1776

The Game of
the American
Revolutionary War

1776 THIRD EDITION RULES

Changes from Second Edition Rules indicated in **red type**. New sections indicated in **maroon type.**

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CREDITS
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● First Edition Rules: March, 1974; Second Edition Rules: August, 1975; Third Edition Rules: May, 2008

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.
    ● 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: Players are restricted to using only the number of counters provided with the game. The playing pieces contain the following information. For each, the number in the lower right corner is its movement allowance. The images depicted are from the Cyberboard v5.0 gamebox available for download at Limey Yank Games Limey Yank Games.

Combat Units

‹**BRITISH REGULAR INFANTRY (BR)**
BRITISH ELITE INFANTRY›

‹**CONTINENTAL ARMY INFANTRY (CA)**
CONTINENTAL ARMY ELITE INFANTRY›

‹**TORY MILITIA (TM)**
TORY MILITIA DRAGOON (TD)›

‹**REBEL MILITIA (RM)**
REBEL MILITIA DRAGOON (RD)›

‹**FRENCH REGULAR INFANTRY (FR)**
FRENCH ELITE INFANTRY›

‹**BRITISH LEADER**
TORY PARTISAN LEADER›

‹**CONTINENTAL LEADER**
REBEL PARTISAN LEADER›

‹**BRITISH INDIAN (BI)**
AMERICAN INDIAN (AI)›

Non-Combat Units

‹**ARTILLERY**
SUPPLY›

‹**MAGAZINE**
BATEAU›

‹**FORT**
ENTRENCHMENT›

‹**COMMERCE (COM)**
TIME NOW›

‹**STATUS INDICATOR**
DECOY›

Naval Units

‹**TRANSPORT FLEET (TF)**
BATTLE FLEET (BF)›

‹**CONTINENTAL NAVY (CN)**

I. SEQUENCE OF PLAY

Each turn is one month long and is divided into two Player Segments.

A. FIRST PLAYER SEGMENT

1. MOVEMENT PHASE: 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.

C. This sequence is continued for each and every turn of the game.

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. These MP are expended one point for each hex entered. However, terrain restrictions require additional MP to enter certain types of hexes.
- Movement is always voluntary.
- Each unit can be moved 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 (SPs) not inside a Fort.

- TERRAIN RESTRICTIONS: A complete list of terrain effects on movement is in the Terrain Effects Chart. Costs are accumulative
  - Units may not cross hexsides without sufficient MP to do so. However, units are allowed to move one hex every Movement Phase regardless of available MP. This does not allow the crossing of impassable hexsides.
  - Units moving with **Glover's MA** elite unit (Elite) reduce their cost of crossing each river (or using each ferry) by one MP.
  CLARIFICATION: All-mountain hexes are treated same as swamp hexes.
  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.
- There is no limit to the number of combat SPs or unit counters that can occupy a single hex.
- At any time a player may consolidate or breakdown SPs in the same hex. Always use the same color and unit type when doing so.

A. **ENTRENCHMENTS**
- BUILDING: Any SP may build an Entrenchment in any non-enemy-occupied hex at the start of the friendly Movement Phase.
  - Entrenchments cannot be built in a hex containing a Fort or another Entrenchment.
  - SPs that build Entrenchments may not move during that Movement Phase.
  - All Units in a hex with a friendly Entrenchment are considered to be inside (placed underneath) the Entrenchment.
- EFFECT ON COMBAT: Entrenched units gain a –1 die roll modifier (DRM) when defending. This is in addition to other DRMs.
- DESTRUCTION: Entrenchments in a 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 hexes.
- BUILDING: A Magazine or Supply must begin its Movement Phase both adjacent to a river, class 3 (not coastal), or port entrance hexside that is free of enemy naval units and in a hex free of enemy SPs to build a Bateau.
  - Bateaux may be built by either of the following two methods:
    - BUILD: At the beginning of the Movement Phase, one Bateau is created for each Supply or Magazine in the hex by simply inverting the building unit (Magazine or Supply). The Bateau is placed inverted in the same hex.
      - The building unit cannot move or support combat in the Segment it built the Bateau.
    - EXCHANGE: Supplies and Magazines may be exchanged for Bateaux at the following rates:
      - 1 Supply, exchanged, creates up to 3 Bateaux placed inverted in the hex.
      - 1 Magazine, exchanged, creates up to 3 Bateaux and 1 Supply all placed inverted in the hex.
  - Six Bateaux cannot be created in the same hex.
  - Newly created Bateaux may not move or be used in the turn of their construction.
  - All inverted units are turned face-up at the end of the Combat Phase of the Segment of construction.
  - Destroyed Bateaux can only be re-created in the turn of their destruction if both were not moved or used that turn.
- HEXSIDE MOVEMENT: Bateaux move along river and class 3 (not coastal) hexsides: 15 hexsides max. per Turn.
  - There is no limit to the number of Bateau units (friendly or enemy) that may be positioned on, or move through, one hexside.
  - In tracing movement, the arrow on the unit must always point towards each individual hexside being counted. At the end of movement the arrow must point to a hexside that is adjacent to playable land.
  - If entering a class 1 or 2 river hexside adjacent to enemy SPs (not inside a Fort), Bateaux must end in that hexside.
  - Bateaux are not required to stop for enemy units adjacent to class 3 hexsides.
  - Bateaux may not enter hexsides containing enemy naval units but may enter if occupied solely by enemy Bateaux.
- PORTAGE: Bateaux may move through land hexes (not hexsides) if accompanied by at least one SP: cost is 5 MP per hex.
  - Portage movement is not allowed through mountain or swamp hexes.
  - If only moving 1 or 2 hexes, Bateaux may trace along 4 water hexsides max. either before or after its land movement.
  - Units that were transported with the Bateau prior to portage continue moving with the Bateau at no cost.
  EXCEPTION: Artillery may not be transported on land during portage.
- AS FERRY: If its hexside is free of enemy naval units, a Bateau may ferry units.
  - Bateaux may neither move nor change arrow pointing direction in the Movement Phase in which they act as ferries.
  - Bateaux acting as ferries reduce the crossing penalty across the 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.
- AS TRANSPORT: If its hexside is free of enemy naval units, a Bateau may transport units: 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
Supply	**2** points per unit

- To be transported, the units must begin their Movement Phase adjacent to the Bateau's hexside.
- Transported units are placed under the Bateau counter and the Bateau moves them by hexside movement (outlined above).
- Bateaux may drop off units along the way and continue moving to their final destination.
- If the Bateau is forced to end its movement due to the presence of enemy SPs, it must debark all units to either or both adjacent hexes (even if enemy-occupied).
- At the end of its Movement Phase, Bateau must always debark all units to either or both adjacent playable land hexes. EXCEPTION: If the hexside is rough terrain, the Bateau can only debark to the hex on the river side.
- Transported units may not move (or embark) after they debark from the Bateau.
- CAPTURE: Enemy Bateaux are instantly captured if both adjacent hexes are free of enemy SPs when a friendly SP enters or already occupies one of the two hexes adjacent to the hexside containing the Bateau. Enemy Bateaux left during portage in a hex without (or all inside Fort) enemy SPs are instantly captured if a friendly SP is present in the hex.
  - Captured Bateaux are simply replaced with friendly Bateaux (immediately available for normal use).
  - At least 1 SP of the capturing units must accompany the captured Bateau during the Segment of capture.
  - The winner may opt to destroy captured Bateaux. He simply removes them from the board in the Segment of capture.
- DESTRUCTION: Players may destroy their Bateau during the Movement Phase if enemy SPs do not occupy both adjacent hexes. To be destroyed on land during portage, its hex must be free of enemy SPs.

C. **AUTOMATIC ELIMINATION (AE)**

1. Whenever friendly units enter (or start movement from) an enemy-occupied hex with enough SPs to create 6-1 odds or better, the enemy SPs may be automatically eliminated (removed from play). This occurs immediately.
  - Supply status (see **III.B. SUPPLY UNITS**) must be considered in establishing an AE. This does not count against the supply unit, since it is not participating in a normal combat situation in a Combat Phase.
  - Only units stacked together at the beginning of the Movement Phase and entering the target hex together may participate.
    - If starting from a Fort, the stack must begin either entirely inside or entirely outside.
    - If starting on land in a hex with embarked units, the stack must begin entirely on land or entirely embarked.
    - Naval and/or Bateau movement does not affect AE.
  - Units in Forts may never be AE; however units in Entrenchments may be AE if there are enough SPs to create 8-1 odds.

2. The friendly units are not required to stop, but may not embark and may only continue moving after paying an additional 2 MP to do so (AE costs 2 MP to perform (3 MP against entrenched units) plus the cost of entering the hex where the AE occurs).

D. **FORCED MARCH**

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

- Only SPs with a Leader or Partisan Leader (or Artillery with **Knox**) may attempt Forced March.
  EXCEPTIONS: 1) If moved by Bateau/Naval transport this Turn or if stacked with enemy units that are not in a Fort, they can't.
  2) Indian SPs may attempt Forced March without a Leader
- Forced Marches are attempted at the conclusion of all regular movement in the Movement Phase and may result in AE.
- A single Forced March is defined as one beginning in hex "X" and ending in hex "Z", regardless of the number of SPs involved. More than one Forced March situation cannot be created where units, starting in 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. The 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. The 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, before doing so the owning player must eliminate one regular SP (not Elite; if none, RM (not Elite) or IN) 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 SPs, rounded up, are eliminated from the board as per rule **III.A.2.F.** If **Glover's MA** was used, it must be removed first, counting as one SP.
  - All MP gained must be expended in movement along the announced route. If the units attempting the Forced March cannot 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 = Attacker & non-phasing player = Defender.
- Both players may attack enemy units stacked with friendly units. Only units in the same stack may attack each other.
  EXCEPTION: Only the Attacker can do this in the Basic Game Scenario.
- All eligible enemy units in the hex are attacked. All eligible friendly units in the hex must attack. None are excluded.
- Combat is always voluntary and units may never be attacked more than once per turn.

A. PROCEDURE

1. The Attacker announces any ONE hex he wishes to attack.

2. That particular combat situation is resolved in the following manner.
   - BASIC GAME SCENARIO (skip steps 3. thru 6.)
     A. Total the SPs of the Attacker & total the SPs 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.
     B. Roll one die and cross-index the number under the proper odds column.
     C. Apply the result from the table to the units involved in the attack.
   - ALL OTHER SCENARIOS
     A. Supply use and Elite commitment must be announced, first by the Attacker and then by the Defender.
     B. Total all combat modifiers to get one DRM. Add or subtract this number to the Attacker's die roll on the Advanced Game Combat Results Table (CRT).
        - DRMs less than –4 are treated as –4. DRMs greater than +4 are treated as +4.
     C. Total the controlled SPs (see rule **IV.B.** Effect on Combat) of the Attacker & total the controlled SPs 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 CRT (odds worse than 1-3 are not allowed; odds greater than 5-1 are treated as 5-1).
     D. Each side secretly chooses one of eight (8) Tactical Cards, simultaneously revealing them, and 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 the Attacker's die roll on the CRT.
        - +2, -2, 0 – add this number to Attacker's die roll as above, but NO FURTHER COMBAT is possible in that hex during the current Combat Phase.
        - **NC** – NO COMBAT. The die is not rolled, and there is no combat in that hex during the current Combat Phase.
     E. Roll one die and cross-index 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.
     F. Apply the result from the CRT to the units involved in the attack in the following manner.
        - **NE** – NO EFFECT. There is no more combat in that hex during the current Combat Phase.
        - AMERICAN: 1) Elite if used; 2) first two points RM, RD, or AI at player's discretion; 3) CA; 4) alternate between RM (RD, AI) and CA. May not eliminate his last CA until all his RM/RD/AI are eliminated. 5) FR.
        - BRITISH: 1) Elite if used; 2) BI; 3) first two points TM or TD at player's discretion; 4) BR; 5) alternate between TM (TD) and BR. May not eliminate his last BR until all his 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.
     G. RETREAT
        - If all controlled SPs in the round were eliminated but friendly SPs remain in the hex, the entire friendly force retreats together one hex.
        - If Defender successfully ended combat by playing a Withdraw card, he retreats his entire force together one hex.
        - The hex retreated to cannot be enemy-occupied, nor may retreat be across a mountain hexside or any larger than a class 1 river. If defending, the hex cannot be one the Attacker came from.
           - If such a retreat is not possible, the force remains in the hex.

3. Attacker has the option to continue his attack for as long as he wants after the initial round as long as **NC** of the Tactical Matrix has not been indexed, **NE** has not been rolled on the CRT and neither side has retreated.
   - If he continues, repeat step 2. Other Elites may be used (see rule **G.** Elite Units).
   - If he declines, the Defender (not inside a Fort) may attack that hex using steps 2. and 3. as if he was Attacker.
     EXCEPTION: **George Washington**, when stacked with CA, may break off tactical-card combat after the second round.

4. Repeat steps 1. thru 3. until Attacker decides to stop attacking.

5. The Defender announces any ONE hex he wishes to attack which was not already involved in combat this Turn. Repeat steps 1. thru 4. with Defender as the new attacker and Attacker as the new defender.
   EXCEPTION: The new attacker may not initiate combat against enemy units inside Forts or Entrenchments, nor may he initiate combat if friendly units are inside Forts or Entrenchments.

6. Repeat steps 1. thru 5. until both sides decide or are forced to stop attacking.

B. **SUPPLY UNITS**
- EFFECT ON COMBAT: If a Supply is not used, then SPs are halved when attacking or defending. Retain fractions.
  - Supplies must be present in the same hex with friendly units for those units to attack or defend at full strength.
  - Supply use is always optional.
  - Only one Supply can be used to support combat in any one hex per Combat Phase (even if multiple attacks occur).
  - If a Supply is used to support two or more rounds, it is removed from play at the conclusion of the Combat Phase.
  - If a player chooses not to use a Supply in a combat round, he may choose to use the Supply in a subsequent round without forcing its removal (if not used for two or more rounds).
- CAPTURE: "Unused" Supplies (not used to support any combat in the Segment of capture) in a hex without (or all inside Fort) friendly SPs are instantly captured if an enemy SP is present in the hex.
  - Such enemy units are simply replaced with friendly supply units.
  - Captured Supplies must accompany the capturing SPs during the Segment of capture.
  - The winner may opt to destroy captured Supplies. He simply removes them from the board in the Segment of capture.
- DESTRUCTION: Players may destroy their Supplies during the Movement Phase if enemy SPs do not occupy the same hex.

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

D. **FORTS**
- Units under a Fort counter are considered to be in the Fort. Units on top of it are considered to be outside the Fort.
- BUILDING: Forts are built only on Town hexes unoccupied by enemy units. Only one Fort may be built per such hex.
  1. To build a Fort, there must be one Supply (or Magazine), one Artillery, and one SP of BR, CA or FR at the beginning of the turn in the same hex. These units (and any Entrenchments) are removed and replaced with an inverted Fort counter at the END of the Combat Phase. The inverted Fort counter does not function in any way as a Fort until the beginning of the next friendly Combat Phase. Inverted Fort counters are automatically destroyed if in a hex by themselves with enemy units.
  2. In the friendly Combat Phase following placement on the board, the inverted Fort counter is flipped and used normally.
- EFFECT ON MOVEMENT
  - Friendly units entering a hex with all enemy SPs inside a Fort may continue moving.
  - Units in a Fort with enemy units outside may not leave the hex. Instead they must stop outside the Fort and end their movement. In the next turn they may move out of that hex normally.
  - Friendly units entering a hex with friendly units in a Fort and enemy units outside may not enter the Fort in the same turn UNLESS they participate in an attack against the enemy units. Units in the Fort are not required to participate in the attack, but have the option of doing so. Friendly surviving SPs and units may immediately enter the fort.
  - Units may move into or out of a besieged Fort (enemy SPs in same hex) by Bateau if adjacent to a class 3 hexside.
- EFFECT ON COMBAT: Forts double the SPs of those in the Fort for defense only (casualties are evaluated normally).
  - Units (not Supplies) in a Fort attacking enemy units outside lose all defensive benefits and are placed outside the 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 in a Fort (skip steps 2.D. and 2.G. of the combat procedure).
  - All effects of supply in combat apply to units in Forts. Unsupplied units in Forts would be halved and then doubled; therefore they maintain their basic SPs when unsupplied in a Fort.
  - When enemy units are both in and outside a Fort, they must be attacked separately.
    - All enemy units outside the Fort must be eliminated 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 units outside the Fort do not affect units in the Fort.
- CAPTURE: Forts in a hex without friendly SPs are instantly captured if an enemy SP is present in the hex.
  - Such enemy Forts are simply replaced with friendly Forts.
  - The capturing SPs and units may immediately enter the fort.
- DESTRUCTION: Forts may be dismantled at the END of the owning player's Movement Phase if there is at least one friendly SP also in that hex. Forts may not be dismantled if there are enemy SPs in the hex. To dismantle the Fort, remove it from the board.

E. **ARTILLERY UNITS**
NOTE: Artillery has enhanced MP. British & French Artillery now have seven 7 MP, while American Artillery now has eight 8 MP.
- EFFECT ON COMBAT
  - Defending: -1 DRM for each defending Artillery unit inside a Fort or Entrenchment.
  - Attacking: +1 DRM for each attacking Artillery unit attacking enemy units in a Fort or Entrenchment.
  - Artillery cannot be used when attacking or defending in any other terrain but Forts and Entrenchments.
  - Artillery may only affect combat as long as they themselves are supplied for combat, by a Supply or Magazine.
    EXCEPTION: Unsupplied Artillery in a Fort may fire one round in combat. This means once per month.
- CAPTURE: Artillery in a hex without (or all inside Fort) friendly SPs are instantly captured if an enemy SP is present in the hex.
  - Such enemy units are simply replaced with friendly Artillery units.
  - Captured Artillery must accompany the capturing SPs during the Segment of capture.
  - The winner may opt to destroy captured Artillery. He simply removes them from the board in the Segment of capture.
- DESTRUCTION**:** Players may destroy their Artillery during the Movement Phase if enemy SPs do not occupy the same 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 when attacking or defending. This is in addition to DRMs from other sources.
  EXCEPTION: A militia-only force whose overall commander is **Tarleton**, **Ferguson**, **Morgan** or **Arnold** (as American) does not suffer the DRM.
- Indians are always Partisans. Therefore they have the option of retreating before combat. See rule **V. PARTISANS**.
  EXCEPTION: A regular Leader may lead Indians, but in that case the Indians cease being Partisans & may move only 8 MP.

G. **ELITE UNITS**
- Elites named after Leaders must accompany that Leader at all times. If separated (not by death or capture), the Elite is eliminated and replaced with one SP of the matching color, one turn after separation.
- EFFECT ON COMBAT
  - Elites may not be used to attack in combat where the odds are greater than 2:1.
  - Elites may only be used in ONE round, as an Elite, in a combat situation. 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 in subsequent rounds.
  - Elites give a +1 DRM in the particular combat round they are used.
  - If used in a round of combat as an Elite and any losses are taken, the Elite is taken first.
  - Orange and green Elites do not suffer the DRM penalty for combat vs. BR, CA, and FR SPs.

IV. LEADERS
Leaders represent commanders who fought on both sides throughout the war. Adding them to the game has increased realism in a number of ways, such as controlling the number of troops, forced marches, and combat.
- Each Leader unit has the following information on it:

- All Leaders have a movement allowance of 10. A Leader stacked with a Dragoon has a movement allowance of 13 if accompanying the Dragoon for its entire turn.
- The highest-ranking Leader in a stack is considered the overall commander. A two-star Leader is higher ranking than a one-star Leader. Within particular rank, the Leader with the lowest seniority number possesses the highest rank.

A. **EFFECT ON MOVEMENT**
- If BR, CA, or FR SPs move on land, or by ferry, without a Leader stacked with them, movement costs are DOUBLED.
- Leaders do not have to begin the Movement Phase stacked with SPs in order for the SPs to pay normal movement costs. They may move about the board and any number of times pick up or drop off SPs as they go.
- COMMAND: The number of SPs that can be moved as a stack by a Leader is limited by the Leader's rank.
  - A British or French two-star may lead 8 SPs.

- A British or French one-star may lead 4 SPs.
  EXCEPTION: **Rawdon** may lead 6 SPs if he is overall British commander in a stack.
- An American two-star may lead 6 SPs.
  EXCEPTION: **Washington** may lead 8 SPs.
- An American one-star may lead 3 SPs.
- Leaders may be combined to move a stack of SPs.
- French Leaders cannot lead CA and American Leaders cannot lead FR.
  EXCEPTIONS: **Washington** (8 SPs) and **Lafayette** (3 SPs) may also lead FR.

EXAMPLE: Two British one-star generals in a hex with 10BR, 2TM, 1BI, 1 Art., and 1 Sup. can lead only 8 SPs 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**

- Nameless Leaders are subordinate to all named Leaders. **Leader E** (not French) only outranks 1 nameless Ldr. or 1 Partisan Ldr.
- At the beginning of combat, both players determine their overall commander in the hex. Those two combat modifiers are subtracted to determine any DRM. This DRM is in addition to any from other sources.
- COMMAND: The number of SPs that can be controlled by a Leader in each round of combat is the same as for movement.
  - Militia, Indians and Dragoons count toward the Leader's ability to control units.
  - If a side has uncontrolled SPs in the combat hex, it suffers a -1 DRM.
  - If **Washington** or **Howe** is overall commander, an unlimited amount of controlled SPs may participate.
  - If a two-star is overall commander, a maximum of 24 controlled SPs if he's American or 34 if he's British may participate.
  - If a one-star (not Partisan) is overall commander, a maximum of 10 controlled SPs may participate.
    EXCEPTION: If **Rawdon** is overall British commander, the maximum is 12 controlled SPs.
  - If **Leader E** is overall commander, a maximum of 6 controlled SPs if he's American or 8 if he's British may participate.
  - If a Partisan Leader (see rule **V. PARTISANS**) is overall commander, a maximum of 3 militia/Indian SPs may participate.
  - If a nameless Leader (not Leader E) is overall commander, a maximum of 3 SPs if he's American or 4 SPs if he's British or French may participate.
  - If no Leader is in the hex, a maximum of 3 SPs if force is CA/militia/Indian in any combination or 4 SPs if force contains BR or FR may participate.
  - FRANCO-AMERICAN FORCE: When combining FR and CA, the allies suffer a –1 DRM in combat. The side with the most SPs present has its highest-ranking Leader in the hex as overall commander of the combined force.
    EXCEPTIONS: 1) When **Washington** is in hex, he is overall commander without the –1 DRM.
    2) If **Lafayette** is highest ranking allied general in hex, he is overall commander without the –1 DRM.
- **Carleton**: When outside of Canada, his combat modifier is lowered to +1.
- **Knox**: The "A" means artillery and he only outranks nameless Leaders. If stacked with Artillery while attacking a Fort or Entrenchment, the Americans gain an additional +1 DRM for the first round of combat.

