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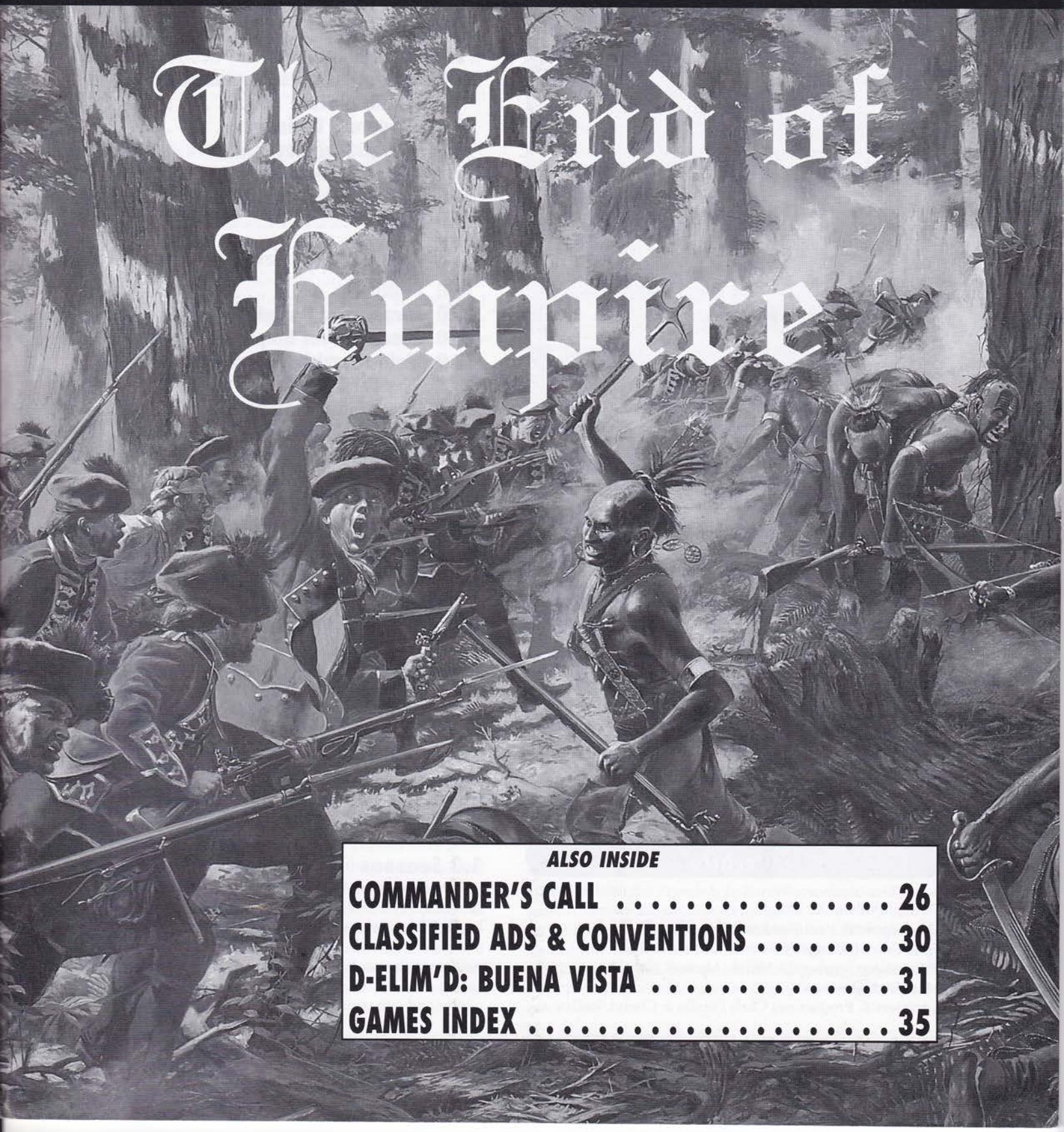
COMMAND

GAME SUPPLEMENT



The End of Empire

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If this is your first XTR game, read this box first.

Don't try to memorize these rules! No one does that. Wargame rules are written to create game systems that simulate reality as much as possible. You'll find things flow along according to a certain real-world kind of rhythm. After a few turns, that rhythm will become second-nature to you, and you won't need to refer to the rules as often.

Read the rules through at least once before you punch out the playing pieces. The first number indicates the major rules section. The number to the right of the decimal point indicates a specific rule within each section. For example, section 2.0 deals generally with the games components, while rule 2.4 within that section explains specifically about combat units.

The bold section and rule headings are there to help you locate major topics more easily. The boxed "Notes" throughout the text give examples of play or explain the rationale behind a rule. For now, you should skip the ones labeled "Old Hands Note."

This is a wargame of low-to-intermediate complexity. That means you can learn to play it on your own, even if you and your opponent are completely new to the hobby. Like starting anything new, though, the best way to get into wargaming is to have an older hand help. you. If an experienced gamer is available to instruct you, use him.

During your first few games, you should play only Scenario 16.0. That's the smallest, shortest scenario in the game, and playing it first will allow you to become accustomed to that rhythm and flow, which will make playing later with all the rules easier.

Most of all, remember: the main reason to play these games is to have fun. If there's some rule or section you're not sure you completely understand, don't let it throw you. Talk it over with your opponent and play it according to your best understanding at the time. Later on, after your gaming experience has increased and new understandings come to you, you can look back on those earlier matches and have entertaining and manly exchanges like this: "Hey! Remember that last game where you beat me?! Well, that wouldn't've happened if we'd been doing those attacks the right way!" And, "Oh, yeah?! Well, sit down here and I'll clean yer clock again!"

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1.0 Introduction

1.1 In General

End of Empire (EoE) is a two-player wargame with scenarios covering the two greatest conflicts fought on the North American continent in the 18th century: the French & Indian War and the American Revolution. The first drove the French from Canada, and the second sent the British Empire into its greatest crisis to that time.

1.2 Game Scale

Each game turn represents two months. Each hex is scaled to 20 miles from side to opposite side. Units are of various sizes, but in general each strength step represents about 250 men.

1.3 Seasons

Warfare in the 18th century was tied to the changing of the seasons. Winter turns are indicated as such on the Turn Record Track printed on the mapsheet. The turn preceding the first winter turn each year is called the fall turn. The turn following the second winter turn each year is called the spring turn. Each year consists of two summer, one fall, two winter and one spring turn.

2.0 Game Components

2.1 In General

The components to a complete game of EoE include these rules, two 34x22" map sheets and two sheets of half-inch-square, die-cut counters (also called "units" and "unit counters"). Players are advised to photocopy the counter sheets before punching them out; since there are many unique units, much of the information on them is not duplicated elsewhere, and they may tend to get lost once punched out. Players must also provide themselves with a standard (six-sided) die.

Old Hands Note. Unlike many Command/XTR wargames, in this one the die does influence movement — not how far units move, but whether certain ones gain the initiative to be able to move at all (see section 8.0).

2.2 The Game Maps

The two maps represent the area of eastern North America where these two wars took place. A hexagonal ("hex") grid has been printed over them to regulate the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade features that can affect the movement of units and combat between units. The terrain on the map has been altered slightly from its exact, real world configurations in order to make it conform to the pattern of the hex grid; but the relationships between the terrain from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas faced by their historical counterparts.

Each hex has a four-digit identification number, which are used to find places more quickly. For instance, Boston is in hex 3120. Locations on the south map are preceded by an "S;" thus New Orleans in in S1610.

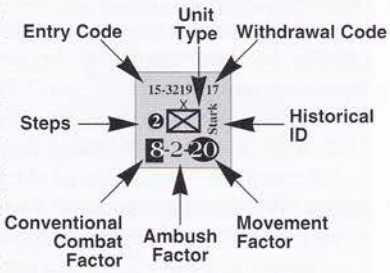
The southern-most hex row of the northern map overlaps the northern-most hex row of the southern map. Trim the edge portion of either of them in order to allow for a smooth, overlapping fit when playing two-map scenarios. We recommend fastening the two maps together using removable plastic tape (available from any art supply store).

2.3 The Counters

There are 560 counters included in the game, most of which represent combat units. Others are provided as informational markers and memory aids. After reading through these rules at least once, carefully punch out the counters. Trimming off the "dog ears" from their corners with a fingernail clipper will greatly facilitate their handling and stacking during play.

Each combat unit counter displays several pieces of information: nationality, historical identification, organizational size, unit type, step strength, conventional combat and ambush strengths, movement allowance, and turn of entry and/or initial placement hex and/or withdrawal information.

2.4 Sample Combat Unit



The unit illustrated here is John Stark's "Live Free or Die" New Hampshire state brigade. It is used in the American Revolution Main Scenario, entering on turn 15 in hex 3219. It is withdrawn on turn 17. When at full strength it contains two "strength steps" (each side of the counter represents one step). At full, two-step strength it has a conventional combat factor of 8, which is halved when attacking (see section 11.0). It has an ambush strength of 2, which in this case is only useful defensively (see section 11.0). It has a movement allowance of 20 and automatically has initiative when alone in a hex (see section 8.0).

2.5 Nationality

A unit's nationality, and therefore the side it's on in the game, is indicated by its color scheme.

The British Side

British Regulars - red on white
Provincial Regulars - red on orange
Other Tory & Provincial Troops - red on pink
Hessians - white on black
British-Allied Indians - red on yellow

The American/French Side

French Regulars - white on dark blue
French Provincials - black on sky blue
Continentals - blue on white
State Troops - black on green
Spanish - white on green
US/French-Allied Indians - black on gray

2.6 Unit Entry & Set Up Codes

A red set-up/entry code number means that unit is used in some or all of the American Revolution scenarios. Units used in the Invasion of Canada Scenario (16.0) have their red entry code/set up numbers underlined. A black set-up/entry code means a unit appears in the Great War for Empire Scenario (17.0). Note that since Hessian units only appear in American Revolution scenarios, their codes are always in white, in keeping with their overall color scheme. Specific scenarios set up details are provided in their specific rules sections (16.0 - 24.0).

Note that some British units have both red and black set up and/or entry codes printed on them. That's because they appear in both the French & Indian War scenario and one or more American Revolution scenarios.

A dot in a unit's upper-left corner means that counter is a substitute that is part of a unit with more than two steps (see 2.14 below). A downward pointing arrow means that unit enters play at its reduced strength; flip it over to view its exact entry data.

Some units have four-digit numbers printed in their upper-left corners indicating their initial placement hex. Numbers preceded by an "S" are placed on the south map. Some units only have a one- or two-digit turn of entry code printed in their upper-left corners. Those units enter as "overseas reinforcements" (see 7.3).

Three units have "NS" for an entry code; they set up in 5122, 4923, 4924 or 4926 (Nova Scotia).

Some units have a turn of entry number followed by the letters "WI" for "West Indies." They don't enter if France has come into the war (they are shipped to the West Indies).

Some units have a turn of entry number followed by a hex number. Those with a circle around the turn of entry arrive even if their entry hex is enemy occupied (see 7.2). Those with uncircled turns of entry numbers must be delayed if their entry hex is enemy occupied (see 7.2).

Some units have "Av," for "Available," in their upper-left corners. Such units are available for recruitment from the beginning of play of the various scenarios . Other units have a game turn of entry code followed by "Av;" they are available for recruitment beginning on that indicated turn.

Finally, some units have a game turn number followed by "Sp," for "Special," or "Sp" followed by a hex coordinate. Those units enter according to rule 7.6.

