix (Fort)	1CA, 1RM
	Albany	1RM, 1Sup
	West Point (Fort)	1CA, 1RM, 1Art
	Morristown (Ent)	Washington, Sullivan, Lafayette, Stirling, Wayne, Knox, Wayne'sPA, Smallwood'sMD, 6CA, 4RM, 1Sup, 1Art
	Philadelphia (Fort)	2RM, CN
	Wilmington	1RM

- place 1 neutral **COM** each at Reading and hex III40

#3 – GREENE’S SOUTHERN CAMPAIGN - 1780

1776 Scenario #3 (Revised) by Jim Lawler | rules sources: BUG – pgs. 15, 20, 22, 24; 2nd Edition scenario card

AREA OF PLAY: the two southern pieces of the board

SPECIAL RULES

- **3RM** in Charlotte at start of game can’t move until **CA** SP begins turn in hex
- **Bateaux** may not be built
- the **Bateau** may not be used AS TRANSPORT
- if using optional rule **VI.B.** (page 10), only **American** SP & **4 blue Decoys** may be inverted
- December is a RAIN turn and March is not

VICTORY CONDITIONS

- **AMERICAN** wins by occupying with SP free of enemy SP a Deep South Strategic Town (not Hillsboro) at **end of game**
- **BRITISH** wins by having all 7 Deep South Strategic Towns free of enemy SP at **end of game**
- any other result is a draw

TURN-TRACK: **British** moves first

			A		
1 DEC. 1780	2 JAN. 1781	3 FEB. 1781	4 MAR. 1781	5 APR. 1781	6 MAY. 1781
			2CA, 1Sup: hex on NC/VA border		

A = **1BR, 1Sup**: Wilmington if free of enemy SP

SET-UP

BRITISH	Wilmington	Ldr.A, 2BR
	Camden	Tarleton, Tarleton’sLeg, 2BR, 1Sup, Mag
	Georgetown	1TM
	Winnsboro	Cornwallis, 1Gren., 5BR, 1TM, 1TD
	Charleston	2BR
	Ninety-Six (Fort)	1BR, 1TD
	Augusta	1BR
	Savannah	1TM
AMERICAN	Charlotte	3RM
	Ramsay’s Mill	1RM

- British places **Rawdon** at any hex, then American places the following:
 - **Morgan, Ldr.A, 2RM**: in any combination to any hexes
 - if using optional rule **VI.B.** (page 10, American places **4 blue Decoys**: in any combination to any hexes
 - **4CA, 1Sup**: stacked within 1 hex of Cheraw
 - **1RD, 1RM**: stacked within 2 hexes of Georgetown north of Santee River
 - **1CA, 1RM**: stacked within 2 hexes of Thickety Fort
 - **1RM**: within 2 hexes of Ft. Prince George
 - **Marion**: within 2 hexes of Georgetown
 - **1Bat**: Dan River hexside completely in North Carolina
 - **Greene, Lee’sLeg, Smallwood’sMD**: stacked within 1 hex of Camden
- all **American** SP may start the game entrenched

#4 – YORKTOWN CAMPAIGN - 1781

1776 Scenario #4 (Revised) by Robert Furney | rules source: The Boardgamer magazine – Vol. 7, No. 4

AREA OF PLAY: the two middle pieces of the board and the OBM Chart

SPECIAL RULES

- rule V. SEA POWER (page 13); rule VI.A. LEADER CASUALTY CHECK (page 10) is mandatory
- in the enemy's Movement Phase, Fleets may attempt to intercept to any adjacent hex/hexside entered by an enemy Fleet to attack it:
 - roll 1 die per intercepting Fleet: 1-2 succeeds (more than 1 Fleet may intercept to combine for attack)
 - only 1 successful interception allowed per turn for each Fleet
 - Combat occurs immediately. If enemy Fleet survives, it may continue moving.
- Fleet Engagement Chart no. of Quarters = no. of turns instead
- damaged Fleets: **British** may also reappear at New York or Halifax, **French** only reappear at French West Indies OBM box
- Bateaux** may ferry units at coastal hexsides at cost of 3 MP
- Norfolk: NOT a Port but still a Town
- Yorktown: if Fort in hex, Town is a Port
- New York: at least **6BR** must occupy hex for entire game
- Victory Points are awarded as follows:

BRITISH ACTION	BRITISH VP
destroy all 5 COM counters	+1
sink Fleet	+2
damage Fleet	+1
dismantle Fort at West Point	+1
at least 2:3 ratio of British / American SP in VA at end of game	+1
fail to build Fort at either Yorktown or Portsmouth	-1
AMERICAN ACTION	AMERICAN VP
at least 1 COM counter remains at end of game	+1
sink Fleet	+2
damage Fleet	+1
capture or kill Arnold	+2
dismantle Fort at either Yorktown or Portsmouth	+1
move friendly unit south of row RR before May	-1

VICTORY CONDITIONS

- AMERICAN** wins at **start of friendly turn** if friendly SP occupies New York with less than **6BR** in hex
- most VP wins (tie result is a draw)

TURN-TRACK: **British** moves first

	A	B C	D E		G	H		
1 MAR. 1781	2 APR. 1781	3 MAY. 1781	4 JUN. 1781	5 JUL. 1781	6 AUG. 1781	7 SEP. 1781	8 OCT. 1781	9 NOV. 1781
		2RM: within 2 hexes of Charlotte	Ldr.C, 1CA: within 2 hexes of Charlotte F	2RM: within 2 hexes of Charlotte		2RM: within 2 hexes of Charlotte I		J

A = **Phillips**, **1Lt.Inf**, **3BR**, **2Art**: Portsmouth occupied by BR – if unable, try next turn

B = **1Sup**: Portsmouth occupied by BR – if unable, try next turn

C = **Cornwallis**, **Leslie**, **Tarleton**, **2BR**, **1TD**: hex on NC/VA border

D = remove **Phillips** and **Arnold** from game

E = **Ldr.B**, **3BR**: Portsmouth occupied by BR or Yorktown with Fort in hex – if unable, try next turn

F = **Wayne**, **Wayne'sPA**, **1CA**, **1Sup**: hex on PA/MD border

G = **Ldr.C**, **5BR**, **1Sup**, **BF-A**, **BF-VF1**, **TF-A**: New York

H = **1Sup**: Portsmouth occupied by BR or Yorktown with Fort in hex – if unable, try next turn

I = French forces **Ldr.B, Ldr.C, 5FR, 1Lt.Inf, 1Sup, 1Art, BF-B, BF-VF**: sea-lane hex south of row U (divide units between Fleets per transport capacities)

J = remove French forces **Ldr.B, Ldr.C, 5FR, 1Lt.Inf, 1Art, 1BF, BF-VF**

SET-UP

BRITISH	Portsmouth	Arnold, 2BR, 1TM, 1Sup
	New York (Ent)	H.Clinton, Grey, Prevost, Knyphausen, Ldr.A, 27BR, 2TM, 1Sup, 2Art
	CCC45	BF-B
AMERICAN	Petersburg	1RM
	Williamsburg (Ent)	1RM, 1Sup
	Baltimore	Lafayette, 3CA, 1Sup
	Morristown (Ent)	Washington, Lincoln, Knox, Ldr.A, 1stRI, 13CA, 1Sup, 1Art
	West Point (Fort)	Ldr.E, Ldr.B, 4CA, 2RM, 1Sup
Newport	French: Rochambeau, Ldr.A, 1Lt.Inf., 7FR, 1Sup, 1Art, BF-A	

- place 1 blue COM each at Charlotte, Charlottesville, Richmond, Petersburg and Williamsburg

#5 – TORY AND INDIAN WAR - 1778

Scenario #5 by Robert Furney | rules sources: BUG–pg. 75; The Boardgamer–Vol. 6, No. 4; Consimworld; PBEM tourney 4-16-02

AREA OF PLAY: the northernmost piece of the board

SPECIAL RULES

- when bidding for sides, British can't remove neutral **Indian** SPs (Owego **BIs**) as part of his bid
- optional rule **VIII.B SUPPLY MOVEMENT** (page 17) cannot be used
- 2BI** in Owego at start of game may not move until attacked
- 1BR** in Oswego at start of game can't move until turn 6; the other **3BR** can't move the entire game
- Brant's** combat rating can only be used if stacked with **BI** or after it is killed in that combat
- Morgan's Rifles** are treated as a stand-alone **Elite** unit.
- REINFORCEMENTS:** if entry hex (not XX34) was captured (Fort) or destroyed (**COM**) by enemy, enter on nearest friendly Town or Village, then apply rule **I. REINFORCEMENTS** (page 18), priorities 1) thru 3)
- WINTER TURN:**
 - no Movement or Combat
 - British** units on mapboard may be placed in any combination at Oswego, Unadilla, Painted Post and Owego
 - American** units on mapboard may be placed at nearest controlled Town
 - Forts/**COM** counters are only dismantled/destroyed if friendly/enemy SP remains in hex
- Victory Points are awarded as follows:

BRITISH ACTION	BRITISH VP
destroy COM at Wyoming	+2
dismantle Fort at UU29	+1
destroy COM at XX34	+2
dismantle Fort at DDD36	+1
destroy COM at DDD35	+2
destroy COM at FFF34	+2
dismantle Fort at Fort Stanwix	+3
AMERICAN ACTION	AMERICAN VP
destroy COM at Unadilla	+3
destroy COM at Owego	+3
destroy COM at Painted Post	+3
dismantle Fort at Oswego	+4
kill Brant	+1

- if using optional rule **VI.B.** (page 10), only **TM, BI & 7 red Decoys** may be inverted

VICTORY CONDITION: most VP wins (tie result is a **BRITISH** victory)

TURN-TRACK: British moves first

	Brant: Unadilla 1TD: Oswego	1Sup: Unadilla	1TM: Painted Post			B C	D	F		
1 JUL. 1778	2 AUG. 1778	3 SEP. 1778	4 OCT. 1778	5 NOV. 1778	WINTER	6 MAY 1779	7 JUN. 1779	8 JUL. 1779	9 AUG. 1779	10 SEP. 1779
	A	Ldr.B, 1RM, 1Sup: York	Morgan's Rifles, 1Sup: Albany	1RM, 1Sup: Albany		Ldr.C, 3CA, 1Sup: Albany	E			

A = 1RM: hex XX34 if a British SP ended or attacked there last turn – if unable, try next turn

B = 1BI: Painted Post if an Indian SP has been eliminated

C = At-Start Owego 2BI: if not attacked yet, roll one die, they may move on dr 6

D = At-Start Owego 2BI: if not attacked yet, roll one die, they may move on dr 5-6

E = Sullivan, 3CA, 2RD, 1Sup, 1Art: Easton

F = At-Start Owego 2BI: if not attacked yet or activated, both may now move

SET-UP

BRITISH	Oswego (Fort)	Ldr.A, Butler's Rang., 4BR, 2Sup	AMERICAN	Wyoming (Ent)	1RM, 1Sup, 1 blue COM
	Painted Post	Ldr.B, 1BI, 1TM, 1Sup, 1 red COM		UU29 (Fort)	none
	Owego	2BI, 1 red COM		Albany (Ent)	Ldr.A, 1RM
	Unadilla	1BI, 1TM, 1Sup, 1 red COM		DDD36 (Fort)	none
			DDD35 (Ent)	1RM, 1 blue COM	
			FFF34 (Ent)	1RM, 1 blue COM	
			XX34	1 blue COM	
			Fort Stanwix (Fort)	2RM, 1Sup	

- if using optional rule VI.B. (page 10), British places 7 red Decoys in any combination to any hexes

#6 – LINCOLN'S SOUTHERN CAMPAIGN - 1779

Scenario #6 by Jim Lawler | rules sources: BUG – pgs. 20, 65; The Boardgamer magazine – Vol. 6, No. 4

AREA OF PLAY: the two southern pieces of the board, south of the VA/NC border

SPECIAL RULES

- COM counters are destroyed by BI beginning friendly turn in same hex free of enemy SP
- rule VI. WINTER TURNS (page 15)
- British may move up to 2BR, 1Sup & 1 Leader (by sea) from ONE Port to another during turns 2 thru 5 (one event per turn)
- British must have 2BR at Savannah for entire game (if any eliminated in combat/AE, replace fast as possible)
- Forts at Savannah and Charleston may not be dismantled
- Artillery in Charleston at start of game may not be moved or destroyed
- unsupplied Artillery can fire once per combat

VICTORY CONDITIONS

- at end of game if any COM counters remain:
 - BRITISH wins by fulfilling both conditions
 1. controls Savannah and Augusta
 2. controls Charleston or any 3 of Ninety-Six, Camden, Wilmington, Hillsboro
 - AMERICAN wins by fulfilling both conditions
 1. controls Savannah or Augusta
 2. controls Charleston and any 3 of Ninety-Six, Camden, Wilmington, Hillsboro
 - any other result is a draw
- at end of game if all COM counters destroyed:
 - AMERICAN wins by fulfilling both conditions
 1. controls Savannah or Augusta
 2. controls any 4 of Ninety-Six, Charleston, Camden, Hillsboro, Wilmington
 - any other result is a BRITISH victory

TURN-TRACK: British moves first

	A B C D E F		1BR: controlled Port		1BR: controlled Port		
1 MAR. 1779	2 APR. 1779	3 MAY 1779	4 JUN. 1779	5 JUL. 1779	6 AUG. 1779	7 SEP. 1779	8 OCT. 1779
	G H I J					K	

- A = 1BI:** J5 if 2 Red Star Towns in NC or SC (any combination) were British-controlled last turn – if unable, try next turn
- B = 1BI:** R9 if any Red Star Town in NC or SC was British-controlled last turn – if unable, try next turn
- C = 2TM:** friendly-occupied hex if at least 3BR in NC – if unable, try next turn
- D = 2TM:** friendly-occupied hex if at least 3BR in SC – if unable, try next turn
- E = 1TD:** Wilmington if British-controlled last turn – if unable, try next turn
- F = 1TM:** Charleston if British-controlled last turn – if unable, try next turn
- G = 1RM:** hex in GA if at least 2CA in GA last turn – if unable, try next turn
- H = 2RM:** CA-occupied hex in SC if at least 3BR in SC this turn – if unable due to BR requirement, try next turn
- I = 2RM:** CA-occupied hex in NC if at least 3BR in NC this turn – if unable due to BR requirement, try next turn
- J = Sumter, 1RD:** hex in SC if British controlled Charleston this turn – if unable, try next turn
- K =**French forces **D’Estaing, 7FR, 1Sup:** Port or coastal hex using debarkation rules in V.B.NAVAL TRANSPORT(pg 14)

SET-UP

BRITISH	Savannah (Fort)	Prevost, Ldr.B, 1Lt.Inf., 9BR, 1TD, 1TM, 2Sup, 1Art
	Augusta	Ldr.E, 2BR, 1TD, 1TM, 1Sup
AMERICAN	Charleston (Fort)	Lincoln, Ldr.E, 4CA, 1RD, 3RM, 1Sup, 1Art
	Ninety-Six (Ent)	1CA, 3RM, 1Sup
	I6 (Ent)	1RM
	N8 (Ent)	1RM
	Hillsboro (Ent)	Ldr.A, 1CA, 1RD, 1RM
	Cross Creek (Ent)	1RM
	Wilmington (Ent)	1RM