C. **CASUALTIES AND CAPTURE**

- MOVEMENT PHASE: a Leader caught in a hex without friendly SPs (or all inside a Fort) by an enemy SP is instantly captured.
- COMBAT PHASE: at the end of each combat (not **NE** result in the 1st round), for both forces' SPs
  - if any survive, roll two dice for each named Leader & **Leader E** in that force: 2-10 no effect, 11 wounded, 12 killed
  - if none left, nameless Ldrs. in that force are removed to Turn Track & placed at start of next Turn on a friendly-occupied hex
  - if none left (not in a 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
  - if none left inside a 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 the end of each Interphase in Campaign Simulation Games and at the beginning of each Turn in all Scenarios. Prisoner exchange is mandatory. Leaders are exchanged on a one-to-one basis with ranking Leaders going first.
  EXCEPTIONS: 1) **Tarleton**, **Arnold** (as British), and all **Partisan** Leaders are permanently removed from play (hanged).
  2) **Leaders E** are placed at the start of the next Turn on any friendly-occupied hex.
- 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 any friendly-occupied hex.
- Killed Leaders are permanently removed from the game. When a named Leader is killed, the dead Leader is replaced by a nameless Leader counter. If there is no such unit available, players make their own counters.
  EXCEPTION: **Knox**, **Lafayette**, and all **Partisan** Leaders are never replaced.

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 and green Leaders are Partisan Leaders. **Brandt** is also a Partisan Leader.

- Partisan Leaders may only lead militia and militia Dragoon units. Such units are considered Partisans.
  EXCEPTION: **Ferguson** may lead BR (not as Partisans) as a British Leader (not Partisan).
- Partisan Leaders (not **Ferguson**) are required to stay within their "area jurisdiction." There are two area jurisdictions: North and South. North is the Middle States and New England; South is the Deep South and South Central.
    - North Jurisdiction: **Brandt**, **Johnson**, **Warner**, **Stark**
    - South Jurisdiction: **Watson**, **Marion**, **Sumter**

A. EFFECT ON MOVEMENT
- Partisan units (not Dragoons) have a movement allowance of 10.
- **Marion**: May lead units (or move) through one swamp hex each turn at the cost of one MP, not two.
- **Sumter**: He is prohibited from ending consecutive turns stacked with the same Leader.
- COMMAND: Partisan Leaders control up to 3 SPs of which no more than 2 can be Dragoons.

B. EFFECT ON COMBAT
- RETREAT: If an enemy force begins its Combat Phase in a hex occupied by friendly Partisans, the Partisans may try to retreat before the Combat Phase begins. Roll one die: 1-4 no effect, 5-6 retreat together to an adjacent hex unoccupied by enemy units. If unable, retreat to an adjacent hex occupied by both enemy & friendly forces. If no such hex is available, they may not retreat.
- COMMAND: The number & type of SPs that can be controlled in a combat round by a Partisan Ldr. is the same as for movement.
    - **Brandt**: If stacked with BI, can lead TM and/or Butler's Rangers in combat (even after BI is killed in that combat).

VI. OPTIONAL RULES

A. LEADER CASUALTY CHECK
Here is a different method of checking Leader casualty. It works best in games that contain a great number of SPs.
PROCEDURE:
1. At the end of each combat (not **NE** result in the 1st round), each player rolls two dice & adds result to friendly SPs lost.
2. On a roll of 13 or more, each one-star named Leader & **Leader E** in that force must undergo a casualty die roll.
3. On a roll of 14 or more, for both forces' SPs
    - if any survive, each two-star Leader in that force (not overall commander) must undergo a casualty die roll
    - if none left, each two-star Leader in that force must undergo a casualty die roll
4. Casualty die roll: 1-3 no effect, 4 captured, 5 wounded, 6 killed.
   EXCEPTION: if no SPs left inside a Fort, 1 escapes 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, RM, TM, RD, TD and Indian units 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 units must be turned face up to move at their full movement allowance.
- Inverted counters remain inverted until entering a hex occupied by enemy SPs, or enemy SPs enter their hex.
- Whenever either of the two cases above occurs, both sides immediately flip their units in the mutually occupied hex. They may not be inverted again until they begin their Movement Phase in a hex not occupied by enemy SPs.
- DECOY COUNTERS: May only be used when noted in scenario Set-Up. They move in the same manner as real units except:
    - Decoy counters may never move into hexes occupied by enemy units.
    - If a unit enters a hex occupied by an enemy Decoy Counter, that Decoy is immediately placed in 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 SPs (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 amount of SPs available in that Area at the beginning of each quarter.
CONTROL: Only the British player can control a Strategic Town or Strategic Area.

A. STRATEGIC TOWNS
A Strategic Town is controlled for Area status (only) by occupying it (regardless of enemy units) with the following BR. For all other purposes, it (or Halifax) is controlled by occupation with at least 1 BR. If a Fort is in the hex, the required garrison must be inside it.

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

B. **STRATEGIC AREAS**
- The British player controls an Area by controlling all Strategic Towns in that Area.
  - If the British control all Strategic Towns in New England and/or Middle States, but do not control Montreal and Quebec, the New England and Middle States Areas are considered uncontrolled.
- Listed below are the Strategic Areas and Towns:

NEW ENGLAND	SOUTH CENTRAL
Boston	Alexandria
Newport	Charlottesville
Springfield	Richmond
Hartford	Petersburg
Norwich	Norfolk
MIDDLE STATES	**DEEP SOUTH**
Ticonderoga	Hillsboro
Ft. Stanwix	Wilmington
Albany	Camden
Wyoming	Charleston
New York City	Ninety-Six
Philadelphia	Augusta
	Savannah

C. **INDIAN TOWNS**
- Forts and Magazines may not be built on the three Indian Towns: Owego, Painted Post, and Unadilla.
- The American player may not move units into any of the Indian Towns until the British player moves an Indian SP out of any of those Towns, or moves a British or Tory unit of any kind (not Leaders) into any of those Towns.

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 the end of each March, June, September and December turn, the following steps are performed.

1. If Winter Interphase, CA SPs are reduced depending on location according to the following table (fractions rounded DOWN).

CA WINTER REDUCTION RATES				
AREA STATUS	**1776**	**1777**	**1778**	**1779**
British control NO Strategic Towns	25%	25%	0%	25%
British control some Strategic Towns	50%	50%	25%	50%
British control Area	100%	75%	50%	75%
total: Canada + West Indies + at sea	75%	75%	75%	50%

2. If Spring or Fall Interphase, both Players roll two dice and apply result from Random Events Table. American Player goes first.

RANDOM EVENTS TABLE		
DR	**BRITISH**	**AMERICAN**
2	**Increased effort to end war at home** – enter 2 BR to any one controlled port	**Spain invades Georgia** – enter 2 SP and one nameless one-star Leader to within three hexes of Savannah (use French counters)
3	**Additional supplies from England** – enter 1 Supply to any controlled port	Build one RD instead of one RM at no cost
4	**Successful attempt to gain Indian allies** – enter 1 BI SP to Montreal	**France increases support** – enter 1 Supply to any uncontrolled port
5	**Successful recruitment of Tories for service** – enter 2 TM: one to each Area of North or South map portion	**Congress raises bounty for joining colonial army** – enter 2 CA to the uncontrolled Town nearest largest American force

6-8	No effect	No effect
9	**Tories fear reprisals** – remove 2 TM: one from each Area of North or South map portion	**Locals fear reprisals** – remove 2 RM: one from each Area of North or South map portion
10	**Storms appear** – all fleets remain in port for next month	**Royal navy interrupts French supply** – remove 1 Supply from anywhere on the board
11	**Scandal in Admiralty**–only one Supply this turn	**French monarch loses interest** – remove fleet A
12	**War rumors in Europe** – deduct 2 BR from British reinforcements	**Local governors discourage enlistments** - deduct 2 CA from American reinforcements

3. All Leaders' combat ratings are reset to their original value plus any Promotions.
4. In each Area plus Canada, each side's highest ranked Leader must be stacked with the largest amount of SPs.
   - If not, reduce both his and the "Leader stacked with the most SPs" combat ratings by one (-1).
   EXCEPTION: Combat ratings of 0 are not reduced.
5. Each Spring Interphase starting 1777, if the Middle States Area is uncontrolled, the American player rolls a die: 1-2 means enter (or rebuild) the AI unit to Unadilla or, if already on the board, flip to green side. 3-6 means remove it from the board.
6. If Winter Interphase and the AI unit is on the board, flip it to brown side (British ally) and place it back at Unadilla.
7. Each Spring Interphase starting 1778, both players may rebuild one lost Elite.
   - An Elite may not be rebuilt if its Leader is captured or eliminated.
   - The Elite replaces one SP of the same color anywhere on the board.
   - A wounded Leader's Elite can be rebuilt. However, the Elite cannot 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.
8. Each Spring Interphase starting 1778, the British player receives a BI replacement of one SP at Oswego or Montreal. If no BI has been lost up to this time, no replacement can be taken.
9. 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 and units embarked on fleets are not considered to be in an Area.

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

* -- If lower than the allowable level, cannot be increased to that level.

EXAMPLE: At the beginning of the April, 1776 turn, BR SPs control Charleston in the Deep South Area; CA units 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 SPs: CA-1, RM-8, TM-5.

10. Each Player adjusts his militia levels and enters his new arrivals.
    - The CA Rate Chart value is the number of CA reinforcement SPs available for the Area.
    - The militia Rate Chart value is the number of militia & Elite militia SPs that can be in the Area at the start of a season.
      - If militia SPs are below the allowed level, additional militia SPs are brought in to bring the number up to that level.
      - If militia SPs exceed the allowed level, all militia SPs in excess of that level must be removed from the board.
      - Militia in Canada (and Halifax) are always totaled with those in the Middle States Area. Excess militia SPs may be removed from either Canada or Middle States Area; however, arriving SPs must be placed in the Middle States 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 in enemy-occupied hexes.
    - Unless noted in the following PROCEDURE, units scheduled for arrival may be split up and placed in any combination.
    - If removing militia SPs, any may be chosen.
    - If friendly Fort is in entry hex with enemy SPs, new units must be entered outside the Fort.
      EXCEPTION: They may be entered inside the Fort if entry hex is a Port that is not blockaded (enemy fleet on Port hexside).
    - PROCEDURE:
    1. Adjust rebel militia SPs per Rate Chart placing any new units on or within one hex of any uncontrolled Strategic Town.

- If uncontrolled Area has all Strategic Towns controlled, they may be placed in any adjacent hex of any Strategic Town.
- Dragoons may be created from RM at following rate: 1RD may be created for 1-4RM allowed on the Rate Chart.
  - If the number of Dragoons exceeds this level at the start of the Interphase, eliminate them to the proper level.
  - *EXAMPLE: For 1-4 on a Rate Chart, one Dragoon may be created. For 5-8 on the chart, two Dragoons, etc.*
2. Enter CA reinforcement SPs per Rate Chart in the same manner as RM.
3. Adjust tory militia SPs per Rate Chart placing any new units in any controlled Strategic Town.
   - If no controlled Strategic Towns are in the Area, they are placed in any Strategic Town unoccupied by enemy units.
     - If all Strategic Towns are enemy-occupied, they may be placed in any adjacent hex of any Strategic Town.
   - Dragoons may be created from TM SPs and are adjusted in the same manner as RDs.
4. If Spring Interphase, enter 1 American Supply to each uncontrolled Area in the same manner as RM.
5. If Summer Interphase, enter 1 American Supply to each Area with no controlled Strategic Towns in the same manner as RM.
6. Each Spring, Summer and Fall Interphase starting 1777, enter 2 British Supplies to any ONE controlled port: Boston, New York, Philadelphia, Charleston or Quebec.
7. Each Interphase starting with Winter 1777, enter 2BR to any ONE controlled port and 2BR to New York (city) if controlled.
8. If Winter Interphase, enter 1BR to Charleston if controlled and 1BR to Philadelphia if controlled.
11. After French intervention, roll to call up Variable Forces (see step **V.E.**), even for damaged units.
12. After French intervention, roll to remove Variable Forces (see step **V.E.**), even for damaged units.
13. If both sides have captured Leaders, they must be exchanged on a one-to-one basis with ranking Leaders going first.
   - Place exchanged Leaders on the Turn Track at the current Interphase space.
14. Both Players may transfer Leaders - British Player goes first.
   a. If any named Leaders are on the Turn Track at the current Interphase space, you may enter them in any combination to hexes occupied by friendly SPs. American player may also enter his to uncontrolled towns.
   b. Any one named Leader may be placed on the Turn Track at the next Interphase.
   c. Any one nameless Leader may be moved to a hex occupied by friendly SPs. American player may also move his to an uncontrolled town.

III. INDIAN REINFORCEMENTS
- The first time a Deep South colony is controlled, enter 1 BI to J5 at start of next British turn.
- The first time all three Deep South colonies are controlled, enter 1 BI to R9 at start of next British turn.

IV. PROMOTION
- A named Leader with a combat rating of 0 or +1 may add a +1 to his combat modifier if he's overall commander in any of:
  - his force captures a Strategic Town that has been defended by five or more enemy SPs, and having a less than 3:1 numerical advantage (not including Artillery or Supply)
  - his defending force successfully holds onto a Strategic Town attacked by five or more enemy SPs
  - his force destroys an enemy force of 10 or more SPs, and does not outnumber that defending force at the start of combat by more than 3:2 odds
- Promotion takes place before Leader casualty checks are performed.
- A Leader's combat modifier may only be promoted +1 from the printed rating on his counter.

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.
- Each naval unit (BF, TF, CN) has the following information on it:

ID Letter · **Transport Capacity** · **Naval Combat Rating** · **Type Symbol** · **Movement Allowance** · **Hexside Movement Indicator**
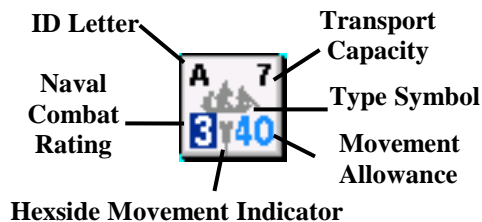
A. NAVAL MOVEMENT
Movement of naval units is executed in their Movement Phase in the same manner as land movement.
- ON-BOARD MOVEMENT: On-board movement is a combination of the following types.
  - RIVER AND CLASS 3 HEXSIDES: Naval units may move along river or class 3 hexsides at a cost of one movement point per hexside in the same manner as Bateaux with these limitations:
    - NO naval units may move along class 1 rivers. Only TFs and the CN may move along class 2 rivers.
    - Naval units may enter a hexside occupied by enemy naval units, but they must stop there.
    - Naval units do not have to stop for enemy SPs on land or enemy Bateaux.

- Naval units on class 2 rivers must stop if entering a hexside adjacent to an enemy Fort containing supplied Artillery.
- SEA-LANE HEXES: Naval units expend one movement point per sea-lane hex entered.
  - Naval units in sea-lane hexes intending to move from a sea-lane to a class 3 hexside may move to any class 3 hexside that is directly connected to that particular sea-lane hex and vice-versa.
  - Naval units must stop whenever they enter a sea-lane hex occupied by enemy naval units.
- PORT HEXES: Naval units may enter or leave port hexes at no cost in MP.
  - Naval units are indicated as being in port by being placed in the hex with the port symbol (and outside the hex if not).
  - Naval units enter or leave a port by moving through the hexside indicated by the arrowhead symbol.
  - Each port can hold an unlimited number of naval units.
  - Enemy naval units may not enter a port hex occupied by friendly naval units.
  - Naval units in a port containing enemy SPs but no friendly SPs are instantly placed on the port entrance 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 are placed in 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.
  - The NORTH Exit
    - British fleets have the option of moving to the NORTH box or to the HALIFAX box.
      - HALIFAX represents the British naval base at Halifax, Nova Scotia. Only British units may use this box. Fleets in the "Fleet" box are not in the port. The "SPs" box is treated same as a port hex and fleets are indicated as being in port by being placed in this box. The cost to debark is the same as a port hex.
    - French BFs 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. In their next Movement Phase, these fleets appear on the first class 3 river hexside at a cost of one MP.
  - The EAST Exit: Fleets are placed in the EAST box of the OBM Chart.
  - The SOUTH Exit: Fleets are placed in the SOUTH box of the OBM Chart.
  - Within the OBM Chart: Fleets may move from one box to another (once per turn) if they are joined by double-headed arrows.
    - If entering the Halifax port, there is no cost to debark.
    - Transitional Boxes marked "FR" are sources of French supply. French BFs beginning their turn in such a box may embark one Supply if they do not leave the box that Movement Phase.
    - THE WEST INDIES: The West Indies boxes are ports for both French and British forces. The "Fleets" and "SPs" boxes are treated same as in the Halifax box. However, there is never any cost to debark.
  - Fleets may re-enter the map only if they begin their Movement Phase in the SOUTH, EAST, NORTH or HALIFAX boxes. They are placed in the first sea-lane hex of the appropriate exit at a cost of one MP and may continue moving from there.

B. NAVAL TRANSPORT

Naval units may transport certain land units during their Movement Phase.

- British player may transport Leaders, BR, TM, TD, Artillery and Supplies by ship via British BFs and TFs.
- American player may transport Leaders, FR, CA, Artillery and Supplies by ship via French BFs and Supplies/Artillery in the West Indies via the CN (see rule F. West Indies Operation).
- For purposes of Area allocations, TM cannot remain at sea for more than one season at a time. All TM at sea at the beginning of a season are automatically eliminated.
- To be transported, land units must begin their Movement Phase in either a port (including West Indies and Halifax) or a hex adjacent to a class 2 or 3 hexside.
- Units being transported by sea 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 on the OBM Chart.
- To transport units, naval units must begin the Movement Phase in a port hex with or hexside adjacent to the units to be transported.
  - Units being transported are signified as embarked by being placed directly underneath the transporting naval unit. If stacked with other naval units, passengers must be kept separate. Transferring directly between fleets is prohibited.
  - The Transport Capacity located in the upper right corner of the naval unit indicates the maximum number of land units that a naval unit can transport at one time. Capacity cost is determined by the same method as used for Bateaux.
  - Embarking/debarking operations invoke MP penalties for both the naval unit and the transported land units.

TYPE OF EMBARKATION/DEBARKATION	FLEET COST	LAND UNIT COST
Embark/Debark when naval unit is in a port hex.	5 MP	May move only 1/2 MP (round down) upon debarking. Debarking into the hex is free.
Embark/Debark when naval unit is on a class 3 coastal hex.	15 MP	May not move when debarked.

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Embark/Debark when naval unit is on a class 2 or 3 river or class 3 bay/lake hexside.	**10 MP**	May not move when debarked.
Embark/Debark land units in a hex occupied by enemy SPs.	**5 MP + fleet cost**	May not move when debarked.

- Naval units cannot debark land units if they do not have enough MP left to accomplish the operation as outlined above.
- A unit may only embark once per turn.
- Each individual stack of land units debarked invokes MP penalties for both the fleet and the stack.
- Naval units (not the CN) may act as ferries across class 2 or 3 hexsides. They may also embark/debark in the same turn.
- Naval units on the move (not stationary) cannot embark/debark land units if they enter a hexside with an enemy fleet.
- If a Fort is besieged, units can only embark from/debark to the inside if the transporting naval unit is in a port hex.

C. NAVAL COMBAT
Naval units in their Combat Phase may attack enemy naval units.

- Naval units engaging in combat must occupy the same sea-lane hex or class 3 hexside and may not be in the OBM Chart.
- Naval units are never forced to attack, but if attacked, must defend.
- Naval units may not attack Bateaux, or vice versa.
- Unescorted TFs may never attack; if attacked, they are automatically sunk.
  EXCEPTION: When TFs are attacked by the CN the result is not automatic, but is resolved using the "0" column on the FEC.
- PROCEDURE:
1. All naval SPs of the attacker are compared to all naval SPs of the defender and the DIFFERENCE (not odds ratio) between their strengths is located on the Fleet Engagement Chart (FEC).
2. One die is rolled and cross-indexed with the strength difference to obtain the result of the engagement.
3. Attacks less than –1 are not allowed; attacks greater than +4 are treated as +4.
4. The results are applied immediately. Damaged fleets are removed from the board immediately (along with any land units onboard). Previously damaged fleets reappear with their cargo in any of the three Transitional Boxes on the OBM chart after the proper number of quarters has elapsed. Fleets sunk are permanently removed from the game (along with any land units onboard).
   CLARIFICATION: D-1 = 3 months, D-2 = 6 months. A unit suffering D-1 in March reappears at start of friendly Turn in June.
5. The results of combat apply to all the fleets of the side in question located in that hex.

D. NAVAL BOMBARDMENT
Coastal Forts & Entrenchments under attack by land forces may also be bombarded by BFs in the Combat Phase.

- BFs that debarked land units may still bombard in the same turn.
- BFs add a +1 DRM for each bombarding fleet.
- PROCEDURE:
1. Before combat commences, the attacker announces which fleets will attempt to bombard.
2. If there is supplied Artillery present in the defending force, the defender announces whether or not he will inflict damage to any fleet that attempts bombardment as opposed to damaging the attacking land force.
   - An AL1, AE or 1/2AE result must be inflicted entirely on either land or naval forces. The defender announces this now.
   - An AL2 result may be split between land and naval forces or inflicted entirely on one or the other. Defender announces now.
   - A die roll is made for each damaged fleet. The number rolled is the number of QUARTERS (3 months) that the unit 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. So discretion is recommended in using Naval Bombardment.
3. The attacking player rolls one die for each bombarding fleet: 1-4 the fleet may bombard, 5-6 it may not.

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 – see **VII.B. ORDER OF BATTLE**.
- VARIABLE FORCES (VF): forces stationed in other areas called upon for limited duty in the North American sphere
  - British VFs are 2BF and 1TF.
  - French VFs are 1BF carrying Leaders B and C, 5FR, 1 Art., 1 Sup. initially, then 1 Sup. each additional appearance
  - After French intervention, both sides may attempt to call up their own VFs during each seasonal Interphase - British player first. One die is rolled for EACH fleet called upon: 5-6 means that particular fleet is available for the season.
  - Arriving VFs must be placed in OBM Transitional Boxes - British player first. British VFs are placed in any combination.
  - Each VF fleet already called up at the beginning of a new season may remain in play on a die roll of 4-6 (each rolls separately)
    - VFs unable to remain in play are immediately removed from the map.
    - Land units (and/or French VF units) onboard a VF fleet unable to remain on the mapboard are removed with that fleet. They may be brought back into play in a subsequent quarter.