2.7 Withdrawals

Some units must be withdrawn from play at certain times. They are identified by having a withdrawal turn number in their upper-right corners indicating the turn of departure. Other units to be withdrawn have "F+3" printed in their upper-right. These must be withdrawn from from scenario 18.0 three turns after French entry into the war.

Some units have their withdrawal numbers circled — see rule 7.6 for details on them.

Some units have an "E" for a withdrawal code. Those formations have annual enlistments and are therefore withdrawn every year during the second winter turn and return each spring in their set up/entry hex. Some "E" units return annually anywhere in their home state rather than in just a specific entry hex; they have their "E" circled (see 7.6).

Continental light infantry units had only *ad hoc* existence. That is, they returned to their parent formations over the winter. They are marked with an "A" to remind you to withdraw them each autumn. They may be recruited again per rule 7.6 in the following spring.

Three units have an asterisk (*) for a withdrawal code; they follow special rules for withdrawal given in 7.6.

2.8 Unit Size

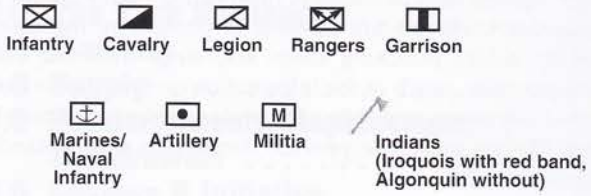
The size of a unit in terms of step strength is the only information of this type significant in game terms. But the historical organizational size for all units except loosely structured militia and Indian bands is found above the unit-type box. From largest down to smallest, those symbols are:

X - Brigade
III - Regiment
II - Battalion
I - Company

A bracket around a size symbol means that unit is an irregular or *ad hoc* formation.

2.9 Unit Type

The symbols in the rectangular boxes in the center of each unit is its type.



2.10 Historical Identification

The abbreviations is the box on page 5 are used to identify the units' exact historical names and designations.

Historical Note. At Savannah the "WI" unit consisted of detachments from the following French metropolitan regiments: Armagna, Auxerrois, Agenois, Cambresis, Champagne, Foix, Gatinois and Hainault, along with the Irish regiments Dillon and Walsh, and the provincial regiments Du Cap, Port-au-Prince and Guadeloupe/-Martinique. At Yorktown the "WI" unit consisted of the Agenois, Gatenois and Touraine Regiments. The exact constituents present at Newport are not recorded. For game purposes, however, we can judge Adm. D'Estang brought a similar force with him each of the three times he came to America. Similarly, the Spanish "Hav" unit includes French detachments from the following five regiments: Agenois, Cambresis, Du Cap, Gatinois and Poitou.

Design Note. The numbers "75" and "76" are used on NY and CT regiments where two units shared what was otherwise the same designation. Also, "Old" and "New" are used on the two 11PA regiments.

Also note a large number of units were raised as state troops and later transferred to the Continental Army. All such units are considered Continentals for game purposes. During 1776 the following units were referred to as Continental regiments rather than the IDs printed on their counters:

2.11 Combat Factors

These numbers are measures of each unit's ability to conduct conventional, European-style combat. Its uses are explained in 11.7 and 11.8.

Circled combat factors indicate such units may not attack, only defend. Boxed combat factors are halved when used to attack (round up). When halving multiple units, add their factors together then make just one division.

2.12 Ambush Factors

These numbers are measures of each unit's ability to conduct wilderness-style (or "Indian-style") ambushes. Its uses are explained in 11.4, 11.5 and 11.6. Only units with cir-

British
AH - Argyll Highlanders
Cam - Cameronians
En - Enniskillens
FH - Fraser's Highlanders
Gd - Guard
Gr - Grenadier
H - Highland
Ind Cos - New York Independent Companies
K - King's
KO - King's Own
LD - Light Dragoons
LI - Light Infantry
Mar - Marines
MH - MacDonald's Highlanders
QLD - Queen's Light Dragoons
REV - Royal Edinburgh Volunteers
RH - Royal Highland
RI - Royal Irish
RNBF - Royal North British Fusiliers
RS - Royal Scots
RWF - Royal Welsh Fusiliers

French
Art - Artois
Bour - Bourgogne
Brb - Bourbonnois
Brn - Bearn
Camb - Cambis
Gui - Guienne
Lang - Languedoc
LRe - La Reine
LS - La Sarre
RDP - Royal Deux-Ponts
RR - Royal Roussillon
Sain - Saintonge
Sois - Soissonois
VE - Voluntaires Etrangeres de la Marine
WI - West Indies
French Provincial
IR - Ile Royale
La - Louisiana
Mar - Troupes de la Marine
Q - Quebec

Spanish
Cor - Corona (Mexican)
Esp - Espana
Hav - Havana
La - Louisiana
Nav - Navarra

Hessians
AB - Anspach Bayreuth
AZ - Anhalt Zerbst
Br - Brunswick
Bun - Bunan
dS - de Seyhothen
dV - de Voit
Dit - Ditfurth
Don - Donop
EP - Erbprinz
Gr - Grenadier
HC - Hesse Cassel
HH - Hesse Hanau
Hyn - Huyn
Kny - Knyphausen
Leib - Leib (Guards)
Leng - Lengkerke
LI - Light Infantry
Lins - Linsingen
Loss - Lossberg
Mir - Mirbach
PC - Prinz Carl
PF - Prinz Friedrich
PL - Prinz Ludwig (dismounted dragoons)
Stn - Stein
Trum - Trumbach
vRh - von Rhetz
VRi - Von Riedesel
VSp - von Specht
Wal - Waldeck
Wis - Wissembach
Wrb - Wurmb (Jaegers)
Wut - Wutginau

Indians
Ab - Abenaki
Ala - Alabama
Cat - Catawba
Caug - Caughnawaga
Cay - Cay uga
Cher - Cherokee
Chick - Chicksaw
Choc - Choctaw
Del - Delaware
Hur - Hurons
Mic - Micmacs
Moh - Mohawk
One - Oneidas
Onon - Onondaga
Ott - Ottawa
Sen - Seneca
Shaw - Shawnee/Shawanoe
Tus - Tuscarora

Provincials (Tories)
AL - American Legion
AV - American Volunteers
BR - Butler's Rangers
DEth - Dunmore's Ethiopians
EFR - East Florida Rangers
Ham - Hamilton's Volunteers
KR - King's Rangers
LA - Loyal American
McLH - MacLeod's Highlanders
MD - Maryland Volunteers
NCV - North Carolina Volunteers
NJV - New Jersey Volunteers
NSV - Nova Scotia Volunteers
PWA - Prince of Wales' Americans
QLR - Queen's Loyal Rangers
QOLV - Queen's Own Loyal Virginians
RFA - Royal Fencible Americans
RNC - Royal North Carolina
SCR - South Carolina Royalist
(Plus standard postal abbreviations elaborated under Continental Army.)

Royal American Provincial Regulars
A - American
BL - British Legion
GRng - Gotham's Rangers
KA - King's Americans
LI - Light Infantry
NYV - New York Volunteers
RA - Royal Americans
RHE - Royal Highland Emigrants
RRng - Rogers' Rangers
QR - Queen's Rangers
VI - Volunteers of Ireland

State Forces & Militia
Wat - Watauga
(Most of these units use standard postal abbreviations elaborated under Continental Army.)

Continental Army
Brrl - Burrall
Can - Canadian
CO - Congress' Own
Cont - Continental
CT - Connecticut
Del - Delaware
Dltl - Dolittle
Dson - Danielson
GA - Georgia
Ger - German
GHR - Georgia Horse Rangers
GMB - Green Mountain Boys
Gray - Grayson's (later Grist's) Regiment
LD - Light Dragoon
LI - Light Infantry
Lipp - Lippitt
MA - Massachusetts
MD - Maryland
NC - North Carolina
NH - New Hampshire
Nic - Nicholson
NJ - New Jersey
NY - New York
Ottn - Ottendorf's Corps
PA - Pennsylvania
Prov - Provisional
PSM - Pennsylvania State Musketry
PSR - Pennsylvania State Riflery
RI - Rhode Island
Rich - Richmond
SC - South Carolina
Scam - Scammon
Shbrn - Sherburne
Stev - Stevens' Provisional
Thrst - Thruston
VA - Virginia
VIC - Virginia Independent Cos.
Wdbr - Woodbridge
Whit - Whitcomb's Rangers
WIC - Westmoreland Independent Companies (considered CT troops)
Wlkr - Walker
Wrnr - Warner
Wtcmb - Whitcomb

1 Cont - 1PA
2 Cont - 3NH
3 Cont - 4MA
4 Cont - 6MA
5 Cont - 1NH
6 Cont - 13MA
8 Cont - 2NH
9 Cont - 1RI
11 Cont - 2RI
15 Cont - 1MA
16 Cont - 8MA
18 Cont - 12MA
23 Cont 2MA
24 Cont - 3MA
26 Cont - 9MA
27 Cont - 5MA

cled ambush factors may actually conduct ambushes. Other units with uncircled ambush factors greater than zero may still be useful on the defense in such situations but are doctrinally unsuited to conduct ambushes themselves.

2.13 Movement Factors

These numbers are measures of each unit's ability to move across the hex grid of the map every game turn. Units pay different movement costs to enter certain hexes depending on the terrain in the hex and the hexside moved across, see section 9.0.

All units must have "initiative" in order to be able to move according to the rules given in section 8.0. Units with their movement factor circled always have initiative when stacked alone. Units with their movement factors boxed may not roll for initiative as given in 8.3; they can only move with a leader.

An anchor printed in the movement factor area indicates a naval unit, see 14.6.

2.14 Steps

Only units with a step size printed to the left of their type box can be used to satisfy combat losses. All militia and most Indian units have no such step values and therefore can't be used to satisfy combat losses, see 11.18.

Most units are "one-step," "two-step," "three-step" or "four-step" units. Those counters with combat and movement factors printed on only one side are one-step units or substitute counters for three-step units. Those with factors printed on both sides are two-step or four-step units.

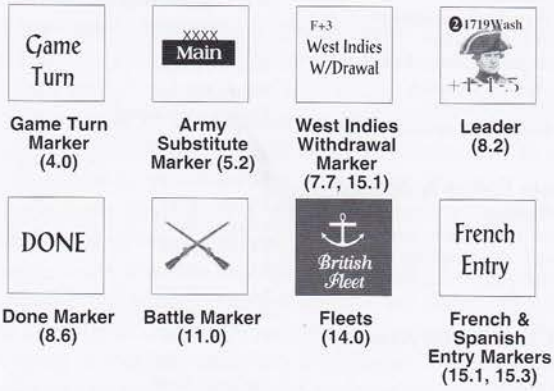
Three- and four-step units are represented by two counters, only one of which (for each such formation) may ever be in play on the map at any one time. The lower-valued counter (with the dot in its upper-left corner) is substituted on the map for the higher-valued counter when the unit takes the appropriate step loss (see 11.18). The high-valued counter may by substituted for the lower-valued one if the depleted unit receives replacements (see section 7.0).

The steps contained in a unit are a measure of its ability to absorb losses before being completely eliminated. When a unit is "eliminated" in game play it doesn't mean every individual in it has been killed; it means enough casualties and equipment losses have been suffered to render it useless for further combat operations.

If a two-, three- or four-step unit "takes a step loss" it's flipped over so its reduced side (the one with the lower step value) shows upward. If a one-step (or two-, three- or four-step unit that's been "reduced" to one step by previous step losses) takes a step loss its removed from the map ("eliminated") and placed in the "dead pile."