- place 1 blue COM each at I6, N8, P11 and U13

#7 – THE BRITISH DILEMMA - 1778

Scenario #7 by Jim Lawler | rules source: BUG – pgs. 16, 20, 23, 68

AREA OF PLAY: the two northern pieces of the board

SPECIAL RULES

- rules V.A. NAVAL MOVEMENT (page 13) and V.B. NAVAL TRANSPORT (page 14)
- rule VI. WINTER TURNS (page 15)
- optional rule VI.A. LEADER CASUALTY CHECK (page 10) is mandatory
- REINFORCEMENTS: if entry hex is enemy-controlled (not C), enter on nearest Town not enemy-occupied or surrounded by enemy units
- NORTHERN STRATEGY = British control West Point, Albany & either Ft. Stanwix or Ticonderoga
SOUTHERN STRATEGY = British have not met requirements for Northern Strategy

VICTORY CONDITIONS

- AMERICAN wins instantly if controll’g New York at end of his turn or British unable to remove required units(see TurnTrack)
- NORTHERN STRATEGY
 - AMERICAN wins by fulfilling both conditions at end of game
 1. avoids all 3 British victory conditions
 2. controls any 2 of Newport, Boston, or Philadelphia

- **BRITISH** wins by fulfilling all 3 conditions at **end of game**
 1. controls either Philadelphia or Newport
 2. controls New York, West Point, Albany, Ticonderoga, Montreal, and Quebec
 3. controls any 2 other Strategic Towns
- any other result is a draw

or

• SOUTHERN STRATEGY

- **AMERICAN** wins by controlling any 3 of Newport, Boston, West Point, or Philadelphia at **end of game**
- **BRITISH** wins by fulfilling all 4 conditions at **end of game**
 1. controls either Philadelphia or Newport
 2. controls New York and West Point
 3. controls either Montreal or Quebec
 4. controls Boston or any 2 other Strategic Towns
- any other result is a draw

TURN-TRACK: American moves first

	2RM: Albany	1CA: Boston 1RM: Ft. Stanwix	1RM: Ft. Stanwix A B	DETERMINE BRITISH STRATEGY (SPECIAL RULE)	3RM: Boston 2RM: Albany	4RM: Albany	E	
1 MAR. 1778	2 APR. 1778	3 MAY 1778	4 JUN. 1778		5 JUL. 1778	6 AUG. 1778	7 SEP. 1778	8 OCT. 1778
	2BR: New York	1TM, 2BI, 1Sup: Oswego	2TM: if controlled, Albany	2BR, 1Sup: New York C	D	F	G	

A = 2CA, 1Sup: Albany

B = French forces **D’Estaing**, 5FR, 1Sup, 1Art, **BF-A**: sea-lane hex LL43, NN44, or PP45

C = SOUTHERN STRATEGY: remove 2BR at New York from the board – if unable, American wins

D = SOUTHERN STRATEGY: remove 2BR at New York & one British 1-star Ldr. from board – if unable, American wins

E = remove all French forces from board at start of turn,

F = SOUTHERN STRATEGY: remove 6BR at New York & one British 2-star Ldr from board – if unable, American wins

G = SOUTHERN STRATEGY: remove 2BR at New York from the board – if unable, American wins

SET-UP

BRITISH	Quebec (Fort)	1BR, 2TM, 1Sup, 1Art
	Montreal (Fort)	Carleton, Ldr.A, 3BR, 3TM, 1BI, 1Sup
	Saint Johns (Fort)	1Lt.Inf., 1BR
	Oswego (Fort)	Ldr.B, Johnson, Butler’sRang., 1BR
	Painted Post	Brant, 1BI
	Newport (Ent)	Ldr.C, 5BR, 1TM, 1Sup
	New York (Ent)	Grey, Heister, Ferguson, Ferg.Prov., 1Gren., 13BR, 5TM, 1Art, Mag, BF-A, TF-A
AMERICAN	Philadelphia (Ent)	H.Clinton, Cornwallis, Leslie, Phillips, Knyphausen, Tarleton, Ldr.D, Tarleton’sLeg., 36BR, 1TM, 2Sup, 2Art
	Norwich	Warner, 1RM
	Ticonderoga (Fort)	Schuyler, Stark, 2RM, 1Sup
	Ft. Stanwix (Fort)	Ldr.A, 1RM
	Albany	1RM
	Boston	2RM, 1Sup
	Providence	Sullivan, Glover’sMA, 1stRI, 2RM
West Point (Fort)	Ldr.B, 2CA, 2RM, 1Sup, 1Art	
Wilmington (Ent)	Arnold, 2CA, 1RM	

- American places **Washington, Lee, Greene, Lafayette, Stirling, Wayne, Morgan, Morgan's Rifles, Smallwood's MD, Wayne's PA, 16CA, 5RM, 2Sup, 1Art**, stacked in one hex within 2 hexes of Philadelphia

#8 – MONTCALM AND WOLFE - 1759

Scenario #8 by Fred Sassin | rules sources: BUG – pgs. 16, 21, 23, 71-73; The Boardgamer– Vol. 6, No. 4; PBEM tourney 4-16-02

AREA OF PLAY: the northernmost piece of the board

SPECIAL RULES

- CONTROL: ignore Forts
- TM = Canadian Militia (**CM**), RM = British Colonials (**BC**), BI = French Indians (**FI**)
- treat **BC** as **BR** for combat & Fort-build
- British** can build Fort in hex GGG36 (Fort William Henry)
- Bateau** transport cost for British **Supply** is 1 point per unit
- Ticonderoga: until Fort William Henry is built, can't be attacked & siege effects are ignored
- Forts at Ticonderoga, Saint Johns and Quebec may not be dismantled
- Amherst** only moves 5 MP per turn and cannot Force March
- Levis**: if not stacked with **FR**, leads **CM** and/or **FI** as a **Partisan Leader**
- Rogers** leads **BC** and/or **AI** as a **Partisan Leader**
- Victory Points are awarded as follows:

BRITISH ACTION	BRITISH VP
control Quebec at end of game	+7
control Saint Johns & Montreal at end of game	+5
destroy COM at RRR40 with Rogers	+2
destroy COM at RRR40 without Rogers	+1
Prideaux & 6BR have not moved off board thru ZZ26 by end of turn 3	- 5
fail to build Fort at Oswego	- 1
fail to build Fort at GGG36	- 1
fail to destroy COM at RRR40	- 1
FRENCH ACTION	FRENCH VP
control Fort at Ticonderoga at end of game	+5
control Albany at end of turn	+2 per turn
control Oswego at end of turn	+1 per turn
dismantle Fort at Oswego	+1
dismantle Fort at Ft. Stanwix	+1
dismantle Fort at GGG36	+1
dismantle Fort at HHH38	+1

VICTORY CONDITION: most VP wins (tie result is a **FRENCH** victory)

TURN-TRACK: **British** moves first

	1Sup: island at AAAA45 A	A C	1Sup: island at AAAA45	A F	1Sup: island at AAAA45	
1 MAY 1759	2 JUN. 1759	3 JUL. 1759	4 AUG. 1759	5 SEP. 1759	6 OCT. 1759	7 NOV. 1759
	B	D E		E		

A = 1Sup: Albany (not if occupied by French units only)

B = 1FI: within 3 hexes of Quebec – may be withheld for a later turn

C = 1AI: Oswego if occupied by at least 6BR

D = 1FI, 1CM: any combination within 3 hexes of Ft. Levis – may be withheld for a later turn

E = 1Sup: Montreal (not if occupied by British units only)

F = 2Bat: GGG36 (in any combination)

SET-UP

BRITISH	on the island (not river bank) at AAAA45	Wolfe, Monckton, Townshend, Ldr.C, 1Lt.Inf, 14BR, 2BC, 1Sup, 1Art
	HHH38 (Fort Edward) (Fort)	Ldr.B, 1BR, 1BC
	Albany	Amherst, Prideaux, Ldr.A, Rogers, 13BR, Rogers'sRang, 7BC, 2Sup,
	Fort Stanwix (Fort)	1BC
FRENCH	Quebec (Fort)	Montcalm, Bougainville, Ldr.B, 1Lt.Inf, 5FR, 9CM, 1Sup, 1Bat
	Trois Riviers	1CM
	RRR40 (Abenaki Village)	2FI, 1 neutral COM
	Montreal	Levis, 1FR, 1CM, 1Sup, 1Bat
	Saint Johns (Fort)	1CM
	KKK32 (Fort Levis) (Fort)	1CM
	Ticonderoga (Fort)	Bourlamaque, Ldr.A, 1Lt.Inf, 4FR, 1CM, 1Sup, 1Bat

- British places 4 **Bateaux** in any combination on any of the class 3 river hexsides at AAAA45

#9 – THE BRITISH RECEDING - 1781

Scenario #9 by Jim Lawler | rules sources: BUG– pgs. 23, 77, 82; The Boardgamer– Vol. 6, No. 4; PBEM tourney 4-16-02

AREA OF PLAY: the two southern pieces of the board, south of VA-NC border (border hexes are playable)

SPECIAL RULES

- at start of American June turn, if **Cornwallis, Leslie** & **3BR** have not left the area of play into VA, British lose 2 VP and **Cornwallis** & **Leslie** are removed from the game
- Victory Points are awarded by controlling Strategic Towns and Commerce Towns (CT) at end of game
 - control of unoccupied CT = last side to occupy with SP at end of friendly turn

TOWN	VP AWARDED
Savannah	2
Augusta	1
Ninety-Six	1
Charleston	5
Orangeburg CT	1
Ft. Watson CT	1
Georgetown CT	1
Camden	2
Cheraw CT	1
Hillsboro	1
Cross Creek CT	1
Wilmington	3

VICTORY CONDITIONS

- AMERICAN** wins if he controls Charleston at **start of friendly turn**
- BRITISH** wins
 - if he controls all 7 Strategic Towns at **start of friendly turn**, or
 - at **end of game** if he has at least 13 VP
- any other result is an **AMERICAN** victory

A. **TURN-TRACK:** **British** moves first

	A1	1BR: Charleston	A2	1BR: Charleston E1		1BR: Charleston E2		1BR: Charleston
1 MAR. 1781	2 APR. 1781	3 MAY 1781	4 JUN. 1781	5 JUL. 1781	6 AUG. 1781	7 SEP. 1781	8 OCT. 1781	9 NOV. 1781
	B C	D		F		G		

- A1** = 1TM: hex in NC if no CA in NC – if unable, try next turn
- B** = 1RM: any force if American VP total at end of previous month included 6 VP from Towns
- C** = 1Sup: any force if American controls 3 or more VP Towns
- D** = 1RM: Hillsboro if American-controlled
- A2** = 1TM: hex in NC if **A1** entered at least 2 turns ago & no CA in NC – if unable, try next turn
- E1** = 1TM: hex in SC if no CA in SC – if unable, try next turn
- F** = 1RM: hex where Greene is if Greene in SC
- E2** = 1TM: hex in SC if **E1** entered at least 2 turns ago & no CA in SC – if unable, try next turn
- G** = 1RM: CA force in GA if CA in GA

SET-UP

BRITISH	Savannah (Fort)	2BR	AMERICAN	Ramsour's Mill (Ent)	Sumter, 1RM
	Augusta (Ent)	1BI, 1TM		Hillsboro (Ent)	Greene, Ldr.A, Lee's Leg., 3CA, 1RD, 6RM, 1Sup
	Ninety-Six (Fort)	Ldr.E, 1BR		M20 or M21 (Ent)	Marion, 1RM
	Charleston (Fort)	Ldr.A, 1Gren., 1Lt.Inf., 2BR, 1Sup, 1Art			
	Orangeburg (Ent)	Rawdon, 3BR, 1 red COM			
	Ft. Watson (Ent)	Watson, 1TD, 1 red COM			
	Camden (Ent)	1BR			
	Cheraw (Ent)	1TM, 1 red COM			
	Ramsay's Mill (Ent)	Cornwallis, Leslie, 4BR, 1TD, 1TM, 1Sup			
	Wilmington (Ent)	Ldr.B, 2BR			

- American places 1RD (Ent) within 1 hex of Ft. Prince George
- Place 1 neutral COM each at Georgetown and Cross Creek

#10 – THE CAROLINAS - 1776

Scenario #10 by Michael Anchors | rules source: BUG – pgs. 16, 23, 24, 81

AREA OF PLAY: the two southern pieces of the board

SPECIAL RULES

- British units at sea may only land at a Port (even enemy-occupied) – once landed, can't move until next turn
- British units at a Port may transfer (costs entire MP allow.) to sea or another Port (even enemy-occupied)
- British Artillery may not move on land
- if using optional rule VI.B. (page 10), only 3 blue & 3 red Decoys may be used

VICTORY CONDITIONS

- AMERICAN wins by having Wilmington or Charleston free of BR (ignore Forts/Entrenchments) at end of game
- BRITISH wins by fulfilling either condition at end of game
 1. occupies Wilmington & Charleston with BR & no Fort or friendly SP both inside & outside Fort
 2. has Wilmington & Hillsboro free of enemy SP or occupied by an entrenched friendly SP
- any other result is a draw

TURN-TRACK: British moves first

	A B	A C	A D	A
1 FEB. 1776	2 MAR. 1776	3 APR. 1776	4 MAY. 1776	5 JUN. 1776
	1CA: Charleston, Lee, 1RM: Hillsboro	1CA: Hillsboro, 1RM, 1Sup: Camden	1RM: Camden	1RM: Camden

- A** = 2TM: if British occupy a Port in NC or SC, enter one each on Ninety-Six and Salisbury
- B** = H.Clinton, 2BR, 1Sup: sea-lane hex (at sea)

- C** = 1**Sup**, 2**Art**: sea-lane hex (at sea)
D = 1**Lt.Inf.**, 2**BR**: sea-lane hex (at sea)

SET-UP

BRITISH	Augusta	Ldr.B, 2 TM
	Ninety-Six (Fort)	Ldr.A, 3 TM
	Ramsay's Mill	2 TM
AMERICAN	Savannah (Ent)	1 RM
	Charleston (Ent)	Ldr.E, 3 RM , 1 Sup , 1 Art
	Camden (Ent)	1 RM
	Wilmington (Ent)	Ldr.A, 1 RM
	Hillsboro (Ent)	1 RM
	Charlotte (Ent)	1 RM
	Lynchburg (Ent)	1 RM

- if using optional rule **VI.B.** (page 10), each side places **3 Decoys** in any combination at any hexes – **British** places his first

#11 – 1775 CAMPAIGN

Scenario #11 by Charles Diamond | rules source: Old Soldiers magazine – Vol. 2, No. 3

AREA OF PLAY: the entire board

SPECIAL RULES

- nameless Leaders** are permanently eliminated if killed or captured
- Artillery** in Quebec & Ticonderoga can't be destroyed unless accompanied by **SP** and can't move unless accompanied by **Knox**
- Artillery** in Boston & Charleston can't be destroyed or moved unless accompanied by **SP**
- BI** in J5 at start of game is confined to Deep South and can't enter hex with Fort unless accompanied by **TM** or **BR**
- April: **American** forces may not enter Boston and **British** forces may not AE
- REINFORCEMENTS: may enter on hex adjacent to entry point
 - if entry hex is enemy-occupied or surrounded by enemy units, enter on within 1 hex of nearest Town free of enemy units
- rule V. SEA POWER (page 13)
- optional rule **VI.A. LEADER CASUALTY CHECK** (page 10) cannot be used