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.

- The CN has no transport capacity (unless conducting the West Indies Operation) and cannot act as a ferry.
- The CN has zero (0) combat SPs. It may not attack a BF, only unescorted TFs. The CN does not automatically sink unescorted TFs. Instead, it must combat it under the 0 column on the FEC.
- If the CN is damaged, it must spend the required number of quarters in an uncontrolled port. Failure to do so eliminates it.
- The CN cannot stay at sea indefinitely; it must end its Movement Phase in an uncontrolled port at least once every other quarter (once every six turns) or else it is eliminated. A side record should be kept to verify this.
- The CN remains in the game indefinitely or until it is SUNK by the British player.
- WEST INDIES OPERATION: The CN may sail to the West Indies box and attempt to pick up a Supply and/or Artillery.
    - Each turn the CN is in the West Indies box the American player rolls one die: 1-3 means he receives one Supply or one Artillery, 4 means he receives two Supplies or two Artillery or one of each. If British BFs are in the West Indies, subtract one (-1) for each fleet from the die roll.
    - The maximum the CN may carry is two units.
    - Each time it enters, the CN must leave the West Indies on the second turn after its arrival.
    - The CN must transport these back to the colonies. Once debarked, the CN may not transport the unit(s) again.
    - The British player may respond by sending any number of BFs to the West Indies to seek and destroy the CN. Starting the same turn they arrive, the British player rolls one die: 1-3 means they find the CN and naval combat commences.

VI. WINTER TURNS

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

- COMBAT: entire board
    - No unsupplied attacks are allowed. Units may still defend unsupplied, however, at half strength.
    - Combat is limited to TWO rounds per hex per Combat Phase.
    - No Automatic Elimination is allowed.
- MOVEMENT: Middle States (and border hexsides), New England, and Canada
    - For units beginning the Movement Phase in these Areas or debarking into Ports in these Areas,
        - MP allowance is halved (rounded down). Units not controlled by Leaders are still only halved, not quartered.
        NOTE: Units debarking in Ports are halved again (their normal MP penalty).
    - Bateaux, TFs and the CN may not move or transport units on class 1, 2, or 3 river or lake hexsides. However, they may embark/debark units, move on class 3 bay or coastal hexsides, and act as ferries normally.
    CLARIFICATION: The last northern river hexsides are: Delaware River OO33/PP33, Hudson River WW37/XX38, Connecticut River BBB42/CCC43, St. Croix River YYY56/ZZZ57.
    - Forced Marches are not allowed into or out of these three Areas.
    - RAIN: in both Deep South & South Central Areas during Jan., Feb. & Mar. Turns, class 2 rivers can only be crossed by ferry.

VII. FRENCH INTERVENTION

A. **UNCERTAIN ENTRY**

Starting April '78, the American player 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 a +1 DRM):

TURN	NUMBER NEEDED
April/78	**1**
May/78	**1**
June/78	**1, 2**
July/78	**1, 2, 3**
August/78	**1, 2, 3**
Sept./78	**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 BFs and accompanying French forces:
    - BF-A – D'Estaing, 4FR, 1 Lt. Inf., 1 Art., 1 Sup.
    - BF-B – Rochambeau, Leader A, 4FR, 1 Lt. Inf., 1 Art., 1 Sup.
    - BF-VF – Leaders B and C, 5FR, 1 Art., 1 Sup. initially, then 1 Sup. each additional appearance
    - One Supply in the French West Indies box.
    CLARIFICATION: Allow these fleets to temporarily violate transport capacities until initial debarking. Overloaded, they may not enter an uncontrolled port hex without enough MPs to debark. Once they do, they must immediately debark to within capacities.

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- The American player places the BF-A and BF-B on the board in, or any turn after, the turn of French intervention. At the start of the American Segment, these BFs are placed stacked together on the first row of hexes in either the South or East sea exits, or in the West Indies OBM Chart box.
  - If placed in the West Indies, the Supply may embark, but first the BF must debark at least 4 capacity points of units.
- Placement of the BF-VF, representing French variable forces, is explained under **V.E. FLEET AVAILABILITY...**

C. **DEPLOYMENT**
- French land forces may operate independently of the BFs transporting them.
- When engaged in combat, American and French Supplies 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 player may choose which one will be created.
- Whenever a BF begins its turn in an OBM Chart box marked "FR," it may embark one French Supply (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 BFs or FRs move (or Withdraw) into the West Indies box, the British must send an equal number of BFs and BRs into the West Indies box by the route that requires the fewest Movement Phases to move, embark and transport them.
  - If French BFs are initially placed in the West Indies, the British only have to match BFs/SPs that debark.
  - PROCEDURE:
    1. At the start of his Movement Phase the British player calculates the minimum number of turns required.
       - He must assume all enemy forces will not move or attack.
       - He 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 the end of his Movement Phase, that number of turns must be lower than in step 1.
- All forces on both sides (not TFs) sent to the West Indies are required to remain there until the 3rd turn after arrival.
  - If French BFs are initially placed in the West Indies, only BFs/SPs that debark 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 BFs 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 SPs. Matching of land forces is in terms of combat SPs. 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 BFs are ever sunk, ALL French SPs and Artillery in North America must be transported to the West Indies and debarked there using the remaining BFs.
- 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 French SPs, Artillery and BFs.
- If no French BFs are on the board, all French SPs/Artillery in North America are eliminated at the end of the current Segment.
- Any arriving fleets (BF-VF or repaired BFs) with embarked units are immediately placed in the southernmost OBM Transitional box and must move to the West Indies box as quickly as possible.
- Once all French SPs and Artillery in North America have been debarked, French BFs are free to operate normally.

VIII. 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. **INTRINSIC ARTILLERY IN FORTS**
- A Fort has an intrinsic value of one Artillery that gives a defending force a –1 DRM (in addition to other modifiers) for the first round of combat. If a Supply is used, the DRM may be applied for all rounds of combat.
- When destroying a Fort the player has the option of taking the intrinsic Artillery with him. He dismantles the Fort and places one Artillery in the same hex. The Artillery may move the turn after the Fort is dismantled.

B. **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.
- Supply moving into a clear hex without a town costs 2 MP & into a swamp hex costs 4 MP.
- Use of this rule should be limited to the Campaign Game. Players may experiment with it in some of the Advanced Game scenarios. However, some scenarios will not work well with it; for example, the revised Tory and Indian War.

C. **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, 1 Lt. Inf., 1A, 1S, D'Estaing and Leader A are all placed in the EAST OBM box at the start of the American turn. These must be removed from the map at the end of the November turn.
  - August, 1779: BF-A and BF-B, each carrying 3FR, 1 Lt. Inf., 1A, 1S, D'Estaing and Leader B are all placed in the SOUTH OBM box at the start of the American turn. These must be removed from the map at the end of the November turn.
  - August, 1781: BF-VF carrying Leader C, 3FR, 1 Lt. Inf., 1A, 1S is placed in the SOUTH OBM box at the start of the American turn. These must be removed from the map at the 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, one Lt. Inf., 2A, 1S, Rochambeau and Leaders A and B are all placed in the EAST OBM box at the start of the American turn.
  - May, 1781: Two Supplies are placed at a French-occupied port (not the West Indies).
  - The French may receive additional supply in 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.
- Remember the rules applying to the West Indies. The British must still match anything the French place there.
- When using this optional rule, use the 1779 column of the CA Winter Reduction Rates chart for the winter 1780 turn.
- Continue the British and American reinforcements/replacements throughout the year 1781.

SCENARIOS

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. Furthermore, the location of the designers' notes for each scenario is given so players may know where to find it.

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. Players use the Time Now counter 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: Unless noted otherwise, British set up first [optional: substitute a Ldr. E (or both) for any other nameless Leader(s)].
- REINFORCEMENTS:
  - unless noted otherwise, enter immediately at start of friendly Turn or they are lost
  - do not spend 1 MP to enter
  - priority when entering the game:
    1) if entry hex has friendly Fort besieged, enter outside Fort
    2) if entry hex is enemy-occupied, enter to any adjacent hex free of enemy units
    3) if entry hex is surrounded by enemy units, enter to any hex 2 hexes from entry hex & free of enemy units
    4) if entry hex & 1-hex radius are enemy-occupied, enter to any hex adjacent to entry hex & cannot move this Turn
- COM counters are destroyed by enemy SPs beginning their Turn in same hex free of friendly SPs
- RAIN: in both Deep South & South Central Areas during Jan., Feb. & Mar. Turns, class 2 rivers can only be crossed by ferry

II.   THE BASIC GAME SCENARIO

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.

A. **AREA OF PLAY**: the two northern pieces of the board

B. **LENGTH OF GAME**: 7 Turns, June '76 to December '76

C. **SPECIAL RULES**

- Ignore all rules except **I. MOVEMENT** and **II. COMBAT**.

- CONTROL POINTS: Points are awarded to the British player for having at least one SP in any of the following hexes unoccupied by American SPs at the end of the December '76 turn. The American player receives Control Points for any of the following hexes in which he has at least one SP regardless of the presence of British SPs.

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

D. **VICTORY CONDITIONS**
- BRITISH wins at end of game if he has at least 25 more Control Points than American player
- any other result is an AMERICAN victory

E. **TURN TRACK**: British move first.

	19BR: New York	21BR: any 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	

F. **SET-UP**

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

III. ADVANCED GAME SCENARIOS

The Advanced Game scenarios illustrate specific campaigns of the revolutionary war more accurately than the Basic Game.

#1 – CANADA INVADED - 1775

1776 Scenario #1 (Revised) by Gilbert Collins. Designer's notes are in the Boardgamer's Unofficial Guide to 1776.
A. **AREA OF PLAY**: the northernmost piece of the board, north of hexes NN21 through RRR51 (exclusively)

B. **LENGTH OF GAME**: 6 Turns, September '75 to February '76

C. **SPECIAL RULES**
- Forts may not be dismantled and Artillery may not move

- Dec. '75 reinforcement may enter inside friendly Fort at Quebec if its besieged
- if Carleton is in a British stack that is completely destroyed, he is instantly placed at Quebec

D. **VICTORY CONDITIONS**
- AMERICAN wins at end of game if he
  - owns Fort at Quebec
  - owns last combat unit to enter Montreal
  - has St. Johns free of British units (not Fort)
- BRITISH wins at end of game if he either
  - has a combat unit inside Fort at either Quebec or St. Johns, or
  - has a combat unit at Montreal
- any other result is a draw.

E. **TURN TRACK**: Americans move first

	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	1BR: Quebec		

A = Enter **Montgomery** to hex where Schuyler is and remove **Schuyler** from game.

F. **SET-UP**

BRITISH	Quebec	**1TM**, 1 Sup., 1 Art., Fort, 1 Bateau
	Montreal	**Carleton**, **1TM**, 1 Mag.
	Saint Johns	**1BR**, 1 Art., Fort
AMERICAN	Ticonderoga	**Schuyler**, **3RM**, 1 Sup., Fort, 1 Bateau
	Albany	**1RM**

#2 – SARATOGA CAMPAIGN
1776 Scenario #2 (Revised) by Bob Furney Designer's notes are in the Boardgamer - Vol. 7, No. 1.

A. **AREA OF PLAY**: the northernmost piece of the board

B. **LENGTH OF GAME**: 6 Turns, June '77 to November '77

C. **SPECIAL RULES**
- Victory Points are awarded by Controlling towns at end of game. Control = occupy free of enemy units (Forts have no effect) EXCEPTIONS: Philadelphia must be occupied by at least 4BR for British to Control & New York must be occupied by at least 6BR for the entire game for British to Control.

TOWN	VP's AWARDED
Philadelphia	**4** to British
New York	**5** to American
West Point	**3**
Albany	**3** to British or **5** to American
Fort Stanwix	**2** to British or **3** to American
Oswego	**1** to American
Ticonderoga	**1**
Montreal	**5** to American
Quebec	**5** to American

- Bateaux may not be built

- CSG rule **V. SEA POWER** (not WEST INDIES OPERATION)
- Optional CSG rule **VIII.B. SUPPLY MOVEMENT** is mandatory
- June: first Player this Turn to move any unit north of row ZZ must pay 3 VP penalty
- July: if no penalty paid in June, first Player this Turn to move any 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 any unit north of row ZZ must pay 1 VP penalty
- British may only embark 30 SPs (plus any amount of others) on Fleets:
  - force must remain stacked during initial embarking and initial debarking
  - right after initial embarking, British secretly writes down final destination of force and removes it from the board
  - using normal movement, the Turn the force appears at hex NN34 or hexside YY37/ZZ38, it is placed back on the board
- Saint Johns: Ldr. A and 2BR are inside Fort at start of game and cannot move until enemy SP enters Canada
- Quebec: all units are inside Fort at start of game and cannot 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, enter to nearest friendly-Controlled town

D. **VICTORY CONDITION**: most VPs wins (tie result is a draw)

E. **TURN TRACK**: British move 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: III40 **F G**	**I**	Ldr. B, 4RM: Albany	

A = any Turn BR or TM units currently occupy hex III40, enter **1 Sup.** to hex III40 (one-time event)

B = any Turn British Controlled Philadelphia last Turn, enter **Ferguson**, **1TM**, **1 Sup.** to Philadelphia (one-time event)

C = **Brandt**, **Butler's Rang.**, **1BI**, **1 Bateau**: Oswego

D = the same Turn British enter PA, enter **1 Sup.** to Reading (one-time event)

E = any Turn British captured Fort at Ft. Stanwix last Turn, enter **1BI** to Ft. Stanwix (one-time event)

F = remove **Schuyler** from the game

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

H = **6BR**, **1 Sup.**: one British-Controlled town, either New York, Quebec, or Philadelphia

I = **Lincoln**, **Morgan**, **Morgan's Rifles**, **5CA**, **1 Sup.**: Albany

F. **SET-UP**

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

- Place **1 blue COM** at Reading and **1 red COM** at hex III40.

#3 – GREENE'S SOUTHERN CAMPAIGN - 1780

1776 Scenario #3 (Revised) by Jim Lawler. Designer's notes are in the Boardgamer's Unofficial Guide to 1776.

A.   **AREA OF PLAY**: the two southern pieces of the board

B.   **LENGTH OF GAME**: 6 Turns, December '80 to May '81

C.   **SPECIAL RULES**
- 3RM in Charlotte at start of game cannot move until CA SP begins Turn in hex
- Bateaux may not be built
- the Bateau may not be used AS TRANSPORT
- if using rule **VI.B. INVERTED/DECOY COUNTERS**, only American units & 4 blue Decoys may be inverted
- December is a RAIN Turn

D.   **VICTORY CONDITIONS**
- AMERICAN wins instantly if he occupies a Deep South Strategic Town (not Hillsboro) with a SP free of enemy SPs
- BRITISH wins at end of game if he has all 7 Deep South Strategic Towns free of enemy SPs
- any other result is a draw

E.   **TURN TRACK**: British move first.

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

A = **1 Sup.**: Wilmington, if free of enemy SPs

F.   **SET-UP**

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

- British place **Rawdon** at any hex, then Americans place units as follows:
    - **Morgan**, **Ldr. B**, **2RM**, **4 blue Decoys**: in any combination to any hexes
    - **4CA**, **1 Sup.**: one hex within 1 hex of Cheraw
    - **1RD**, **1RM**: one hex within 2 hexes of Georgetown north of Santee River
    - **1CA**, **1RM**: one hex within 2 hexes of Thickety Fort
    - **1RM**: within 2 hexes of Ft. Prince George
    - **Marion**: any hex within 2 hexes of Georgetown
    - **1 Bateau**: any hexside on Dan River completely in North Carolina
    - **Greene**, **Lee's Leg.**, **Smallwood's MD**: one hex within 1 hex of Camden
- All American units may start the game entrenched

#4 – YORKTOWN CAMPAIGN - 1781

1776 Scenario #4 (Revised) by Robert Furney. Designer's notes are in the Boardgamer - Vol. 7, No. 4.

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

B. **LENGTH OF GAME**: 9 Turns, March '81 to November '81

C. **SPECIAL RULES**
- CSG rule **V. SEA POWER**
- non-moving Fleets may attempt to intercept into adjacent hex entered by 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
  - if enemy Fleet survives, it may continue moving
- Fleet Engagement Chart no. of Quarters = no. of Turns instead
- Damaged Fleets: British reappear at New York or Halifax & French reappear at French West Indies box in OBM Chart
- Bateaux may ferry units at coastal hexsides at cost of 3 MP
- Norfolk: is NOT a Port but is still a Town
- Yorktown: if Fort is built, Town becomes a Port
- New York: 6BR must occupy hex for entire game
- Victory Points are awarded as follows:

BRITISH ACTION	BRITISH VP's
all 5 COM counters are destroyed	**+5**
each Fleet sunk	**+2**
each Fleet damaged	**+1**
Fort at West Point is destroyed	**+1**
at least 2:3 ratio of British/American SPs in VA at end of game	**+1**
failing to build Fort at either Yorktown or Portsmouth	**– 1**
AMERICAN ACTION	AMERICAN VP's
all five COM counters are not destroyed at end of game	**+1**
each Fleet sunk	**+2**
each Fleet damaged	**+1**
Arnold is captured or killed	**+2**
Fort at either Yorktown or Portsmouth is destroyed	**+1**
friendly unit moves south of row RR during March or April	**– 1**

D. **VICTORY CONDITIONS**
- AMERICAN wins instantly at start of any friendly Turn if a friendly combat unit occupies New York with less than 6BR in hex
- most VPs wins (tie result is a draw)

E. **TURN TRACK**: British move 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**, **1 Lt. Inf.**, **3BR**, **2 Art.**: Portsmouth, if occupied by BR (if unable, try next Turn)

B = **1 Sup.**: Portsmouth, if occupied by BR (if unable, try next Turn)

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

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

E = **Ldr. B**, **3BR**: any Turn Portsmouth is occupied by BR or Fort exists at Yorktown, enter stacked to either hex that meets condition even if enemy-occupied (one-time event)

F = **Wayne**, **Wayne's PA**, **1CA**, **1 Sup.**: one hex on the PA/MD border

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

H = **1 Sup.**: any Turn Portsmouth is occupied by BR or Fort exists at Yorktown, enter to either hex that meets condition even if enemy-occupied (one-time event)

I = French forces **Ldr. B**, **Ldr. C**, **5FR**, **Lt. Inf.**, **1 Sup.**, **1 Art.**, **BF-B**, **BF-VF**: divide Units between Fleets per transport capacities, then enter all to one sea-lane hex south of row U

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

F. **SET-UP**

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

● Place **1 blue COM** each at AA22, EE22, Richmond, Petersburg and Williamsburg.

#5 – TORY AND INDIAN WAR - 1778
Scenario #5 by Robert Furney. Designer's notes are in the Boardgamer's Unofficial Guide to 1776.

A. **AREA OF PLAY**: the northernmost piece of the board

B. **LENGTH OF GAME**: 10 Turns, July '78 to September '79

C. **SPECIAL RULES**
● when bidding for sides, British player cannot remove neutral Indian units (Owego BI's) as part of his bid
● 2BI in Owego at start of game may not move until attacked
● 1BR in Oswego at start of game cannot move until Turn 6; the other 3BR cannot move the entire game
● COM counters are destroyed by any combat unit beginning friendly Turn in same hex free of enemy units
● Reinforcements: if entry hex (not XX34) was captured (Fort) or destroyed (COM) by enemy, enter to nearest friendly town or village, then apply priorities 1) thru 4) in rule **I.C. REINFORCEMENTS**
● during WINTER Turn:
  ● no normal Movement or Combat
  ● British units on the board may be placed in any combination at Oswego, Unadilla, Painted Post and Owego
  ● American units on the board may be placed at nearest controlled Town
  ● Forts & COM counters can only be destroyed if enemy combat unit remains in hex with them
● Victory Points are awarded as follows:

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

● if using optional rule **VI.B. INVERTED/DECOY COUNTERS**, only British units & 7 red Decoys may be inverted

D. **VICTORY CONDITIONS**
- AMERICAN wins at end of game if he has more VPs than British player
- any other result is a BRITISH victory

E. **TURN TRACK**: British move first.

	Brandt: Unadilla 1TD: Oswego	1 Sup.: 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. C, 1RM, 1 Sup.: York	Morgan's Rifles, 1 Sup.: Albany	1RM, 1 Sup.: Albany		Ldr. B, 3CA, 1 Sup.: Albany	E			

A = if a Brtiish unit entered XX34 in the previous month, enter **1RM** to XX34 (one-time event)

B = if an indian SP has been eliminated, enter **1BI** to Painted Post

C = if not attacked yet, roll for Owego **BI's**: may move on DR 6

D = if not attacked yet, roll for Owego **BI's**: may move on DR 5-6

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

F = if not attacked yet, Owego **BI's** may now move

F. **SET-UP**

BRITISH	Oswego	**Ldr. A**, **Butler's Rang.**, **4BR**, **2 Sup.**, **Fort**
	Painted Post	**Ldr. B**, **1BI**, **1TM**, **1 Sup.**, **Entrench.**, **1 red COM**
	Owego	**2BI**, **1TM**, **1 Entrench.**, **1 red COM**
	Unadilla	**1BI**, **1TM**, **1 Sup.**, **Entrench.**, **1 red COM**
AMERICAN	Wyoming	**1RM**, **1 Sup.**, **Entrench.**
	UU29	**Fort**
	Albany	**Ldr. A**, **1RM**, **Entrench.**
	DDD36	**Fort**
	DDD35	**1RM**, **Entrench.**
	FFF34	**1RM**, **Entrench.**
	Fort Stanwix	**2RM**, **1 Sup.**, **Fort**

- Place **1 blue COM** each at Wyoming, XX34, DDD35 and FFF34; place **7 red Decoys** in any combination to any hexes

#6 – LINCOLN'S SOUTHERN CAMPAIGN - 1779

Scenario #6 by Jim Lawler. Designer's notes are in the Boardgamer's Unofficial Guide to 1776.