2.15 Other Counters

The use of the following counters is explained in the rules sections indicated.



Game Turn Marker (4.0) | Army Substitute Marker (5.2) | West Indies Withdrawal Marker (7.7, 15.1) | Leader (8.2)

Done Marker (8.6) | Battle Marker (11.0) | Fleets (14.0) | French & Spanish Entry Markers (15.1, 15.3)

3.0 Set Up

3.1 In General

Players should first choose which scenario to play and which side each will command in it. Then sort each side's units into four piles. Units in play at the start have a hex set-up number printed in their upper-left corners; place them in those exact hexes. Reinforcements have a turn of entry printed in their upper-left corners; stack them in those boxes of the Turn Record Track printed on the map. Militia and Indian units available for recruitment into play have "Av" printed in their upper-left corners; set them aside, but near at hand, temporarily. Substitute units have dots in their upper-left corners; set them aside, but near at hand, temporarily.

3.2 Scenarios

Specific set-up instructions for each scenario, as well as their victory conditions, are found in each one's rules section (16.0 through 24.0).

4.0 The Turn Sequence

4.1 In General

Each turn of *End of Empire* is divided into seven segments, each of which is further divided into several phases. During some turns certain segments and phases may be skipped, as described below. Every action taken during play must take place in the sequence given below. Once a player finishes his activity for a given segment or phase, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent permits it.

4.2 Sequence Outline

I. Mutual Naval Segment
- A. Fleet Availability Phase
- B. Fleet Placement Phase
- C. Naval Combat Phase

II. Mutual Reinforcement & Replacement Segment
- A. Placement of Overseas & Scheduled Reinforcements Phase
- B. Indian Recruitment & Replacement Phase
- C. Regular Replacement Phase
- D. Embark for Amphibious Invasions Phase
- E. Militia Placement Phase

III. British Operations Segment
- A. Initiative Determination Phase
- B. British Movement Phase
- C. French/American Reaction Movement Phase
- D. Militia Placement Phase
- E. Ambush Phase
- F. Conventional Combat Phase

IV. French/American Operations Segment
- A. Initiative Determination Phase
- B. French/American Movement Phase
- C. British Reaction Movement Phase
- D. Militia Placement Phase
- E. Ambush Phase
- F. Conventional Combat Phase

V. Mutual Withdrawal & Special Reinforcement Segment
- A. Scheduled Withdrawal Phase
- B. Special Reinforcement Phase
- C. Militia Withdrawal Phase

VI. Mutual Winter Supply & Attrition Segment

VII. Victory Check Segment

5.0 Stacking

5.1 In General

"Stacking" is the word used to describe the piling of more than one unit in the same hex at the same time. Unlike most other wargames, there is no stacking limit in End of

Empire. Players are allowed to stack all their units in a single hex if they choose to do so.

Historical Note. That's practically what the British did during their invasion of New York in 1776.

5.2 Army Substitute Counters

Obviously, huge stacks can be created in a mini-monster game without stacking limits. In practical terms, this consideration is mostly important in play of the American Revolution Main Scenario (18.0). Substitute "Army" counters are included in the counter mix to serve as place holders for such giant stacks. Simply put the actual unit counters in the substitute army counter's holding box on the map sheet and use the substitute army unit to represent the entire pile on the hex grid of the map itself. If the number of substitute army counters and holding boxes are insufficient, players are permitted to make more as needed.

5.3 No Fog of War

Due to the considerable (and successful) spying that occurred on both sides in these wars, both players may examine each others stacks and holding boxes at all times.

6.0 Supply

Beginners Note: Skip this rules section entirely.

6.1 In General

Supply in this game has no direct or immediate effect on movement or combat; it only affects the long term survival of units when checked on winter turns.

Units are said to be "in supply" when they can trace a supply line from their location hex to a supply source hex appropriate to their side. The permissible length of a supply path and the method for tracing them varies depending on the type of supply being traced, and supply lines may only ever be traced through hexes free of enemy units. When counting the length of a supply line, don't count the hex the tracing unit is in; do count the hex the supply source is in.

Tracing supply lines is done in the mind's eye; there are no counters representing the quantities of supply consumed by the units.

In certain instances a hex must be garrisoned before a supply line can be traced through it (see 6.6).

It is permissible for both players to move units into hexes where they will be out of supply.

Units out of supply during Segment VI of the turn sequence (winter turns only) lose one strength step. Such units are also prohibited from transferring steps in drafts, nor may they receive replacements or reinforcements (see section 7.0).

Design Note. The practical consequence of the rule above is that most units will completely disappear if left unsupplied over the entire course of a winter. Combined with the initiative rules, these supply rules make long term inland operations by British forces in the American Revolution somewhat chancy.

6.2 North American Supply

Units are in North American supply if they can trace a supply line to a friendly reinforcement entry hex.

If a tracing unit is in a civilized hex (see the Terrain Key printed on the map sheet), such a supply line may be traced into and through two friendly civilized hexes back to a river, navigable river, lake or road. If the unit is in a wilderness hex, it must be in a river, navigable river, lake or road hex to be in supply. Once a supply line is traced to a river, navigable river, lake or road hex, it may then follow their course any distance back to a friendly supply hex. Once on a river, navigable river, lake or road hex, however, supply lines may not leave them prior to reaching the supply source hex. (Yes, those four types of transport-line hexes can be mixed over the course of one supply line trace.)

In the Great War for Empire Scenario (17.0), the British player may trace supply to either American or British entry hexes (see the Terrain Effects Chart printed on the map sheet). The French player may only trace to French Supply hexes (see the Terrain Effects Chart).

In the Invasion of Canada (16.0) and Main American Revolution (18.0) Scenarios, the British player may trace North American supply to French or British entry hexes. The American player traces his supply to American entry hexes.

6.3 Overseas Supply

Overseas supply is traced just like North American supply; however, instead of tracing to a reinforcement entry hex, overseas supply is traced to a port or navigable river hex. If the hex traced to is inland (that is, it is not also a coastal hex), the navigable river hexes between that hex and the coast must not be occupied by enemy units.

Overseas supply is also available in all coastal hexes without ports in them, but may not be traced to such hexes from units not in coastal hexes.

Overseas supply many not be used if the coast traced to borders on a sea area occupied by an enemy fleet in the last turn before the start of winter. Leave such "blockading fleet" markers in the sea area over the winter to serve as a reminder overseas supply there is blocked. Exception: British overseas supply to hexes north of the 3400 hex row is not blocked by a Spanish fleet in the South Atlantic area.

Overseas supply is not available to any American units in any American Revolution scenario prior to French entry.

Overseas supply ceases to be available to the British player in all turns of all scenarios in which Halifax (4926) is enemy controlled.

Historical Note. The British feat of maintaining an army on foreign shores for years using transoceanic supply was a remarkable feat for that era. It had never been accomplished before and would not be again until the 20th century. Their supply convoys depended on Halifax, and the entire system would have fallen apart without that depot.

6.4 Outpost Supply

A single step may be supplied in each outpost hex, even if other supply sources are blocked. The step chosen does not have to be from the same unit on consecutive turns.

6.5 Supply Exempt Units

Militia, Ranger and Indian units are always in supply.

6.6 Garrisons & Supply Lines

Supply lines may only be traced through unfriendly civilized hexes (see 9.8) if they are garrisoned by at least one friendly combat unit. In general, that includes supply lines traced along river, navigable river, lake and road hexes; however, the British player is not required to garrison navigable river hexes unless an enemy unit occupies a hex on the navigable river between the tracing unit's location and the coast. Neutral civilized hexes do not require garrisons to allow for supply tracing through them.

7.0 Reinforcements, Replacements & Withdrawals

7.1 In General

Reinforcements are units that enter play for the first time after play has begun. Any unit with a one- or two-digit turn of entry number in its upper-left corner is a reinforcement. Reinforcement units are usually placed on the map during the Mutual Reinforcement Segment, but certain "special reinforcements" enter during the withdrawal phase to take the place of withdrawn units (see 7.6 below).

Replacements are levies of new troops, as opposed to whole units, that enter play as strength steps at specified times. Replacements are not themselves represented by unit counters in the game. The overall concept of replacements in this game includes: "scheduled replacements," "recruits," and "drafts." Replacements are used to reclaim eliminated units from the dead pile and to replenish reduced units still in play on the map. Replacements must be used the turn they are received or they are lost.

Withdrawals occur on specified numbered or seasonal turns and on specified turns following French entry into the war in American Revolution scenarios. Withdrawals are conducted during the Mutual Withdrawal & Special Reinforcement Segment of the turn sequence (V).

7.2 On-Map Reinforcements

On -map reinforcements are those marked with a turn of entry and a hex number in their upper-left corners. They must appear in the specified entry hex on the specified turn. If an on-map reinforcement unit's specified entry hex is enemy controlled during the turn the unit is to enter, then that unit's entry is delayed, turn by turn, until such time as the entry hex is friendly controlled.

If, however, the arriving unit's turn of entry is circled, then that unit enters at the specified time and location even if that hex is enemy occupied. In such cases, place the arriving units on top of the enemy units in the placement hex. Such units must begin their turn by initiating combat against the occupying enemy units in the placement hex. Such arriving units are considered to automatically have initiative until their entry hex is cleared of units of one side or the other; and they enter even if out of supply.

7.3 Overseas Reinforcements

Overseas reinforcements simply have a turn of entry in their upper-left corners (no entry hex). They enter by being placed in any friendly controlled port hex (as defined in 9.8). The hex must not be in a sea zone currently occupied by an enemy fleet. If no such hex exists, the reinforcements are delayed until the turn the first suitable hex does become available (no later). Overseas reinforcements may not be voluntarily delayed.

Overseas reinforcements may not be entered at Quebec City in winter turns due to ice on the St. Lawrence River.

Alternately, if the player receiving overseas reinforcements has a fleet on the map, he may choose to place them directly with the fleet. They must then be used in an amphibious invasion during the receiving player's movement phase (see 14.5).

7.4 West Indies Reinforcements (WI)

These newly raised troops were historically sent to the West Indies, but presumably would have been used to reinforce the British effort in America if the French had not entered the war. Thus, if French entry into the Revolution has occurred, these troops may not enter play on the map. Any of them previously entered must be withdrawn according to the rules for the West Indies Withdrawal (see 7.7 below). If the French have not entered the Revolution, these units enter exactly as normal overseas reinforcements.

7.5 Withdrawals

Many units have to be withdrawn on specified game turns. They are identified by having a turn of withdrawal number printed in their upper-right corners. At the proper time of the turn sequence of the designated turn, simply pick up such units from the map and set them aside. They do not need to be in supply to be withdrawn; and no substitutions are made if a unit to be withdrawn is found to have been previously eliminated at the time designated for its withdrawal.

Units with annual enlistments — identified by being printed with an upper-right withdrawal code of "E" — are removed once per year in the second winter turn and are replaced at full strength on their entry hex, provided it's friendly controlled, the following spring. The replacement takes place even if the unit was found to have been eliminated at the time of its last annual withdrawal. Units with circled "E" codes may be replaced in any entry hex in their home state.

All militia units are automatically withdrawn each spring and fall turn. They are, however, available for reentry the same turn.

7.6 Special Reinforcements & Withdrawals

Continental Army light infantry units are placed on the map during the Withdrawal Segment on any hex already occupied at that time by another Continental Army unit. One Continental Army unit must be reduced for each light infantry step so entered. (Only reductions, not eliminations, are allowed for this.) If a light infantry unit was previously reduced or eliminated, it may be replaced during the

Withdrawal Segment using this same procedure. Continental Army units reduced in this way may be brought back to full strength with replacements, even in the immediately following Replacement Phase.