OPTIONAL RULES

- Add **3BI** to set-up, one each at Unadilla, Owego and Painted Post. They may not be attacked until moved.
- all **American** forces suffer –1 DRM (in addition to –1 DRM for Militia-only in rule **III.F.** (page 8)) when attacking mostly **BR**

VICTORY CONDITIONS

- AMERICAN** wins
 - instantly** by fulfilling either condition
 - occupies Boston with **SP** free of **enemy SP**
 - has British garrison at Boston fall below **4BR**
 - by fulfilling both conditions at **end of game**
 - occupies free of **enemy** units: Montreal, St. Johns, Norfolk, Charleston & Ninety-Six
 - preserves both **COM** counters
- BRITISH** wins by fulfilling all 3 conditions at **end of game**
 - occupied Boston with at least **4BR** the entire game
 - controlled Ninety-Six the entire game
 - destroyed both **COM** counters
- any other result is a draw

TURN-TRACK: British moves first

A B C	D	I	N O	1TM: Oswego		2TM: Norfolk R	1TM: Oswego U V W X	1Lt.Inf.: Quebec
1 APR. 1775	2 MAY 1775	3 JUN. 1775	4 JUL. 1775	5 AUG. 1775	6 SEP. 1775	7 OCT. 1775	8 NOV. 1775	9 DEC. 1775
	E F G H	J K L M	P Q		2RM: Hillsboro	S T	Y Z	

A = Ldr.B, Ldr.C, Glover'sMA, 14RM, 1Sup: hex adjacent to Boston at end of British Movement Phase

B = Stark, 2RM: Portsmouth, NH at end of British Movement Phase

C = Ldr.A, 6RM: Hartford at end of British Movement Phase

D = Howe, H.Clinton, Burgoyne, 1Gren., 8BR, 1Sup, TF-A, BF-A: Boston – cannot move this turn

E = Arnold, Warner, 1RM: Ticonderoga

F = Schuyler, 1RM, 1Sup: Albany

G = 2RM: New London

H = Greene, 3RM: Providence

I = 4TM: one each to Montreal, Quebec, Oswego, Augusta

J = Montgomery, 1RM: Albany

K = 4RM: one each to Ft. Stanwix, New York, Philadelphia, Annapolis

L = Morgan, Morgan'sRifles: Alexandria

M = Ldr.D, 4RM, 1Sup: Charleston

N = Ldr.B, 1BR: Norfolk

O = Ldr.C, 2TM: Ninety-Six

P = Washington, Lee, Gates, Lincoln, Sullivan, Knox, 2RM, 1Sup: hex where main American army is

Q = Ldr.E, 2RM: Alexandria

R = 3TM: one each to Montreal, Boston, Ninety-Six

S = Stirling, 2RM: Morristown

T = 2RM: one each to Camden and Savannah

U = Remove Burgoyne from game

V = 1TM, 1Sup: Quebec

W = 3BR: Boston

X = 2TM: Salisbury

Y = 3RM: one each to Albany, Charlottesville, Lynchburg

Z = 1RM: Montreal if RM occupies Montreal free of enemy SP – if unable, try next turn

SET-UP

BRITISH	Quebec (Fort)	Carleton, 1Sup, 1Art	AMERICAN	Portsmouth, NH (Fort)	1RM
	Montreal	Mag		Cambridge (Ent)	1RM, 1 blue COM
	Saint Johns (Fort)	1BR		Fort Stanwix (Fort)	1RM
	Ticonderoga (Fort)	1Art		Williamsburg	1RM, 1 blue COM
	Boston (Ent)	Ldr.A, 8BR, 1Sup, 1Art			
	J5	1BI			
	Ninety-Six (Fort)	none			
	Charleston (Fort)	1Art			

#12 – BOSTON - 1775

Scenario #12 by Charles Diamond | rules source: Old Soldiers magazine – Vol. 2, No. 3

AREA OF PLAY: the entire board

SPECIAL RULES

- **nameless Leaders** are permanently eliminated if killed or captured
- **Greene & Morgan's** combat ratings are reduced to 1
- **Artillery** in Quebec & Ticonderoga can't be destroyed unless accompanied by SP and can't move unless accompanied by **Knox**
- **Artillery** in Boston can't be destroyed or moved unless accompanied by SP
- April: **American** forces may not enter Boston and **British** forces may not AE
- REINFORCEMENTS: may enter on hex adjacent to entry point
 - if entry hex is enemy-occupied or surrounded by enemy units, enter on within 1 hex of nearest Town free of enemy units
- rule V. SEA POWER (page 13)

OPTIONAL RULES

- Add **3BI** to set-up, one each at Unadilla, Owego and Painted Post. They may not be attacked until moved.
- all **American** forces suffer –1 DRM (in addition to –1 DRM for Militia-only in rule **III.F.** (page 8)) when attacking mostly **BR**
- extend game length to 11 turns (April '75 to February '76) and add Quebec to “end of game” **American** Victory Condition

VICTORY CONDITIONS

- **AMERICAN** wins
 - **instantly** if he fulfills either condition
 1. occupies Boston with SP free of **enemy** SP
 2. has British garrison at Boston fall below **4BR**
 - at **end of game** by occupying with SP free of **enemy** SP Montreal & St. Johns and preserving **COM** counter
- **BRITISH** wins by occupying Boston with at least **4BR** the **entire game** and destroying **COM** counter
- any other result is a draw

TURN-TRACK: **British** moves first

A B C	D	I		1TM: Oswego		1TM: Boston, 1TM: Montreal	1TM: Oswego N O P	1Lt.Inf.: Quebec
1 APR. 1775	2 MAY 1775	3 JUN. 1775	4 JUL. 1775	5 AUG. 1775	6 SEP. 1775	7 OCT. 1775	8 NOV. 1775	9 DEC. 1775
	E F G H	J K	L M			Stirling, 2RM: Morristow n	1RM: Albany Q	

A = Ldr.B, Ldr.C, Glover'sMA, 14RM, 1Sup: hex adjacent to Boston at end of British Movement Phase

B = Stark, 2RM: Portsmouth, NH at end of British Movement Phase

C = Ldr.A, 6RM: Hartford at end of British Movement Phase

D = Howe, H.Clinton, Burgoyne, 1Gren., 8BR, 1Sup, TF-A, BF-A: Boston – cannot move this turn

E = Arnold, Warner, 1RM: Ticonderoga

F = Schuyler, 1RM, 1Sup: Albany

G = 2RM: New London

H = Greene, 3RM: Providence

I = 3TM: one each to Montreal, Quebec, Oswego

J = Montgomery, 1RM: Albany

K = 3RM: one each to Ft. Stanwix, New York, Philadelphia

L = Washington, Lee, Gates, Lincoln, Sullivan, Knox, 2RM, 1Sup: hex where main American army is

M = Morgan, Morgan'sRifles: Philadelphia

N = Remove Burgoyne from game

O = 1TM, 1Sup: Quebec

P = 3BR: Boston

Q = 1RM: Montreal if RM occupies Montreal free of enemy SP – if unable, try next turn

SET-UP

BRITISH	Quebec (Fort)	Carleton, 1Sup, 1Art	AMERICAN	Portsmouth, NH (Fort)	1RM
	Montreal	Mag		Cambridge (Ent)	1RM, 1 blue COM
	Saint Johns (Fort)	1BR		Ft. Stanwix (Fort)	1RM
	Ticonderoga (Fort)	1Art			
	Boston (Ent)	Ldr.A, 8BR, 1Sup, 1Art			

#13 – SOUTHERN CAMPAIGN - 1775

Scenario #13 by Charles Diamond | rules source: Old Soldiers magazine – Vol. 2, No. 3

AREA OF PLAY: the entire board

SPECIAL RULES

- **nameless Leaders** are permanently eliminated if killed or captured
- **Artillery** may not be destroyed or moved unless stacked with SP
- **BI** in J5 at start of game is confined to Deep South and can't enter hex with Fort unless accompanied by **TM** or **BR**
- **REINFORCEMENTS:** may enter on hex adjacent to entry point
 - if entry hex is enemy-occupied or surrounded by enemy units, enter on within 1 hex of nearest Town free of enemy units

VICTORY CONDITIONS

- **AMERICAN** wins by fulfilling both conditions at **end of game**
 1. occupy with **SP** free of **enemy** SP Norfolk, Charleston & Ninety-Six
 2. preserved **COM** counter
- **BRITISH** wins by fulfilling both conditions at **end of game**
 1. controlled Ninety-Six the entire game
 2. destroyed **COM** counter
- any other result is a draw

OPTIONAL RULE

- split scenario into two separate games #13V and #13C – play either one
 - for Set-Up and reinforcements, ignore units that are out-of-play
 - **#13 – VIRGINIA**
 - Area of Play: northern middle piece of the board
 - Victory Conditions: ignore Charleston and Ninety-Six
 - use 7 SP for each Militia SP
 - set up **3BR** and **5TM** at Norfolk instead of **1BR**
 - **#13 – CAROLINA**
 - Area of Play: southern middle piece of the board
 - Victory Conditions: ignore Norfolk and the **COM** counter

TURN-TRACK: **British** moves first

		1TM: Ninety-Six 2TM: Norfolk	2TM: Salisbury		
1 AUG. 1775	2 SEP. 1775	3 OCT. 1775	4 NOV. 1775	5 DEC. 1775	6 JAN. 1776
	2RM: Hillsboro	1RM: Camden 1RM: Savannah	1RM: Charlottesvill e 1RM: Lynchburg		

SET-UP

BRITISH	Norfolk (Ent)	Ldr.A, 1BR
	J5	1BI
	Ninety-Six (Fort)	Ldr.B, 2TM
	Augusta	1TM
AMERICAN	Annapolis	1RM
	Alexandria	Ldr.E, 2RM
	Williamsburg (Ent)	1RM, 1 blue COM
	Charleston (Fort)	Ldr.A, 4RM, 1Sup, 1Art

#14 – BRADDOCK’S DEFEAT

Scenario #14 by Fred Sassin | rules source: Boardgame Geek website (1776 folder) by Tom Sassin dated 1-26-26

COMPONENTS

- **MAPBOARD:** The board consists of the original 1776 mapboard extended to include America west to the Mississippi River and several hundred miles beyond that (New Orleans, St. Louis, and upper Great Lakes are included), and east to the Atlantic Ocean (Nova Scotia, New Brunswick, and Louisbourg are included). Depicted on the map are terrain features, settlements and Forts for the French & Indian War, American Revolution, and the War of 1812.
- **PLAYING PIECES:** Players must obtain a new set of counters to play this scenario. Included are several new types of counters such as independent companies, stockades and raid markers.

The upgraded mapboard is entitled “Crucible of Liberty v2.0” and can be downloaded with the playing pieces in Cyberboard gamebox form entitled “1776+CoL v1.0” from Limey-Yank Games here: [Limey Yank Games](#)

AREA OF PLAY: the entire Crucible of Liberty v2.0 mapboard

SPECIAL RULES

- TM = Canadian Militia (CM), RM = British Colonials (BC), AI = French Indians (WPI)
- treat BC as BR for combat & Fort-build
- Independent Companies (IC) represent 1/5 of a SP and do not require a Leader to move their full allowance
EXCEPTION: each 5 IC (not IIC or AP) in a stack are replaced with 1SP. Replacement SP are treated as 1 Regular or Militia SP as follows: if Regular increases Regular-SP total above 11BR or 6FR, Militia, if not, owner chooses
 - Indian IC = IIC, Acadian Partisan IC = AP
 - At any time, a player may consolidate/breakdown IC on the same hex. Always use same color/unit type when doing so.
 - AP may retreat as a stack before combat on a die roll of 5-6
 - in combat, IC SP are not considered Militia or Regular (no DRM when by themselves)
 - Forts may be dismantled with 2 IC or 1 SP
- British can build Forts in hexes 44087 (Fort William Henry) and 46088 (Ft. Edward)
- Transport Fleets (TF) have 0 combat value, 30 MP allow. & 15 cargo points
EXCEPTION: Turn 1, British TF has 40 MP, French TF has 50 MP
- Washington leads BC as a Partisan Leader
- Braddock: combat rating = 0 for first combat outside a Fort
- French Player attacking Braddock’s force for the first time may declare an Ambush
 - in all rounds as Attacker, Tactical Cards are not used & French gain +1 DRM
 - Braddock may retreat by rolling one die at end of each round: 1st retreats on 6, 2nd on 5-6, 3rd and up on 4-6
 - Braddock’s casualty DR = 9-10 wounded, 11-12 killed
- each time the initial WPI SP participates in an attack with FR against a hex without a Fort or Stockade east of 41064 (Ft. Cumberland), it may roll one die to gain allies: 1-2 place 2 WPI in hex, 3-4 place 1 WPI in hex, 5-6 no effect. Such allies are removed at end of the Combat Phase
- if the Mikmac Indian (MI) is on mapboard after Ft. Beausejour falls to the British, it must roll a die at the beginning of each Turn for survival: 1-3 no effect, 4-6 it is permanently removed.
- British Player cannot attack hex 43091 (Ft. St. Frederic) or Ticonderoga until building Fort at 46088 (Ft. Edward)
- French Player cannot attack hex 46088 (Ft. Edward) or Albany until building Fort at Ticonderoga
- STOCKADES
 - BUILDING: build Entrenchment then, if requirements for Entrenchment remain, flip to stockade at end of second Turn
 - EFFECT ON COMBAT: Stockades provide a –2 die roll modifier (DRM) when defending (in addition to other DRMs). Tactical Cards are not used when attacking units inside a Stockade.
 - CAPTURE & DESTRUCTION: same as Fort except 1 IC required to dismantle

- RAIDS: you may declare a Raid by occupying a VP hex free of enemy SP during your Movement Phase
 - place “Raid” marker on hex
 - hex’s VP value is halved at end of game
 - at start of following month, enemy receives **IC** SP equal to hex’s VP value, stacked within 6 hexes of Raided hex
*EXCEPTIONS: **French** Raids in Acadia/Nova Scotia, **British** Raids in western PA*
- Victory Points are awarded at end of game as follows:

BRITISH ACTION	BRITISH VP
controls Fort at 41064 (Ft. Cumberland) & Ft. Duquesne (ignore Stockade/Fort at Ft. Duquesne)	+5
controls Fort at 41064 (Ft. Cumberland) & Stockade at Ft. Duquesne	+6
controls Fort at 41064 (Ft. Cumberland) & Fort at Ft. Duquesne	+7
controls Ft. LeBoeuf, Ft. Machault, Ft. Presque Isle, Ft. Duquesne	+5
controls Ft. Stanwix & Stockade at Oswego	+1
controls Ft. Stanwix & Fort at Oswego	+2
controls Ft. Niagara & either Ft. Presque Isle or Oswego	+10
controls Ticonderoga without Fort	+3
controls Fort at Ticonderoga	+4
controls 43091 (Crown Point)	+3
controls 41095 (Saint Johns)	+10
built Fort at 44087 (Ft. William/Henry)	+1
failed to build Fort at 46088 (Ft. Edward)	-3
controls Ft. Beausejour	+1
controls Saint John (57108)	+1
FRENCH ACTION	FRENCH VP
controls Ft. Duquesne without Stockade/Fort	+5
controls Stockade at Ft. Duquesne	+6
controls Fort at Ft. Duquesne	+7
controls hex 41064 (Ft. Cumberland)	+5
controls Oswego	+5
controls Fort at 46088 (Ft. Edward)	+4
controls Fort at 44087 (Ft. William/Henry)	+2
controls Albany	+10
failed to build Fort at Ticonderoga	-3
controls Fort in Acadia/Nova Scotia with IC or SP	+4 per hex
controls Town without Fort in Acadia/Nova Scotia with IC or SP	+3 per hex
controls hex without Fort (not Town) in Acadia/Nova Scotia with IC or SP	+2 per hex