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

B. **LENGTH OF GAME**: 8 Turns, March '79 to October '79

C. **SPECIAL RULES**
- Control = occupy free of enemy units or occupy inside Fort or Entrenchment
- COM counters are destroyed by BI beginning friendly Turn in same hex free of enemy units
- CSG rule **VI. WINTER TURNS**
- British may move up to 2BR, 1 Sup. & 1 Leader (by sea) from any one Port to another during Turns 2 thru 5 (one event per Turn)
- British must try to keep 2BR at Savannah for entire game
- 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

D. **VICTORY CONDITIONS**
- at end of game if any COM counter on the board:
  - BRITISH wins if he

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

E. **TURN TRACK**: British move 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 = any Turn British have Controlled 2 Red Star towns in NC or SC (any combination), enter **1BI** to J5 (one-time event)

B = any Turn British have Controlled any Red Star town in NC or SC, enter **1BI** to R9 (one-time event)

C = any Turn British have Controlled Wilmington, enter **1TD** to Wilmington (one-time event)

D = any Turn at least 3 BR in NC, enter **2TM** to any friendly force in NC (one-time event)

E = any Turn at least 3 BR in SC, enter **2TM** to any friendly force in SC (one-time event)

F = any Turn British have occupied Charleston free of enemy units, enter **1TM** to Charleston (one-time event)

G = any Turn at least 2 CA in GA, enter **1RM** to any hex in GA (one-time event)

H = any Turn 3 BR began their Turn in SC, enter **2RM** to any CA force in SC (one-time event)

I = any Turn 3 BR began their Turn in NC, enter **2RM** to any CA force in NC (one-time event)

J = any Turn British Control Charleston, enter **Sumter**, **1RD** to any one hex in SC (one-time event)

K = **7FR**, 1 French **Sup.**: one Port or coastal hex using debarkation rules in CSG rule **V.B. NAVAL TRANSPORT**

F. **SET-UP**

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

- Place **1 blue COM** each at I6, N8, P11 and U13.

#7 – THE BRITISH DILEMMA - 1778

Scenario #7 by Jim Lawler. Designer's notes are in the Boardgamer's Unofficial Guide to 1776.

A. **AREA OF PLAY**: the two northern pieces of the board

B. **LENGTH OF GAME**: 8 Turns, March '78 to October '78

C. **SPECIAL RULES**
- American Control = occupy with at least 1 combat unit (enemy units have no effect)
- British Control = occupy with at least 1 combat unit free of enemy units
- CSG rule **VI. WINTER TURNS**
- Reinforcements: if entry hex is enemy-Controlled town (not American-Controlled Albany), enter to nearest town not enemy-occupied or surrounded by enemy units, then apply priorities 1) thru 4) in rule **I.C. REINFORCEMENTS**
- NORTHERN STRATEGY = British Control West Point, Albany & either Ft. Stanwix or Ticonderoga
  SOUTHERN STRATEGY = British have not met requirements for Northern Strategy

D. **VICTORY CONDITIONS**
- AMERICAN wins instantly if he either
  - Controls New York, or
  - has British unable to remove required units from New York (see Turn Track)
  or
- NORTHERN STRATEGY
  - AMERICAN wins at end of game if he
    1. avoids any one British victory condition
    2. Controls any 2 of Newport, Boston, or Philadelphia
  - BRITISH wins at end of game if he
    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 at end of game if he Controls any 3 of Newport, Boston, West Point, or Philadelphia
  - BRITISH wins at end of game if he
    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

E. **TURN TRACK**: Americans move first.

	2RM: Albany	1CA: Boston 1RM: Ft. Stanwix	1RM: Ft. Stanwix A B	DETERMINE BRITISH STRATEGY PER SPECIAL RULES	3RM: Boston 2RM: Albany	4RM: Albany	F	
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: Oswego	C		2BR, 1 Sup.: New York D	E	G	H

A = **2CA**, **1 Sup.**: Albany

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

C = if British Control Albany, **2TM**: Albany

D = if SOUTHERN STRATEGY, remove **2BR** at New York from the board - if unable, Americans win

E = if SOUTHERN STRATEGY, remove **2BR** at New York & a British **1-star Ldr.** from board - if unable, Americans win

F = at start of Turn, remove all French units from the board

G = if SOUTHERN STRATEGY, remove **6BR** at New York & a British **2-star Ldr.** from board - if unable, Americans win

H = if SOUTHERN STRATEGY, remove **2BR** at New York from the board - if unable, Americans win

BRITISH	Quebec	**1BR**, **2TM**, 1 Sup., 1 Art., Fort
	Montreal	**Carleton**, **Ldr. A**, **3BR**, **3TM**, **1BI**, 1 Sup., Fort
	Saint Johns	1 **Lt. Inf.**, **1BR**, Fort
	Oswego	**Ldr. B**, **Johnson**, **Butler's Rang.**, **1BR**, Fort
	Painted Post	**Brandt**, **1BI**
	Newport	**Ldr. C**, **5BR**, **1TM**, 1 Sup., Entrench.
	New York	**Grey**, **Heister**, **Ferguson**, **Ferg. Am. Leg.**, 1 **Gren.**, **13BR**, **5TM**, 1 Art., Mag., **BF-A**, **TF-A**, Entrench.
	Philadelphia	**H.Clinton**, **Cornwallis**, **Leslie**, **Phillips**, **Knyphausen**, **Tarleton**, **Ldr. D**, **Tarleton's Leg.**, **36BR**, **1TM**, 2 Sup., 2 Art., Entrench.
AMERICAN	Norwich	**Warner**, **1RM**
	Ticonderoga	**Schuyler**, **Stark**, **2RM**, 1 Sup., Fort
	Fort Stanwix	**Ldr. A**, **1RM**, Fort
	Albany	**1RM**
	Boston	**2RM**, 1 Sup.
	Providence	**Sullivan**, **Glover's MA**, **1st RI**, **2RM**
	West Point	**Ldr. B**, **2CA**, **2RM**, 1 Sup., 1 Art., Fort
	Wilmington	**Arnold**, **2CA**, **1RM**, Entrench.

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

#8 – MONTCALM AND WOLFE - 1759

Scenario #8 by Fred Sassin. Designer's notes are in the Boardgamer's Unofficial Guide to 1776.

A. **AREA OF PLAY**: the northernmost piece of the board

B. **LENGTH OF GAME**: 7 Turns, May '59 to November '59

C. **SPECIAL RULES**
- Control = occupy free of enemy combat units
- TM = Canadian Miltia (**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)
- Ticonderoga cannot be attacked or besieged until Fort William Henry is built
- Forts at Ticonderoga, Saint Johns and Quebec may not be dismantled
- Amherst may only move 5 MP and may not 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's
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**
if Prideaux & 6BR have not moved offboard thru ZZ26 by end of Turn 3	**– 5**
failing to build Fort at Oswego	**– 1**
failing to build Fort at GGG36	**– 1**
failing to destroy COM at RRR40	**– 1**
FRENCH ACTION	**FRENCH VP's**
Control Fort at Ticonderoga at end of game	**+5**
Control Albany at end of any Turn	**+2** per Turn
Control Oswego at end of any Turn	**+1** per Turn
destroy Fort at Oswego	**+1**
destroy Fort at Fort Stanwix	**+1**

destroy Fort at GGG36	**+1**
destroy Fort at HHH38	**+1**

D. **VICTORY CONDITIONS**
- BRITISH wins at end of game if he has more VPs than French player
- any other result is a FRENCH victory

E. **TURN TRACK**: British move first.

	1 Sup.: island at AAAA45 **A**	**A C**	1 Sup.: island at AAAA45	**A F**	1 Sup.: 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** = **1 Sup.**: Albany (not occupied by French units only)
- **B** = **1FI**: within 3 hexes of Quebec - may be withheld for a later Turn
- **C** = if Oswego has at least 6 BR, **1AI**: Oswego
- **D** = **1FI**, **1CM**: any combination within 3 hexes of Ft. Levis - may be withheld for a later Turn
- **E** = **1 Sup.**: Montreal (not occupied by British units only)
- **F** = **2 Bateaux**: Ft. William Henry (in any combination)

F. **SET-UP**

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

- British place **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. Designer's notes are in the Boardgamer's Unofficial Guide to 1776.

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

B. **LENGTH OF GAME**: 9 Turns, March '81 to November '81

C. **SPECIAL RULES**
- at start of American June Turn, if Cornwallis, Leslie, & 3BR have not moved to VA: British lose 2 VPs and Cornwallis & Leslie are removed from the game
- Victory Points are awarded by Controlling towns and Commerce Towns (CT) at end of game.
  - Control of town = occupy free of enemy units or occupy inside Fort or Entrenchment.
  - Control of CT = last side to end friendly Turn in Control of the town.

TOWN	VP's AWARDED
Savannah	2

Augusta	1
Ninety-Six	1
Charleston	5
Orangeburg CT	1
Fort Watson CT	1
Georgetown CT	1
Camden	2
Cheraw CT	1
Hillsboro	1
Cross Creek CT	1
Wilmington	3

D. **VICTORY CONDITIONS**
- AMERICAN wins instantly if he Controls Charleston at start of friendly Turn
- BRITISH wins
  - instantly if he Controls all 7 Strategic Towns at start of friendly Turn, or
  - at end of game if he has at least 13 VPs
- any other result is an AMERICAN victory

E. **TURN TRACK**: British move first.

A	1BR: Charleston		1BR: Charleston E		1BR: Charleston		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		

A = any Turn no CA in NC, enter **1TM** to NC (can only happen twice; not in succeeding Turns)

B = any Turn American VP total at end of previous month included 6 VPs from towns, enter **1RM** to any force (one-time event)

C = any Turn Americans control 3 or more VP Towns, enter **1 Sup.** to any force (one-time event)

D = if Americans Control Hillsboro, enter **1RM** to NC

E = any Turn no CA in SC, enter **1TM** to SC (can only happen twice; not in succeeding Turns)

F = if Greene is in SC, enter **1RM** to Greene

G = if CA in GA, enter **1RM** to any CA force in GA

F. **SET-UP**

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

- Americans place **1RD** 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. Designer's notes are in the Boardgamer's Unofficial Guide to 1776.

A. **AREA OF PLAY**: the two southern pieces of the board

B. **LENGTH OF GAME**: 5 Turns, February '76 to June '76

C. **SPECIAL RULES**
- British units at sea may land (costs entire MP allow.) at any Port (even enemy-occupied) or remain at sea
- British units at any Port may transfer (costs entire MP allow.) to sea or another Port
- British Artillery may not move on land
- if using optional rule **VI.B. INVERTED/DECOY COUNTERS**, only 3 blue & 3 red Decoys may be used

D. **VICTORY CONDITIONS**
- AMERICAN wins at end of game if
    - Charleston is free of BR, or
    - no BR are inside Fort at Charleston
- BRITISH wins at end of game if he
    - occupies Charleston with BR & no Fort is there, or
    - has BR inside Fort at Charleston & BR or TM outside of it, or
    - has Wilmington & Hillsboro either free of American units or occupied by an entrenched British combat unit
- any other result is a draw

E. **TURN TRACK**: British move 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, 1 Sup.: Camden	1RM: Camden	1RM: Camden

A = if British occupy any Port in NC or SC, enter **2TM**, one each to Ninety-Six and Salisbury

B = **H.Clinton**, **1BR**, 1 Sup.: one sea-lane hex or Port - cannot move this Turn

C = 1 Sup., 2 Art.: one sea-lane hex or Port - cannot move this Turn

D = 1 **Lt. Inf.**, **2BR**: one sea-lane hex or Port - cannot move this Turn

F. **SET-UP**

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

- Each side places **3 Decoys** at any hex - British places his first.

#11 – 1775 CAMPAIGN

Scenario #11 by Charles Diamond. Designer's notes are in Old Soldiers magazine - Vol. 2, No. 3.

A. **AREA OF PLAY**: the entire board

B. **LENGTH OF GAME**: 9 Turns, April '75 to December '75

C. **SPECIAL RULES**
- nameless Leaders are permanently eliminated if killed or captured
- Artillery in Quebec & Ticonderoga at start of game may not be destroyed unless stacked with a SP and may not be moved unless accompanied by Knox
- Artillery in Boston & Charleston at start of game may not be destroyed or moved unless stacked with a SP
- BI in J5 at start of game must remain in Deep South and cannot enter a hex with a Fort unless accompanied by TM or BR
- April: American forces may not enter Boston and British forces may not AE.
- reinforcements:
  - may enter to any hex adjacent to entry point
  - if entry hex is enemy-occupied or surrounded by enemy units, enter to within 1 hex of nearest town free of enemy units
- CSG rule **V. SEA POWER**

D. **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 when attacking mostly BR

E. **VICTORY CONDITIONS**
- AMERICAN wins
  - instantly if he
    - occupies Boston free of enemy units, or
    - has British garrison at Boston fall below 4BR

    or
  - at end of game if he
    1. occupies free of enemy units: Montreal, St. Johns, Norfolk, Charleston & Ninety Six
    2. preserves both COM counters
- BRITISH wins if he
    1. occupies Boston with at least 4BR the entire game
    2. occupies Ninety Six the entire game
    3. destroys both COM counters
- any other result is a draw

F. **TURN TRACK**: British move first.

A B C	D	I	N O	1TM: Oswego		2TM: Norfolk R	1TM: Oswego U V W	1 Lt. 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	X Y	

A = **Ldr. B**, **Ldr. C**, **Glover's MA**, **14RM**, **1 Sup.**: after British move, but before combat, Americans enter all to one hex adjacent to Boston

B = **Stark**, **2RM**: after British move, but before combat, enter to Portsmouth, NH

C = **Ldr. A**, **6RM**: after British move, but before combat, enter to Hartford

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

E = **Arnold**, **Warner**, **1RM**: Ticonderoga

F = **Schuyler**, **1RM**, **1 Sup.**: 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's Rifles**: Alexandria

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

N = **Ldr. B**, **1BR**: Norfolk

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

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

Q = **2RM**: Alexandria; place **Ldr. E** (even if killed) at 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**, **1 Sup.**: Quebec

W = **3BR**: Boston; **2TM**: Salisbury

X = **3RM**: one each to Albany, Charlottesville, Lynchburg

Y = if no British units in Montreal, enter **1RM** to Montreal (if unable, try next Turn)

G. **SET-UP**

BRITISH	Quebec	**Carleton**, **1 Sup.**, **1 Art.**, **Fort**
	Montreal	**Magazine**
	Saint Johns	**1BR**, **Fort**
	Ticonderoga	**1 Art.**, **Fort**
	Boston	**Ldr. A**, **8BR**, **1 Sup.**, **1 Art.**, **Entrench.**
	J5	**1BI**
	Ninety-Six	**Fort**
	Charleston	**1 Art.**, **Fort**
AMERICAN	Portsmouth, NH	**1RM**, **Fort**
	Cambridge	**1RM**, **Entrench.**, **1 blue COM**
	Fort Stanwix	**1RM**, **Fort**
	Williamsburg	**1RM**, **1 blue COM**

#12 – BOSTON - 1775

Scenario #12 by Charles Diamond. Designer's notes are in Old Soldiers magazine - Vol. 2, No. 3.

A. **AREA OF PLAY**: the entire board

B. **LENGTH OF GAME**: 9 Turns, April '75 to December '75

C. **SPECIAL RULES**
- nameless Leaders are permanently eliminated if killed or captured
- Artillery in Quebec & Ticonderoga at start of game may not be destroyed unless stacked with a SP and may not be moved unless accompanied by Knox
- Artillery in Boston at start of game may not be destroyed or moved unless stacked with a SP
- April: American forces may not enter Boston and British forces may not AE
- reinforcements:
  - may enter to any hex adjacent to entry point
  - if entry hex is enemy-occupied or surrounded by enemy units, enter to within 1 hex of nearest town free of enemy units
- CSG rule **V. SEA POWER**

D. **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 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 1.

E. **VICTORY CONDITIONS**
- AMERICAN wins
  - instantly if he
    - occupies Boston free of enemy units, or
    - has British garrison at Boston fall below 4BR
  - or
  - at end of game if he
    1. occupies free of enemy units: Montreal & St. Johns
    2. preserves COM counter
- BRITISH wins if he
  1. occupies Boston with at least 4BR the entire game
  2. destroys COM counter
- any other result is a draw

F. **TURN TRACK**: British move first.

A B C	D	I		1TM: Oswego		1TM: Boston, 1TM: Montreal	1TM: Oswego N O P	1 Lt. 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: Morristown	1RM: Albany Q	

A = **Ldr. B**, **Ldr. C**, **Glover's MA**, **14RM**, **1 Sup.**: after British move, but before combat, Americans enter all to one hex adjacent to Boston

B = **Stark**, **2RM**: after British move, but before combat, enter to Portsmouth, NH

C = **Ldr. A**, **6RM**: after British move, but before combat, enter to Hartford

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

E = **Arnold**, **Warner**, **1RM**: Ticonderoga

F = **Schuyler**, **1RM**, **1 Sup.**: 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**, **1 Sup.**: hex where main American army is

M = **Morgan**, **Morgan's Rifles**: Philadelphia

N = Remove **Burgoyne** from game

O = **1TM**, **1 Sup.**: Quebec

P = **3BR**: Boston

Q = if no British units in Montreal, enter **1RM** to Montreal, otherwise, try next Turn

G. **SET-UP**

BRITISH	Quebec	**Carleton**, **1 Sup.**, **1 Art.**, **Fort**
	Montreal	**Magazine**
	Saint Johns	**1BR**, **Fort**
	Ticonderoga	**1 Art.**, **Fort**
	Boston	**Ldr. A**, **8BR**, **1 Sup.**, **1 Art.**, **Entrench.**
AMERICAN	Portsmouth, NH	**1RM**, **Fort**
	Cambridge	**1RM**, **Entrench.**, **1 blue COM**

	Fort Stanwix	1RM, Fort	

#13 – SOUTHERN CAMPAIGN - 1775

Scenario #13 by Charles Diamond. Designer's notes are in Old Soldiers magazine - Vol. 2, No. 3.

A. **AREA OF PLAY**: the entire board

B. **LENGTH OF GAME**: 6 Turns, August '75 to January '76

C. **SPECIAL RULES**
- nameless Leaders are permanently eliminated if killed or captured
- Artillery in Charleston at start of game may not be destroyed or moved unless stacked with a SP
- BI in J5 at start of game must remain in Deep South and cannot enter a hex with a Fort unless accompanied by TM or BR
- reinforcements:
  - may enter to any hex adjacent to entry point
  - if entry hex is enemy-occupied or surrounded by enemy units, enter to within 1 hex of nearest town free of enemy units

D. **VICTORY CONDITIONS**
- AMERICAN wins at end of game if he
  1. occupies free of enemy units: Norfolk, Charleston & Ninety Six
  2. preserves COM counter
- BRITISH wins if he
  1. occupies Ninety Six the entire game
  2. destroys COM counter
- any other result is a draw

E. **OPTIONAL RULE**
- the scenario is split into two separate games (play either one):
  - use 7 SPs for each militia or indian SP
  - for Set-Up and Reinforcements, ignore units that are out-of-play
  - #13a - VIRGINIA
    - Area of Play: northern middle piece of the board
    - Victory Conditions: ignore Charleston and Ninety-Six
    - set up **3BR** and **5TM** at Norfolk instead of 1BR
  - #13b - CAROLINA
    - Area of Play: southern middle piece of the board
    - Victory Conditions: ignore Norfolk and the COM counter

F. **TURN TRACK**: British move first.

		1TM: Ninety-Six, 2TM: Norfolk	2RM: 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: Charlottesville 1RM: Lynchburg		

G. **SET-UP**

BRITISH	Norfolk	**Ldr. A**, **1BR**, **Entrench.**
	J5	**1BI**
	Ninety-Six	**Ldr. B**, **2TM**, **Fort**
	Augusta	**1TM**
AMERICAN	Annapolis	**1RM**
	Alexandria	**Ldr. E**, **2RM**
	Williamsburg	**1RM**, **Entrench.**, 1 blue COM

	Charleston	**Ldr. A**, **4RM**, **1 Sup.**, **1 Art.**, **Fort**

IV. CAMPAIGN SIMULATION GAME SCENARIOS

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.