Continental Army light infantry (printed with an "A" withdrawal code) are automatically removed each fall (autumn) turn. They may be replaced in the Special Reinforcement and Withdrawal Segment of the second winter turn (the turn prior to spring).

Gage replaces Abercromby whenever the latter is killed or withdrawn. Similarly, Murray replaces Wolfe if Wolfe is killed, and Stanwix replaces Forbes.

Elmore's Connecticut regiment is entered on turn 5 of American Revolution scenarios, in any hex where at least two steps of Connecticut troops were withdrawn that same turn. If it's eliminated, the unit is eligible for replacement in any Connecticut entry hex starting on turn 7.

The Watauga Brigade enters in one of two ways in American Revolution scenarios. The American player may put it in hex S4516 at the beginning of any American/French Movement Phase during which a unit of the British side is within three hexes of S4516. Or it may enter in reaction any time a unit of the British side moves adjacent to S4516. Either way, it may only enter once per game. It's not required the unit be entered the first time its entry condition is satisfied. Either way, it's automatically withdrawn the next Withdrawal Segment.

In American Revolution scenarios, Whitcomb's Rangers replace Bedel's NH regiment in the same hex when the latter unit is withdrawn.

In American Revolution scenarios, the Fort Gage garrison unit is removed the first instant after French entry into the war or when a Continental Army or State unit enters its hex, whichever occurs first.

The Brunswick Dragoon unit may attempt to be flipped over to its mounted side each turn it enters an American civilized hex not occupied the previous turn by a unit friendly to the British player. Each time it does this the British player rolls a die. On a result of 1, the unit flips permanently to its reverse side.

Also see the British Pride rule (15.8) for required withdrawals of certain leaders of that side.

7.7 West Indies Withdrawal

French entry occurs in the various American Revolution scenarios according to rule 15.1. Historically, after the French entered the war the British shifted their primary effort to defending the economically vital West Indies. To remind players of this, place the West Indies Withdrawal marker on the Turn Record Track three turns after French entry. On that turn the British player must withdraw the the five leaders and all the units marked "F+3."

If any of the "F+3" Marine units are found to be reduced or eliminated, and are not replaced back to full strength that turn, the US/French player may make up the deficit by immediately eliminating British regular steps of his choice.

The 16th Light Dragoons, also marked "F+3," must also be withdrawn, along with at least 10 British regular regiments totalling at least 18 steps. Historically, the regiments withdrawn were the *4th, 5th, 15th, 27th, 28th, 35th, 40th, 46th, 49th* and *55th*.

All units to be withdrawn for the West Indies must start in a friendly port hex. With the exception described above for the Marines, no substitutes are required for "F+3" units that have been previously eliminated. Withdrawn units are not considered eliminated.

If the British player cannot fulfill the conditions of the West Indies Withdrawal, Lord North's government is considered to have fallen (see 15.6).

7.8 Replacements in General

Replacements are received as strength steps; one replacement factor is able to replenish on the map, or recreate from the dead pile, one strength step of an eligible unit. Replacements may not be accumulated from turn to turn. All replacements are nationality specific; they may not be switched, given or loaned among allied nationalities.

7.9 Scheduled Replacements

Only the French player receives scheduled replacements, and only in the Great War for Empire Scenario (17.0). He receives two steps on turn 8 and one step on turn 25. To take on these replacements, French units must be able to trace an overseas supply line on their turns of arrival. Replacements not used on the scheduled turn are lost.

7.10 Recruit Replacements

The French player may also recruit replacements in the Great War for Empire Scenario (only!). One step may be recruited each spring turn in each of the following hexes that are all French controlled: 3411, 3710, 4111 and 4923. Only French Provincial replacements may be recruited. Only Ile Royale (Mar IR) units may be recruited in 4923, and only Quebec (Mar Q) units in the other three hexes. Simply return a one-step previously eliminated Provincial unit to play in each eligible hex. French Metropolitan units may only be replaced by scheduled replacements or drafts.

In Revolutionary War scenarios, the American player may recruit every Continental Army unit back to full strength (except light infantry, see 7.6) each spring turn, provided the entry hexes of the units in question are friendly controlled. If a unit is depleted rather than eliminated, it must be able to trace a line of continuous, friendly, civilized road, lake, river and/or navigable river hexes back to its entry hex. If a unit can't do that, it can't receive recruits. Additionally, every spring turn the Continental Army may recruit one step for a single depleted unit whose entry is enemy controlled or which is unable to trace there.

The Continental Army may no longer receive recruits of either type if American Economic Collapse occurs (see 15.5).

All eliminated Spanish units may be recruit-replaced every turn. They are placed in the Havana Holding Box, and may move to the main map using naval movement.

In American Revolution scenarios, the British player may recruit three steps in hex 2220 (New York) each spring turn it's friendly controlled. They can be used in that hex to replenish or recreate Provincial Regular units. (Only units that entered at 2220 may be brought back from the dead pile in this way.)

In American Revolution scenarios, the British player may also recruit one step in each of 3411 (Montreal), 4926 (Halifax), S4619, S5023, and five steps in 2220 (New York) each spring turn for each hex that is under friendly control. These steps may only be used in their specific hexes to replenish or recreate units of the "Other Tory or Provincial Units" category. Only units that entered at each replacement hex may be brought back from the dead pile.

In each spring turn of American Revolution scenarios, the British player may also recruit one step for his Hesse Cassel (HC), and one step for his Brunswick (Br) "Hessian" units. The units replenished must be able to trace overseas supply at the time. Recreated eliminated units may reenter at one-step strength as overseas reinforcements.

Design Note. Yes, it is true British regulars don't receive recruits.

7.11 Draft Replacements

The British army relied on drafts from disbanded units to provide most of its replacements during this era. Any turn, therefore, that player may voluntarily eliminate (not reduce) any number of British regular infantry units. He may then use those steps to replenish remaining units in the hex(es) of removal. (The following British regiments were used up to provide replacement drafts prior to Yorktown: 6th, 10th, 14th, 18th, 26th, 45th, 52nd, 59th and 65th.)

In the Great War for Empire Scenario, the French player may draft his Provincial units into his Metropolitan units. To do so, he may eliminate any number of Provincials and then use those steps to replenish Metropolitan units in the same hex(es). Eliminated Provincial units may be returned to play using recruit replacements, even during the same turn.

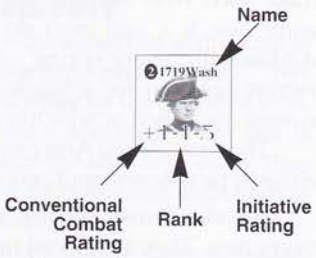
8.0 Leaders & Initiative

8.1 In General

Units must have command control in order to conduct movement or combat. Securing command control for units in a given hex requires a die roll result that is less than the ranking leader's initiative rating.

8.2 Leader Units

The leader shown here is Gen. George Washington. He has a Combat Rating of +1, a Rank of 1, and an Initiative Rating of 5.



Initial placement hexes, turns of entry and withdrawal codes are shown on leader units in the same way as on combat units. Leaders with circled turns of entry may appear stacked with the nearest friendly combat units if their entry hex is enemy occupied.

The Combat Rating measures a leader's ability to favorably modify his troops performance in battle (see 11.17).

Rank indicates a leader's relative status among all leaders of his side. Only the ranking leader in a given hex may roll for initiative.

Note that the "FO" ("French Only") on the Rochambeau counter indicates he is outranked by all American leaders (including the "default leader," see 8.3), and he may only command a stack of solely French units when no American leader is present in the hex.

Galvez may only command Spanish and/or French units; however, he outranks all other leaders he may be stacked with in Louisiana and Florida. He may never be moved into American civilized hexes.

Note that when looked at on the counter sheets certain leader units seem to share the same rank; but those leaders are never in play simultaneously.

Initiative rating is a measure of a leader's ability to conduct operations at this scale.

8.3 Default Leaders

Stacks without a leader counter present are assumed to have a "default leader" with a combat rating of zero and an initiative of two.

Units with a circled movement factor are considered to contain within them a default leader with a combat rating of zero and an initiative rating of eight (which means they always have initiative).

Units with a boxed movement factor are assumed to have a default leader within them with combat and initiative ratings both of zero. That means such units can never move without the presence of a leader counter.

Stacks containing a leader counter may never use a default leader to try to gain initiative.

8.4 Initiative Procedure

Each time a single unit or a stack in a hex is to be moved (see section 9.0), or is to be moved farther after having split off a substack (see 9.6), or is to resume movement following a conventional battle or ambush (see 11.1), or is reacting to the movement of an enemy force into an adjacent hex (see section 10.0), a die is rolled and the result compared to the initiative of the ranking leader present in the hex. The ranking leader's rating is used even if he won't be moving with the units in question.

If the die roll result is equal to or less than the ranking leader's initiative rating, the desired movement can take place. In such cases the moving unit or stack may continue to move until it either uses up all its movement factors (at which time it must stop for the segment), or a conventional battle or ambush occurs (following which it may check for initiative again to try to move farther).

8.5 Winter Initiative Modification

In winter turns all leaders' initiative ratings are considered decreased by two. The practical consequence of this is to only permit the movement of stacks/units with leaders with printed initiative ratings greater than two (and also those units with circled movement factors).

8.6 One Failure Per Segment

A given unit or stack may only fail one initiative check per Operations Segment, which means it may no longer undertake any kind of movement that segment. "Done"

markers are provided to place atop such units to help keep track of their status.

8.7 Leader Movement

In general, leaders may move any distance with any stack of friendly units that begin the Operations Segment in their hex and pass the initiative check. Leaders who didn't move during the entire Operations Segment may be moved at its end an unlimited number of contiguous friendly hexes or by sea movement to any hex containing friendly units.

8.8 Cavalry Scouts

Stacks with no cavalry unit in them must subtract one from their initiative roll for reaction movement only, see 10.0.

8.9 Screening Terrain

In American Revolution scenarios, Continental Army leaders (only!) may add one to their initiative ratings for reaction movement if they are in a civilized rough hex.

Historical Note. Concerning the rule above, Washington and his subordinates made effective use of the terrain around New York City to avoid conflict, except on their own terms. That was especially true early in 1777, and was one of the reasons Howe took the naval route to Philadelphia.

8.10 Picking Up Units

A player moving a stack with initiative into a hex containing friendly units that have not yet been checked for initiative that segment may choose to (but is not required to) stop to roll for initiative again. If the new roll is successful, the forces are joined and may continue moving together. Neither force, however, is permitted by this rule to exceed its movement allowance. If the new initiative check fails, both forces stop moving for the segment.

9.0 Operational Movement

9.1 In General

Every combat unit in the game has a "Movement Factor" printed in its bottom-right corner. That factor is the number of "Movement Points" (also called "Movement Factors," "MFs" and "MPs") available to each unit to use to move across the hex grid during its side's Operational Segment.

Units move from hex to adjacent hex — no skipping of hexes is allowed — paying varied movement costs to do so, depending on the terrain in the hex being entered. Except for reaction moves and retreats after combat, the movement of each player's units only occurs during his own side's Operational Segment.

9.2 Movement Limits

MP may not be accumulated from turn to turn, nor may they be loaned or given from unit to another. A player move some, all or none of his units in his Operational Segment, provided only none so moved have used naval movement (see section 14.0) that same turn and that each so moved has gained the initiative (see section 8.0) needed to do so. The movement of each unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent allows it.