VICTORY CONDITIONS

- **FRENCH** wins by VP total at **end of game**
 - 1-10 less than **British** - marginal
 - more than **British** - decisive
- **BRITISH** wins by VP total at **end of game**
 - 16-20 more than **French** - marginal
 - at least 21 more than **French** - decisive
- any other result is a draw

TURN-TRACK: British moves first

		1Sup: 41064 (Ft. Cumberland) C	Ldr.C, 1BC, 1Sup, 1Art: Albany		1Sup: Albany	
1 MAY 1755	2 JUN 1755	3 JUL 1755	4 AUG 1755	5 SEP 1755	6 OCT 1755	7 NOV 1755
	A B	D	D	D E	D	

- A** = **1WPI**: within 2 hexes of Ft. Duquesne – may be withheld for a later turn
B = if Ft. Beausejour is French-controlled, **MI**: within 2 hexes on die roll 1-3 – if unable, try next turn if Ft. Beausejour has fallen to the British & **MI** is not on mapboard, **MI** is permanently removed
C = **Johnson, Ldr.B, 4BR, 4BC, 2Sup, 1Art**: Albany if unoccupied by French units only
D = **2AP**: any non-Town Fort hex in Acadia/Nova Scotia on die roll either 1-2 or 1-3
 < 4 French **AP** in Acadia/Nova Scotia, use 1-2
 > 3 French **AP** in Acadia/Nova Scotia, use 1-3
E = **Ldr.D, 1CM, 1Bat**: stacked on either Ft. Frontenac, 38091 (Ft. Levis), or Saint Johns (41095)

SET-UP

Boston/Louisbourg: units may start embarked in any combination

BRITISH	Alexandria	Braddock, Dunbar, 3BR, 1Sup, 1Art
	41064 Fort Cumberland (Fort)	Washington, 1BC, 2IC
	Albany	Shirley, 1BR, 2IC, 1Sup
	Boston	Monckton, 1BR, 3BC, 1Sup, 1TF
	Halifax (Fort)	1BR, 2IC, 1Sup, 1Art
	62113 Fort Edward (Fort)	2IC
	Port Royal (Fort)	2IC
	Fort Lawrence (Fort)	Ldr.A, 1BR, 2IC
FRENCH	Fort Duquesne (Fort)	Contrecoeur, 1FR, 2IC, 1Sup
	Presque Isle (Stock)	1IC
	Fort LeBoeuf (Stock)	1IC
	Fort Venango (Stock)	1IC
	Fort Niagara (Fort)	2IC
	Fort Frontenac (Fort)	2IC, 1HC
	38091 Fort Levis (Fort)	2IC, 1HC
	41095 Saint Johns (Fort)	2IC
	43091 Fort St. Frederic (Fort)	Ldr.B, 1FR, 2IC, 1Sup
	Fort Presque Isle or Fort Niagara or Oswego	Beaujeu, Dumas, 2CM, 1Sup
	Quebec (Fort)	Vaudreuil, 2CM, 1Sup, 1Art, 2Bat
	Fort Beausejour (Fort)	Ldr.A, 1CM, 2IC, 1Sup
	57108 Saint John (Fort)	2IC
	Louisbourg (Fort)	Drucour, Dieskau, Ldr.C, 4FR, 2IC, 2Sup, 2Art, 1TF
	43099	2HC
	41096	1HC

#15 THE 1813 CAMPAIGN

Scenario #15 by Jim Lawler & Jim Engler | rules source: The Boardgamer magazine – Vol. 9, No. 3

COMPONENTS

- **MAPBOARD:** The board consists of the original 1776 mapboard extended to include America west to the Mississippi River, several hundred miles beyond that (New Orleans, St. Louis, and upper Great Lakes are included), and east to the Atlantic Ocean (Nova Scotia, New Brunswick, and Louisbourg are included). Depicted on the map are terrain features, settlements and Forts for the French & Indian War, American Revolution, and the War of 1812.
- **PLAYING PIECES:** Players must obtain a new set of counters to play this scenario. Included are several new types of counters such as temporary militia, lake-boat fleets, and raid markers.

The upgraded mapboard is entitled “Crucible of Liberty v2.0” and can be downloaded with the playing pieces in Cyberboard gamebox form entitled “1776+CoL v1.0” from Limey-Yank Games here: [Limey Yank Games](#)

AREA OF PLAY: the entire Crucible of Liberty v2.0 mapboard west of column 57000 (exclusive)

SPECIAL RULES

- BR = British Regulars & Fencibles (**BR**), TM/TD = Canadian Militia/Dragoons (**CM/CD**), FR = Canadian Voltigeurs (**CV**), CA = American Regulars (**AR**), RM/RD = American Militia (**AM/AD**)
- Temporary Militia = **TCM, CV, TAM**
- **AR** moves 7 MP max., **Elites** move 8 MP max.
- Naval Leaders only lead **LF**, Indian Leaders only lead **BI**
- **Fort**s hold a max. of 6 SP inside. In combat, defender gains +2 DRM and SP are NOT doubled.
- **AM/AD** entering Canada or **CM/CD** (treat **CV** (not **Salaberry’s Voltigeurs**) as **CM**) entering US must roll one die for each stack
 - 1) **CM/CD** with **BR** gain +1 DRM
 - 2) **AM/AD** in Northwest Dept. gain +1 DRM
 - 3) Militia with Leader gain Overall Commander’s combat value +DRM
 - 4) **1-2** retreat to nearest friendly Town in home country, **3-5** 3/4 (round down) retreat, **6** half (round up) retreat
- units starting in New England are not activated until **British** player enters Area
- **REINFORCEMENTS:** if entry hex enemy-controlled or friendly **Fort** besieged, enter on nearest friendly-controlled Town
- **LAND COMBAT:** if combat has not ended after 3 rounds, Attacker must retreat to hex he attacked from
- **RAIDS:** you may declare a **Raid** if SP occupies a VP Town without enemy SP or **Raid** marker at start of your Movement Phase
 - place **Raid** marker on hex
 - add half of Town’s VP value to your total (retain fractions)
 - in Force Pool of the Town’s Department, enemy converts **1 TAM/TCM** to **1 AM/CM**
 - at end of year, all **Raid** markers are removed
- Militia and Indians are confined to the Department (area) they start the game in.
 - **Upper Canada** = west of column xx074 (exclusive) to river/lake hexsides
 - **Northwest** = west of column xx074 (exclusive) outside Upper Canada
 - **Niagara** = within red dashed lines and river/lake hexsides
 - **Lower Canada** = Canada east of Niagara Dept./Georgian Bay/Lake Superior and north of St. Lawrence River
 - **Middle States** = 1776 Middle States Area
 - **New England** = 1776 New England Area

FORCE POOL (Max. SP in Area)						
Department	AM	CM	TAM	TCM	AI	BI
Upper Canada & Northwest	5	2	4	2		8
Niagara	4	2	6	5	1	2
Lower Canada & Middle States	6	3	8	4, 2CV		1
New England	4		8			

- **CONTROL:**
 - **VP Town:** ignore Entrenchments
 - in home country: either free of enemy SP or occupied by friendly SP inside **Fort**
 - in enemy country: occupied by SP either free of enemy SP or inside **Fort**
 - **BI** without Indian Leader or **BR** are placed outside **Fort**
 - **VP Lake:** unchallenged/undamaged **LF** OR challenge results in enemy withdrawn/completely sunk
 - Victory Points (VP) are awarded by **Raids**, control of Lakes end of November, control of Towns end of game
 - **American** adds VP to the total, **British** subtracts them

VP TOWN	VP VALUE	VP TOWN	VP VALUE
Detroit	3	Ft. Erie	1
Ft. Meigs & Ft. Miami	1	Ft. George	1
Plattsburg	3	Burlington	2
Ogdensburg	1	York	2
Ft. Niagara	2	Amherstburg	2
Presque Isle	1	Port Talbot	1
Black Rock	1	Lacolle	1
Pittsburgh	4	Kingston	3
Sandusky	1	Prescott	1
Charlotte	1	Montreal	4
Burlington, VT	3	Quebec	4
Norwich	2		
Oswego	1	VP LAKE	VP VALUE
Albany	4	Lake Erie	2
Sackett's Harbor	3	Lake Ontario	2
Ticonderoga	2	Lake Champlain	2

- lake hexes are treated same as sea-lane hexes
- St. Lawrence River ends at 38088/37089 (inclusive)
- **Bateaux**
 - moving east along Ohio River hexsides, MP costs are doubled
 - cannot enter hexside 39093/40093 (Great Sault Rapids)

LAKE BOAT FLEETS (LF) – (if December, **skip** this section)

LF(+1) = Fleet with **1** naval combat SP (NSP), **30** MP allowance and **1** point transport capacity

LF(+2) = Fleet with **2** naval combat SP (NSP), **30** MP allowance and **2** point transport capacity

- LF under build/repair inside an enemy-controlled **Port** are immediately destroyed
- MOVEMENT: LF move same as 1776 Fleets
 - only move on lake hexes and lake hexsides
 - may enter hex/hexside occupied by enemy LF but must stop and end movement there
 - enemy Fleets may enter a **Port** occupied by friendly Fleets
 - LF inside **Port** are not affected by enemy SP on land
- AS TRANSPORT: LF transport units same as 1776 Fleets: the cost is **1** point per SP or unit
 - only act as ferry if not fully loaded: LF(+1) transports **1** unit, LF(+2) transports **1** (1 point embarked) or **2**
 - Damaged LF cannot embark but may disembark
 - embarking/debarking operations invoke MP penalties for both Fleets and land-units

TYPE	FLEET COST	LAND-UNIT COST
Fleet in Port	5 MP	may move only 1/2 MP (round down) upon debarking (0 MP)
Fleet on lake hexside or port-entry hex	10 MP	may move only 1/2 MP (round down) upon debarking (0 MP)
Fleet debarking onto hex occupied by enemy SP	5 MP + cost listed above	may not move when debarked

- INTERCEPTION: at start of naval movement (step 9.), any amount of enemy LF on same Lake may try to intercept moving LF
 - if LF outside a **Port** begins move, LF may try to intercept it on first hex/hexside entered
 - if LF inside a **Port** begins move, LF may try to intercept it on second hex entered
 - one attempt per moving LF stack each turn
 - interceptor announces target & rolls one die: **1-4** combat occurs, **5-6** no effect
 - interceptor is Attacker
 - Attacker places his force on target hex
- NAVAL COMBAT: same as V.C. (page 14) – takes place before land combat and is 2 rounds max.
 - 2-star Naval Leaders outrank 1-star Naval Leaders
 - Naval Leaders are checked for casualty same as land Leaders
 - LF inside a **Port** may be attacked
 - LF in their Combat Phase must attack any enemy LF on same hex/hexside
 - **retreat** = place inside nearest friendly **Port**, if none, LF & cargo are eliminated

PROCEDURE:

1. total Attack NSP are compared to total Defend NSP and the DIFFERENCE (not ratio) is located on the **Lake-Boat Fleet Combat Chart**: attacks less than -3 not allowed; attacks greater than +3 treat as +3
2. total all combat modifiers to get one Attack DRM
 - both sides highest ranking Leader's combat rating +/-DRM
 - wind gauge => Attacker rolls one die: **1-2** gains +1 DRM, **3-5** no effect, **6** suffers -1 DRM
 - Defender inside **Port** on Town occupied by friendly Regular SP entrenched or inside Fort: -1 DRM
3. DRM less than -2 is treated as -2 and DRM greater than +2 is treated as +2
4. one die is rolled and cross-indexed with the size difference to obtain the result of the engagement
AL1 or **DL1** = 1 hit, **AL2** or **DL2** = 2 hits, **AR** or **DR** = **retreat**, **AL#/AR** or **DL1/DR** = hit and **retreat**
 - owner decides which **LF** and, if its stack not fully loaded, cargo are affected
 - hit = flip to "Damaged", if already "Damaged" it is sunk (eliminated)
 - if sunk **LF** has cargo & its stack not fully loaded, owner spreads stack's cargo evenly among **LF** before adding any
5. either side may attempt to withdraw by rolling one die: **1-3** all Fleets **retreat**, **4-6** no effect
6. **repeat** steps 1.-4., then **skip** steps 5. and 6.
7. winner is side with least NSP lost (ties go to Defender), loser **retreats**
 - if intercepting **LF** lose, defending **LF** may continue moving
- NAVAL/LAND COMBAT: undamaged **LF(+2)** on hexside of a land-combat hex may participate in that combat
EXCEPTION: not if hexside is also occupied by enemy **LF**
 - each **LF(+2)** gains +/-**0.5** DRM (round up)
 - if Attacker suffers any losses, Defender may eliminate 1 NSP instead of 1 land SP
- VP LAKE CONTROL: at end of **British November** naval movement (step 9.), for each VP Lake,
 - if only one side has undamaged **LF**, they control Lake
 - if both sides have undamaged **LF**, **British** may declare control
 - if undamaged **American LF** on same lake, **American** may challenge **British** to one naval combat
 - **American** is Attacker
 - all Fleets on lake remain stationary but must participate
 - repeat steps 1.-5. of naval combat Procedure until one side **retreats** or is completely sunk
 - winner controls Lake
 - loser's Fleets (on lake) are combined in a stack and **retreat** inside any friendly **Port**
- LAND COMBAT ON PORT:
 - if **Port** with undamaged **LF** inside is attacked by land, they may move 1 or 2 hexes
 - if enemy **LF** within 2 hexes, they may try to intercept same as INTERCEPTION

ORDER OF PLAY: start of month, each side rolls one die: high roll (tie **British** chooses) performs steps 1. thru 14. followed by other

1. naval reorganize/build/repair (if December, **skip**)
 - any two **LF(+1)** stacked together may be combined into one **LF(+2)** and vice-versa
 - 1 Build Point (BP) may be added to any ONE **Port**
 - cost to build **1LF(+1)** = 2 BP, **1LF(+2)** = 4 BP, upgrade **1LF(+1)** to **1LF(+2)** = 2 BP
 - if friendly **Supply** on hex, a second BP may be added
 - cannot be combined with first BP to build or upgrade
 - rotate Supply 180 degrees; cannot be used or moved this turn
 - cost to repair (flip) Damaged **LF** = 1 BP
2. roll one die for each Indian SP on mapboard:
 - if stacked with Tecumseh, 1-3 SP do not roll & the rest gain -2 DRM
 - if stacked with Brandt, 1 SP does not roll & the rest gain -1 DRM.
 - if **BI** on controlled Town in Canada with British Supply not used in step 1., gain -1 DRM
 - rotate Supply 90 degrees; cannot move this turn, otherwise it is unaffected.
 - **1-4** no effect, **5-6** it is removed
3. enter friendly reinforcements from Turn-Track
4. any unbesieged friendly Temporary Militia on mapboard for the last 4 months are removed
5. enter any amount of Temporary Militia from FORCE POOL not called up earlier this year
EXCEPTION: not neutral New England
 - in any combination to any hex(es) in their Department
 - 2 SP max. per Department
6. if **American**, roll one die for each overall commander with "0" combat rating that did not roll 5-6 last turn: **1-4** no effect, **5-6** stack cannot move or attack this turn
7. declare **Raids**
8. announce naval moves (if December, **skip**)
9. naval MOVEMENT/INTERCEPTION (if December, **skip**)
10. **British November**: VP Lake control is decided