- for all CSG scenarios (not CSG-5), optional rule **VI.A. LEADER CASUALTY CHECK** is mandatory and rule **IV.C. CASUALTIES AND CAPTURE** is optional
- for all CSG scenarios, if using optional rule **VI.B. INVERTED/DECOY COUNTERS**, during Set-Up each side places **7 Decoys** at any hex - British places his first

CSG-1

1776 Campaign Simulation Game #1

A. **AREA OF PLAY**: the entire board

B. **LENGTH OF GAME**: 60 Turns, January '76 to December '80

C. **VICTORY CONDITIONS**

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

D. **TURN TRACK**: British move first.

		1776	1777	1778	1779	1780
WINTER INTERPHASE		1776		1BR: if Controlled, Wilmington		1BR: if Controlled, Wilmington
WINTER	JAN					
WINTER	FEB	CN: any Uncontrolled Port				
WINTER	MAR	A				
RANDOM EVENTS		DR on Table	DR on Table	DR on Table	DR on Table	DR on Table
SPRING INTERPHASE		B C D				
SPRING	APR	E F G	R	FRENCH on dr 1	U	
SPRING	MAY	H I		FRENCH on dr 1		
SPRING	JUN	J K		FRENCH on dr 1-2		
SUMMER INTERPHASE						
SUMMER	JUL	L M	S	FRENCH on dr 1-3		
SUMMER	AUG	N		FRENCH on dr 1-3		
SUMMER	SEP			FRENCH on dr 1-3		
RANDOM EVENTS		DR on Table	DR on Table	DR on Table	DR on Table	DR on Table
FALL INTERPHASE						
FALL	OCT	O P	Lafayette: hex where Washington is	BEGIN FRENCH on dr 1-4 T	BEGIN ARNOLD dr	
FALL	NOV	Q				
FALL	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**, **2 Sup.**, **1 Art.**, **TF-A**, **BF-A**: divide units between Fleets per transport capacities, then enter stacked to any sea-lane hex south of PA-MD border hexsides and hexes

B = **Watson**: any hex in SC the Interphase after 5BR appear anywhere in either NC or SC

C = **1BR**: Wilmington (if Controlled) - if unable, try next Interphase

D = **Sumter**, **Marion**: any hex(es) in Deep South the Interphase after 5BR appear anywhere in Deep South or South Central

E = **Brandt**: any Indian Village

F = **Wayne's PA**: hex where Wayne & 1 or more CA SPs are, then remove 1 of those (if unable, try next Turn)

G = **Stark**, **Warner**: Norwich

H = **Burgoyne**, **Fraser**, **Riedesel**, **20BR**, **1 Sup.**: one Controlled port, Quebec or Halifax (if unable, try next Turn)

I = **1BI**: if a Deep South colony was Controlled last Turn, enter to J5 (if unable, try next Turn)

J = **Leslie**, **G.Clinton**, **Knyphausen**, **Ldr. B**, **1 Gren.**, **18BR**, **1 Sup.**, **1 Art.**: one Controlled port, either Boston, New York, Philadelphia or Halifax (if unable, try next Turn)

K = **1BI**: if Deep South Area was Controlled last Turn, enter to R9 (if unable, try next Turn)

L = **Smallwood's MD**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

M = **1st RI**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

N = **Grey**, **Phillips**, **Heister**, **Rall**, **Ldr. C**, **1 Lt. Inf.**, **23BR**, **1 Sup.**, **1 Art.**: one Controlled Port (if unable, try next Turn)

O = **Johnson**: any Indian Village

P = **Prevost**, **Rawdon**, **6BR**: one Controlled Port (if unable, try next Turn)

Q = **Ldr. D**, **4BR**: one Controlled Port (if unable, try next Turn)

R = **Tarleton**, **Ferguson**, **Tarleton's Leg.**: one hex where any British (not Partisan) Leader is

S = **Butler's Rang.**: Oswego if it has 1 or more TM SPs, then remove 1 of those (if unable, try next Turn)

T = **Ferguson's Am. Leg.**: any hex with Ferguson & 1 or more TM SPs, then remove 1 of those SPs (if unable, try next Turn)

U = **Lee's Leg.**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

E. **SET-UP**

BRITISH	Quebec	**Carleton**, **1 Lt. Inf.**, **3TM**, **1 Sup.**, **1 Art.**, **Fort**
	Boston	**Howe**, **H.Clinton**, **Ldr. A**, **1 Gren.**, **17BR**, **1TM**, **1 Art.**, **Mag.**, **Entrench.**, **BF-B**, **TF-B**
	Oswego	**3TM**
	Unadilla	**1BI**
	Owego	**1BI**
	Painted Post	**1BI**
	Norfolk	**2TM**
	Portsmouth, VA	**1TM**
	Salisbury	**1TM**
	Ninety-Six	**3TM**, **Fort**
	Augusta	**2TM**
AMERICAN	Montreal	**1RM**, **Mag.**, **Entrench.**
	Saint Johns	**1RM**, **Fort**
	Ticonderoga	**2RM**, **1 Art.**, **Fort**
	Fort Stanwix	**1RM**, **Fort**
	Albany	**Schuyler**, **1RM**
	Portsmouth, NH	**1RM**, **Fort**
	Newport	**2RM**
	Springfield	**1RM**, **1 Art.**
	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	**4RM**, **1 Sup.**, **1 Art.**, **Fort**
	Savannah	**1RM**

- Americans place **Washington**, **Lee**, **Gates**, **Greene**, **Lincoln**, **Sullivan**, **Stirling**, **Wayne**, **Montgomery**, **Knox**, **Ldr. D**, **Glover's MA**, **17CA**, **1 Sup.** in any combination on or within 1 hex of Boston
- Americans place blue **Ldr. A**, **Ldr. B**, **Ldr. C**, **Ldr. E** in any combination to any hexes
- Americans place **Arnold**, **Morgan**, **Morgan's Rifles**, **1CA**, **2RM**, **1 Sup.**, **1 Bateau** in any combination on or within 1 hex of Quebec
- after Americans set up, British place red **Ldr. E** in any hex

CSG-2

1776 Campaign Simulation Game #2

A. **AREA OF PLAY**: the entire board

B. **LENGTH OF GAME**: 24 Turns, January '76 to December '77

C. **VICTORY CONDITIONS**
- BRITISH wins at end of game if he Controls Montreal & Quebec free of enemy SPs 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

D. **TURN TRACK**: British move first.

		1776	1777
WINTER INTERPHASE			
WINTER	**JAN**		
	FEB	**CN: any Uncontrolled Port**	
	MAR	**A**	
RANDOM EVENTS		DR on Table	DR on Table
SPRING INTERPHASE		**B C D**	
SPRING	**APR**	**E F G**	**R**
	MAY	**H I**	
	JUN	**J K**	
SUMMER INTERPHASE			
SUMMER	**JUL**	**L M**	**S**
	AUG	**N**	
	SEP		
RANDOM EVENTS		DR on Table	DR on Table
FALL INTERPHASE			
FALL	**OCT**	**O P**	**Lafayette: hex where Washington is**
	NOV	**Q**	
	DEC		
CA WINTER REDUCTION		**Eliminate CA per Table**	

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

B = **Watson**: any hex in SC the Interphase after 5BR appear anywhere in either NC or SC

C = **1BR**: Wilmington (if Controlled) - if unable, try next Interphase

D = **Sumter**, **Marion**: any hex(es) in Deep South the Interphase after 5BR appear in Deep South or South Central

E = **Brandt**: any Indian Village

F = **Wayne's PA**: hex where Wayne & 1 or more CA SPs are, then remove 1 of those (if unable, try next Turn)

G = **Stark**, **Warner**: Norwich

H = **Burgoyne**, **Fraser**, **Riedesel**, **20BR**, **1 Sup.**: one Controlled port, Quebec or Halifax (if unable, try next Turn)

I = **1BI**: if a Deep South colony was Controlled last Turn, enter to J5 (if unable, try next Turn)

J = **Leslie**, **G.Clinton**, **Knyphausen**, **Ldr. B**, **1 Gren.**, **18BR**, **1 Sup.**, **1 Art.**: one Controlled port, either Boston, New York, Philadelphia or Halifax (if unable, try next Turn)

K = **1BI**: if Deep South Area was Controlled last Turn, enter to R9 (if unable, try next Turn)

L = **Smallwood's MD**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

M = **1st RI**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

N = **Grey**, **Phillips**, **Heister**, **Rall**, **Ldr. C**, **1 Lt. Inf.**, **23BR**, **1 Sup.**, **1 Art.**: one Controlled Port (if unable, try next Turn)

O = **Johnson**: any Indian Village

P = **Prevost**, **Rawdon**, **6BR**: one Controlled Port (if unable, try next Turn)

Q = **Ldr. D**, **4BR**: one Controlled Port (if unable, try next Turn)

R = **Tarleton**, **Ferguson**, **Tarleton's Leg.**: one hex where any British (not Partisan) Leader is

S = **Butler's Rang.**: Oswego if it has 1 or more TM SPs, then remove 1 of those (if unable, try next Turn)

E. **SET-UP**

BRITISH	Quebec	**Carleton**, **1 Lt. Inf.**, **3TM**, **1 Sup.**, **1 Art.**, **Fort**
	Boston	**Howe**, **H.Clinton**, **Ldr. A**, **1 Gren.**, **17BR**, **1TM**, **1 Art.**, **Mag.**, **Entrench.**, **BF-B**, **TF-B**
	Oswego	**3TM**
	Unadilla	**1BI**
	Owego	**1BI**
	Painted Post	**1BI**
	Norfolk	**2TM**
	Portsmouth, VA	**1TM**
	Salisbury	**1TM**
	Ninety-Six	**3TM**, **Fort**
	Augusta	**2TM**
AMERICAN	Montreal	**1RM**, **Mag.**, **Entrench.**
	Saint Johns	**1RM**, **Fort**
	Ticonderoga	**2RM**, **1 Art.**, **Fort**
	Fort Stanwix	**1RM**, **Fort**
	Albany	**Schuyler**, **1RM**
	Portsmouth, NH	**1RM**, **Fort**
	Newport	**2RM**
	Springfield	**1RM**, **1 Art.**
	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	**4RM**, **1 Sup.**, **1 Art.**, **Fort**	
	Savannah	**1RM**	

- Americans place **Washington**, **Lee**, **Gates**, **Greene**, **Lincoln**, **Sullivan**, **Stirling**, **Wayne**, **Montgomery**, **Knox**, **Ldr. D**, **Glover's MA**, **17CA**, **1 Sup.** in any combination on or within 1 hex of Boston
- Americans place blue **Ldr. A**, **Ldr. B**, **Ldr. C**, **Ldr. E** in any combination to any hexes
- Americans place **Arnold**, **Morgan**, **Morgan's Rifles**, **1CA**, **2RM**, **1 Sup.**, **1 Bat.** in any combination on or within 1 hex of Quebec
- after Americans set up, British place red **Ldr. E** in any hex

CSG-3

1776 Campaign Simulation Game #3

A. **AREA OF PLAY**: the entire board

B. **LENGTH OF GAME**: 18 Turns, April '78 to September '79

C. **SPECIAL RULE:** do not roll for French Intervention before July '78

D. **VICTORY CONDITIONS**
- BRITISH wins instantly if for one complete Turn he either
  - Controls Montreal & Quebec free of enemy combat units while Controlling Middle States Area, or
  - Controls Montreal & Quebec free of enemy combat units while Controlling Deep South Area & New York city
- any other result is AMERICAN victory

E. **TURN TRACK**: British move first.

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

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

A = **1BI**: if a Deep South colony was Controlled last Turn, enter to J5 (if unable, try next Turn)

B = **1BI**: if Deep South Area was Controlled last Turn, enter to R9 (if unable, try next Turn)

C = **1BR**: Wilmington (if Controlled) - if unable, try next Interphase

D = **1st RI**: hex where Sullivan and 1 or more CA SPs are, then remove 1 of those (if unable, try next Turn)

E = **Fergsn.'s Am. Leg.**: any hex with Ferguson & 1 or more TM SPs, then remove 1 of those SPs (if unable, try next Turn)

F = **Lee's Leg.**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

F. **SET-UP**

BRITISH	Halifax	**Ldr. B**, **4BR**
	Quebec	**Ldr. A**, **5BR**, **3TM**, **1 Art.**, **Mag.**, **Fort**
	Montreal	**Carleton**, **2BR**, **Mag.**
	Saint Johns	**G.Clinton**, **Rawdon**, **1 Lt. Inf.**, **7BR**, **Fort**
	Oswego	**Ldr. C**, **Johnson**, **2BR**, **Butler's Rang.**, **1 Sup.**
	Unadilla	**Brandt**, **1BI**
	Newport	**Grey**, **9BR**, **1 Sup.**
	New York	**Heister**, **Ferguson**, **Ldr. D**, **1 Gren.**, **14BR**, **3TM**, **1 Art.**, **Mag.**, **BF-B**, **TF-B**
	Philadelphia	**H.Clinton**, **Cornwallis**, **Leslie**, **Phillips**, **Knyphausen**, **Tarleton**, **1 Gren.**, **1 Lt. Inf.**, **31BR**, **Tarleton's Leg.**, **1TM**, **1 Art.**, **Mag.**, **BF-A**, **TF-A**
	Augusta	**Watson**, **5TM**
AMERICAN	Ticonderoga	**Schuyler**, **Warner**, **2CA**, **1RM**, **1 Art.**, **Fort**
	Norwich	**Stark**
	Fort Stanwix	**1RM**, **Fort**
	Albany	**1RM**, **1 Sup.**, **1 Art.**
	Boston	**1RM**
	Providence	**Sullivan**, **6RM**, **1 Sup.**
	West Point	**Stirling**, **Ldr. A**, **4CA**, **2RM**, **1 Sup.**, **1 Art.**, **Fort**
	Norfolk	**Ldr. B**, **1CA**, **1RM**, **Fort**
	Georgetown	**Marion**, **1RM**
	Charleston	**Lincoln**, **2RM**, **1 Art.**, **Fort**
	Savannah	**2CA**, **1RM**, **1 Sup.**

- Americans place **Washington**, **Lee**, **Greene**, **Lafayette**, **Wayne**, **Morgan**, **Wayne's PA**, **Smallwood's MD**, **Glover's MA**, **10CA**, **Morgan's Rifles**, **1 Sup.** all on 1 hex within 5 hexes of Philadelphia, north of PA-MD border & west of Delaware River
- Americans place blue **Ldr. E** in any hex and **Sumter** anywhere in SC
- Americans place **3RM** anywhere in Middle States and **2RM** anywhere in South Central
- after Americans set up, British place red **Ldr. E** in any hex

CSG-4 TOURNAMENT

Campaign Simulation Game #4 by Matt Burkins

A. **AREA OF PLAY**: the entire board

B. **LENGTH OF GAME**: 9 Turns, January '76 to September '76

C. **SPECIAL RULE**: Montreal & Quebec are Strategic Towns for VP purposes only

D. **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

E. **TURN TRACK**: British move first.

		A	B C D	E	H I	J K		N	
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: any Uncontrolled Port			F G				L M	

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

B = **Watson**: any hex in SC the Interphase after 5BR appear anywhere in either NC or SC

C = **1BR**: Wilmington (if Controlled) - if unable, try next Interphase

D = **Sumter**, **Marion**: any hex in Deep South the Interphase after 5BR appear anywhere in Deep South or South Central

E = **Brandt**: any Indian Village

F = **Wayne's PA**: hex where Wayne & 1 or more CA SPs are, then remove 1 of those (if unable, try next Turn)

G = **Stark**, **Warner**: Norwich

H = **Burgoyne**, **Fraser**, **Riedesel**, **20BR**, **1 Sup.**: one Controlled port, Quebec or Halifax (if unable, try next Turn)

I = **1BI**: if a Deep South colony was Controlled last Turn, enter to J5 (if unable, try next Turn)

J = **Leslie**, **G.Clinton**, **Knyphausen**, **Ldr. B**, **1 Gren.**, **18BR**, **1 Sup.**, **1 Art.**: one Controlled port, either Boston, New York, Philadelphia or Halifax (if unable, try next Turn)

K = **1BI**: if Deep South Area was Controlled last Turn, enter to R9 (if unable, try next Turn)

L = **Smallwood's MD**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

M = **1st RI**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

N = **Grey**, **Phillips**, **Heister**, **Rall**, **Ldr. C**, **1 Lt. Inf.**, **23BR**, **1 Sup.**, **1 Art.**: one Controlled Port (if unable, try next Turn)

F. **SET-UP**

BRITISH	Quebec	**Carleton**, **1 Lt. Inf.**, **3TM**, **1 Sup.**, **1 Art.**, **Fort**
	Boston	**Howe**, **H.Clinton**, **Ldr. A**, **1 Gren.**, **17BR**, **1TM**, **1 Art.**, **Mag.**, **Entrench.**, **BF-B**, **TF-B**
	Oswego	**3TM**
	Unadilla	**1BI**
	Owego	**1BI**
	Painted Post	**1BI**
	Norfolk	**2TM**
	Portsmouth, VA	**1TM**
	Salisbury	**1TM**
	Ninety-Six	**3TM**, **Fort**
	Augusta	**2TM**
AMERICAN	Montreal	**1RM**, **Mag.**, **Entrench.**
	Saint Johns	**1RM**, **Fort**
	Ticonderoga	**2RM**, **1 Art.**, **Fort**
	Fort Stanwix	**1RM**, **Fort**
	Albany	**Schuyler**, **1RM**
	Portsmouth, NH	**1RM**, **Fort**
	Newport	**2RM**
	Springfield	**1RM**, **1 Art.**
	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	**4RM**, **1 Sup.**, **1 Art.**, **Fort**

		Savannah	1RM

- Americans place **Washington**, **Lee**, **Gates**, **Greene**, **Lincoln**, **Sullivan**, **Stirling**, **Wayne**, **Montgomery**, **Knox**, **Ldr. D**, **Glover's MA**, **17CA**, **1 Sup.** in any combination on or within 1 hex of Boston
- Americans place blue **Ldr. A**, **Ldr. B**, **Ldr. C**, **Ldr. E** in any combination to any hexes
- Americans place **Arnold**, **Morgan**, **Morgan's Rifles**, **1CA**, **2RM**, **1 Sup.**, **1 Bateau** in any combination on or within 1 hex of Quebec
- after Americans set up, British place red **Ldr. E** in any hex

CSG-5 BRITISH SOUTHERN CAMPAIGN

Campaign Simulation Game #5 by Bruno Sinigaglio. Designer's notes are in the Boardgamer's Unofficial Guide to 1776.

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

B. **LENGTH OF GAME**: 24Turns, January '80 to December '81

C. **SPECIAL RULES**
- Town Control:
    - with Fort, only controlled by side with SPs inside Fort (Charleston cannot be controlled by **TM**/**TD**)
    - without Fort,
        - British must occupy with **BR**, free of **CA**/**FR**
        - Americans must have hex free of SPs, occupy with **RM**/**RD** free of enemy SPs, or occupy with **CA**/**FR** free of **BR**
- EVACUATED = not on land hex in Deep South or South Central and embarked on fleet from land hex in Deep South or South Central then, if BR, directly sailed (or is sailing) to New York
- Victory Points are awarded as follows:

BRITISH ACTION	BRITISH VP's
Greene is killed or captured	**+10**
in 1780, Lafayette is killed or captured	**+10**
Sumter is killed or captured	**+10**
Marion is killed or captured	**+10**
each French BF sunk	**+15**
in 1780 Jan. thru Jul. & 1781 Jan. thru Jul., more BFs than French BFs in West Indies at start of Turn	**+10**
DURING EACH INTERPHASE:	
control Fort at Charleston	**+3**
control Richmond	**+2**
control Savannah	**+2**
other than Charleston, Richmond & Savannah, each Strategic Town or port controlled	**+1**
control Savannah & Augusta	**+5**
control Charleston, Ninety-Six, Camden & Georgetown	**+10**
control Hillsboro & Wilmington	**+5**
control Charlottesville, Richmond, Petersburg, Alexandria, Norfolk & Portsmouth	**+15**
control Annapolis & Baltimore	**+5**
control all Strategic Towns in Deep South & Sumter (not killed or captured) is not placed on the board	**+5**
control all Strategic Towns in Deep South & Marion (not killed or captured) is not placed on the board	**+5**
AMERICAN ACTION	AMERICAN VP's
Tarleton is killed or captured	**+10**
Ferguson is killed or captured	**+10**
Arnold is killed or captured	**+10**
each British BF sunk	**+10**
each British TF sunk	**+5**
in 1780 Jan. thru Jul. & 1781 Jan. thru Jul., each Turn more BFs than British BFs in West Indies at start of Turn	**+10**
in 1780 Jul., Aug. & Sep., each Turn Clinton, Leslie & 10BR are not EVACUATED by end of Turn	**+10**
DURING EACH INTERPHASE:	

control Fort at Charleston	**+3**
control Richmond	**+2**
control Savannah	**+2**
other than Charleston, Richmond & Savannah, each Strategic Town or port controlled	**+1**
control Savannah & Augusta	**+5**
control Charleston, Ninety-Six, Camden & Georgetown	**+10**
control Hillsboro & Wilmington	**+5**
control Charlottesville, Richmond, Petersburg, Alexandria, Norfolk & Portsmouth	**+15**
Charleston is British-controlled & Ferguson (not killed or captured) is not placed on the board	**+10**
Gates is the highest ranked American Leader & all Strategic Towns & ports in GA & SC are not British-controlled	**+10**

- Winter Turn effects are reduced to Combat Restrictions only. Partisans ignore Winter Turn effects.
  - **BI**'s attacking alone ignore "unsupplied attacks" restriction
- on land, or by ferry, **BR**, **CA**, & **FR** move normally only if beginning movement phase stacked with Leader & Leader accompanies them for entire move. Otherwise, their MP cost is doubled for entire Turn
- for each round of combat, if all SPs on a side are not controlled, its final Leader DRM is 0
- SPs entering a hex with Partisans able to retreat must stop there and end movement
- if in a stack without friendly regular SPs & Ldrs., each Partisan Ldr. & it's Partisan force may retreat before combat phase on dr 1-2 EXCEPTION: **Marion** in a swamp hex retreats on dr 1-4
- if in a stack without friendly SPs, all **BI**s in hex may retreat together before combat phase on dr 1-2
- if accompanied by Partisan Leader for entire Turn, up to 3 infantry SPs may move up to 10 MP
- if accompanied by Partisan Leader for entire Turn, up to 3 Dragoons & Ldr. may move up to 15 MP
- Leaders command SPs in Forced Marches same as for Movement
- **BI**s may not attempt a Forced March without a Leader
- **H.Clinton's** army must always have the most **BR**
- **Rawdon**:
  - commands 6 SPs in movement & combat even if not in command
  - if present in combat, he gains +1 DRM for 1st round of combat - may only happen once per game
- **Cornwallis**:
  - may attempt a Forced March with -1 DRM by eliminating 1 SP before the attempt
  - if in-command, at end of any round of tactical card combat he may automatically withdraw
    - roll 1 die on the 1-1 column of the CRT using Ldr. DRM's only: result is loss applied to both sides (**BR** & **CA** first instead of last)
- **Clarke** must remain in Georgia or South Carolina
- **Tarleton**:
  - may attempt a Forced March with -2 DRM
  - for any Forced March attempt, if 1/2 Elim is rolled, only 1 SP is lost
  - if in command of force that Forced-Marched 3 or more hexes this Turn, he gains +1 DRM for 1st round of combat
- **Ferguson**:
  - may not lead **BR**
  - when in-command in combat, no +/-1 penalty for Militia-only vs. Regulars
- **Watson** outranks **Ferguson** & **Sumter** outranks **Marion**
- **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: no. of round or less means move **Gates** & all **RM** (not **RD**) 10 hexes towards north edge of the board
- **Greene**:
  - for any Forced March attempt, if 1/2 Elim is rolled, only 1 SP is lost
  - if in command for combat without **Cornwallis** or **Rawdon**, he may gain +1 DRM for 1st round of combat - may only happen once per game
  - 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, Americans gain +1 DRM each time they play Frontal Assault
- **Morgan**:
  - may attempt a Forced March with -2 DRM
  - for any Forced March attempt, if 1/2 Elim is rolled, only 1 SP is lost
  - when present in combat, no +/-1 penalty when leading Militia-only vs. Regulars
  - if 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 cannot be used for rest of combat and Americans gain +1 DRM for 1st round and rest of combat
- **Sumter**:
  - must remain in Deep South
  - may attempt a Forced March with -1 DRM
  - for any Forced March attempt, if 1/2 Elim is rolled, only 1 SP is lost
  - if in command for combat vs. **Tarleton**-lead force, -1 DRM penalty for Militia-only vs. Regulars does not apply
  - if 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 cannot be used for rest of combat and Americans gain +1 DRM for 1st round and rest of combat
- **Marion**:
  - must remain in Deep South
  - may attempt a Forced March with -1 DRM
  - for any Forced March attempt, if 1/2 Elim 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:
  - Ldrs. either caught in hex without friendly SPs or Overrun are captured (**Marion** in swamp hex with 1-3**RM** rolls 1 die instead: 1-5 remove him to Turn Track at next Interphase, 6 executed)
  - After combat, each Player rolls 2 dice & adds # of SPs lost: 13 means make casualty dr for all 1-star Ldrs. (nameless also), 14 or more means include all 2-star Ldrs. (not highest ranked) also.
    - casualty dr: 1-4 no effect, 5 wounded (roll again for # months (including current one) recuperating), 6 killed
      - if entire force (not inside Fort) is lost & enemy SPs remain, all wounded Ldrs. are captured & dr is made for each unwounded Ldr.: 1-5 place Ldr. in nearest hex occupied by friendly combat units free of enemy units (**Marion** & **Sumter** are removed to Turn Track at next Interphase instead), 6 captured
      - if entire force inside Fort is lost & enemy SPs remain, all surviving Ldrs. are captured
      - if entire force inside Fort is lost & no enemy SPs remain, all surviving unwounded Ldrs. are placed in nearest hex occupied by friendly combat units free of enemy units (**Marion** & **Sumter** are removed to Turn Track at next Interphase instead)
  - Nameless Leaders captured, wounded, or killed are removed to Turn Track at next Interphase
- Ignore rules **III. Indian Reinforcements**, **VII. French Intervention** and **V.E. Fleet Availability/Order of Appearance**
- Artillery that starts game at Charleston may not move