9.3 Minimum Movement Ability

Any unit that has passed its initiative check and has a printed movement factor greater than zero (0) is guaranteed the ability to move at least one hex during its side's Operational Segment. This guarantee does not allow units to enter hexes or cross hexsides that are otherwise impassable; nor does it give units that have failed their initiative check, or that have boxed MFs and no leader present, the ability to move a hex anyway.

9.4 Enemy Units

Moving into hexes containing enemy units is allowed in this game, but will initiate ambush and/or conventional combat unless the enemy units in the hex(es) entered use reaction movement to leave the hex.

Moving into a hex adjacent to enemy units capable of reacting — that is, they have an initiative level grater than zero and haven't yet failed an initiative check that turn — may result in ambush or conventional combat if the enemy units use reaction movement to likewise move into the same adjacent hex.

Units may only move into a hex where combat may occur if they have the five MP remaining that are necessary to execute combat (see section 11.0).

9.5 Stack Movement

To move together as a stack, units must begin their side's Operations Segment already stacked together (exception, see 8.10). But units are not required to move together simply because they started the Operations Segment in the same hex; in such situations those units could be moved together, individually or in smaller sub-stacks.

The ranking leader's initiative rating must be used in each hex in which an initiative die roll is made, even if he will not be moving off with the units presently being checked. Exception: units with circled MFs may move alone using their inherent initiative (see 8.3).

9.6 Splitting Stacks

When moving a stack you may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. After the unit or sub-stack has completed its movement, the units left behind in the original, "parent" stack may resume movement provided they pass another die roll check for initiative. The process may be repeated any number of times until an initiative check is failed. But once you begin moving a different parent stack, or individual unit that began the segment in a different hex, you may no longer resume the movement of an earlier-moved stack without your opponent's consent.

A moving parent stack may drop off units as it moves without having to make additional initiative checks, provided only that none of the dropped off units move any farther.

9.7 Differing MF in a Stack

If units with differing MF are traveling together in a stack, the stack must use the MF of the slowest unit within it.

Of course, as the slower units exhaust their MF, you may leave them behind and continue on with the faster ones.

Leaders always assume the MF of the fastest unit in their stack, see 8.7.

9.8 Civilized Terrain & Hex Control

There are three types of civilized hexes: American, Tory (pro-British) and French/Spanish. In all American Revolution scenarios, American civilized hexes are friendly to the American player, and Tory hexes are friendly to the British player; the French/Spanish hexes are neutral.

In the Great War for Empire Scenario, French/Spanish hexes are friendly to the French player; American and Tory hexes are friendly to the British player.

This rule affects MP costs (see 9.9), the entry of reinforcements and replacements (see section 7.0), and supply tracing (see 6.6).

Note, too, that hex control doesn't change simply by passing one of your units through a hex. Unfriendly hexes must be garrisoned in order to maintain your control there.

9.9 Terrain & Operational Movement

Most hexes on the map require more than one MP be expended for a moving unit to enter them. Most of the map consists of Wilderness hexes, each costing five MP to enter.

Civilized hexes cost one MP to enter if they are friendly or neutral, and two MP if they are hostile. Note that a hex containing any amount of civilized terrain is considered entirely civilized for all game purposes.

Civilized rough hexes cost two MP to enter if they are friendly or neutral, and four MP to enter if they are hostile. A hex containing any amount of civilized rough terrain is considered entirely civilized rough for all game purposes.

No units may enter Mountain hexes. Note that a hex containing any amount of mountain terrain is considered entirely mountain for all game purposes.

Units may only enter sea zones or cross all-sea hexsides by using sea movement (see 14.5).

Roads don't affect movement, only supply tracing (see section 6.0).

Rivers affect movement according to rule 9.10 below.

9.10 Special River & Lake Movement

During this era rivers provided the closest approximation to highways for military movement. Thus rivers in End of Empire are not the barriers to movement they are in most wargames. Rivers cost one MP to enter if the moving unit or stack is moving into it from a contiguous river hex. That's true even if the hex being entered is hostile. Contiguous river movement in Wilderness costs two MPs per hex.

Lakes are treated exactly the same as rivers, including the Great Lakes; however, units may not end their movement in all-lake hexes.

Units may not use this kind of river/lake movement during winter turns. During winter turns, Rivers and Lakes are ignored for for movement purposes.

9.11 Winter Weather

During winter all MP costs are doubled (and see 9.10 above). During winter turns, units may not use the special river and lake movement described above. Except for all-water Great Lake hexes, simply ignore rivers and lakes during winter turns. Treat all-water Great Lakes hexes as wilderness hexes during winter; units may end the first winter turn on such hexes.

9.12 Ferrying

Any stack containing a British regular infantry, or a French Metropolitan or Provincial infantry unit, or any American Marine unit may, after passing an additional initiative check to do so, move across a single all-sea hexside by expending five MP. Additionally, any stack may move across a ferry hexside at a cost of five MP, provided there is no enemy force in either hex of the ferry. No stack may ferry across more than one hexside per Operations Segment. Ferrying may be conducted in winter at a cost of 10 MP.

10.0 Reaction Movement

10.1 In General

Each time the player whose Operations Segment it presently is moves one of his units or stacks into a hex adjacent to an enemy unit or stack, or directly into a hex occupied by an enemy unit or stack, he must pause to ask the opposing player if he intends to react. If the opposing player chooses not to react, the moving player should simply proceed with his own movement in to another hex. But if the opposing player declares a reaction, all his attempts to do so must be resolved before the moving player resumes his operational movement.

Also note an enemy unit or stack must actually move a hex, not just pass its own initiative check, in order to trigger your units' reaction attempts.

10.2 Reaction Restrictions

Units may not attempt to make a reaction move if they have already failed an initiative check during that Operations Segment. That means a unit may attempt a reaction move if it failed an initiative check in its own side's Operations Segment that same turn, but could not do so it if failed one while attempting to retreat after combat (see 11.18), or if it attempted and failed a different reaction move earlier that same phase.

Units in a hex being moved into by an enemy force must attempt reaction before any adjacent units may do so. Units may not attempt to react to an enemy move into an adjacent hex if a friendly unit in that hex attempted reaction but then failed its initiative check. Units may not attempt to react to an enemy move into an adjacent hex if they could not cross the hexside into that hex using operational movement (which includes ferrying).

A theoretical maximum of seven reaction attempts may be triggered each time a force moves one hex: one for the hex moved into and six for the adjacent hexes.

10.3 Reaction Procedure

Whenever a unit or stack becomes eligible for reaction because of enemy movement, the player whose Operations Segment it is must temporarily halt his activities to allow for the reaction attempt(s).

A unit or stack attempting reaction movement most roll for initiative. If the initiative check fails, that reaction attempt is considered to have failed and that force is ineligible to make any further reaction attempts that segment. If the reacting unit or stack passes its initiative check it may move one hex (not one MP, one hex) in any direction it would ordinarily be able to move, including ferrying. That completes its reaction move.

The reacting player should sequentially resolve each reaction attempt for which he is eligible before the player whose operations segment it is resumes his side's operational movement. When more than one reaction is possible, the reacting player may resolve them in any order he chooses except that reaction from the units in a hex moved into must be resolved before those of forces in adjacent hexes. And a player must declare all his reactions in a given situation before he begins to resolve the first one.

If opposing units remain stacked together in the same hex after all reactions have been resolved, then combat will occur (see section 11.0) before the triggering enemy stack or unit may resume its operational movement.

A successfully reacting unit in a hex adjacent to the one entered by the enemy unit that triggered the reaction attempt may use its reaction to go into the hex of that triggering enemy unit.

10.4 Attacker/Defender

In most cases combat occurring due to reaction movement is resolved as conventional combat with the initially moving (the triggering enemy) units in the role of attacker and the reacting units as defender. If the battle hex contained stationary units belonging to either player, the player whose units were there first (stationary) is considered the defender.

10.5 Adjacent Combat

A successfully reacting unit need not react into the hex of the reaction-triggering enemy force. It might instead react into an adjacent hex containing enemy units other than those moving that just triggered its reaction. In such cases, combat is resolved normally after all reactions have been resolved, but there is no MP cost for either force. Further, after such adjacent combats have been resolved, the movement of the original trigger force may continue, and unless it was also involved in combat that force does not have to check again for initiative.

11.0 Conventional Combat & Ambush

Old Hands Note. "Conventional Combat" in this game resembles the mobile assault rules found in many XTR wargames more than it does the "standard" combat rules you may otherwise be accustomed to.

11.1 In General

Combat takes place between opposing forces in the same hex during each player's Operations Segment. All combat takes place within a single hex; there is no assaulting from one to another across hexsides. Combat is mandatory; the commitment to fight is assumed to have been made as soon as you move into an enemy occupied hex. The player whose Operations Segment it is is considered the "attacker," and the other the "defender," no matter what the overall situation on the map. (For an exception to that see 10.4 above.)

Each battle may consist of a single ambush — provided the combat occurs in a wilderness hex — followed by one or more rounds of conventional combat. A battle is not considered finished until the hex is cleared of all the units of one side or the other. No matter how many rounds of conventional combat may occur, the entire procedure costs the units moving in their Operations Segment five MP. Remember, too, that such a moving force must, after battle, pass another initiative check in order to resume its movement.

If a moving force with less than five MP remaining becomes involved in combat due to reaction movement, all its remaining MP are considered expended and it can move no farther that segment. That means a moving force with less than five MP remaining to it may move adjacent to, but not into, an enemy occupied hex.

11.2 Combat Procedure Summary

Use the following procedure for each individual combat.

1. Determine if an ambush is possible and which side will conduct it. If the battle isn't taking place in a wilderness hex, or neither player has units present that are capable of launching an ambush, skip to step five
2. Calculate the odds for the ambush.
3. Roll one six-sided die and cross index that result with the appropriate odds column on the Ambush Table printed on the map to obtain the ambush result.
4. Apply the result to the ambushed force. If the hex then no longer contains units of both sides, no conventional combat will occur; this battle is over.
5. Otherwise, calculate the combat odds for the conventional portion of the battle.
6. Determine which die roll modifiers (DRMs) apply.
7. Roll a six-sided die and apply the final, combined DRM to that result. Cross index the final result with the appropriate odds column on the Combat Results Table (CRT) printed on the map sheet to get the combat result. (For example, a die roll of six with +1 DRM at 3:1 odds yields a result of "1/4DR.")
8. Apply the result to the defender, then the attacker.
9. Allow the defender to attempt to retreat from combat. If the defending player wishes to retreat his force, he must make an initiative check for it. If the check is successful, the defending force may move into any non-enemy occupied adjacent hex into which it could normally move.
10. If opposing units still remain in the hex, the attacker must roll for initiative again. If he passes that check, go back to step five and resolve another round of conventional combat. If the initiative check fails, move the attacking force back into the hex it was located in just prior to entering the battle hex.

11.3 Indivisibility of Stacks & Multiple Combats

Two or more enemy units in a hex must be attacked as if they were a single, combined defending unit. Similarly, each attacking stack must be treated as a single, combined attacking force.

Units may attack and be attacked any number of times during a single Operations Segment.

11.4 Ambushes

Ambushes only occur in Wilderness hexes. If combat occurs in a non-Wilderness hex, skip the ambush steps described above during that battle's resolution.

The defender has first option to declare he will carry out an ambush. If the defender has no units with circled ambush factors, or if he simply declines to try to launch an ambush, then the attacker has the option of launching an ambush (provided, of course, he has units present with circled ambush factors).