11. announce Militia crossing US/Canada border this turn then roll for each stack
12. land MOVEMENT
13. naval COMBAT (if December, **skip**)
14. land COMBAT

TURN-TRACK: each side rolls a die: highest moves first (**British** chooses on tie)

1 APR. 1813	2 MAY 1813	3 JUN 1813	4 JUL 1813	5 AUG 1813	6 SEP 1813	7 OCT 1813	8 NOV 1813	9 DEC 1813
A B	C	D		Ldr.A, 3BR, 1Lt.Inf, 1Sup: Quebec		Ldr.B, 2BR, 1CD, 1Art, 1Sup: Quebec	determine Lake control	no LF activity
	1Art, 1Sup: Sandusky or Ft. Meigs	Chandler, 2AR, 1Art, 1Sup: Albany	E F		Ldr.C, 2AR, 1Sup: Albany			no LF activity

A = Rottenburg, 3BR, 1Lt.Inf, 1Sup: Quebec

B = begin 1BI per turn: any hex in Upper Canada or Niagara – cannot exceed Force Pool limit

C = Salaberry, Salaberry's Volt.: if American force entered Canada last turn, Montreal – if unable, try next turn

D = Rall, 2BR, 1CD, 1Art, 1Sup: Quebec

E = 2AD: any friendly-controlled Town on Lake Erie

F = 2AR, 1Sup: Pittsburg

SET-UP

BRITISH	Detroit (Ent)	Procter, Tecumseh, 2BR, 5BI, 1Sup
	Amherstburg (Ent)	1BR, 2BI, Barclay, 1LF(+2)
	Port Talbot (Ent)	1CM
	Ft. Mackinac (Fort)	1CM
	Ft. Erie (Fort)	Vincent, 1BR
	Ft. George (Fort)	1BR
	Burlington (Ent)	Drummond, Brant, 1Lt.Inf., 1BR, 1CM, 1BI, 1Sup
	York (Ent)	Sheaffe, 1Glen.Fenc., 2BR
	Quebec (Ent)	Prevost, 1BR, 1CM, 1Sup, 1Art, 1Bat.
	Montreal (Fort)	Ldr.E, 3BR, 1CV, 1Sup, 1Art, 1Bat.
	Lacolle (Ent)	1BR, Pring, 1LF(+1)
	Kingston (Ent)	Macdonell, 3BR, 1CM, 1Sup, 1Art, Yeo, 1LF(+2)
Prescott (Ent)	1CM	
AMERICAN	Ft. Miami (Fort)	Harrison, 2AR, 2AM, 1Sup
	Presque Isle (Ent)	1AR, 1AM, 1Sup, Perry, 1LF(+2)
	Sandusky (Fort)	1AM
	Pittsburgh (Ent)	Ldr.A, 1AR, 1AM, 1Sup, 1Bat.
	Ft. Niagara (Fort)	1AR, 1AM
	Ft. Lewiston (Ent)	1AR
	Black Rock (Ent)	Wilkinson, Winder, 6AR, 3AM, 1Sup, 1Art
	Charlotte (Ent)	1AM
	Albany (Ent)	1AR, 1Sup
	Plattsburg (Ent)	Hampton, Purdy, 6AR, 3AM, 1Sup, 1Art, MacDonough, 1LF(+1)
	Sackett's Harbor (Ent)	Dearborn, Pike, Brown, 8AR, 2AM, 1Sup, 1Art, Chauncey, 1LF(+2), 1LF(+1)
	Ogdensburg (Ent)	1AM

Oswego (Ent)	1AM
Burlington, VT (Ent)	Ldr.B, 1AR, 2AM
Norwich (Ent)	2AM

LAKE-BOAT FLEET COMBAT CHART

DR\NSP	-3	-2	-1	0	+1	+2	+3
-2	AL2	AL2	AL2	AL1	AR	AL1/AR	AL2/AR
-1	AL2	AL2	AL1	AR	AL1/AR	AL2/DL1	AL1/DL1
0	AL2	AL1	AR	AL1/AR	AL2/DL1	AL1/DL1	NE
+1	AL1	AR	AL1/AR	AL2/DL1	AL1/DL1	NE	NE
+2	AR	AL1/AR	AL2/DL1	AL1/DL1	NE	NE	AL1/DL1
+3	AL1/AR	AL2/DL1	AL1/DL1	NE	NE	AL1/DL1	AL1/DL2
+4	AL2/DL1	AL1/DL1	NE	NE	AL1/DL1	AL1/DL2	DL1/DR
+5	AL1/DL1	NE	NE	AL1/DL1	AL1/DL2	DL1/DR	DR
+6	NE	NE	AL1/DL1	AL1/DL2	DL1/DR	DR	DL1
+7	NE	AL1/DL1	AL1/DL2	DL1/DR	DR	DL1	DL2
+8	AL1/DL1	AL1/DL2	DL1/DR	DR	DL1	DL2	DL2
+9	AL1/DL2	DL1/DR	DR	DL1	DL2	DL2	DL2

NE: No Effect, No Further Combat, All units stay on the same hex side.
AR or DR: Affected fleet must retreat 3 hexes/hexsides toward nearest friendly Port
AL1(or 2)/AR: Attacker loses 1 or 2 units and retreats 3 hexes/hexsides
DL1(or 2)/DR: Defender loses 1 or 2 units and retreats 3 hexes/hexsides
AL1(or 2)/DL1(or 2): Both sides take casualties, combat continues.

- Possible Die Roll Modifications:
- 1) Leadership
 - 2) Wind Gage
 - 3) Defending fleet anchored in harbor

VICTORY CONDITIONS

- AMERICAN wins at end of game if VP Total is +4 or more
- BRITISH wins at end of game if VP Total is 0 or less (negative)
- result is a draw at end of game if VP Total is +1 thru +5

IV. CAMPAIGN SIMULATION GAMES (CSG)

Between two evenly matched players, the CSG becomes a contest of endurance and control. The American player must avoid an all-out battle of attrition yet prevent the British from controlling large areas of the colonies. A war of hit-and-run raiding will characterize a successful American strategy. The British player, on the other hand, must aggressively and ceaselessly pursue the American player while guarding controlled territory from American raids and incursions.

- CONTROL (unless noted) is under rule **I. STRATEGIC AREAS AND TOWNS** (page 10)
- optional rule **VI.A. LEADER CASUALTY CHECK** (page 10) is mandatory except for CSG-5
- if using optional rule **VI.B. INVERTED/DECOY COUNTERS** (page 10), during Set-Up each side places **7 Decoys** in any combination on any hex(es) (**British** first)
- each turn, **British** moves first
- **Washington** and **Clinton**: each has a Maximum SP per Round of **52 SP** when Overall Commander

CSG-1

1776 Campaign Simulation Game #1 | rules sources: BUG – pgs. 16, 18-21, 24; The Boardgamer magazine – Vol. 6, No. 4; 2nd Edition scenario card

AREA OF PLAY: the entire board

SPECIAL RULE: beginning **Oct. '79**, at VERY start of each turn British rolls one die: **6 Arnold** deserts – remove American **Arnold** from game and place British **Arnold** on Turn-Track at next turn at such time he enters on hex with at least **1BR**

VICTORY CONDITIONS

- **AMERICAN** wins if British do not control 11 Strategic Towns or 1 Area at end of **Dec. '77** turn
- **AMERICAN** wins if British do not control 11 Strategic Towns including 1 Area at end of **Dec. '79** turn
- **AMERICAN** wins if British do not control 20 Strategic Towns including Boston, Newport, New York, Philadelphia, Charleston and Savannah at **end of game** and any other result is **BRITISH** victory

			1777	1778	1779	1780
WINTER	INTER-PHASE	1776		Replace AI with BI	Replace AI with BI	Replace AI with BI
	JAN					
	FEB	CN: uncontrolled Port				
	MAR	A				
RANDOM EVENTS		DR on Table	DR on Table	DR on Table	DR on Table	DR on Table
SPRING	INTER-PHASE	B C	AI on dr 1-2	AI on dr 1-2 Rebuild Elite Replace BI	AI on dr 1-2 Rebuild Elite Replace BI	AI on dr 1-2 Rebuild Elite Replace BI
	APR	Brant: Indian Village D E F	P	FRENCH on dr 1	S	
	MAY	G H		FRENCH on dr 1		
	JUN	I J		FRENCH on dr 1-2		
SUMMER	INTER-PHASE					
	JUL	K L	Q	FRENCH on dr 1-3		
	AUG	M		FRENCH on dr 1-3		
	SEP			FRENCH on dr 1-3		
RANDOM EVENTS		DR on Table	DR on Table	DR on Table	DR on Table	DR on Table
FALL	INTER-PHASE					
	OCT	Johnson: Indian Village N	Lafayette: hex where Washington is	BEGIN FRENCH on dr 1-4 R	BEGIN Arnold Deserts on dr 6	
	NOV	O				
	DEC		11 ★ Towns or 1 Area		11 ★ Towns and 1 Area	14 ★ Towns + Boston Newport New York Philadelphia Charleston Savannah
CA WINTER REDUCTION		Eliminate CA per Table	Eliminate CA per Table	Eliminate CA per Table	Eliminate CA per Table	

- A** = **Cornwallis, 7BR, 2Sup, 1Art, TF-A, BF-A**: divide units between Fleets per transport capacities, then enter on sea-lane hex south of PA-MD border hexsides and hexes
- B** = **Watson**: hex in SC the Interphase after 5BR appear disembarked in NC/SC
- C** = **Sumter, Marion**: any hex(es) in Deep South the Interphase after 5BR appear disembarked in Deep South/South Central
- D** = **1BR**: Wilmington if controlled – if unable, try next turn
- E** = **Wayne'sPA**: hex with Wayne & at least 1CA, then remove 1 of those CA – if unable, try next turn
- F** = **Stark, Warner**: Norwich
- G** = **Burgoyne, Fraser, Riedesel, 20BR, 1Sup**: controlled Port, Quebec or Halifax – if unable, try next turn
- H** = **1BI**: if a Deep South colony was controlled last turn, enter on J5 – if unable, try next turn
- I** = **Leslie, Mathew, Knyphausen, Ldr.B, 1Gren., 18BR, 1Sup, 1Art**: controlled Port, either Boston, New York, Philadelphia or Halifax – if unable, try next turn
- J** = **1BI**: if Deep South Area was controlled last turn, enter on R9 – if unable, try next turn
- K** = **Smallwood'sMD**: hex with at least 1CA, then remove 1 of those – if unable, try next turn
- L** = **1stRI**: hex with at least 1CA, then remove 1 of those – if unable, try next turn
- M** = **Grey, Phillips, Heister, Rall, Ldr.C, 1Lt.Inf., 23BR, 1Sup, 1Art**: controlled Port – if unable, try next turn
- N** = **Prevost, Rawdon, 6BR**: controlled Port – if unable, try next turn
- O** = **Ldr.D, 4BR**: controlled Port – if unable, try next turn
- P** = **Tarleton, Ferguson, Tarleton'sLeg.**: hex where British (not Partisan) Leader is
- Q** = **Butler'sRang.**: Oswego if it has at least 1TM, then remove 1 of those – if unable, try next turn
- R** = **Ferguson'sProv.**: hex with Ferguson & at least 1TM, then remove 1 of those TM – if unable, try next turn
- S** = **Lee'sLeg.**: hex with at least 1CA, then remove 1 of those – if unable, try next turn

SET-UP

BRITISH	Quebec (Fort)	Carleton, 1Lt.Inf., 3TM, 1Sup, 1Art	AMERICAN	Montreal (Ent)	1RM, Mag
	Boston (Ent)	Howe, Clinton, Ldr.A, 1Gren., 17BR, 1TM, 1Art, Mag, BF-B, TF-B		Saint Johns (Fort)	1RM
	Oswego	3TM		Ticonderoga (Fort)	2RM, 1Art
	Unadilla	1BI		Fort Stanwix (Fort)	1RM
	Owego	1BI		Albany	Schuyler, 1RM
	Painted Post	1BI		Portsmouth, NH (Fort)	1RM
	Norfolk	2TM		Newport	2RM
	Portsmouth, VA	1TM		Springfield	1RM, 1Art
	Salisbury	1TM		Hartford	2RM
	Ninety-Six	3TM		New Haven	2RM
Augusta	2TM	New York	1RM		
			Philadelphia	1RM	
			Alexandria	1RM	
			Williamsburg	3RM	
			Charlottesville	1RM	
			Lynchburg	1RM	
			Hillsboro	1RM	
			Charlotte	1RM	
			Camden	1RM	
			Charleston (Fort)	4RM, 1Sup, 1Art	
			Savannah	1RM	

- American places **Washington, Lee, Gates, Greene, Lincoln, Sullivan, Stirling, Wayne, Montgomery, Knox, Ldr.D, Glover'sMA, 17CA, 1Sup** in any combination on or within 1 hex of Boston
- American places blue **Ldr.A, Ldr.B, Ldr.C, Ldr.E** in any combination on any hexes
- American places **Arnold, Morgan, Morgan'sRifles, 1CA, 2RM, 1Sup, 1Bat** in any combination on or within 1 hex of Quebec
- after American sets up, British places red **Ldr.E** on any hex

CSG-2

1776 Campaign Simulation Game #2 | rules sources: BUG – pgs. 16, 18-21, 24; The Boardgamer magazine – Vol. 6, No. 4; 2nd Edition rules – pg. 22; 2nd Edition scenario card.