- TF transport cost is 1 point per unit for Art. & Sup. and 1 point per SP for infantry & dragoons.
- British fleets may not enter Newport; French **BF**s may only enter New York if void of British **BF**(s).
- British fleets may not disembark units in NC until British control Charleston
- British **TF**s may not enter Santee or Peedee Rivers until British control Georgetown
- British **TF**s may not enter Cape Fear River until British control Wilmington
- West Indies: British may have no more than 2 **BF**s there and French **BF-VF** may not enter.
- Previously damaged French fleets reappear in the right Transitional Box on the OBM chart during the Winter Interphase.
- At the start of each British Turn, roll one die on the Weather Table to determine the weather for that month:

MONTH	DIE ROLL = WEATHER
Jan.	**1** = Clear, **2-6** = Storms
Feb. and Dec.	**1-2** = Clear, **3-6** = Storms
Mar. and Nov.	**1-3** = Clear, **4-6** = Storms
Apr. and Oct.	**1-4** = Clear, **5-6** = Storms
May and Aug.	automatically Clear
Sep.	**1-5** = Clear, **6** = Storms

- During Clear Weather Turns,
  - MP allowances for BFs & TFs are doubled
  - if entering OBM box with 30 MP or more, you may move to any adjacent box
  - if starting in OBM box, you may move 2 boxes
  - if starting in 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.
- Beginning Jan. '80, French **BF-A** and **BF-B** must sail directly to the West Indies and stay until Aug. '80.
  - at start of American Aug. '80 Turn, move both fleets (with their original embarked units) directly to the South OBM box and roll 1 die for each fleet: **1** it may enter enter map with printed MP allowance or enter left Transitional Box; **2-5** remove fleet/embarked units from the board and place them on Turn Track at Winter Interphase keeping embarked units with their fleet; **6** enter left Transitional Box
  - at start of American Sep. '80 & Oct. '80 Turns, if fleets in left Transitional Box by rolling a 6, repeat dr above for each one
  - at end of Dec. '80 Turn: for both fleets, if on the board it must be in an OBM box or game ends in British victory
  - in Winter Interphase, fleets (with their cargo) on Turn Track at Winter Interphase space are placed in the right Transitional Box on the OBM chart
- Any fleets in West Indies at the end of a Sep., Oct. or Nov. Turn are automatically sunk by hurricanes.
- Aug. '80 thru Jun. '81, if **BF-VF** in Newport, it may only move by the following PROCEDURE:
  1) if all the following applies at start of American Turn, go to step 2):
     - 3**FR** from reinforcements G have not disembarked in South Central or Deep South
     - Clear weather
     - total BF combat ratings in Newport exceed total in New York
     - if any **BF**s in New York, British fail to intercept by rolling one die resulting in dr 6 (dr 1-5 has no effect)
  2) may move normally by itself or transporting **Ldr. C**, **3FR**, **1 Sup**.
- Beginning Jan. '81, for French **BF-A** or **BF-B**, if on the board, it must sail directly to the West Indies and stay until Aug. '81.
- Jul. '81, French **BF-VF** may not move
- Beginning Aug. '81, each month, if **BF-VF** has moved & starts Turn in Newport, it may move normally but Art. and Sup. may only be transported to South Central.
- Beginning Aug. '81, if French **BF-VF** has not moved, it may move normally.
- Only South Central and Deep South Rate Charts are used. Their **CA** AVG. and MAX. boxes are changed to "1".
- PROCEDURE for Seasonal Interphase:
  1) same as CSG except use **CA** Winter Reduction Rate for 1777
  2) 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** SPs in Area	Maximum	Average	Average
Some Strategic Towns controlled, NO **CA** SPs in Area	Minimum	Average	Minimum
NO Strategic Towns controlled, **CA** SPs in Area	Average	Maximum	Average
Some Strategic Towns controlled, **CA** SPs 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, cannot be increased to that level.

  3) same as CSG step 10. except change its procedure to:
     1. enter **CA** reinforcement SPs per ASC placing them on or within 1 hex of a Strategic Town not controlled by British
     2. if Spring Interphase, enter 1 American Supply to each uncontrolled Area in the same manner as **CA**
     3. adjust rebel militia SPs per ASC placing any new units (don't place Partisans/see step 9.) on or within 1 hex of any Strategic Town or port, neither of which may be controlled by British
        - if all Strategic Towns & ports in Deep South are British-controlled, rebel militia may be brought up to Minimum by entering Partisan SPs
        - Dragoons may be created from **RM** at following rate: 1**RD** for 1-4**RM** allowed on Area Rate Chart.
          - If the number of **RD**s exceeds this level at start of the Interphase, eliminate them to the proper level.

EXAMPLE: For 1-4 on Area Rate Chart, one dragoon may be created. For 5-8 on the chart, two dragoons, etc.

4. each Spring, Summer and Fall Interphase, enter **1** British **Supply** to Charleston if British-controlled
5. each Interphase, enter **2BR** to any ONE controlled port
6. if Winter Interphase, enter **1BR** to Charleston if controlled
7. if 1780 Summer Interphase, British place **1** or **2 BI** replacements at any hex if any were lost
8. adjust tory militia SPs (not **Ferguson's American Legion** or **Watson's TD**) per ASC placing any new units in any controlled Strategic Town
   - If no controlled Strategic Towns are in Area, they are placed in any Strategic Town unoccupied by enemy units.
     - If all Strategic Towns are enemy-occupied, they may be placed in adjacent hex of any Strategic Town.
   - **TD**s may be created from **TM** SPs and are adjusted in the same manner as **RD**s.
9. if available, enter reinforcements **E** and **F**
10. place **1** or **2 Ferg.'s Am. Leg.** replacements with **Ferguson** if any were lost
11. place **Watson's TD** replacement with **Watson** if it was lost

4) Captured Ldrs. may be exchanged equally (1-star for 1-star, 2-star for 2-star) & immediately placed anywhere.
5) nameless Leaders anywhere may be relocated to any hex

D. VICTORY CONDITIONS

- AMERICAN wins
  1. instantly after end of Sep. '80 Turn if Fort at Charleston is free of BR inside, or
  2. instantly at end of Oct. '80 Turn, if Clinton, Leslie & 10BR have not been EVACUATED, or
  3. instantly if a French BF occupies New York free of British BFs, or
  4. at end of game if he has same or more VPs than British
- BRITISH wins
  1. instantly at end of any Turn if he Controls all 12 Strategic Towns & friendly BF occupies New York, or
  2. instantly if he captures or kills Washington, or
  3. instantly at end of Dec. '80 Turn or end of game if French BF-A & BF-B are on the board but not in an OBM box, or
  4. instantly at end of Dec. '80 Turn or end of game if any At-Start FR or At-Start French Artillery are still in America, or
  5. at end of game if he has more VPs than Americans

E. OPTIONAL RULES

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

F. TURN TRACK: British move first.

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

A = if Clear weather in Jan. '80, **H.Clinton**, **Cornwallis**, **Leslie**, **Tarleton**, **1 Gren.**, **1 Lt. Inf.**, **12BR**, **Tarleton's Leg.**, **1 Sup.**, **2 Art.**, **BF-VF1**, **TF-A**: New York with all units embarked – must disembark all units at Savannah by end of Turn

B = if Stormy weather in Jan. '80, **H.Clinton**, **Cornwallis**, **Leslie**, **Tarleton**, **1 Gren.**, **1 Lt. Inf.**, **12BR**, **Tarleton's Leg.**, **1 Sup.**, **BF-VF1**: New York with units embarked on BF-VF1 per fleet capacity (British player chooses) – must disembark all reinforcements **B** at Savannah by end of Feb. '80 Turn

C = **2BR**: Savannah or embarked on BF-VF1

D = if Stormy weather in Jan. '80, **1 Art.**: embarked on BF-VF1 - remove from map if British capture Charleston

E = **Marion**: if British control Charleston, enter in step 9. of Interphase stacked with up to **3** available **RM/RD** (per ASC) to any hex between the Santee, Wateree, Catawba Rivers & the NC/SC border (including border hexes) - if unable, try next Interphase

F = **Sumter**: if British control Charleston, enter in step 9. of Interphase stacked with up to **3** available **RM/RD** (per ASC) to any hex within 6 hexes of Ramseur's Mill (if unable, try next Interphase)

G = **Ldrs. A, B, C, D**: in any combination to any land hexes or New York – any may be withheld until next Interphase

H = if Stormy weather in Jan. '80, **TF-A**: New York

I = **Rawdon**, **Ferguson**, **5BR**: New York embarked on one Fleet – first landing must be in Deep South

J = **2 Ferg.'s Am. Leg.**: if British control Charleston, hex where Ferguson is (embarked if he is) - if unable, try next Interphase

K = French forces **Ldr. C**, **3FR**, **1 Sup.** all embarked on **BF-VF**, **2 Art.**: Newport

L = **Greene**: if British control either 1) all Red-Star Towns in GA & SC or 2) all Red-Star Towns in VA, any land hex in column MM & remove **Gates** from game (if unable, try next Interphase)

M = **Watson**, **1 Lt. Inf.**, **4BR**: New York embarked on one Fleet - if Leslie is in New York, add him to force

N = **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

O = **Watson's TD**: hex where Watson is (embarked if he is)

P = **Lee's Leg.**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

Q = **2BR**: New York embarked on one Fleet – first landing must be in Area with highest-ranking British Leader

R = **Phillips**, **4BR**, **2 Art.**: New York embarked on one Fleet

S = **Lafayette**, **3CA**: one land hex in column MM

T = **Gould**, **4BR TF-VF1**: Charleston; remove **Rawdon** from the game

U = **5BR**: New York embarked on one Fleet - if Leslie is in New York, add him to force

V = **Wayne**, **2CA**: one land hex in column MM

W = French forces **Rochambeau**, **1 Lt. Inf.**, **7FR**, **1 Sup.**: one land hex in column MM

X = **Washington**, **Wayne's PA**, **4CA**, **1 Art.** (and **Lincoln** if he is killed or captured): one land hex in column MM

Y = **Ldr. D**: if Lincoln is on the board, enter to hex where Washington is

Z = **8BR**, **1 Sup.**: New York embarked on one Fleet - if Clinton is in New York, add him to force

G. **SET-UP**

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

- British place red **Ldr. E** in any hex
- British place **2TM** in one hex anywhere in South Central
- Americans place blue **Ldr. E** in any hex
- Americans place **2RM** in one hex anywhere in NC or SC
- Americans place **3RM** in one hex within 3 hexes of Ninety-Six
- Americans place **2RM** in one hex anywhere in South Central

CSG-6 1775 LEAD-IN PLUS CSG-1

Campaign Simulation Game #6 by Charles Diamond. Designer's notes are in Old Soldiers magazine - Vol. 2, No. 3.

A. **AREA OF PLAY**: the entire board

B. **LENGTH OF GAME**: 69 Turns, April '75 to December '80

C. **SPECIAL RULES**
- during 1775 only:
  - include nameless Leaders when rolling for casualties
    - if killed or captured, remove to Turn Track & enter at any hex at start of friendly Jan. '76 Turn
  - Artillery in Quebec & Ticonderoga at start of game may not be destroyed unless stacked with a SP and may not be moved unless accompanied by Knox
  - Artillery in Boston & Charleston at start of game may not be destroyed or moved unless stacked with a SP
  - BI in J5 at start of game must remain in Deep South and cannot enter a hex with a Fort unless accompanied by TM or BR
  - April: American forces may not enter Boston and British forces may not AE.
  - reinforcements:
    - may enter to any hex adjacent to entry point
    - if entry hex enemy-occupied or surrounded by enemy units, enter to within 1 hex of nearest town free of enemy units
- REDEPLOY PHASE: at start of Jan. '76 Turn (before British move),
  - replace up to **20**RM in New England with **CA**
  - if **Glover's MA** is eliminated, enter it to a hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)
  - if RM reinforcement was received last Fall and a RM SP is in Canada, replace **1**RM in Canada with **CA**
  - if COM counters on the board, for each one:
    a) replace with **1 Supply** & **1CA**
    b) remove **1RM** from any hex
    c) move the 1 Supply & 1CA to nearest friendly force
  - remove Burgoyne to Turn Track stacked with Reinforcements B
    - if killed, place his replacement there
    - if captured, place an unused nameless Leader there
  - remove British Ldr. C to Turn Track stacked with Reinforcements D
  - remove British Ldr. D to Turn Track stacked with Reinforcements F
  - Place **3BI**, one each on Unadilla, Owego and Painted Post. They may not be attacked until moved.

D. **OPTIONAL RULES**
- Place **3BI** at their villages during set-up instead of during Redeploy Phase. They can't be attacked until moved.
- 1775 only: all American forces suffer –1 DRM when attacking mostly BR

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

F. **TURN TRACK**: British move first.

		1775	1776	1777	1778	1779	1780
WINTER INTERPHASE			NO INTERPHASE REDEPLOY		1BR: if Controlled, Wilmington		1BR: if Controlled, Wilmington
WINTER	**JAN**		Ldr. E: any hex **X**				
	FEB		CN: any Uncontrolled Port				
	MAR		**Y**				
RANDOM EVENTS			DR on Table	DR on Table	DR on Table	DR on Table	DR on Table
SPRING INTERPHASE			**Z A1 B1**				
SPRING	**APR**	**A B C**	Brandt: any indian village	**K1**	FRENCH on dr 1	**N1**	
	MAY	2RM: New London **D E F G**	**C1**		FRENCH on dr 1		
	JUN	Ldr. D, 4RM: Charleston **H I J K**	**D1 E1**		FRENCH on dr 1-2		
SUMMER INTERPHASE		NO INTERPHASE					
SUMMER	**JUL**	Ldr. E, 2RM: Alexandria **L M N**	**F1 G1**	**L1**	FRENCH on dr 1-3		
	AUG	1TM: Oswego	**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 INTERPHASE		NO INTERPHASE					
FALL	**OCT**	Stirling, 2RM: Morristown **O P Q**	Johnson: any indian village **I1**	Lafayette: hex where Washington is	BEGIN FRENCH on dr 1-4 **M1**	BEGIN ARNOLD dr	
	NOV	**R S T U V W**	**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's MA**, **14RM**, **1 Sup.**: after British move, but before combat, enter to one hex adjacent to Boston

B = **Stark**, **2RM**: after British move, but before combat, enter to Portsmouth, NH

C = **Ldr. A**, **6RM**: after British move, but before combat, enter to Hartford

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

E = **Arnold**, **Warner**, **1RM**: Ticonderoga

F = **Schuyler**, **1RM**, **1 Sup.**: 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's Rifles**: Alexandria

L = **Ldr. D**, **1BR**: Norfolk

M = **Ldr. C**, **2TM**: Ninety-Six

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

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

P = **2TM**: Norfolk

Q = **2RM**: one each to Camden and Savannah

R = **1TM**, **1 Sup.**: Quebec

S = **1TM**: Oswego

T = **2TM**: Salisbury

U = **1BR**: Boston

V = **3RM**: one each to Albany, Charlottesville, Lynchburg

W = If no British units in Montreal, enter **1RM** to Montreal, otherwise, try next Turn.

X = Before British move, enter **Wayne**, **Wayne's PA** to Philadelphia.

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

Z = **Watson**: any hex in SC the Interphase after 5BR appear anywhere in either NC or SC

A1 = **1BR**: Wilmington (if Controlled) - if unable, try next Interphase

B1 = **Sumter**, **Marion**: any hex in Deep South the Interphase after 5BR appear anywhere in Deep South or South Central

C1 = **Burgoyne**, **Fraser**, **Riedesel**, **20BR**, **1 Sup.**: one Controlled port, Quebec or Halifax (if unable, try next Turn)

D1 = **Leslie**, **G.Clinton**, **Knyphausen**, **Ldr. B**, **1 Gren.**, **18BR**, **1 Sup.**, **1 Art.**: one Controlled port, either Boston, New York, Philadelphia or Halifax (if unable, try next Turn)

E1 = **1BI**: if Deep South Area was Controlled last Turn, enter to R9 (if unable, try next Turn)

F1 = **Smallwood's MD**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

G1 = **1st RI**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

H1 = **Grey**, **Phillips**, **Heister**, **Rall**, **Ldr. C**, **1 Lt. Inf.**, **23BR**, **1 Sup.**, **1 Art.**: one Controlled Port (if unable, try next Turn)

I1 = **Prevost**, **Rawdon**, **6BR**: one Controlled Port (if unable, try next Turn)

J1 = **Ldr. D**, **4BR**: one Controlled Port (if unable, try next Turn)

K1 = **Tarleton**, **Ferguson**, **Tarleton's Leg.**: one hex where any British (not Partisan) Leader is

L1 = **Butler's Rang.**: Oswego if it has 1 or more TM SPs, then remove 1 of those (if unable, try next Turn)

M1 = **Fergsn.'s Am. Leg.**: any hex with Ferguson & 1 or more TM SP, then remove 1 of those SP (if unable, try next Turn)

N1 = **Lee's Leg.**: any hex with 1 or more CA SPs, then remove 1 of those (if unable, try next Turn)

G. **SET-UP**

BRITISH	Quebec	**Carleton**, **1 Sup.**, **1 Art.**, **Fort**
	Montreal	**Magazine**
	Saint Johns	**1BR**, **Fort**
	Ticonderoga	**1 Art.**, **Fort**
	Boston	**Ldr. A**, **8BR**, **1 Sup.**, **1 Art.**, **Entrench.**
	J5	**1BI**

 	Ninety-Six	**Fort**
	Charleston	**1 Art., Fort**
AMERICAN	Portsmouth, NH	**1RM, Fort**
	Cambridge	**1RM, Entrench., 1 blue COM**
	Fort Stanwix	**1RM, Fort**
	Williamsburg	**1RM, 1 blue COM**

V. GALVEZ SCENARIOS – 1779 TO 1781

CREDITS

Scenario Design & Research: Jim Lawler, Jim Caudle, J.F. Engler. Designer's 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. The rules are in Old Soldiers magazine - Vol. 1, No. 4.

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/yankeeap/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 countersheets are available through OLD SOLDIERS magazine and can be purchased by e-mailing the editor Tom Cundiff at the following address and requesting them:

tdcgunslinger@worldnet.att.net

VI. THE 1813 CAMPAIGN

CREDITS

Scenario Design & Research: Jim Lawler. Designer's notes are in the Boardgamer - Vol. 9, No. 3.

INTRODUCTION

This scenario covers the War of 1812 Northern Campaign in the year 1813. The rules are in the Boardgamer - Vol. 9, No. 3.

COMPONENTS

- MAPBOARD: The board used is the "Crucible of Liberty" mapboard (see Galvez Scenarios above).
- 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

Winter Rules

Winter Rules: (Jan. - Mar.)

	Movement	Combat
NE/Canada/Middle States	MP x 1/2 (FRD): cumul. w/ debarking from port, not cumul. w/ lack of leader MP penalty. Naval class 1, 2, 3 river movement is N/A, but may ferry if otherwise able to do so. F.M is N/A into or out of region.	- Unsupplied attacks are N/A. - 2 rounds max. - A.E. is N/A
South Central & Deep South	Class 2 river hexside only crossable via ferry.	

Retreat of One Hex:

Partisan Retreat Before Combat	*Controlled* SPs are eliminated	Combat Ends via Def. played Withdraw Card
1 ≤dr ≤4: NE, 5 ≤dr ≤6: may Retr.	Remaining SPs Retreat	Defender SPs Retreat

Defender Attacking:

Defender (not in Fort) may attack enemy units in hex in which combat **has already occurred** unless NC drawn or NE rolled, or,

Defender (not in Fort/Ent) may attack enemy units (not in Fort/Ent) in hex in which combat **did not occur** during Attacker's turn.

Naval

Naval Movement

	Class 1	Class 2	Class 3	Coast
Btx.	√ *1	√ *1	√	N/A
Ferry*3	0	1	1	N/A
TF/CN*3	N/A	√ *2	√	√
BF	N/A	N/A	√	√

*1: Btx. must stop if it moves adj. to enemy SPs (not inside a fort).

*2: Must stop if adj. to enemy fort w/ supplied Art.

*3: CN cannot act as a ferry.

Leader Control

Leader Control:

Leader Type	Individual SP Control	Max. SP Control if Overall Commander
BR/FR 2-star	8	34
CA 2-star	6	24
BR/FR 1-star	4	10
CA 1-star	3	10
BR Leader E	4	8
CA Leader E	3	6
Partisan	3	3
BR/FR Unnamed Ldr.	4	4
CA Unnamed Ldr.	3	3
Rawdon	6	12
Washington	8	∞
Howe	8	∞
No Leader (BR/FR)	N/A	4
No Leader (CA/Mil/Ind)	N/A	3

Leader Casualties

Combat Effects on Leaders: At the end of each non-NE combat:

Leader Type	Friendly SPs remain	No Friendly SPs remain (not in a Fort)	No Friendly SPs remain (in a Fort)
Named Leaders or Leader E	DR ≤ 10: NE DR = 11: WIA DR = 12: KIA	dr ≤ 3: Retreat dr = 4: Capture dr = 5: WIA dr = 6: KIA	dr = 1: Retreat 2 ≤ dr ≤ 4; C dr = 5: WIA dr = 6: KIA
Unnamed Leader	NE	Return to turn track	Return to turn track

Capture Notes: If Leader E is captured, remove to turn track.

If Tarleton, (Br) Arnold or Partisan Leader is captured, then C → KIA

WIA Notes: Returns after dr # of turns to turn track.

KIA Notes: Replaced by Unnamed Leaders. (EXC:
    Knox, Lafayette and Partisan Leaders).

Campaign Game Leader Causulty Check (VI - A.)