The defender in an ambush may elect to withhold any one combat unit, plus any, some or all leaders, from an attacker-launched ambush if the battle hex contains an outpost.

Design Note. It is always to your advantage to conduct an ambush if you have forces present that can do so.

11.5 Ambush Procedure

The ambusher totals his involved units' circled ambush factors. The player owning the force being ambushed totals all his involved units' ambush factors, circled or not. Calculate the odds according to rule 11.9, then roll a six-sided die. Cross reference that result on the Ambush Table. If the ambushed force as zero (0) ambush factors, resolve that ambush on the 4:1+ column of the Ambush Table; there is no additional die roll modifier.

11.6 Ambush Results

The ambushed player applies step losses to his units according to rule 11.18. He may then also be required to retreat (again, see 11.18). If any result other than "No Effect" was obtained, all Algonquin and Appalachian Indians on both sides are immediately removed and put in the Available Units Holding Box.

If the ambushed force suffered any step losses, also roll a die for each leader present in the hex. Each rolled-for leader is eliminated on a result of one or two.

11.7 Conventional Combat Procedure

The attacker totals the boxed combat factors of his involved units, then halves that number, rounding up. He then adds that number to the total of all his involved units' unboxed combat factors. Calculate the odds according to rule 11.9. Roll a six-sided die and apply all applicable DRMs. Cross reference that final result on the CRT.

11.8 Conventional Combat Results

The defender applies step losses to his units according to rule 11.18; then the attacker applies step losses to his units. Either player may be required to retreat after combat, see 11.18. If a player suffered a combat result (either a step loss or a retreat), all his participating Militia and Iroquois Indians are removed and put into the Available Units Holding Box. If any result other than "No Effect" was obtained, then all Algonquin and Appalachian Indians on both sides are removed and put into the Available Units Holding Box.

If a player's force suffered any step losses and there is at least one leader present, roll a die. On a result of one he must eliminate one leader of his choice.

11.9 Calculating Odds

Odds are calculated using similar procedures for both ambushes and conventional combat. In ambushes the attacking player uses his participating units' circled ambush factors as attack factors, and the defender uses all his units' ambush factors as defense factors. In conventional combat the attacker uses his units' combat factors — including one half of boxed combat factors, but excluding circled combat factors — as attack factors, and the defender use all his units' combat factors as defense factors.

The attacking player should strive to have more attack factors involved in a given ambush or conventional combat than the defender has defense factors. Such battles are called "high odds attacks." To calculate their odds, add up the attack factors of all the involved attacking units, then add up the defense factors of the enemy units defending in the battle. Divide the defender total into the attacker total and round down any remainders. (See 11.11 for battles with zero factors on a side.)

High Odds Example. 26 attack factors vs. 7 defense factors yields an odds ratio of 3:1. That is: 26÷7=3.71, which rounds down to 3. To turn that "3" into an odds ratio you must set a "1" next to it on the right. Thus "3" becomes "3:1," which is read "three to one," and which corresponds to a column heading on the CRT.

11.10 Poor Odds Attacks

Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks." Procedures are modified in that now you divide the defender's total by the attacker's, round up remainders, and set the "1" on the left side.

Poor Odds Example. A force with 5 attack factors is attacking a force with 11 defense factors. Divide 11 by 5 (11÷5=2.2) and round up (2.2 becomes 3), then set the "1" on the left of the "3," yielding an odds ratio of "1:3," which is read "one to three." (Note, when both sides have precisely the same amount of combat factors involved, the odds are automatically 1:1.)

11.11 Odds Limits

The odds column headings on the CRT and Ambush Table range from 1:3 to 4:1.

Ambushes conducted at odds of less than 1:3 automatically have a "No Effect" result. Ambushes conducted at odds of more than 4:1 are resolved on the 4:1+ column without

any die roll modifiers. As an exception, though, if the defender's total ambush strength is zero (0), add one to the die roll, but still use the 4:1+ column.

Conventional Combat at odds less than 1:3 automatically yield a combat result of "2/0 AR." Conventional combat odds greater than 4:1 are resolved on the 4:1+ column without any die roll modifier.

Old Hands Note. There are no DRM for "super high odds."

11.12 Die Roll Modifiers (DRM)

There are never any DRM applied to ambushes, just to conventional combat.

After the odds for a round of conventional combat have been calculated, total the applicable DRM for that fight. All terrain DRM are generated by the terrain in the battle hex; there are no terrain DRM generated by the terrain in the hex from which the attacker moved into the battle.

Positive DRM favor the attacker; negative DRM favor the defender. All DRM that apply in a given battle are cumulative in their effect. After determining all the DRM that apply, combine them to come up with one total, either zero or a positive or negative number. For example, in a battle in which the defender had -3 DRM and the attacker had +2, the final DRM would be to modify the resolution die roll by -1 That's (-3)+ (+2)=-1. That final DRM of -1 is then applied to the die roll for that combat. Note that die roll may not be modified below -2 or above 8.

11.13 Fortress DRM

A fortress in a battle hex generates a -1 DRM. There are no other terrain, manmade or natural, DRM.

11.14 Wilderness & Port Effects

Ambushes only occur in wilderness hexes. There are no artillery DRM in wilderness hexes.

A "DR" result against a force in a port hex with an opposing force in the sea zone offshore causes that force to be eliminated rather than retreated.

11.15 Artillery DRM & Boston

All British Regular and Provincial Regular, French Metropolitan and all Spanish units have integral artillery components within them. The only American units with artillery are those printed as artillery units.

Any force involved in convention combat in any non-wilderness hex suffers a one DRM penalty if it has no artillery in it. Therefore an attacker without any artillery would suffer a -1 DRM, and a defending force without any artillery would suffer a +1 DRM.

In American Revolution scenarios, American units attacking Boston (hex 3120) prior to turn 7 suffer an additional -1 DRM. This reflects their extreme shortage of powder and the difficulty it would have caused when assaulting fortifications.

11.16 Von Steuben's Reforms

In all American Revolution scenarios, all conventional combats involving Continental Army and/or State Troops in turns during the years 1775 and 1776 suffer a -1 DRM when attacking and a +1 DRM when defending. In 1777, such forces suffer a -1 DRM when attacking but no longer suffer the penalty when defending. In 1778 and later years this rule is no longer in effect for attack or defense.

11.17 Leader DRM

Only the ranking leader in the battle hex may affect the combat for his side. Leaders generate a DRM equal to their combat rating. That number is positive for attackers and negative for the defenders.

11.18 Combat Results

Ambush Table results only apply against the ambushed force; the numbers represent step losses. In some instances that number is followed by an "R." That means the affected player's units must retreat. If the ambushed force was the attacker, follow the procedure described below for "AR." If the ambushed force was the defender, follow the procedure described below for "DR."

CRT results can apply to both players' involved forces. The number to the left of the slash applies to the attacking force; the number to the right applies to the defenders. The numbers are step losses and cannot be absorbed any other way. Following those step loss numbers there may be one of the following: AR, DR.

AR means the attacker must retreat. Place all of those units back into the hex from which they entered the battle hex. The movement of those units for the turn is finished, even if they had MP remaining.

DR means the defender must retreat. That force is immediately moved into any adjacent hex, automatically excluding the one from which the attacker advanced into the battle hex. Further, such a DR force may not be moved into any enemy occupied hex, nor into any prohibited terrain (such as all-sea or mountains), nor across an all-sea hexside. Ferry movement is allowed if the force would otherwise be capable of it (see 9.12). If no useable retreat hex is available, the retreating force is eliminated in place instead. If more than one useable hex is available, the owning player may choose into which one his force will retreat.

DE means all defending units are eliminated. Such units may only reenter play through the replacement process (see section 7.0).

Design Note. Some may be wondering why step loss results don't vary in proportion to the size of the forces involved in a fight. In both wars simulated here, combat usually resulted in remarkably similar (small) numbers of casualties no matter how large or small the overall forces involved.

11.19 Step Losses

Every strength step given up from combat units, other than Militia and Indians, satisfies one increment of a combat result. For example, flipping a two-step unit so its reverse side shows satisfies one increment of a combat result; eliminating it entirely would satisfy two increments.

Step losses may be apportioned by each player among

his involved units as he sees fit. Additionally, all Algonquin Indians are eliminated after battle, even if their side suffered no step losses. Also, all involved Militia and Iroquois Indians are eliminated if their side suffered any step losses (and their elimination cannot in anyway be used to satisfy a CRT mandated step loss).

If the CRT calls for the loss of more steps than are actually present at a battle, ignore the surplus. There are no "carry overs" to other battles or turns.

12.0 Militia

Historical Note. Unlike European wars of this era, wars in North America were not strictly professional affairs. These rules put those amateur soldiers, the militia, in their proper historic context. They were ubiquitous, fragile, but also occasionally decisive when used properly

12.1 Political Divisions

For the purposes of this rules section and section 15.0, the civilized areas of the map are divided into 19 political areas. They are the original 13 colonies, plus Maine, Vermont, Canada (actually Quebec Province), Nova Scotia, West and East Florida and Louisiana.

12.2 Militia Entry

Militia units may be put into play at two different times during each turn. They may be placed on the map during the Reinforcement Phase on any civilized hex within their political area. Alternatively, they may be withheld in the Units Available Box then placed in any civilized hex within their political area that the enemy player is attempting to move into during his Operations Segment as a kind of reaction move. Militia placement must be announced and carried out prior to any regular reaction move attempts. Their hex of placement must be in supply at the time of placement.

Tory militia is restricted in that such units can't be placed in any American civilized hex unless that hex contains at least one other unit friendly to the British player at the instant of placement.

Eliminated militia units may not be placed on the map again until the following turn.

Militia units may only appear in hexes within the political area corresponding to their unit I.D. Once on the map, however, they may be moved into other political areas.

12.3 Militia Withdrawal

Militia units are automatically withdrawn during that segment of each spring and fall turn. They are also withdrawn if involved in combat and their side suffers any step losses (and their withdrawal does not satisfy those combat step loss requirements). Militia units may not be voluntarily withdrawn at any other times.

13.0 Indians

13.1 In General

Though adept at ambushing and raids, the Indians of eastern North America never really mastered the European concept of sustained conventional warfare. The Iroquois did better than most tribes in that they formed a confederacy that dominated their Algonquin neighbors through the 1600s. They also played off the French against the English through three earlier colonial wars, beginning with their raid on Montreal in 1689. For those reasons, the Iroquois Indians (II) are treated differently from the other tribes represented in play.

Except as noted in these rules, Indian units perform movement and combat exactly like the other units in the game.

The Iroquois Confederacy and its clients were still trying to play off the French against the English in the Great War for Empire Scenario, and rule 13.3 reflects that fact. But that strategy was no longer viable after the British victory in 1763, so the Indian's made a final attempt to maintain their independence in Pontiac's Rebellion. In the American Revolution, they merely continued as best they could to resist the expanding colonies.

13.2 Indian Recruitment in Revolutionary War Scenarios

Nearly all Indian units are available for the British player to recruit. Only the Catawba Indians may be recruited by the American player (and only by him). The Mingo, Micmac and Delaware are not used in these scenarios.

Each turn roll one die for each Indian unit in the Units Available Holding Box. On a roll of one that unit is placed in its settlement hex. Certain Indians require the British player to control specific hexes or they will not enter even if a one is rolled for them.