AREA OF PLAY: the entire board

VICTORY CONDITIONS

- **BRITISH** wins by controlling Montreal & Quebec free of enemy SP at **end of game** and either
 - controls 11 Strategic Towns, or
 - controls 1 Area, or
 - controls Boston, Newport, New York, Philadelphia, Charleston & Savannah
- any other result is **AMERICAN** victory

			1777
WINTER	INTER-PHASE	1776	
	JAN		
	FEB	CN: uncontrolled Port	
	MAR	A	
RANDOM EVENTS		DR on Table	DR on Table
SPRING	INTER-PHASE	B C	AI on dr 1-2
	APR	Brant: Indian Village D E	O
	MAY	F G	
	JUN	H I	
SUMMER	INTER-PHASE		
	JUL	J K	P
	AUG	L	
	SEP		
RANDOM EVENTS		DR on Table	DR on Table
FALL	INTER-PHASE		
	OCT	Johnson: Indian Village M	Lafayette: hex where Washington is
	NOV	N	
	DEC		
CA WINTER REDUCTION		Eliminate CA per Table	

A = Cornwallis, 7BR, 2Sup, 1Art, TF-A, BF-A: divide units between Fleets per transport capacities, then enter on sea-lane hex south of PA-MD border hexsides and hexes

B = Watson: hex in SC the Interphase after 5BR appear disembarked in NC/SC

- C** = **Sumter, Marion**: any hex(es) in Deep South the Interphase after 5BR appear disembarked in Deep South/South Central
- D** = **Wayne'sPA**: hex with Wayne & at least 1CA, then remove 1 of those CA – if unable, try next turn
- E** = **Stark, Warner**: Norwich
- F** = **Burgoyne, Fraser, Riedesel, 20BR, 1Sup**: controlled Port, Quebec or Halifax – if unable, try next turn
- G** = **1BI**: if a Deep South colony was controlled last turn, enter on J5 – if unable, try next turn
- H** = **Leslie, Mathew, Knyphausen, Ldr.B, 1Gren., 18BR, 1Sup, 1Art**: controlled Port, either Boston, New York, Philadelphia or Halifax – if unable, try next turn
- I** = **1BI**: if Deep South Area was controlled last turn, enter on R9 – if unable, try next turn
- J** = **Smallwood'sMD**: hex with at least 1CA, then remove 1 of those – if unable, try next turn
- K** = **1stRI**: hex with at least 1CA, then remove 1 of those – if unable, try next turn
- L** = **Grey, Phillips, Heister, Rall, Ldr.C, 1Lt.Inf., 23BR, 1Sup, 1Art**: controlled Port – if unable, try next turn
- M** = **Prevost, Rawdon, 6BR**: controlled Port – if unable, try next turn
- N** = **Ldr.D, 4BR**: controlled Port – if unable, try next turn
- O** = **Tarleton, Ferguson, Tarleton'sLeg.**: hex where British (not Partisan) Leader is
- P** = **Butler'sRang.**: Oswego if it has at least 1TM, then remove 1 of those – if unable, try next turn

SET-UP

BRITISH	Quebec (Fort)	Carleton, 1Lt.Inf., 3TM, 1Sup, 1Art
	Boston (Ent)	Howe, Clinton, Ldr.A, 1Gren., 17BR, 1TM, 1Art, Mag, BF-B, TF-B
	Oswego	3TM
	Unadilla	1BI
	Owego	1BI
	Painted Post	1BI
	Norfolk	2TM
	Portsmouth, VA	1TM
	Salisbury	1TM
	Ninety-Six (Fort)	3TM
	Augusta	2TM
AMERICAN	Montreal (Ent)	1RM, Mag
	Saint Johns (Fort)	1RM
	Ticonderoga (Fort)	2RM, 1Art
	Fort Stanwix (Fort)	1RM
	Albany	Schuyler, 1RM
	Portsmouth, NH (Fort)	1RM
	Newport	2RM
	Springfield	1RM, 1Art
	Hartford	2RM
	New Haven	2RM
	New York	1RM
	Philadelphia	1RM
	Alexandria	1RM
	Williamsburg	3RM
	Charlottesville	1RM
	Lynchburg	1RM
	Hillsboro	1RM
	Charlotte	1RM
	Camden	1RM
	Charleston (Fort)	4RM, 1Sup, 1Art
Savannah	1RM	

- American places **Washington, Lee, Gates, Greene, Lincoln, Sullivan, Stirling, Wayne, Montgomery, Knox, Ldr.D, Glover'sMA, 17CA, 1Sup** in any combination on or within 1 hex of Boston

- American places blue **Ldr.A, Ldr.B, Ldr.C, Ldr.E** in any combination on any hexes
- American places **Arnold, Morgan, Morgan'sRifles, 1CA, 2RM, 1Sup, 1Bat** in any combination on or within 1 hex of Quebec
- after American sets up, British places red **Ldr.E** on any hex

CSG-3

1776 Campaign Simulation Game #3 | rules sources: BUG– pgs. 16,18-21,24; the Boardgamer– Vol.6, No.4; 2nd Edition rules– pg. 23

AREA OF PLAY: the entire board

SPECIAL RULE: do not roll for French Intervention before July '78 (optional rule VIII.C. (page 17) cannot be used)

VICTORY CONDITIONS

- BRITISH** wins instantly if for **one complete turn** he controls Montreal & Quebec free of **enemy** SP while controlling either Middle States Area OR both Deep South Area & New York city
- any other result is **AMERICAN** victory

			Random Events								
		A B C	SUMMER INTERPHASE	FRENCH on dr 1-3	FRENCH on dr 1-3	FRENCH on dr 1-3	FALL INTERPHASE	begin FR. on dr 1-4 F			CA WINTER REDUCTION
1	2	3		4	5	6		7	8	9	
APR. 1778	MAY 1778	JUN. 1778		JUL. 1778	AUG. 1778	SEP. 1778		OCT. 1778	NOV. 1778	DEC. 1778	
		D	E								

WINTER INTERPHASE				SPRING INTERPHASE				SUMMER INTERPHASE			
	10	11	12		13	14	15		16	17	18
	JAN. 1779	FEB. 1779	MAR. 1779		APR. 1779	MAY 1779	JUN. 1779		JUL. 1779	AUG. 1779	SEP. 1779
			G								

Random Events

- A = 1BI:** if a Deep South colony was controlled last turn, enter on J5 – if unable, try next turn
- B = 1BI:** if Deep South Area was controlled last turn, enter on R9 – if unable, try next turn
- C = 1BR:** Wilmington if controlled – if unable, try next turn
- D = Sumter:** hex in SC if Charleston is controlled – if unable, try next turn
- E = 1stRI:** hex with Sullivan & at least 1CA, then remove 1 of those – if unable, try next turn
- F = Ferguson'sProv.:** hex with Ferguson & at least 1TM, then remove 1 of those TM – if unable, try next turn
- G = Lee'sLeg.:** hex with at least 1CA, then remove 1 of those – if unable, try next turn

SET-UP

BRITISH	Halifax	Ldr.B, 4BR
	Quebec (Fort)	Ldr.A, 5BR, 1Art, Mag
	Montreal	Carleton, 2BR, Mag
	Saint Johns (Fort)	Mathew, Rawdon, 1Lt.Inf., 7BR
	Oswego	Ldr.C, Johnson, 2BR, Butler'sRang., 1Sup
	Unadilla	Brant, 1BI
	Newport	Grey, 9BR, 1Sup
	New York	Heister, Ferguson, Ldr.D, 1Gren., 14BR, 3TM, 1Art, Mag, BF-B, TF-B
	Philadelphia	Clinton, Cornwallis, Leslie, Phillips, Knyphausen, Tarleton, 1Gren., 1Lt.Inf., 31BR, Tarleton'sLeg., 1TM, 1Art, Mag, BF-A, TF-A

	Augusta	Watson, 5TM
AMERICAN	Ticonderoga (Fort)	Schuyler, Warner, 2CA, 1RM, 1Art
	Norwich	Stark
	Ft. Stanwix (Fort)	1RM
	Albany	1RM, 1Sup, 1Art
	Boston	1RM
	Providence	Sullivan, 6RM, 1Sup
	West Point (Fort)	Stirling, Ldr.A, 4CA, 2RM, 1Sup, 1Art
	Norfolk (Fort)	Ldr.B, 1CA, 1RM
	Georgetown	Marion, 1RM
	Charleston (Fort)	Lincoln, 2RM, 1Art
	Savannah	2CA, 1RM, 1Sup

- American places **Washington, Lee, Greene, Lafayette, Wayne, Morgan, Wayne'sPA, Smallwood'sMD, Glover'sMA, 10CA, Morgan'sRifles, 1Sup** stacked on one hex within 5 hexes of Philadelphia, north of PA-MD border & west of Delaware River
- American places **3RM** stacked on hex in Middle States, **2RM** stacked on hex in South Central and blue **Ldr.E** on any hex
- after American sets up, British places red **Ldr.E** on any hex

CSG-4 TOURNAMENT

Campaign Simulation Game #4 by Matt Burkins | rules sources: rules sources: BUG – pgs. 16, 18-21, 24; The Boardgamer magazine – Vol. 6, No. 4; 2nd Edition scenario card; PBEM tourney 4-16-02

AREA OF PLAY: the entire board

SPECIAL RULES

- Montreal & Quebec are Strategic Towns for VP purposes only
- ignore rule **II.2. RANDOM EVENTS** (page 11)

VICTORY CONDITIONS

- **BRITISH** wins at **end of game** if he controls the number of Strategic Towns bid (or more)
- any other result is **AMERICAN** victory

		A B	C D	Brant: Indian Village	G H	I J			M	
1 JAN. 1776	2 FEB. 1776	3 MAR. 1776	SPRING INTERPHASE	4 APR. 1776	5 MAY 1776	6 JUN. 1776	SUMMER INTERPHASE	7 JUL. 1776	8 AUG. 1776	9 SEP. 1776
	CN: uncontrolld Port			E F				K L		

- A** = **Cornwallis, 7BR, 2Sup, 1Art, TF-A, BF-A**: divide units between Fleets per transport capacities, then enter on sea-lane hex south of PA-MD border hexsides and hexes
- B** = **1BR**: Wilmington if controlled – if unable, try next turn
- C** = **Watson**: hex in SC the Interphase after 5BR appear disembarked in NC/SC
- D** = **Sumter, Marion**: any hex(es) in Deep South the Interphase after 5BR appear disembarked in Deep South/South Central
- E** = **Wayne'sPA**: hex with Wayne & at least 1CA, then remove 1 of those – if unable, try next turn
- F** = **Stark, Warner**: Norwich
- G** = **Burgoyne, Fraser, Riedesel, 20BR, 1Sup**: controlled Port, Quebec or Halifax – if unable, try next turn
- H** = **1BI**: if a Deep South colony was controlled last turn, enter on J5 – if unable, try next turn
- I** = **Leslie, Mathew, Knyphausen, Ldr.B, 1Gren., 18BR, 1Sup, 1Art**: controlled Port, either Boston, New York, Philadelphia or Halifax – if unable, try next turn
- J** = **1BI**: if Deep South Area was controlled last turn, enter on R9 – if unable, try next turn
- K** = **Smallwood'sMD**: hex with at least 1CA, then remove 1 of those – if unable, try next turn
- L** = **1stRI**: hex with at least 1CA, then remove 1 of those – if unable, try next turn
- M** = **Grey, Phillips, Heister, Rall, Ldr.C, 1Lt.Inf., 23BR, 1Sup, 1Art**: controlled Port – if unable, try next turn

SET-UP

BRITISH	Quebec (Fort)	Carleton, 1Lt.Inf, 3TM, 1Sup, 1Art
	Boston (Ent)	Howe, Clinton, Ldr.A, 1Gren., 17BR, 1TM, 1Art, Mag, BF-B, TF-B
	Oswego	3TM
	Unadilla	1BI
	Owego	1BI
	Painted Post	1BI
	Norfolk	2TM
	Portsmouth, VA	1TM
	Salisbury	1TM
	Ninety-Six (Fort)	3TM
	Augusta	2TM
AMERICAN	Montreal (Ent)	1RM, Mag
	Saint Johns (Fort)	1RM
	Ticonderoga (Fort)	2RM, 1Art
	Fort Stanwix (Fort)	1RM
	Albany	Schuyler, 1RM
	Portsmouth, NH (Fort)	1RM
	Newport	2RM
	Springfield	1RM, 1Art
	Hartford	2RM
	New Haven	2RM
	New York	1RM
	Philadelphia	1RM
	Alexandria	1RM
	Williamsburg	3RM
	Charlottesville	1RM
	Lynchburg	1RM
	Hillsboro	1RM
	Charlotte	1RM
	Camden	1RM
	Charleston (Fort)	4RM, 1Sup, 1Art
Savannah	1RM	

- American places **Washington, Lee, Gates, Greene, Lincoln, Sullivan, Stirling, Wayne, Montgomery, Knox, Ldr.D, Glover'sMA, 17CA, 1Sup** in any combination on or within 1 hex of Boston
- American places blue **Ldr.A, Ldr.B, Ldr.C, Ldr.E** in any combination on any hexes
- American places **Arnold, Morgan, Morgan'sRifles, 1CA, 2RM, 1Sup, 1Bat** in any combination on or within 1 hex of Quebec
- after American sets up, British places red **Ldr.E** on any hex

CSG-5 BRITISH SOUTHERN CAMPAIGN

Campaign Simulation Game #5 by Bruno Sinigaglio | rules sources: BUG – pgs. 18-21, 50; The Boardgamer magazine – Vol. 6, No. 4

AREA OF PLAY: the entire board except the land hexes (not New York and Newport) on the two northernmost pieces

SPECIAL RULES

- CONTROL:
 - **British:** occupy with **BR** free of **CA/FR** or occupy with **TM** or **TD** or **BR** inside Fort
EXCEPTION: Charleston – occupy with **BR** either free of **CA/FR** or inside Fort
 - **American:** either occupy with **SP** free of enemy **SP** or occupy with **CA/FR** free of **BR**
- EVACUATED = embarked on Fleet from land-hex in Deep South or South Central and directly sailed (or is sailing) to New York. Once in New York, the **10BR** are eliminated.

- Victory Points are awarded as follows:

BRITISH ACTION	BRITISH VP
Greene killed or captured	+10
Lafayette killed or captured before Sep. 1781	+10
Sumter killed or captured	+10
Marion killed or captured	+10
each French BF sunk	+15
1780 Jan. thru Jul. & 1781 Jan. thru Jul., more BF than French BF in West Indies at end of American turn	+10 per turn
1780 Dec. & 1781 Dec., for any 8FR & 2Art , each one not embarked on either French BF-A or French BF-B at end of American turn due to combat loss (naval or land)	+2 per turn
START OF EACH INTERPHASE & END OF GAME:	
control Fort at Charleston	+3
control Richmond	+2
control Savannah	+2
other than Charleston, Richmond & Savannah, each Port or Strategic Town controlled (13 total)	+1
control Savannah & Augusta: GA	+5
control Charleston, Ninety-Six, Camden & Georgetown: SC	+10
control Hillsboro & Wilmington: NC	+5
control Charlottesville, Richmond, Petersburg, Alexandria, Norfolk & Portsmouth: VA	+15
control Annapolis & Baltimore: MD	+5
control all Deep South Strategic Towns & Sumter (not killed or captured) is not placed on the board	+5
control all Deep South Strategic Towns & Marion (not killed or captured) is not placed on the board	+5
AMERICAN ACTION	AMERICAN VP
Tarleton killed or captured	+10
Ferguson killed or captured	+10
Arnold killed or captured	+10
each British BF sunk	+10
each British TF sunk	+5
1780 Jan. thru Jul. & 1781 Jan. thru Jul., each turn more BF than British BF in West Indies at end of turn	+10 per turn
1780 Jul., Aug. & Sep., each turn Clinton, Leslie & 10BR are not EVACUATED by end of turn	+10 per turn
START OF EACH INTERPHASE & END OF GAME:	
control Fort at Charleston	+3
control Richmond	+2
control Savannah	+2
other than Charleston, Richmond & Savannah, each Port or Strategic Town controlled (13 total)	+1
control Savannah & Augusta: GA	+5
control Charleston, Ninety-Six, Camden & Georgetown: SC	+10
control Hillsboro & Wilmington: NC	+5
control Charlottesville, Richmond, Petersburg, Alexandria, Norfolk & Portsmouth: VA	+15
Charleston is British-controlled & Ferguson (not killed or captured) is not placed on the board	+10
Gates is highest ranked American Leader & all Ports & Strategic Towns in GA & SC are not British-controlled	+10

- ignore rules **II.2. RANDOM EVENTS** (page 11), **III. INDIAN REINFORCEMENTS** (page 13), **VII. FRENCH INTERVENTION** (page 16) and **V.E. FLEET AVAILABILITY...** (page 15)
- **Artillery** that starts game at Charleston may not move regardless of who controls it
- winter turn effects are reduced to Combat Restrictions only