DR + SP's lost	Friendly SPs remain	No Friendly SPs remain (not in a Fort)	No Friendly SPs remain (in a Fort)
≥ 13	Each **named** 1-star Leader (and Leader E) undergo cdr	Each **named** 1-star Leader (and Leader E) undergo cdr	Each **named** 1-star Leader (and Leader E) undergo cdr
≥ 14	Each 2-star Leader *(EXC; Commander)* undergoes cdr	Each 2-star Leader undergoes cdr (including Commander)	Each 2-star Leader undergoes cdr (including Commander)
cdr	dr ≤ 3: Retreat dr = 4: Capture dr = 5: WIA dr = 6: KIA	dr ≤ 3: Retreat dr = 4: Capture dr = 5: WIA dr = 6: KIA	dr = 1: Retreat 2 ≤ dr ≤ 4; C dr = 5: WIA dr = 6: KIA

AE

Automatic Elimination:

Defender Occupies	Odds Required	MP Cost
In non- (fort or entrenchment)	≥ 6 to 1	2 + COT
In Entrenchment	≥ 8 to 1	3 + COT
In Fort	NA	NA

Build_Reduce

Build - Reduce Table

Item	Build from	Reduce to
Magazine (Town Required)	2S	1S
Fort (Town Required)	1S + 1A + 1 reg. SP = (inverted Fort)	1A (inverted)
Bateaux (Build) [in River/Port hex]	Mag. or S (inverted): 1 B (inverted) per turn	NA
Bateaux (Exchange) [in River/Port hex]	1S: 3B (inverted), 1M: 3B + 1S (both inverted)	NA

Forced March

Leader must be present for Forced March (FM). Knox may include Art. Up to 3MP with +1 to FM dr.
Cornwallis, Grey, Tarleton, Greene or Wayne: may -1 from FM dr, but lose 1 regular SP first.
(EXC: Glover's MA to be removed if present in place of reg. SP)

Forced March Table (original)

MP Att: dr	1	2	3	4	5	6	7	MP Att: dr
1	1	2	3	4	5	6	7	1
2	1	2	3	4	5	$4_{½E}$	$3_{½E}$	2
3	1	2	2	$3_{½E}$	$3_{½E}$	$3_{½E}$	$3_{½E}$	3
4	1	1	0	0	0	0	0	4
5	0	0	0	0	0	0	0	5
6	0	0	0	0	0	0	0	6

Forced March Table (revised)

MP Att: dr	1	2	3	4	5	6	7	MP Att: dr
1	1	2	3	4	5	6	7	1
2	1	2	3	4	$5_{¼E}$	$6_{½E}$	$7_{½E}$	2
3	1	2	2	$3_{¼E}$	$5_{½E}$	$5_{¼E}$	$6_{¼E}$	3
4	1	1	1	2	4	4	$5_{¼E}$	4
5	0	0	0	1	2	3	4	5
6	0	0	0	0	0	1	2	6

If unable to utilize all the MP gained, lose ¼ (FRD) of SP's attempting FM (minimum of 1 SP lost).

Avalon Hill -- 1776 -- counter manifest

CA (blue): 117	BR (pink): 139	RM (green): 63	TM (orange): 69	FR (dark): 28
40-8 inf.: 1	40-7 inf.: 1			
20-8 inf.: 2	20-7 inf.: 2			
15-8 inf.: 2	15-7 inf.: 2			15-7 inf.: 1
10-8 inf.: 4	10-7 inf.: 4	10-8 inf.: 3	10-8 inf.: 3	10-7 inf.: 1
8-8 inf.: 1	8-7 inf.: 1	8-8 inf.: 1	8-8 inf.: 1	
5-8 inf.: 5	5-7 inf.: 5	5-8 inf.: 4	5-8 inf.: 4	5-7 inf.: 3
4-8 inf.: 4	4-7 inf.: 4	4-8 inf.: 5	4-8 inf.: 5	
3-8 inf.: 5	3-7 inf.: 5	3-8 inf.: 8	3-8 inf.: 8	3-7 inf.: 3
2-8 inf.: 10	2-7 inf.: 12	2-8 inf.: 12	2-8 inf.: 12	2-7 inf.: 3
1-8 inf.: 14	1-7 inf.: 18	1-8 inf.: 16	1-8 inf.: 16	1-7 inf.: 3
0-5 art.: 6	0-5 art.: 10			0-5 art.: 3
0-8 supply: 10	0-7 supply: 14	3-13 cav.: 1	3-13 cav.: 1	0-7 supply: 5
0-15 boat: 6	0-15 boat: 7	2-13 cav.: 2	2-13 cav.: 2	
Entrench: 7	Entrench: 11	1-13 cav.: 4	1-13 cav.: 4	
0-8 decoy: 7	0-8 decoy: 7			
COM: 4	Time Now: 1		2-8 ind.: 1	
CA Status: 4	TM Status: 4		1-8 ind.: 3	
RM Status: 4				
Fort: 7	Fort: 10			
Fleet: 1	Fleet: 7			Fleet: 3
Magazine: 4	Magazine: 6			Magazine: 1
Blanks: 9	Blanks: 8	Blanks: 7	Blanks: 9	Blanks: 2
Non-blank: 108	Non-blank: 131	Non-blank: 56	Non-blank: 60	Non-blank: 26

Total: 416 counters

Army Sheet

A	**A**
B	**B**
C	**C**
D	**D**
E	**E**
F	**F**
G	**G**

Captured:

Captured:

Left block — leader counters:

Howe ★★ 1-0-10	Howe ★★ 1-1-10	H. Clinton ★★ 2-1-10	H. Clinton ★★ 2-0-10	H. Clinton ★★ 2-2-10	Cornwallis [FM] ★★ 3-0-10	Cornwallis ★★ 3-2-10
Cornwallis [FM] ★★ 3-1-10	Burgoyne ★★ 4-0-10	Burgoyne ★★ 4-1-10	Leslie ★★ 5-1-10	Leslie ★★ 5-0-10	Leslie ★★ 5-2-10	Grey [FM] ★★ 6-1-10

Grey [FM] ★★ 6-0-10	Grey [FM] ★★ 6-2-10	Prevort ★★ 7-1-10	Prevort ★★ 7-0-10	Prevost ★★ 7-2-10	Carleton [-1] ★ 1-2-10	Carleton [-1] ★ 1-1-10
Fraser ★ 2-1-10	Fraser ★ 2-0-10	Fraser ★ 2-2-10	Philips ★ 3-1-10	Philips ★ 3-0-10	Philips ★ 3-2-10	G. Clinton ★ 4-1-10

G. Clinton ★ 4-0-10	G. Clinton ★ 4-2-10	von Riedesel ★ 5-1-10	von Riedesel ★ 5-0-10	von Riedesel ★ 5-2-10	Knyphansen ★ 6-1-10	Knyphansen ★ 6-0-10
Knyphansen ★ 6-2-10	von Heister ★ 7-1-10	von Heister ★ 7-0-10	von Heister ★ 7-2-10	Rall ★ 8-1-10	Rall ★ 8-0-10	Rall ★ 8-2-10

Tarleton [FM][M] ★ 9-2-10	Tarleton [FM][M] ★ 9-1-10	Rawdon [6/12] 10-2-10	Rawdon [6/12] 10-1-10	Arnold ★ 11-1-10	Arnold ★ 11-2-10	Arnold ★ 11-0-10
Leader A ★ 0-0-10	Leader B ★ 0-0-10	Leader C ★ 0-0-10	Leader D ★ 0-0-10	Leader E [1] ★ 0-1-10	Leader F ★ 0-0-10	Leader G ★ 0-0-10

Leader H ★ 0-0-10	1-7	1-7	1-7	1-7	1-7	1-7
1-7	1-7	1-7	1-7	1-7	1-7	1-7

1-7	1-7	1-7	1-7	1-7	1-7	1-7
2-7	2-7	2-7	2-7	2-7	2-7	2-7

2-7	2-7	2-7	2-7	2-7	2-7	2-7
3-7	3-7	3-7	3-7	3-7	3-7	3-7

Right block — unit counters:

4-7	4-7	4-7	4-7	4-7	4-7	4-7
5-7	5-7	5-7	5-7	5-7	5-7	5-7

8-7	8-7	8-7	10-7	10-7	10-7	10-7
10-7	15-7	15-7	15-7	20-7	20-7	20-7

40-7	0-5	0-5	0-5	0-5	0-5	0-5
0-5	0-5	0-5	0-5	0-5	0-5	0-7

0-7	0-7	0-7	0-7	0-7	0-7	0-7
0-7	0-7	0-7	0-7	0-7	0-7	0-7

0-7	M	M	M	M	M	M
-1	-1	-1	-1	-1	-1	-1

-1	-1	-1	-1	-1	-1	-1
x2	x2	x2	x2	x2	x2	x2

x2	x2	x2	x2	x2	COM ▼	COM ▼
COM ▼	COM ▼	COM ▼	Grenadier 1-8	Grenadier 1-8	Light 1-8	Light 1-8

Continental Infantry

4-8	4-8	4-8	4-8	4-8	5-8	5-8
5-8	5-8	5-8	5-8	8-8	8-8	10-8

Light 1-8	Morgans Rifles 1-10	Decoy 0-8	Decoy 0-8	Decoy 0-8	Turn	Decoy 0-8
Light 1-8	Decoy 0-8	Decoy 0-8	Decoy 0-8	Decoy 0-8	Decoy 0-8	Decoy 0-8

10-8	10-8	10-8	10-8	15-8	15-8	15-8
20-8	20-8	40-8	CA Status	CA Status	CA Status	CA Status

0-7	0-7	0-7	M		Washington W2 FR 1-1-10	Washington W2 FR 1-0-10
0-7	0-7	0-7	M		Washington W2 FR 1-2-10	Lee ★★ 2-0-10

COM ▼	COM ▼	COM ▼	COM ▼	COM ▼	0-5	0-5
0-5	0-5	0-5	0-5	0-5	0-5	0-5

Lee ★★ 2-1-10	Gates ★★ 3-0-10	Gates ★★ 3-1-10	Greene FM ★★ 4-2-10	Greene FM ★★ 4-1-10	Lincoln ★★ 5-1-10	Lincoln ★★ 5-0-10
Lincoln ★★ 5-2-10	Knox +1 FM A-1-10	Sullivan ★ 1-1-10	Sullivan ★ 1-0-10	Sullivan ★ 1-2-10	Arnold M ★ 2-2-10	Arnold M ★ 2-1-10

0-8	0-8	0-8	0-8	0-8	0-8	0-8
0-8	0-8	0-8	0-8	0-8	0-8	0-8

Lafayette FR ★ 3-2-10	Lafayette FR ★ 3-1-10	Stirling ★ 4-1-10	Stirling ★ 4-0-10	Stirling ★ 4-2-10	Wayne FM ★ 5-2-10	Wayne FM ★ 5-1-10
Montgomery ★ 6-1-10	Montgomery ★ 6-0-10	Montgomery ★ 6-2-10	Morgan M ★ 7-2-10	Morgan M ★ 7-1-10	Schuyler ★ 8-0-10	Schuyler ★ 8-1-10

M	M	M	0-8	x2	x2	x2
M	M	M	x2	x2	x2	x2

Leader A ★ 0-0-10	Leader B ★ 0-0-10	Leader C ★ 0-0-10	Leader D ★ 0-0-10	Leader E I ★ 0-1-10	Leader F ★ 0-0-10	Leader G ★ 0-0-10
1-8	1-8	1-8	1-8	1-8	1-8	1-8

x2	x2	x2	x2	x2	-1	-1
-1	-1	-1	-1	-1	-1	-1

1-8	1-8	1-8	1-8	1-8	1-8	1-8
1-8	2-8	2-8	2-8	2-8	2-8	2-8

-1	-1	-1	-1	-1	1st RI 1-8	Waynes PA 1-8
Smallwood 1-8	Maryland Glovers MA 1-8	Lees Lgn. 1-10				

2-8	2-8	2-8	2-8	2-8	3-8	3-8
3-8	3-8	3-8	3-8	3-8	3-8	4-8

Green units (block 1)

1-8	1-8	1-8	1-8	1-8	1-8	1-8
1-8	1-8	1-8	1-8	1-8	1-8	1-8

Tan units (block 1)

1-8	1-8	1-8	1-8	1-8	1-8	1-8
1-8	1-8	2-8	2-8	2-8	2-8	2-8

Green units (block 2)

1-8	1-8	2-8	2-8	2-8	2-8	2-8
2-8	2-8	2-8	2-8	2-8	2-8	2-8

Tan units (block 2)

2-8	2-8	2-8	2-8	2-8	2-8	2-8
3-8	3-8	3-8	3-8	3-8	3-8	3-8

Green units (block 3)

3-8	3-8	3-8	3-8	3-8	3-8	3-8
3-8	4-8	4-8	4-8	4-8	4-8	5-8

Tan units (block 3)

3-8	4-8	4-8	4-8	4-8	4-8	5-8
5-8	5-8	5-8	8-8	10-8	10-8	10-8

Green units (block 4)

5-8	5-8	5-8	8-8	10-8	10-8	10-8
1-13	1-13	1-13	1-13	1-13	1-13	2-13

Tan units (block 4)

1-13	1-13	1-13	2-13	2-13	3-13	RM Status
1-13	1-13	1-13	2-13	2-13	RM Status	RM Status

Green units (block 5)

2-13	2-13	2-13	TM Status			Johnson 0-1-10
3-13	TM Status	TM Status	TM Status		Ferguson BR M 0-2-10	Watson 0-1-10

Leaders / right block 5

RM Status	Rodgers 1-10 Regrs.	D'Estaing ★★ 1-1-10	D'Estaing ★★ 1-0-10	D'Estaing ★★ 1-2-10	Rochembeau ★★ 2-1-10	Rochembeau ★★ 2-0-10
Morgans 1-10 Rifles		Rochembeau ★★ 2-2-10	Leader A ★ 0-0-10	Leader B ★ 0-0-10	Leader C ★★ 0-0-10	D'Estaing ★★ 1-1-10

Orange/brown units (block 6)

1-10	1-10	1-10	1-8	1-8	2-8	1-8
1-10	2-10	1-10	1-8	1-8	Brandt ➤➤ 0-1-10	1-10

Leaders / right block 6

D'Estaing ★★ 1-0-10	D'Estaing ★★ 1-2-10	Rochembeau ★★ 2-1-10	Rochembeau ★★ 2-0-10	1-7	1-7	1-7
Rochembeau ★★ 2-2-10	Leader A ★ 0-0-10	Leader B ★ 0-0-10	Leader C ★ 0-0-10	1-7	2-7	1-7

Bottom left units

Tarleton's Lgn 1-10	Butlers Rgrs 1-10	Sumter GC 0-2-10	Stark 0-1-10	1-8	1-8	1-8
Fergusons Am. Legion 1-10	Marion SF 0-2-10	Warner 0-2-10	1-8	1-8	1-8	1-8

Bottom right units

2-7	2-7	3-7	5-7	5-7	5-7	10-7
3-7	3-7	15-7	0-5	0-5	0-5	0-5

Counter sheet — text content

Block 1 (top left):

Decoy 0-8	Decoy 0-8	⊠ 1-7	⊠ 3-7	⊡ 0-5	0-7	0-7
Decoy 0-8	Decoy 0-8	⊠ 2-7	x2	(fort)	(fort)	0-7

Block 1 (top right):

Montcalm ★★ 1-2-10	Bourlmaque ★ 1-1-10	Levis ★ 2-2-10	Bougainville ★ 3-1-10	Rodgers ● 0-2-10	Rodgers Rgs ⊠ 1-10	Amhearst ★★ 1-1-10
Wolfe ★★ 2-2-10	Prideaux ★★ 3-1-10	Monckton ★ 1-1-10	Townshead ★ 2-1-10	Prevost ★★ 7-1-10	Prevost ★★ 7-0-10	Clarke ★ 4-1-10

Block 2 (left):

x2	x2	x2	x2	x2	x2	x2
A 3 — 2 ▾40	A 15 — 0 ▾30	B 3 — 2 ▾40	B 15 — 0 ▾30	VF 3 — 2 ▾40	VF 3 — 2 ▾40	VF 15 — 0 ▾30

Block 2 (right):

Gould ★ 8-1-10	A 3 — 2 ▾40	A 15 — 0 ▾30	3 — 2 ▾40	15 — 0 ▾30	VF 3 — 2 ▾40	VF 3 — 2 ▾40
VF 15 — 0 ▾30	I 1-10	I 1-10	I 1-10	I 1-10	I 1-10	I 1-10

Block 3 (left):

B 7 — 3 ▾40	A 7 — 3 ▾40	VF 7 — 3 ▾40	CN 0 — 0 ▾40	CN to Port	CN Repair	Leader H ★ 0-0-10
(fort)	(fort)	(fort)	(fort)	(fort)	(fort)	(fort)

Block 3 (right):

I 2-10	I 2-10	I 3-10	I 1-8	I 1-8	I 1-8	I 1-8
I 1-8	I 1-8	I 2-8	I 3-8	I 2-8	Brandt ➡ 0-1-10	Storms

Block 4 (left):

(fort)	(fort)	(fort)	(fort)	(fort)	(fort)	(fort)
x2	x2	x2	x2	x2	x2	Abandoned

Block 4 (right):

⊡ 0-8	⊡ 0-8	⊡ 0-8	⊡ 0-8	⊡ 0-8	⊡ 0-8	⊡ 0-8
⊡ 0-8	⊡ 0-8	⊡ 0-7	⊡ 0-7	⊡ 0-7	⊡ 0-7	⊡ 0-7

Block 5 (left):

Abandoned	Abandoned	Abandoned	Abandoned	Abandoned	Abandoned	Leader I ★ 0-0-10
⊡ 0-5	⊡ 0-5	⊡ 0-5	⊡ 0-5	⊡ 0-5	5 — 0 ▾15	5 — 0 ▾15

Block 5 (right):

⊡ 0-7	⊡ 0-7	⊡ 0-7	⊡ 0-7	⊡ 0-7	⊠ 0-7	⊡ 0-7
⊡ 0-7	⊡ 0-7	⊡ 0-7	⊡ 0-7	⊡ 0-7	West Indies Return	West Indies Return

Block 6 (left):

5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15
5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15

Block 6 (right):

A	B	C	D	E	F	G
A	B	C	D	E	F	G

Block 7 (left):

5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15
5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	5 — 0 ▾15	Leader I ★ 0-0-10	Leader J ★ 0-0-10

Name	Stars	Value
Howe	★★	1-0-10
Clinton	★★	2-1-10
Cornwallis	★★	3-1-10
Burgoyne	★★	4-0-10
Leslie	★★	5-1-10
Grey	★★	6-1-10
Prevort	★★	7-1-10
Carleton	★	1-2-10
Fraser	★	2-1-10
Phillips	★	3-1-10
G Clinton	★	4-1-10
von Riedes	★	5-1-10
Knyphasen	★	6-1-10
von Heister	★	7-1-10
Rall	★	8-1-10
Tarleton	★	9-2-10
Rawdon	★	10-2-10
Leader A	★	0-0-10
Leader B	★	0-0-10
Leader C	★	0-0-10
Leader D	★	0-0-10
Arnold	★	11-1-10
Arnold	★	2-2-10
Washington	★★	1-1-10
Lee	★★	2-1-10
Gates	★★	3-0-10
Green	★★	4-2-10
Lincoln	★★	5-1-10
Sullivan	★	1-1-10
de Lafayette	★	3-2-10
Stirling	★	4-1-10
Wayne	★	5-2-10
Montgomery	★	6-1-10
Morgan	★	7-2-10
Schyler	★	8-0-10
Leader A	★	0-0-10
Leader B	★	0-0-10
D'Estaing	★★	1-1-10
Rchambeau	★★	2-1-10
Leader A	★	0-0-10
Leader C	★	0-0-10
Leader E	★★	0-0-10

Washington: * * 1-1-10
- If in a hex with CA, can break off combat at any round after the first two, unless in a fort.
- Can control up to 8 SP for combat or movement.
- Always commands a joint Franco-American force **without** the –1 DRM regardless of the number of SP's available.

Morgan: * 7-2-10
- If leading an all-militia force, the force does not suffer the –1 DRM when facing regulars.

Lafayette: * 3-2-10
- Always commands a joint Franco-American force **without** the –1 DRM regardless of the number of SP's available.
- Not replaceable.

Knox: * A-2-10
- If present with any artillery against a fort or entrenchment, gives American player a +1 combat DRM.
- Subordinate to all named generals; can only command unnamed leaders.
- Allows attempt of a forced march (up to 3 MP) with artillery. +1 DRM penalty to entire force.
- Not replaceable.

Starts game in same hex as Washington. Appears in the following scenarios – Saratoga, Yorktown, The British Dilemma and all campaign games.

Wayne: * 5-2-10
- May subtract one from any "Forced March" die roll, but the units being forced march must lose 1 SP whether or not the march is successful. This SP must be a regular but not an elite unit.

Greene: * * 4-2-10
- May subtract one from any "Forced March" die roll, but the units being forced march must lose 1 SP whether or not the march is successful. This SP must be a regular but not an elite unit.

Sumter: * 0-2-10 (Partisan)
- May not end a turn with any other leader form more than one turn in a row.
- Partisan leaders are not replaceable.
- May not be captured or exchanged.

Marion: * 0-2-10 (Partisan)
- Partisan leaders are not replaceable.
- May not be captured or exchanged.

Also known as "The Swamp Fox".

Stark: * 0-2-10 (Partisan)
- Partisan leaders are not replaceable.
- May not be captured or exchanged.

Warner: * 0-2-10 (Partisan)
- Partisan leaders are not replaceable.
- May not be captured or exchanged.

Leader 'E': * 0-1-10

- If Leader 'E' is in command of a force, that force may only be 'co-led' by **one** additional nameless leader or partisan leader.
- Place Leader 'E' anywhere on the board for all campaign games.
- If both sides agree they can substitute Leader 'E' for any other nameless leader in any scenario.

Cornwallis: * * 3-1-10

- May subtract one from any "Forced March" die roll, but the units being forced march must lose 1 SP whether or not the march is successful. This SP must be a regular but not an elite unit.

Grey: * * 6-1-10

- May subtract one from any "Forced March" die roll, but the units being forced march must lose 1 SP whether or not the march is successful. This SP must be a regular but not an elite unit.

Note: It is the card editor's belief that the name of this officer in the unofficial guide & on his counter is incorrectly spelled as "Gray".

Tarleton: * 9-2-10

- If leading an all-militia force, the force does not suffer the –1 DRM when facing regulars.
- May subtract one from any "Forced March" die roll, but the units being forced march must lose 1 SP whether or not the march is successful. This SP must be a regular but not an elite unit.
- May not be captured or exchanged.

Guy Carlton: * 1-2-10

- If involved in combat in a hex that is not in Canada, this leader's combat rating is reduced to +1.

Ferguson: * 0-2-10 (Partisan)

- If leading an all-militia force, the force does not suffer the –1 DRM when facing regulars.
- Partisan leaders are not replaceable.
- May not be captured or exchanged.

Brandt: * 0-1-10 (Partisan)

- Can lead TM and Butler's Rangers into battle as long as an Indian unit remains with his force.
- Partisan leaders are not replaceable.
- May not be captured or exchanged.