S2214 (Mobile) or S2315 (Pensacola): Alabama, Choctaw, Chicksaw
S2823 (St. Marks) or S3228 (St. Augustine): Creek
1102 (Detroit): Miami, Shawnee
3411 (Montreal): Caughnawa, Cayuga, Huron, Mohawk, Oneida, Onondaga, Ottawa, Seneca, Tuscarora
4111: Abenaki
None Required: Cherokee
The Catawba don't require the American player to control any particular hex for their entry.

13.3 Indian Recruitment in the GWfE Scenario (17.0)

The recruitment of all Indian units in this scenario is governed by the Iroquois Loyalty Chart. Each turn determine the current Iroquois loyalty by totalling the Iroquois Loyalty Hexes controlled by the British player. Fort Frontenac and Albany are each worth two points; Niagara and Oswego are each worth one point. If Albany is unoccupied by British units it is still considered controlled by the English player, but the the other three hexes must be occupied to count. For example, if the British control Albany and the French control the other three hexes, the current Iroquois Loyalty Point Total is two.

After Iroquois Loyalty is determined for the turn, make any mandated withdrawals. The British must withdraw units of the indicated tribes if "BR" appears in the recruit-

ment box of that tribe at the current Iroquois Loyalty total. The French must do the same when "FR" appears in a box. For example, with an Iroquois Loyalty Total of two, the British player would have to withdraw any Mohawk, Mingo and Delaware units he currently had deployed on the map.

Each turn roll a die for each Indian unit with a number in the recruitment box that is not already deployed on the map. The British player may roll for units with a B#; the French player may roll for units with an F#. On a roll equal to or less than the number shown in the recruitment box, that units is placed in its settlement hex. The Shawnees and Miamis are placed in hex 1111, since their settlements are actually off the map.

The Delaware and Mingo also require the recruiting player to control 1111 (Fort Duquesne, a.k.a. Fort Pitt) or they will not enter. Additionally, certain other Indians require the French player to control particular hexes or they will not enter.

3411: Caughnawa
4111: Abenaki
1102, 1111, 1907 and 2709: Miami, Shawnee
3411 & 2709: Huron, Ottowa
5927 and one of 5022, 5122, 4924 and 4926: Micmac

13.4 Indian Withdrawal

All Indian units must be withdrawn immediately if any enemy combat unit enters their settlement hex. Such units are not available for recruitment again until the following spring turn. Additionally, see 11.6 and 11.8 for withdrawals required after ambush and conventional combat.

14.0 Navies

Design Note. These rules are crafted to reflect the influence ocean-going sailing fleets had on land combat in an era when decisive naval victories were unknown. The British hadn't yet discovered the two factors that would eventually secure for them naval superiority during the Napoleonic Wars. That is, not until after the Battle of the Saints would the Royal Navy cease to follow the Fighting Instructions, and the discovery of a cure for scurvy would later allow the "Limies" to keep their fleets on station longer.

14.1 In General

The ocean shown on the map is divided into six sea zones. All coast hexes bordering a sea zone are also considered part of that sea zone. With the exception of hex 5927 (Louisbourg), each coastal hex borders on only one sea zone. Louisbourg borders on both the Gulf of Maine and the Gulf of St. Lawrence, and can be affected by fleets in either zone. That makes Louisbourg difficult to isolate from overseas supply.

14.2 Fleet Placement

Each non-winter turn players may attempt to place their available fleets according to the following procedure. First a die is rolled and the result compared to the number on the Fleet Availability Chart for that turn. If the die roll result is equal to or less than the fleet availability number, that player may place that fleet counter in any of the six sea zones (exception: see 14.8). If any enemy fleet is already present in the chosen sea zone, naval combat is immediately resolved according to rule 14.3. At the end of the Mutual Naval Segment, only the fleets of one player may be in any given sea zone.

Always place the French fleet first, then British, and last the Spanish fleet.

Fleets on the map that fail their availability check for the subsequent turn are immediately removed.

14.3 Naval Combat

Naval combat is resolved simply. Each player rolls a die and the higher number wins. Ties are won by the player whose fleet occupied that sea zone on the prior turn. If neither side had a fleet in the sea zone on the prior turn, then ties are won by the player who placed his fleet their first in the turn of the battle die roll. The loser must remove his fleet from the map (it is available again on later turns according to rule 14.2; fleets are never really destroyed in the game). A second round of combat in the same sea zone is possible if the loser in a battle there had not already placed his fleet that turn and then attempts to put it back into the just-fought-for zone.

14.4 Fleet Withdrawal

All fleets are automatically considered withdrawn from the map during winter turns; however, their counters are actually left in the sea zones they occupied at the end of the fall turn to remind players into which zones they can and cannot trace overseas supply. Remove the counters at the beginning of the Naval Segment of the spring turn.

On all other turns leave fleet counters in place until the time comes to roll for availability. For example, say the British fleet was in the sea zone off New York on turn 15. The French player rolls a one for fleet availability and he attempts to place his fleet in the same zone. Both players roll a die. The British player gets a five, and the French player gets a three. The French fleet's placement is aborted for that turn.

14.5 Amphibious Invasion

Once per turn a player with a fleet on the map may declare an amphibious invasion of any coastal hex bordering the sea zone it occupies. The units constituting the force attempting the invasion must all begin the turn in already in a port hex, and there may not be an enemy fleet in the sea zone adjacent to it. The invading force must then also pass an initiative check. If initiative is obtained, the invading force expends its entire movement allowance to move to the selected coastal hex and resolve any combat that may occur there.

The invading force may also be joined by units stacked with the fleet until then. Such units might be reinforcements entering that turn (see 7.3), or units evacuated by sea (see 14.7). Such units might also conduct an invasion themselves. If they do so, they must roll for initiative as if they had been stacked in a port. If they fail their initiative check, they must immediately debark into any friendly port on the map. If there is no such place, they are eliminated.

The invading player must declare the hex he is invading. Then, before placing his invading force in that hex, he must allow the other player the opportunity to place any available Militia (see 12.2), and any defending units in or adjacent to the invading hex may attempt a reaction. After the invading force is placed, resolve combat normally.

Invasions can be declared against already friendly hexes as a way of rapidly moving units from a port to a coastal hex.

14.6 Naval Infantry

Naval infantry are not used in the Great War for Empire Scenario.

The French fleet and the Spanish fleet in American Revolution scenarios are considered to have naval infantry units attached. They may be used in any single coastal hex adjacent to the sea area their fleet occupies. Flip over the fleet counter and use the combat factors of the naval infantry unit in any combat that occurs in the coastal hex. Like Militia, Naval Infantry is immediately and completely removed if their force suffers any combat step losses, but they are again available for use on subsequent turns.

14.7 Evacuation by Sea

Any force that suffers a retreat result in a coastal hex adjacent to a sea zone occupied by a friendly fleet may evacuate by sea instead of retreating normally. Simply place the evacuated force on the fleet. The force may subsequently be landed according to the provisions of rule 14.5.

At the end of any fall turn, or during any Naval Segment that a fleet holds an evacuated force but fails its fleet availability check, the force on that fleet must be placed in a friendly port hex. If no such place exists, the force is considered eliminated.

In the Main American Revolution Scenario, on non-winter turns prior to the entry of the British fleet (turn 7), the British player may use evacuation by sea according to the provisions of the above rule just as if there were a British fleet in the sea zone offshore of Boston (3120).

14.8 Louisbourg

A fleet may not be placed in the Gulf of St. Lawrence if Louisbourg is occupied by an enemy unit.

14.9 Blockade

A "DR" result against a force in a port hex with an opposing fleet in the sea zone offshore means that force is eliminated rather than retreated, see 11.14.

15.0 Politics

Design Note. This rules section applies only to American Revolution scenarios.

15.1 French Entry

The French enter the war on the American side on the first turn that begins with a cumulative total of at least 20 steps of British units fully eliminated. Don't count steps lost from units depleted but still in play on the map, and don't count eliminated Hessian or Provincial units or the Fort Gage or Natchez units.

Place the French Entry marker on the Turn Record Track in the box corresponding to that turn of entry, and place the West Indies Withdrawal Marker on the box of the third turn following.

Place the Spanish Entry Marker on the 11th turn following, but never before turn 20. The French fleet immediately becomes available according to the Fleet Availability Table, and the American player may begin receiving overseas supply.

15.2 French Restrictions

French units may not enter Canada or Nova Scotia, nor may the French fleet be used to transport American units to or from those areas. The five French ground units must remain stacked together in one hex along with the Rochambeau leader counter.

15.3 New France Revisited

If on any turn after turn 13 the French have not yet entered and the British player fails to control at least two ports anywhere in the 13 colonies, the American player may attempt to entice the French into the war by offering them the return of New France. At the beginning of the Mutual Reinforcement, Replacement & Withdrawal Segment of such turns, the American player rolls a die. If the result is a one, place the French and Spanish Entry and West Indies Withdrawal Markers according to rule 15.1.

If the French enter the war under the provisions of this rule, rule 15.2 is suspended.

Victory is still determined according to the normal conditions with but one additional provision: the American player must control one of the following hex at the end of play or he cannot win: Montreal (3411), Quebec City (4111), Louisbourg (5927), or Halifax (4926).

15.4 Spanish Entry

Place the Spanish Entry Marker according to the provisions of rule 15.1. The Spanish enter the war on the American side on the turn indicated, and the Spanish fleet then becomes available for use according to the Fleet Availability Table. Prior to Spanish entry into the war, only Spanish units may be in Louisiana and the Havana Holding Box.

15.5 Spanish Restrictions

The Spanish fleet may only be placed in the Gulf of Mexico or the South Atlantic. Further, the Spanish fleet may only be placed in the South Atlantic if the British control no ports adjacent to the Gulf of Mexico.

Spanish Naval Infantry may not be used north of the S3500 hexrow, inclusive.

No Spanish units may enter any hex occupied by American units, and vice versa. Only Spanish and French units may ever enter the Havana Holding Box.

15.6 American Economic Collapse

The Continental Congress financed the Revolution through deficit spending, simply printing whatever amount of money was needed. The economic chaos that ensued nearly destroyed the republic. Rochambeau used the gold in his war chest to hold together the American Army just prior to Yorktown, but even so it was a near thing.

American Economic Collapse is considered to have occurred at the start of any turn either of the following two events have taken place: 1) it is turn 35 and French entry has not yet occurred; or 2) the British occupy all 20 port hexes in the 13 colonies plus Maine.

Once collapse has occurred, the American player may no longer trace North American supply or receive Continental Army replacements.

15.7 The Fall of Lord North

If the British player fails to make required West Indies Withdrawals (see 7.7), or if any turns begins with 35 or more steps of British units eliminated , Lord North's government has fallen. (When counting the steps, don't count steps lost from units depleted but still on the map, and don't count Hessian or Provincial units, and don't count the Fort Gage or Natchez units.)

If Lord North's government falls, that means the game is ended the the American player is declared the victor.

15.8 Restoration of Colonial Administration

If at the beginning of any turn every American supply/entry hex is occupied by a British, Provincial or Hessian unit, the rebellion is considered to have been suppressed and Royal Colonial Administration fully restored. In that case play is ended and the British player is declared the victor.

15.9 British Pride

If at any time the highest ranking British leader in play in a civilized hex within the original 13 colonies or Maine or Vermont is not an Englishman — that is, he's a Provincial or Hessian — that non-English leader is removed. The process is repeated as often as is necessary to put an Englishman back in overall command.

15.10 British Player Competitive Victory

In American Revolution scenarios, the British player is considered to have won the play of the game, even though he may have failed to crush the rebellion, if he out performs his historical counterpart. Each winter turn, score one British victory point for each of the following hexes currently under that side's control: Quebec City (4111), Albany (2716), Newport (2922), Philadelphia (1719), Charleston (S4225), Montreal (3411), Boston (3120), New York City (2220), Williamsburg (S5922) and Savannah (S3825).