- Partisans ignore winter turn effects
- **BIs** may attempt a Forced March without a Leader
- **BIs** (with or without Leaders) stacked without friendly SP may retreat before combat on dr **1-2**
- on land (or by ferry), **BR, CA, & FR** move normally only if beginning the movement phase under command of a Leader and that Leader accompanies them for the entire turn, otherwise their MP cost is doubled for entire turn
- SP entering hex with Partisans eligible to retreat and no AE possible must stop there and end movement
- accompanied by **Partisan Leader** for entire turn, up to **3** infantry SP may move up to 10 MP
- accompanied by **Partisan Leader** for entire turn, up to **3** Dragoons & that Leader may move up to 15 MP
- stacked without friendly Regular SP or Leaders, each **Partisan Leader** with up to **3** Militia SP may retreat before combat on dr **1-2**
EXCEPTION: Marion on a swamp hex retreats on dr **1-4**
- each round of combat, if any SP on a side is uncontrolled, its final Leader DRM is 0
- **Clinton**: if stacked with SP outside NYC, his army must have the most **BR** (if involuntarily reduced, it must be brought back up)
- **Rawdon**:
 - commands **6** SP in movement & combat, even if not overall commander
 - once per game, if present in combat, he gains +1 DRM for 1st round of combat
- **Cornwallis**:
 - may attempt a Forced March with -1 DRM by eliminating a SP before the attempt
 - if in command, at end of any round of tactical card combat he may automatically withdraw by firing grapeshot at both sides
 - 1) British roll 1 die: each side subtracts his ranking Ldr's DRM & suffers Defender's result on the 1-1 column of the CRT
 - 2) casualty priority list is reversed (**BR & CA** first instead of last)
- **Clarke**: confined to Georgia or South Carolina
- **Tarleton**:
 - may attempt a Forced March with -2 DRM
 - for any Forced March attempt, if **1/2E** is rolled, only **1** SP is lost
 - in command of force that Forced-Marched 3 or more hexes this turn, he gains +1 DRM for 1st round of combat
- **Ferguson**:
 - cannot lead **BR**
 - in command in combat, no +/-1 penalty for Militia-only vs. Regulars
- **Rochambeau** outranks all **American** Leaders except **Washington**
- **Washington** may only be captured or killed if his entire force is eliminated
- **Gates**:
 - may attempt a Forced March with -1 DRM
 - if in command for combat without **Morgan**, roll a die after each round: if no. of round or less rolled, move **Gates** & all **RM** (not **RD**) 10 hexes towards north edge of the board
- **Greene**:
 - for any Forced March attempt, if **1/2E** is rolled, only **1** SP is lost
 - once per game, in command for combat without **Cornwallis** or **Rawdon** he may gain +1 DRM for 1st round of combat
 - if in command, may break off tactical-card combat after the 2nd round
- **Lafayette**:
 - may attempt a Forced March with -1 DRM
 - if in command, may break off tactical-card combat after the 2nd round
- **Wayne**:
 - when present in combat, American gains +1 DRM each time they play Frontal Assault
- **Morgan**:
 - may attempt a Forced March with -2 DRM
 - for any Forced March attempt, if **1/2E** is rolled, only **1** SP is lost
 - when present in combat, no +/-1 penalty when leading Militia-only vs. Regulars
 - in command for combat, he may do the following:
 - 1) secretly remove (or keep) Withdraw card from hand prior to 1st round
 - 2) at end of 1st round, state if Withdraw card is in hand or not
 - 3) if not in hand, it can't be used for rest of combat and American gains +1 DRM for 1st round and rest of combat
- **Sumter**:
 - confined to Deep South
 - may attempt a Forced March with -1 DRM; for any Forced March attempt, if **1/2E** is rolled, only **1** SP is lost
 - in command for combat vs. **Tarleton**-lead force, -1 DRM penalty for Militia-only vs. Regulars does not apply
 - in command for combat, he may do the following:
 - 1) secretly remove (or keep) Withdraw card from hand prior to 1st round
 - 2) at end of 1st round, state if Withdraw card is in hand or not
 - 3) if not in hand, it can't be used for rest of combat and American gains +1 DRM for 1st round and rest of combat

- **Marion:**
 - confined to Deep South
 - may attempt a Forced March with -1 DRM
 - for any Forced March attempt, if 1/2E is rolled, only 1 SP is lost
 - any time within 2 hexes of **Rawdon** & stacked with a **RD**, cancels **Rawdon's** one-time +1 DRM for rest of turn
- Leader Casualties & Capture:
 - **nameless Leaders** captured, wounded or killed are removed to Turn-Track & placed at next Interphase
 - MOVEMENT PHASE: Leaders either caught on hex without friendly SP or Overrun are captured (**Marion** on swamp hex with **1-3RM/RD** rolls 1 die instead: **1-5** remove him to Turn-Track at next Interphase, **6** executed)
 - COMBAT PHASE: if they lost SP, after the last round of each combat, Leaders may be captured, wounded or killed
 - casualty dr (CDR): **1-4** no effect, **5** wounded (roll again for # months (including current one) recuperating), **6** killed
 - **PROCEDURE:** each player goes through the following,
 1. roll 2 dice & add number of SP lost: **13** make CDR for all **1-star Leaders (nameless also)**, **14-or-more** all **2-star Leaders** also (not highest ranked unless all friendly SP were lost)
 2. if all SP are lost & enemy SP remain, all wounded Leaders are captured & dr is made for each surviving unwounded Leader: **1-5** place Leader on nearest hex occupied by friendly SP free of enemy SP (**Marion** & **Sumter** are removed to Turn-Track instead, at next Interphase), **6** captured
EXCEPTION: if inside Fort, all surviving Leaders are automatically captured
 3. if all SP are lost & no enemy SP remain, surviving unwounded Leaders are placed on nearest hex occupied by friendly SP free of enemy SP (**Marion** & **Sumter** are removed to Turn-Track instead, at next Interphase)

- naval & **Bateau** transport cost is 1 point per unit for ALL land-units
- British **Fleets** may not enter the Port at Newport; French **BF** may only enter the Port at New York if void of British **BF**
- British **Fleets** may not disembark units in NC until British control Charleston
- **TF** may not enter or leave Santee or Pee Dee Rivers if American controls Georgetown
- **TF** may not enter or leave Cape Fear River (including Q25/Q26) if American controls Wilmington
- West Indies: British may have no more than **2BF** there and French **BF-VF** may not enter
- damaged French **Fleets** reappear on the Right Transitional Box in the OBM chart during the Winter Interphase
- at start of each **British** turn, roll one die on the Weather Table to determine the weather for that month:

MONTH	DIE ROLL = WEATHER
January	1 = Clear, 2-6 = Storms
Feb. and Dec.	1-2 = Clear, 3-6 = Storms
March and Nov.	1-3 = Clear, 4-6 = Storms
April and Oct.	1-4 = Clear, 5-6 = Storms
May to August	automatically Clear
September	1-5 = Clear, 6 = Storms

- during Clear Weather turns,
 - MP allowances for Fleets are doubled
 - if entering OBM box with 30 MP or more, you may move to adjacent box
 - if starting on OBM box, you may move 2 boxes
 - if starting on OBM box adjacent to South, East, North, or Halifax boxes, you may move through one of those boxes & enter map with printed MP allowance (less 1) remaining.
- Fleets in West Indies at end of a **Sep., Oct.** or **Nov.** turn are automatically sunk by hurricanes
- French **BF-A** & **BF-B**
 - beginning **Jan. '80**, must sail directly to the West Indies and stay until Aug. '80
 - at start of American **Aug. '80** turn, move both (with their original embarked units) directly to the South OBM box and roll 1 die for each Fleet: **1** free to move normally; **2-5** remove Fleet/embarked units from board and place them on Turn-Track at Winter Interphase; **6** remove to Left Transitional Box but can't move
 - at start of American **Sep. '80** & **Oct. '80** turns, if either is on Left Transitional Box by rolling a **6**, roll 1 die for each: **1** free to move normally; **2-5** remove Fleet/embarked units from board and place them on Turn-Track at Winter Interphase; **6** can't move
 - at start of **Nov. '80** turn, if still on Left Transitional Box, it may move normally
 - at end of **Dec. '80** turn & **Dec. '81** turn: both (not sunk or on Turn-Track) must be on an OBM box or game ends in British victory
 - **WINTER** Interphase, Fleets (with their cargo) on Turn-Track at Winter Interphase space are placed on the Right Transitional Box in the OBM chart
 - beginning **Jan. '81**, if not sunk or on Turn-Track, must sail directly to the West Indies and stay until Aug. '81
- French **BF-VF**
 - **Aug. '80** thru **Jun. '81**, if in Newport, can only move by the following **PROCEDURE:**
 1. if all the following applies at start of American turn, go to step 2.

- Clear weather
 - total **BF** combat ratings in Newport exceed **total** in New York
 - **3FR** from reinforcements **L** have not disembarked in South Central and/or Deep South
 - no **BF** in New York or, if any **BF** in New York, British roll one die resulting in a 6 (dr 1-5 **BF** was intercepted & forced to return to Newport)
2. transport **Ldr.C**, **3FR**, **1Sup** from reinforcements **L** to southern map then move normally except further transporting is prohibited until Aug. '81
- beginning **Aug. '81**,
 - if moved, it may transport any **Artillery** or **Supply** at Newport to South Central only
 - if NOT moved, it may transport **Ldr.C** & **3FR** from reinforcements **L** plus any **Artillery** or **Supply** at Newport to southern map (no other transporting allowed) or move normally without transporting
- only South Central and Deep South Rate Charts are used and their **CA** AVG. and MAX. boxes are changed to "1"
 - **PROCEDURE** for Seasonal Interphase:
 1. adjust VP totals per Victory Point table
 2. same as CSG step 1. on page 11, except use **CA** Winter Reduction Rate for 1777
 3. Check ASC and adjust Status Indicator counters for both Areas. Units embarked on Fleets are not considered in an Area.

AREA STATUS CHART			
AREA STATUS	CA	RM	TM
NO BR in Area	Maximum	Minimum	Maximum
NO Strategic Towns controlled NO CA in Area	Maximum	Average	Average
some Strategic Towns controlled NO CA in Area	Minimum	Average	Minimum
NO Strategic Towns controlled CA in Area	Average	Maximum	Average
some Strategic Towns controlled CA in Area	Average	Average	Average
ALL Strategic Towns controlled	NONE	Average	Minimum
ALL Strategic Towns & Ports controlled	NONE	Minimum*	Minimum

* If lower than the allowable level, can't be increased to that level.

4. same as CSG step 9. on page 12 except change **PROCEDURE** to:
 1. enter **CA** reinforcements per Rate Chart placing them on or within 1 hex of a Strategic Town not British-controlled
 2. **SPRING**: enter 1 American **Supply** to each uncontrolled Area in the same manner as **CA**
 3. adjust **RM/RD** SP per Rate Chart placing new units (not reinforcements **F** and **G** – see step 4.9.) on or within 1 hex of Strategic Towns or Ports uncontrolled by British
 - if all Strategic Towns & Ports in Deep South are British-controlled, **RM** may be brought up to Minimum by entering Partisan SP
 - **RD** may replace new or existing **RM** at following rate: **1RD** for **1-4RM** allowed on Rate Chart
 - if number of **RD** exceeds this level at start of Interphase, eliminate or replace them to the proper level
 4. **SPRING**, **SUMMER** and **FALL**: enter 1 British **Supply** on Charleston if British-controlled
 5. enter **2BR** on one British-controlled Port
 6. **WINTER**: enter **1BR** on Charleston if British-controlled
 7. **1780 SUMMER**: British place 1 or 2 **BI** replacements at any hex if any were lost
 8. adjust **TM/TD** SP (not **Ferguson's Provincials (FP)** or **Watson's TD**) per Rate Chart placing new units on British-controlled Strategic Towns
 - if none, place them on Strategic Towns unoccupied by enemy units
 - if all Strategic Towns are enemy-occupied, place them on adjacent hexes of Strategic Towns
 - **TD** may replace new or existing **TM** in the same manner as **RD** and are adjusted in the same manner as **RD**
 9. if available, enter reinforcements **F** and **G**
 10. place 1 or 2 **FP** replacements with **Ferguson** if any were lost
 11. place **Watson's TD** replacement with **Watson** if it was lost
5. captured Leaders may be exchanged equally (1-star for 1-star, 2-star for 2-star) & immediately placed anywhere
6. nameless Leaders anywhere may be relocated to any hex – **British** first

VICTORY CONDITIONS

- **AMERICAN** wins
 1. at **end of any turn starting Sep. '80** if Fort at Charleston is free of **BR** inside
 2. at **end of Oct. '80** turn, if **Clinton, Leslie** and **10BR** have not been EVACUATED
 3. **instantly** if French **BF** occupies Port at New York free of British **BF**
 4. at **end of game** if he has same or more VP than British
- **BRITISH** wins
 1. at **end of turn** if he controls all 12 Strategic Towns & friendly **BF** occupies Port at New York
 2. **instantly** if he captures or kills **Washington**
 3. at **end of Dec. '80** turn or **end of game** if either French **BF-A** or **BF-B** is on the board but not in an OBM box
 4. at **end of game** if he has more VP than American

OPTIONAL RULES

- if American is weaker, add “during Interphase, control Annapolis & Baltimore +5 VP” to American Action on VP table
- if American is weaker, in step **9.** of first Interphase that **Ferguson** & **2FP** are on the board American places **2RM** & **2RD** to within 8 hexes of **Ferguson**
 - in step **9.** of each Interphase, American places **1** to **4 RM/RD** replacements to within 8 hexes of **Ferguson** if any were lost

			1781
WINTER	INTER-PHASE	1780	P
	JAN	A or B	Q
	FEB		R
	MAR	C D E	S T
SPRING	INTER-PHASE	F G H	
	APR	I J	
	MAY	Ldr. C, Smallwood's MD, 2CA: Baltimore	2 French Sup: Newport
	JUN	1Bl: if British- controlled, Augusta	U V W
SUMMER	INTER-PHASE	K	
	JUL	Gates: any land hex in column MM	
	AUG	L	
	SEP		X Y Z
FALL	INTER-PHASE	M	
	OCT		A1
	NOV	Morgan: any hex in VA N	
	DEC	O	
CA WINTER REDUCTION		Eliminate CA per Table	

A = Clear weather, **Clinton**, **Cornwallis**, **Leslie**, **Tarleton**, **1Gren.**, **1Lt.Inf.**, **12BR**, **Tarleton's Leg.**, **1Sup**, **2Art**: New York embarked on **BF-VF1** and **TF-A** – all must disembark at Savannah by end of turn