Rawdon: * 10-2-10

- May lead a force of **12** SP's when assisted by at least one other leader without incurring the –1 combat DRM that one-star generals typically incur when leading large forces (i.e. more than 10 SP's).

Johnson: * 0-1-10 (Partisan)

- Partisan leaders are not replaceable.
- May not be captured or exchanged.

Watson: * 0-1-10 (Partisan)

- Partisan leaders are not replaceable.
- May not be captured or exchanged.

John Watson Tadwell Watson

Leader 'E': * 0-1-10

- If Leader 'E' is in command of a force, that force may only be 'co-led' by **one** additional nameless leader or partisan leader.
- Place Leader 'E' anywhere on the board for all campaign games.
- If both sides agree they can substitute Leader 'E' for any other nameless leader in any scenario.

Arnold: * 2-2-10 / * 11-1-10

- The British player may roll one die each month commencing in October 1779. When a 6 is rolled, Arnold is immediately removed from the board. He is placed with the nearest force of BR.
- If leading an all-militia force, the force does not suffer the –1 DRM when facing regulars.
- British Arnold may not be captured or exchanged.

Washington: * * 1-1-10
- If in a hex with CA, can break off combat at any round after the first two, unless in a fort.
- Can control up to 8 SP for combat or movement.
- Always commands a joint Franco-American force **without** the –1 DRM regardless of the number of SP's available.

Morgan: * 7-2-10
- If leading an all-militia force, the force does not suffer the –1 DRM when facing regulars.

Lafayette: * 3-2-10
- Always commands a joint Franco-American force **without** the –1 DRM regardless of the number of SP's available.
- Not replaceable.

Knox: * A-2-10
- If present with any artillery against a fort or entrenchment, gives American player a +1 combat DRM.
- Subordinate to all named generals; can only command unnamed leaders.
- Allows attempt of a forced march (up to 3 MP) with artillery. +1 DRM penalty to entire force.
- Not replaceable.

Starts game in same hex as Washington. Appears in the following scenarios – Saratoga, Yorktown, The British Dilemma and all campaign games.

Wayne: * 5-2-10
- May subtract one from any "Forced March" die roll, but the units being forced march must lose 1 SP whether or not the march is successful. This SP must be a regular but not an elite unit.

Greene: * * 4-2-10
- May subtract one from any "Forced March" die roll, but the units being forced march must lose 1 SP whether or not the march is successful. This SP must be a regular but not an elite unit.

Sumter: * 0-2-10 (Partisan)
- May not end a turn with any other leader form more than one turn in a row.
- Partisan leaders can't be replaced.
- May not be captured / exchanged.
- May lead 3 SP, no more than 2 of which may be dragoons.
- May lead their forces **10 MP**.
- May never lead regular troops.
- Restricted to Southern Map Board
- May attempt to retreat before combat

Marion: * 0-2-10 (Partisan)
- Partisan leaders can't be replaced.
- May not be captured / exchanged.
- May move through one 'area' of swamp terrain each turn expending only one Move Point.
- May lead 3 SP, no more than 2 of which may be dragoons.
- May lead their forces **10 MP**.
- May never lead regular troops.
- Restricted to Southern Map Board
- May attempt to retreat before combat

Stark: * 0-2-10 (Partisan)
- Partisan leaders can't be replaced.
- May not be captured / exchanged.
- May lead 3 SP, no more than 2 of which may be dragoons.
- May lead their forces **10 MP**.
- May never lead regular troops.
- Restricted to Northern Map Board
- May not enter Canada after 1776.
- May attempt to retreat before combat

Warner: * 0-2-10 (Partisan)
- Partisan leaders can't be replaced.
- May not be captured / exchanged.
- May lead 3 SP, no more than 2 of which may be dragoons.
- May lead their forces **10 MP**.
- May never lead regular troops.
- Restricted to Northern Map Board
- May not enter Canada after 1776.
- May attempt to retreat before combat

Leader 'E': * 0-1-10

- If Leader 'E' is in command of a force, that force may only be 'co-led' by **one** additional nameless leader or partisan leader.
- Place Leader 'E' anywhere on the board for all campaign games.
- If both sides agree they can substitute Leader 'E' for any other nameless leader in any scenario.

Cornwallis: * * 3-1-10

- May subtract one from any "Forced March" die roll, but the units being forced march must lose 1 SP whether or not the march is successful. This SP must be a regular but not an elite unit.

Grey: * * 6-1-10

- May subtract one from any "Forced March" die roll, but the units being forced march must lose 1 SP whether or not the march is successful. This SP must be a regular but not an elite unit.
Note: It is the card editor's belief that the name of this officer in the unofficial guide & on his counter is incorrectly spelled as "Gray".

Tarleton: * 9-2-10

- If leading an all-militia force, the force does not suffer the –1 DRM when facing regulars.
- May subtract one from any "Forced March" die roll, but the units being forced march must lose 1 SP whether or not the march is successful. This SP must be a regular but not an elite unit.
- May not be captured or exchanged.

Guy Carlton: * 1-2-10

- If involved in combat in a hex that is not in Canada, this leader's combat rating is reduced to +1.

Ferguson: * 0-2-10 (Partisan)

- If leading an all-militia force, the force does not suffer the –1 DRM when facing regulars.
- Partisan leaders can't be replaced.
- May not be captured / exchanged.
- May lead British regulars and functions as a British leader when doing so.
- May lead 3 SP, no more than 2 of which may be dragoons.
- May lead their forces **10 MP**.
- May never lead regular troops.
- May attempt to retreat before

Brandt: * 0-1-10 (Partisan)

- Can lead TM and Butler's Rangers into battle as long as an Indian unit remains with his force.
- Partisan leaders can't be replaced.
- May not be captured / exchanged.
- May lead 3 SP, no more than 2 of which may be dragoons.
- May lead their forces **10 MP**.
- May never lead regular troops.
- Restricted to Northern Map Board
- May attempt to retreat before combat

Rawdon: * 10-2-10

- May lead 6 SP (not 4) if in command.
- May lead a force of **12 SP's** when assisted by at least one other leader without incurring the –1 combat DRM that one-star generals typically incur when leading large forces (i.e. more than 10 SP's).

Johnson: * 0-1-10 (Partisan)

- Partisan leaders can't be replaced.
- May not be captured / exchanged.
- May lead 3 SP, no more than 2 of which may be dragoons.
- May lead their forces **10 MP**.
- May never lead regular troops.
- Restricted to Northern Map Board
- May attempt to retreat before combat

Watson: * 0-1-10 (Partisan)

- Partisan leaders can't be replaced.
- May not be captured /exchanged.
- May lead 3 SP, no more than 2 of which may be dragoons.
- May lead their forces **10** MP.
- May never lead regular troops.
- Restricted to Southern Map Board
- May attempt to retreat before combat

John Watson Tadwell Watson

Leader 'E': * 0-1-10

- If Leader 'E' is in command of a force, that force may only be 'co-led' by **one** additional nameless leader or partisan leader.
- Place Leader 'E' anywhere on the board for all campaign games.
- If both sides agree they can substitute Leader 'E' for any other nameless leader in any scenario.

Arnold: * 2-2-10 / * 11-1-10

- The British player may roll one die each month commencing in October 1779. When a 6 is rolled, Arnold is immediately removed from the board. He is placed with the nearest force of BR.
- If leading an all-militia force, the force does not suffer the –1 DRM when facing regulars.
- British Arnold may not be captured or exchanged.

Note: These leaders' abilities are compiled from "The Boardgamer's Unofficial Guide to 1776".

Rules in green are specifically from the article "Partisan Leaders For 1776".
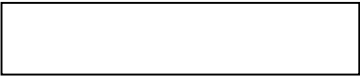
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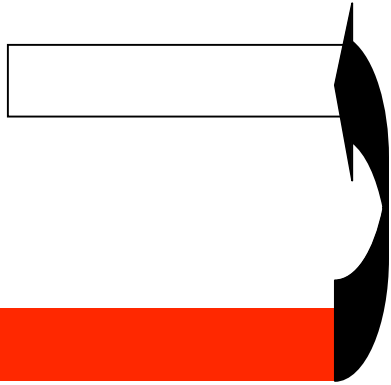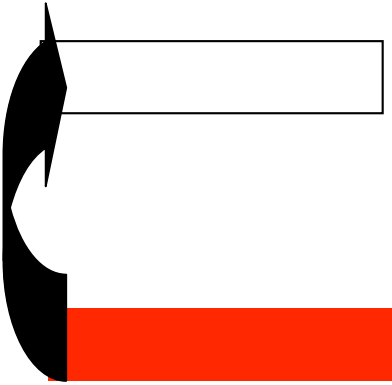
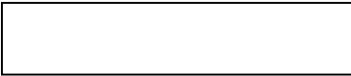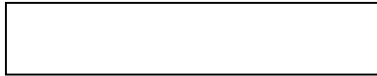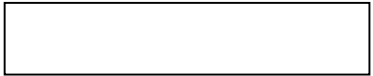|			
Enfilade Right	Enfilade Left	Frontal Assault	Recon in Force
Refuse the Left	Refuse the Right	Stand and Defend	Withdraw
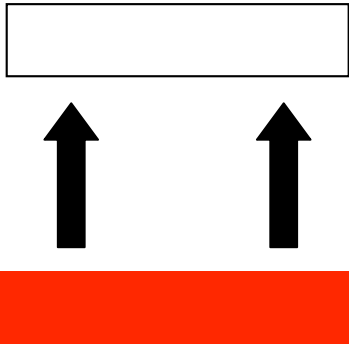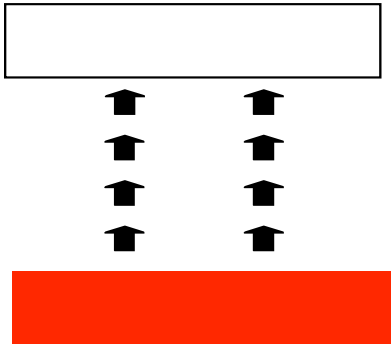
Winter Rules

Winter Rules: (Jan. - Mar.)

	Movement	Combat
NE/Canada/Middle States	MP x 1/2 (FRD): cumul. w/ debarking from port, not cumul. w/ lack of leader MP penalty. Naval class 1, 2, 3 river movement is N/A, but may ferry if otherwise able to do so. F.M is N/A into or out of region.	- Unsupplied attacks are N/A. - 2 rounds max. - A.E. is N/A
South Central & Deep South	Class 2 river hexside only crossable via ferry.	

Retreat_F

Retreat of One Hex:

Partisan Retreat Before Combat	*Controlled* SPs are eliminated	Combat Ends via Def. played Withdraw Card
1 ≤dr ≤4: NE, 5 ≤dr ≤6: may Retr.	Remaining SPs Retreat	Defender SPs Retreat

Defender Attacking:

Defender (not in Fort) may attack enemy units in hex in which combat **has already occurred** unless NC drawn or NE rolled, or,
Defender (not in Fort/Ent) may attack enemy units (not in Fort/Ent) in hex in which combat **did not occur** during Attacker's turn.

Naval

Naval Movement

	Class 1	Class 2	Class 3	Coast
Btx.	√ *1	√ *1	√	N/A
Ferry*3	0	1	1	N/A
TF/CN*3	N/A	√ *2	√	√
BF	N/A	N/A	√	√

*1: Btx. must stop if it moves adj. to enemy SPs (not inside a fort).

*2: Must stop if adj. to enemy fort w/ supplied Art.

*3: CN cannot act as a ferry.

Leader Control

Leader Control:

Leader Type	Individual SP Control	Max. SP Control if Overall Commander
BR/FR 2-star	8	34
CA 2-star	6	24
BR/FR 1-star	4	10
CA 1-star	3	10
BR Leader E	4	8
CA Leader E	3	6
Partisan	3	3
BR/FR Unnamed Ldr.	4	4
CA Unnamed Ldr.	3	3
Rawdon	6	12
Washington	8	∞
Howe	8	∞
No Leader (BR/FR)	N/A	4
No Leader (CA/Mil/Ind)	N/A	3

Leader Casualties

Combat Effects on Leaders: At the end of each non-NE combat:

Leader Type	Friendly SPs remain	No Friendly SPs remain (not in a Fort)	No Friendly SPs remain (in a Fort)
Named Leaders or Leader E	DR ≤ 10: NE DR = 11: WIA DR = 12: KIA	dr ≤ 3: Retreat dr = 4: Capture dr = 5: WIA dr = 6: KIA	dr = 1: Retreat 2 ≤ dr ≤ 4; C dr = 5: WIA dr = 6: KIA
Unnamed Leader	NE	Return to turn track	Return to turn track

Capture Notes: If Leader E is captured, remove to turn track.

If Tarleton, (Br) Arnold or Partisan Leader is captured, then C → KIA

WIA Notes: Returns after dr # of turns to turn track.

KIA Notes: Replaced by Unnamed Leaders. (EXC:
   Knox, Lafayette and Partisan Leaders).

Campaign Game Leader Causulty Check (VI - A.)

DR + SP's lost	Friendly SPs remain	No Friendly SPs remain (not in a Fort)	No Friendly SPs remain (in a Fort)
≥ 13	Each ***named*** 1-star Leader (and Leader E) undergo cdr	Each ***named*** 1-star Leader (and Leader E) undergo cdr	Each ***named*** 1-star Leader (and Leader E) undergo cdr
≥ 14	Each 2-star Leader *(EXC; Commander)* undergoes cdr	Each 2-star Leader undergoes cdr (including Commander)	Each 2-star Leader undergoes cdr (including Commander)
cdr	dr ≤ 3: Retreat dr = 4: Capture dr = 5: WIA dr = 6: KIA	dr ≤ 3: Retreat dr = 4: Capture dr = 5: WIA dr = 6: KIA	dr = 1: Retreat 2 ≤ dr ≤ 4; C dr = 5: WIA dr = 6: KIA

Automatic Elimination:

Defender Occupies	Odds Required	MP Cost
In non- (fort or entrenchment)	≥ 6 to 1	2 + COT
In Entrenchment	≥ 8 to 1	3 + COT
In Fort	NA	NA

Build_Reduce

Build - Reduce Table

Item	Build from	Reduce to
Magazine (Town Required)	2S	1S
Fort (Town Required)	1S + 1A + 1 reg. SP = (inverted Fort)	1A (inverted)
Bateaux (Build) [in River/Port hex]	Mag. or S (inverted): 1 B (inverted) per turn	NA
Bateaux (Exchange) [in River/Port hex]	1S: 3B (inverted), 1M: 3B + 1S (both inverted)	NA

Forced March

Leader must be present for Forced March (FM). Knox may include Art. Up to 3MP with +1 to FM dr.
Cornwallis, Grey, Tarleton, Greene or Wayne: may -1 from FM dr, but lose 1 regular SP first.
(EXC: Glover's MA to be removed if present in place of reg. SP)

Forced March Table (original)

MP Att: dr	1	2	3	4	5	6	7	MP Att: dr
1	1	2	3	4	5	6	7	**1**
2	1	2	3	4	5	$4_{½E}$	$3_{½E}$	**2**
3	1	2	2	$3_{½E}$	$3_{½E}$	$3_{½E}$	$3_{½E}$	**3**
4	1	1	0	0	0	0	0	**4**
5	0	0	0	0	0	0	0	**5**
6	0	0	0	0	0	0	0	**6**

Forced March Table (revised)

MP Att: dr	1	2	3	4	5	6	7	MP Att: dr
1	1	2	3	4	5	6	7	**1**
2	1	2	3	4	$5_{¼E}$	$6_{½E}$	$7_{½E}$	**2**
3	1	2	2	$3_{¼E}$	$5_{½E}$	$5_{¼E}$	$6_{¼E}$	**3**
4	1	1	1	2	4	4	$5_{¼E}$	**4**
5	0	0	0	1	2	3	4	**5**
6	0	0	0	0	0	1	2	**6**

If unable to utilize all the MP gained, lose ¼ (FRD) of SP's attempting FM (minimum of 1 SP lost).

DELAWARE

CHESAPEAKE BAY

York River

Williamsburg

Yorktown

Petersburg

Norfolk

Portsmouth

GREAT BR.

Nottoway

DISMAL SWAMP

Roanoke River

NORTH CAROLINA

PAMLICO SOUND

CAPE HATTERAS

Neuse River

ANGOLA SWAMP

SOUTH CENTRAL		MIN.	AVG.	MAX.
CA REPL'S		1	2	3
REBEL MILITIA		3	7	10
TORY MILITIA		2	3	5

44

43

42

41

40

39

38

37

36

35

34

SOUTH

DEEP SOUTH

	MIN.	AVG.	MAX.
CA REPL'S	0	1	2
REBEL MILITIA	4	8	12
TORY MILITIA	2	5	7

19 18 17 16 15 14 13

Savannah

20

21

22

23

24

25

26

27

28

29

30

31

32

Edisto River

Charleston

BIGGIN

Santee River

NELSON FY.

Georgetown

LENUD'S FY.

Black

Peedee River

PORT'S FY.

Waccamaw

GREEN SWAMP

Cape Fear River

Cross Creek

Wilmington

ANS

MAINE

NEW HAMPSHIRE

NORTH

BAY OF FUNDY

NOVA SCOTIA

St. Croix

Penobscot

PENOBSCOT BAY

Androscoggin

Kennebeck

Ft. Western

Falmouth

Portsmouth

Merrimac

Newburyport

Cambridge

Boston

55

56

57

58

59

60

61

1776

Grid row labels (top): AAAA ZZZ YYY XXX WWW VVV UUU TTT SSS RRR QQQ PPP OOO NNN MMM LLL KKK JJJ III

CANADA

MAINE

NEW HAMPSHIRE

St. Lawrence River

Quebec

Chaudiere

R. du Loup

MOOSEHEAD LAKE

Trois Rivieres

St. Francis

Androscoggin

WHITE MOUNTAINS

LAKE ST. FRANCOIS

Montreal

Ottawa

St. Johns

Richelieu

HAMPSHIRE GRANTS

Connecticut River

GREEN MTS.

Norwich

St. Lawrence River

LAKE CHAMPLAIN

Ticonderoga

Mt. Independence

Skenesboro

LAKE GEORGE

ADIRONDACK MOUNTAINS

MASSACHUSETTS

Worcester

Providence

New Bedford

Martha's Vineyard

Nantucket Island

RHODE ISLAND

FOGLAND Fy.

Newport

Springfield

Connecticut River

CONNECTICUT

Hartford

New London

New Haven

Danbury

LONG ISLAND SOUND

New York

NEW JERSEY

Trenton

DELAWARE BAY

NEW ENGLAND	MIN.	AVG.	MAX.
CA REPL'S	2	4	6
REBEL MILITIA	3	7	10
TORY MILITIA	1	1	3

MIDDLE STATES	MIN.	AVG.	MAX.
CA REPL'S	2	3	4
REBEL MILITIA	3	6	8
TORY MILITIA	2	6	10

1776

AVALON HILL'S TRADEMARK NAME FOR

The Game of the American Revolution

The 'shot heard round the world' at Lexington set off more than just another brushfire war in England's scattered dominions. It gave birth to a struggling new nation led by a comparative handful of patriots whose refusal to bow before tyranny set the tone for an American heritage preserved from defeat to this very day. But victory did not come cheap. After showing the British the color of their mettle at Bunker Hill, Washington's little army was plagued by one defeat after another, shunting from one battlefield to the next; always beaten but never destroyed. No power of the period believed that the upstart colonials and their unborn nation had the slightest chance of emerging victorious against the strongest military machine of the era after the dismal summer of 1776. But then came the cruelest winter of the decade when even nature seemed to join forces with the British against the tattered American troops. Undaunted, Washington led his small force in the historic crossing of the Delaware to twice surprise and rout British forces at Trenton and Princeton. Their resolve thus strengthened, the ill-clad Americans retired to Valley Forge to face winter beset by the hunger and deprivation that cost the lives of 2500 patriots. But the coming spring found Clinton facing a revitalized and strengthened rebel army which proceeded to chase him across New Jersey in the Monmouth Campaign. Reassured by news of the French alliance and the great American victory at Saratoga that fall, American troops dug in for what they knew would be a long and bitter battle for independence.

6 Games in One Package - Each a Realistic Simulation of the War for Independence...

1776, like all Avalon Hill games, is more than just the standard "roll the dice and move" game. It is a realistic simulation of the strategic situation faced by British and American alike in that fiery decade when the United States won its independence. Actually, 1776 is six games in one: a Basic Game that gets you quickly and easily into the routine of simulation gaming; an Advanced Game with 4 scenarios that provides additional complexity and realism; and a Campaign Simulation Game that encompasses the entire war and balances successes in one region against failures in another — truly the ultimate in a simulation gaming experience! And if you don't have the time for a complete Campaign Game, there are four scenarios to choose from; each of which poses a challenge for everyone; from the most erudite of military historians to the fellow who just managed to pass American History:

SCENARIO 1:

THE INVASION OF CANADA — 1775-1776 — Can YOU do better than the bumbling General Schuyler and Benedict Arnold in the vain American attempt to make Canada a 14th colony?

SCENARIO 2:

THE SARATOGA CAMPAIGN — 1777 — Can YOU as General Horatio Gates surround and destroy the forces of the British General Burgoyne in this reinactment of the turning point of the Revolution?

SCENARIO 3:

GREENE'S SOUTHERN CAMPAIGN — 1780-1781 — Can YOU as General Nathaniel Greene lead Cornwallis' tested regulars on a merry chase with your force of rag-tag militia and Guerrilla bands without being crushed in a major engagement?

SCENARIO 4:

THE YORKTOWN CAMPAIGN — 1781 — Can you duplicate Washington's encirclement and crushing defeat of Cornwallis in the battle that won the Revolution?

Here's What You Get...

A 16" x 44" four section, full color mapboard depicting colonial America from Quebec to Georgia (shown in part above); largest Avalon Hill mapboard yet • Two sets of die-cut troop counters representing over 400 units of Continentals, British Regulars, Rebel and Tory Militia, French Regulars, Indians, and naval units of the British and French fleets • 1 die • One Terrain Effects Chart • Two sets (8 per set) of Tactical Combat Cards used in the innovative, new "Sustained combat" system • One set of scenario, CRT, and play chart cards organized on an index-card format that puts a summary of all levels of the game at your fingertips • a 32-page Rules & Designers' Notes Manual telling you how to play all 6 game versions plus the inside story on research and development and why the game was designed the way it was • 15 years of game-designing expertise that guarantees maximum accuracy, excitement, and playability devotees have come to demand from Avalon Hill, the leading designer and publisher of adult strategy games.

FOR AGES 12 & UP...rated "Tournament Level" on Avalon Hill's Simulation-complexity scale.