- B** = Stormy weather, **Clinton, Cornwallis, Leslie, Tarleton, 1Gren., 1Lt.Inf., 12BR, Tarleton's Leg., 1Sup**: New York embarked on **BF-VF1** and **TF-A** – all must disembark at Savannah by end of Feb. '80 turn, then remove TF-A to April '80 space on Turn-Track
- C** = **2BR**: Savannah or embarked on BF-VF1
- D** = if Stormy weather in Jan. '80, **1Art**: embarked on BF-VF1 – remove from map when British capture Charleston
- E** = **1BR**: Wilmington if controlled – if unable, try next turn
- F** = **Marion**: if British control Charleston, enter in step 4.3. of Interphase (page 46) stacked with up to 3 available **RM/RD** (per ASC) on any hex between the Santee, Wateree, Catawba Rivers & the NC/SC border (including border hexes) – if unable, try next Interphase
- G** = **Sumter**: if British control Charleston, enter in step 4.3. of Interphase (page 46) stacked with up to 3 available **RM/RD** (per ASC) on hex within 6 hexes of Ramsour's Mill – if unable, try next Interphase
- H** = **Ldrs. A, B, C, D**: in any combination to any land hexes (including New York) – may withhold any until next Interphase
- I** = if Stormy weather in Jan. '80, **TF-A**: New York in Port
- J** = **Rawdon, Ferguson, 5BR**: New York embarked on one Fleet – first landing must be in Deep South
- K** = **2FP**: if British control Charleston, hex where Ferguson is (embarked if he is) – if unable, try next Interphase
- L** = French forces **Ldr.C, 3FR, 1Sup** all embarked on **BF-VF** plus **2Art** disembarked: Newport in Port
- M** = **Greene**: if British control either 1) all Red-Star Towns in GA & SC or 2) all Red-Star Towns in VA, enter in step 5. of Interphase on land hex in column MM & remove **Gates** from game – if unable, try next Interphase– if able, may withhold and enter/replace Gates any Interphase
- N** = **Watson, 1Lt.Inf., 4BR**: New York embarked on one Fleet – if **Leslie** is there, add him to force
- O** = **Arnold, 3BR**: New York embarked on one Fleet – must leave New York this turn or they're lost; first landing must be in South Central
- P** = **Watson's TD**: hex where Watson is (embarked if he is) *Note: Watson's TD is not an Elite unit.*
- Q** = **Lee's Leg.**: hex with at least 1CA, then remove 1 of those – if unable, try next turn
- R** = **2BR**: New York embarked on one Fleet – first landing must be in Area with highest-ranking British Leader
- S** = **Phillips, 4BR, 2Art**: New York embarked on one Fleet
- T** = **Lafayette, 3CA**: hex in column MM
- U** = **Gould, 4BR, BF-VF3**: Charleston; remove **Rawdon** from the game
- V** = **5BR**: New York embarked on one Fleet – if **Leslie** is there, add him to force
- W** = **Wayne, 2CA**: hex in column MM
- X** = French forces **Rochambeau, 1Lt.Inf., 7FR, 1Sup**: hex in column MM
- Y** = **Washington, Wayne's PA, 4CA, 1Art** (and **Lincoln** if he is killed or captured): hex in column MM
- Z** = **Ldr.D**: if Lincoln is on mapboard, enter on hex where Washington is
- A1** = **8BR, 1Sup**: New York embarked on one Fleet – if **Clinton** is there, add him to force

SET-UP

BRITISH	New York	BF-VF2, TF-B, TF-VF
	Augusta (Ent)	1TM, 1BI
	Savannah (Ent)	Clarke, 3BR, 4TM, 1Sup, 1Art
	West Indies	BF-A, BF-B
AMERICAN	Richmond (Ent)	Ldr.B, 2CA, 1RM, 1Sup
	Hillsboro (Ent)	Ldr.A, 2CA, 1RM
	hex H16 (Ent)	1RD
	Charleston (Fort)	Lincoln, 3CA, 1RM, Mag, 1Art
	OBM Chart Right Transitional Box	French forces: Ldr.A, 4FR, 1Sup, 1Art embarked on BF-A, Ldr.B, 4FR, 1Sup, 1Art embarked on BF-B

- British places red **Ldr.E** on any hex
 - British places **2TM** stacked on hex in South Central
- After British completely sets up:
- American places blue **Ldr.E** on any hex
 - American places **2RM** stacked on hex in NC or SC
 - American places **3RM** stacked on hex within 3 hexes of Ninety-Six
 - American places **2RM** stacked on hex in South Central

CSG-6 1775 LEAD-IN PLUS CSG-1

Campaign Simulation Game #6 by Charles Diamond | rules sources: BUG – pgs. 16, 18-21, 24; the Boardgamer – Vol. 6, No. 4; Old Soldiers magazine – Vol. 2, No. 3; 2nd Edition scenario card

AREA OF PLAY: the entire board

SPECIAL RULES

- **during 1775 only:**
 - include **nameless Leaders** when rolling for casualties
 - if killed or captured, remove to Turn-Track & enter on any hex at start of friendly Jan. '76 turn
 - **Artillery** on Quebec & Ticonderoga at start of game may not be destroyed unless stacked with SP and may not be moved unless accompanied by **Knox** and 1 SP
 - **Artillery** on Boston & Charleston at start of game may not be destroyed or moved unless stacked with SP
 - **BI** on J5 at start of game must remain in Deep South and can't enter hex with Fort unless accompanied by **TM** or **BR**
 - Boston:
 - **4BR** must occupy hex until start of Nov. turn
 - April: **American** forces may not enter Boston and **British** forces may not AE
 - REINFORCEMENTS:
 - may enter on any hex adjacent to entry point
 - entry hex enemy-occupied or surrounded by enemy units, enter on within 1 hex of nearest Town free of enemy units
- EVACUATION: **Nov. '75** thru **Feb. '76**, **British** may evacuate entire force from Boston by overloading Fleets only if they move straight to Halifax and immediately debark the surplus
 - the **4BR** garrison requirement at Boston is lifted
 - enter **Leader E** on hex where **Burgoyne** is and remove **Burgoyne** to Turn-Track stacked with reinforcements **C1**
 - if killed, place his **replacement** there
 - if captured, place an unused **nameless Leader** there
- REDEPLOY PHASE: at start of **Jan. '76** turn (before British moves),
 - replace up to **20RM** in New England with **CA**
 - if **Glover'sMA** is eliminated, enter it on hex with **CA**, then remove **1CA** (if unable, try next turn)
 - if **RM** reinforcement was received last fall and Canada has **RM**, replace **1RM** in Canada with **1CA**
 - if **COM** counters on the board, for each one:
 - a) replace with **1Sup** & **1CA**
 - b) remove **1RM** from any hex
 - c) move the **1Sup** & **1CA** to nearest friendly force
 - remove British **Ldr.C** to Turn-Track stacked with reinforcements **H1**
 - remove British **Ldr.D** to Turn-Track stacked with reinforcements **J1**
 - Place **3BI**, one each on Unadilla, Owego and Painted Post. They may not be attacked until moved.
- **Brant** and **Johnson** may not be captured until moved
- beginning **Oct. '79**, at VERY start of each turn British rolls one die: **6 Arnold** deserts – remove American **Arnold** from game and place British **Arnold** on Turn-Track at next turn at such time he enters on hex with at least **1BR**

OPTIONAL RULES

- place **3BI** at their Villages during set-up instead of during Redeploy Phase. They can't be attacked until moved
- **1775 only:** **American** forces suffer –1 DRM (in addition to –1 DRM for Militia-only in rule **III.F.** (page 8)) when attacking mostly **BR**

VICTORY CONDITIONS

- **AMERICAN** wins if British do not control 11 Strategic Towns or 1 Area at end of Dec. '77 turn
- **AMERICAN** wins if British do not control 11 Strategic Towns including 1 Area at end of Dec. '79 turn
- **AMERICAN** wins if British do not control 20 Strategic Towns including Boston, Newport, New York, Philadelphia, Charleston and Savannah at end of game
- any other result is **BRITISH** victory

			1776	1777	1778	1779	1780
WINTER	INTER-PHASE		NO INTERPHASE REDEPLOY		Replace AI with BI	Replace AI with BI	Replace AI with BI
	JAN		Y				
	FEB		CN: uncontrolled Port				
	MAR		Z				
RANDOM EVENTS			DR on Table	DR on Table	DR on Table	DR on Table	DR on Table
SPRING	INTER-PHASE	1775	A1 B1	AI on dr 1-2	AI on dr 1-2 Rebuild Elite Replace BI	AI on dr 1-2 Rebuild Elite Replace BI	AI on dr 1-2 Rebuild Elite Replace BI
	APR	A B C	Brant: Indian Village	K1	FRENCH on dr 1	N1	
	MAY	2RM: New London D E F G	C1 D1		FRENCH on dr 1		
	JUN	LdrD, 4RM, 1Su p: Charleston H I J K	E1		FRENCH on dr 1-2		
SUMMER	INTER-PHASE	NO INTERPHASE					
	JUL	Ldr. E, 2RM: Alexandria L M N	F1 G1	L1	FRENCH on dr 1-3		
	AUG	1TM: Oswego O	H1		FRENCH on dr 1-3		
	SEP	2RM: Hillsboro			FRENCH on dr 1-3		
RANDOM EVENTS		NO RANDOM EVENTS	DR on Table	DR on Table	DR on Table	DR on Table	DR on Table
FALL	INTER-PHASE	NO INTERPHASE					
	OCT	Stirling, 2RM: Morristown P Q R	Johnson: Indian Village I1	Lafayette: hex where Washington is	BEGIN FRENCH on dr 1-4 M1	BEGIN Arnold deserts on dr 6	
	NOV	S T U V W X	J1				
	DEC	1 Lt. Inf.: Quebec		11 ★ Towns or 1 Area		11 ★ Towns and 1 Area	14 ★ Towns + Boston Newport New York Philadelphia Charleston Savannah
CA WINTER REDUCTION		NO CA WINTER REDUCTION	Eliminate CA per Table	Eliminate CA per Table	Eliminate CA per Table	Eliminate CA per Table	

- A** = Ldr.B, Ldr.C, Glover'sMA, 14RM, 1Sup: after British move but before combat enter on hex adjacent to Boston
- B** = Stark, 2RM: after British move but before combat, enter on Portsmouth, NH
- C** = Ldr.A, 6RM: after British move but before combat, enter on Hartford
- D** = Howe, Clinton, Burgoyne, 1Gren., 8BR, 1Sup, TF-A, BF-A: Boston – cannot move this turn
- E** = Arnold, Warner, 1RM: Ticonderoga
- F** = Schuyler, 1RM, 1Sup: Albany
- G** = Greene, 3RM: Providence
- H** = 4TM: one each to Montreal, Quebec, Oswego, Augusta
- I** = Montgomery, 1RM: Albany
- J** = 4RM: one each to Ft. Stanwix, New York, Philadelphia, Annapolis
- K** = Morgan, Morgan'sRifles: Alexandria
- L** = Ldr.D, 1BR: Norfolk
- M** = Ldr.C, 2TM: Ninety-Six
- N** = Washington, Lee, Gates, Lincoln, Sullivan, Knox, 2RM, 1Sup: hex where main American army is
- O** = 1BR: Wilmington if controlled – if unable, try next turn
- P** = 3TM: one each to Montreal, Boston, Ninety-Six
- Q** = 2TM: Norfolk
- R** = 2RM: one each to Camden and Savannah
- S** = 1TM, 1Sup: Quebec
- T** = 1TM: Oswego
- U** = 2TM: Salisbury
- V** = 1BR: Boston
- W** = 3RM: one each to Albany, Charlottesville, Lynchburg
- X** = 1RM: Montreal if RM occupies Montreal free of enemy SP – if unable, try next turn
- Y** = Before British move, enter Wayne, Wayne'sPA on Philadelphia.
- Z** = Cornwallis, 7BR, 2Sup, 1Art, TF-A, BF-A: divide units between Fleets per transport capacities, then enter on sea-lane hex south of PA-MD border hexsides and hexes
- A1** = Watson: hex in SC the Interphase after 5BR appear disembarked in NC/SC
- B1** = Sumter, Marion: hex(es) in Deep South the Interphase after 5BR appear disembarked in Deep South/South Central
- C1** = Burgoyne, Fraser, Riedesel, 20BR, 1Sup: controlled Port, Quebec or Halifax – if unable, try next turn
- D1** = 1BI: if Deep South Area was controlled last turn, enter on R9 – if unable, try next turn
- E1** = Leslie, Mathew, Knyphausen, Ldr.B, 1Gren., 18BR, 1Sup, 1Art: controlled Port, either Boston, New York, Philadelphia or Halifax – if unable, try next turn
- F1** = Smallwood'sMD: hex with at least 1CA, then remove 1 of those – if unable, try next turn
- G1** = 1stRI: hex with at least 1CA, then remove 1 of those – if unable, try next turn
- H1** = Grey, Phillips, Heister, Rall, Ldr.C, 1Lt.Inf., 23BR, 1Sup, 1Art: controlled Port – if unable, try next turn
- I1** = Prevost, Rawdon, 6BR: controlled Port – if unable, try next turn
- J1** = Ldr.D, 4BR: controlled Port – if unable, try next turn
- K1** = Tarleton, Ferguson, Tarleton'sLeg.: hex where British (not Partisan) Leader is
- L1** = Butler'sRang.: Oswego if it has at least 1TM, then remove 1 of those – if unable, try next turn
- M1** = Ferguson'sProv.: hex with Ferguson & at least 1TM, then remove 1 of those – if unable, try next turn
- N1** = Lee'sLeg.: hex with at least 1CA, then remove 1 of those – if unable, try next turn

SET-UP

BRITISH	Quebec (Fort)	Carleton, 1Sup, 1Art	AMERICAN	Portsmouth, NH (Fort)	1RM
	Montreal	Mag		Cambridge (Ent)	1RM, 1 blue COM
	Saint Johns (Fort)	1BR		Fort Stanwix (Fort)	1RM
	Ticonderoga	1Art		Williamsburg	1RM, 1 blue COM
	Boston (Ent)	Ldr.A, 8BR, 1Sup, 1Art			
	J5	1BI			
	Ninety-Six (Fort)	none			
	Charleston (Fort)	1Art			

CSG-7 THE 1813 CAMPAIGN

CREDITS

Scenario Design & Research: Jim Lawler. **Rules & notes are in the Boardgamer - Vol. 9, No. 3.**

INTRODUCTION

This scenario covers the War of 1812 Northern Campaign in the year 1813.

COMPONENTS

- **MAPBOARD:** the board used is the “Crucible of Liberty” mapboard (see Galvez Scenarios below)
- **PLAYING PIECES:** Players must obtain an expansion counter set to use in conjunction with some of the original 1776 pieces. Included are several new types of counters such as naval Leaders and small gunships.

The new counters to play this campaign game are in the Boardgamer - Vol. 9, No. 3, which can be purchased from the following address:

**BOARDGAMER
Bruce Monnin
177 S. Lincoln St.
Minster, OH 45865-1240**

V. GALVEZ SCENARIOS – 1779 TO 1781: #G1, #G2, #G3, GCSG-1

CREDITS

Scenario Design & Research: Jim Lawler, Jim Caudle, J.F. Engler. **Rules & notes are in Old Soldiers magazine - Vol. 1, No. 4.**

INTRODUCTION

These scenarios are about the Spanish retaking of the Florida's. This was important to the revolution as it created additional problems and stretched the resources of the British. There are 3 smaller scenarios and one campaign game to choose from.

COMPONENTS

- **MAPBOARD:** The board consists of the original 1776 mapboard extended to include America west to the Mississippi River and several hundred miles beyond that, so that New Orleans, St. Louis, and upper Great Lakes are now included. Depicted on the map are terrain features, settlements and Forts for the French & Indian War, American Revolution, and the War of 1812.

The new mapboard is entitled “Crucible of Liberty” and can be downloaded in Cyberboard gamebox form from the Yankee Air Pirates website at:

<http://zappa.brainiac.com/yankeep/pbem.htm>

- **PLAYING PIECES:** Players must obtain a new set of counters to play these scenarios. Included are several new types of counters such as independent companies, stockades, piroux (small bateaux) and raid markers.

Printed and laminated counter sheets are available through OLD SOLDIERS magazine and can be purchased by emailing the editor Tom Cundiff at the following address and requesting them:

tdcgunslinger@worldnet.att.net