If the British player scores more than 53 victory points, he has outdone his historical counterparts and is therefore considered to have won the game. In tournament play, victory under this rule is considered inferior to truly crushing the rebellion.

The British player is considered to have accumulated four victory points prior to the start of the 1776 Scenario (19.0), 12 victory points prior to the 1777 Scenario (21.0), and 50 victory points prior to the start of the Yorktown Scenario (24.0).

16.0 Invasion of Canada Scenario

Beginners Note. This is the scenario most suitable for your play.

16.1 Set Up

Only the north map is used when playing this scenario.

Set up the units of both sides with underlined red set-up codes printed in their upper-left corners. The units with turn 2 set-up codes are also set up on the map at the start of this scenario. There are six British and five American units on the map at the start, along with one British and 10 American reinforcement units. The British player has three Indian units available for recruitment and the American has four substitute counters.

16.2 Scenario Length

This scenario begins on turn 2 and ends after the completion of turn 7.

16.3 Victory Conditions

The player whose forces control Quebec City (4111) at the end of turn 7 wins the game.

16.4 Scenario Unit Withdrawals

Turn 5 - 1CT(75), 4CT(75), 5CT(75)
Turn 6 - Prov

17.0 Great War for Empire Scenario

17.1 Set Up

Only the north map is used when playing this scenario.

Set up the units of both sides with black set-up codes printed in their upper-left corners.

17.2 Scenario Length

This scenario begins with turn 1 and ends after the completion of turn 32.

17.3 Victory Conditions

The British player wins if at the start of any turn, or at the end of turn 32, every French supply/entry hex is occupied by a supplied British-side unit. The French player wins by preventing the British player from achieving that victory condition prior to or at the end of turn 32.

17.4 Scenario Unit Withdrawal List

All Militia units - every spring and fall turn
The 12 Provincial regiments marked "E" - every second-winter turn
Turn 7 - Shirley
Turn 19 - Loudon
Turn 21 - Abercromby (replace with Gage)
ßTurn 23 - Forbes (replace with Stanwix), 2VA

18.0 Main American Revolution Scenario

18.1 Set Up

Deploy the units of both side with red set-up codes printed in their upper-left corners.

18.2 Scenario Length

This scenario begins on turn 1 and ends at the completion of turn 41.

18.3 Victory Conditions

The British player wins by restoring colonial administration (see 15.8), or if the game ends due to American Economic Collapse (see 15.6). The American player wins by causing the fall of Lord North's government (see 15.7), or if the end of turn 41 is reached without economic collapse occurred. American Economic Collapse is only relevant to victory determination after a full 41 turn game is completed.

Short game variant: the American player wins when French entry occurs.

Historical variant: what if Amherst had accepted the command in North America? Enter Amherst instead of Howe on turn 2, and don't withdraw Gage on turn 4 or Carleton on turn 20. Put Haldimand at St. Augustine (S3228) at the start.

18.4 Scenario Unit Withdrawals

British

All Militia units - every spring and fall turn
Turn 4 - Gage
Turn 12 - Percy
Turn 20 - Carleton
Turn 35 - Tryon
Turn 38 - Phillips
Turn F+3 (West Indies Withdrawal) - Howe, Grant, Vaugn, Greay, Pigot, 1Mar, 2Mar, 16QLD, 69, 79, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, plus 10 additional regiments totalling 18 steps.

American

All Militia units - every spring and fall turn
All Light Infantry units - every fall turn
Clark - every second-winter turn
Turn 5 - 1CT(75), 4CT(75), 5CT(75), 7 Cont, Bridge MA, Brewer MA, Cotton MA, Dittle MA, D'son MA, Fellows MA, Frye MA, Scam MA, Wdbr MA, Wlkr MA, Wtcmb MA, Church RI
Turn 6 - Prov
Turn 8 - Thomas
Turn 11 - Brrl CT, Porter MA, Bedel NH, 4NY(76), 10 Cont, 13 Cont, 14 Cont, 17 Cont, 21 Cont, 22 Cont, 25 Cont, Nich NY, Lipp RI, Rich RI
Turn 12 - 12 Cont, 19 Cont, 20 Cont, 1NY(75), 13PA 1PSR, 13PA 2PSR, MVR
Turn 13 - Ward, Elmore CT, Ward CT
Turn 15 - Schuyler, Long NH
Turn 17 - Stark
Turn 19 - Otten
Turn 20 - 7NC, 8NC, 9NC, 10NC, Old 11PA, 12PA, 13PA PSM
Turn 22 - Thrst
Turn 23 - Putnam, Steven Art, Malcolm, NC LD
Turn 24 - 4NJ
Turn 25 - Henley MA, Lee MA
Turn 26 - 5VA, 6VA, 8VA, 9VA
Turn 29 - GA Art
Turn 30 - 5SC, 6SC, Pulaski
Turn 31 - Shbrn
Turn 33 - Arnold
Turn 35 - 4CT, 7CT, 8CT, 9CT, 2GA, 3GA, 4GA, GMR, 11MA, 12MA, 13MA, 14MA, 15MA, 16MA, 6MD, 7MD, 8MD Ger, MD Art, 3NH, Whit NH, 3NJ, 5NJ, 3NY, 4NY, 5NY, 5NC, 6NC, NC Art, 4PA, 5PA, 6PA, 7PA, 8PA, 9PA, 10PA, New 11PA, 2RI, 4SC Art, 11VA, 14VA, 15VA, RIC, WIC, Gray, Wrnr GMB

19.0 The 1776 Scenario

19.1 Set Up

This is a shorter Revolutionary War scenario beginning with Howe's invasion of New York.

British

Eliminated prior to start: 18, 26, 59, DEth, McLH (replaceable), QOLV
Three steps have been lost toward French entry.
Quebec City (4111): Carleton, Burgoyne, Riedesel, 5LI, 5GR, 2Mar, 4, 9, 20, 21, 24, 29, 31, 34, 47, 53, 62, 84RHE, HHEP, BrGr, BrPF, BrPL, BrvRi, Can Militia
Halifax (4926): Howe, Cornwallis, Phillips, 1LI, 1GR, 1Mar, 17, 22, 23, 27, 35, 38, 40, 43 (reduced), 44, 45, 49, 52, 55, 63, 64, 65, 17LD, NSV, RFA
1102: 8/2
1907: 8/1, BR
S1905: Natchez
S2315: 16
S3228: Prevost, 14, 60/2 (1 step), 60/3 (2 steps), 60/4 (2 steps)
S3800: Fort Gage
On the British fleet in the South Atlantic zone: Clinton, 15, 28 33, 37, 46, 54, 57

American

Eliminated prior to start: Montgomery
Trois Rivers (3710): 25 Cont, 1 Can, 2 Can, Brrl CT, Elmore CT, 1NH, 2NH, 3NH, Bedel NH, Nich NY, 1MA, 3MA, Porter MA, Wrnr GMB
Boston (3120): Ward, 5MA, 8MA, 12MA, 13MA, 14 Cont
Providence (2921): Lipp RI, Rich RI
2620: Ward CT
Anywhere in Connecticut: 10 Cont
Albany (2716): Schuyler, 1NY, 4NY, 2NJ, 2PA, 3PA, 5PA, 7PA
New York City (2220): Washington, Putnam, Gates, 3

Cont Art, 12 Cont, 13 Cont, 17 Cont, 19 Cont, 20 Cont, 21 Cont, 22 Cont, 2MA, 4MA, 6MA, 9MA, 1NJ, 1NY(75), 2NY, 1PA, 1RI, 2RI
2119: 3NJ
Philadelphia (1719): 4PA, 6PA, 13PA 1PSR, 13PA 2PSR, Del
1718: 13PA PSM
1419: 1MD, MD Art
1320: 2MD
1223: 9VA
1017: MVR
Williamsburg (S5922): 1VA, 2VA, 3VA, 4VA, 5VA, 6VA, 7VA
Wilmington (S4926): 1NC, 4NC, 5NC
Charleston (S4225): Lee, 8VA, 2NC, 3NC, 1SC, 2SC, 3SC, 4SC Art, 5SC, 6SC
S3825: 1GA

For both sides, all Indians and Militia available for entry in the Main American Revolution Scenario are also available in this scenario. The Wat unit is available.

19.2 Scenario Length

This scenario begins on turn 8 and ends with the completion of turn 41.

19.3 Victory Conditions

The British player wins by restoring royal colonial administration (15.8), or if the game ends with American economic collapse having occurred (15.6).

The American player wins by causing Lord North's government to fall (15.7), or if the game ends without American economic collapse having occurred (15.6).

Short game variant: the American player wins if French entry occurs.

20.0 The British Invasion Scenario

20.1 Set Up

This scenario covers Howe's invasion of New York and the campaign across the Jerseys. Only the north map is used in this scenario.

British
Eliminated prior to start: 18, 26, 59, DEth, McLH, QOLV
Three steps have been lost toward French entry.
Quebec City (4111): Carleton, Burgoyne, Riedesel, 5LI, 5GR, 2Mar, 4, 9, 20, 21, 24, 29, 31, 34, 37, 47, 53, 62, 84 RHE, HH EP, BrGr, BrPF, BrPL, Br vRi, Can Militia
Halifax (4926): Howe, Cornwallis, Phillips, 1LI, 1GR, 1Mar, 17, 22, 23, 27, 35, 38, 40, 43 (reduced), 44, 45, 49, 52, 55, 63, 64, 65, 17 LD, NSV, RFA
1102: 8/2
1907: 8/1, BR
Enter with turn 9 reinforcements: Clinton, 15, 28, 33, 37, 46, 54, 57

American
Eliminated prior to start: Montgomery
Trois Rivers (3710): 25 Cont, 1 Can, 2 Can, Brrl CT, Elmore CT, 1NH, 2NH, 3NH, Bedel NH, Nich NY, 1MA, 3MA, Porter MA, Wrnr GMB,
Boston (3120): Ward, 5MA, 8MA, 12MA, 13MA, 14 Cont
Providence (2921): Lipp RI, Rich RI
2620: Ward CT
Anywhere in Connecticut: 10 Cont
Albany (2716): Schuyler, 1NY, 4NY, 2NJ, 2PA, 3PA, 5PA, 7PA, 12 Cont, 13 Cont, 17 Cont, 19 Cont, 20 Cont, 21 Cont, 22 Cont, 2MA, 4MA, 6MA, 9MA, 1NJ, 1NY(75), 2NY, 1PA, 1RI, 2RI
2119: 3NJ
Philadelphia (1719): 4PA, 6PA, 13PA 1 PSR, 13PA 2 PSR, Del
1718: 13PA PSM
1419: 1MD, MD Art
1320: 2MD
1223: 9VA
1017: MVR
Enter with turn 9 reinforcements: Lee, 1VA, 2VA, 3VA, 4VA, 5VA, 6VA, 7VA, 8VA, 1NC, 2NC, 3NC, 4NC, 5NC

For both sides, all Indians and Militia available for entry in the Main American Revolution Scenario are also available in this scenario.

20.2 Scenario Length

This scenario beings with turn 8 and ends after the completion of turn 12.

20.3 Victory Conditions

The British player wins if French entry has not occurred and he controls at least four of the following hexes at the end of play: Quebec City (4111), Montreal (3411), Boston (3120), Newport (2922), New York City (2220), Philadelphia (1719). The American player wins if French entry occurs. Any other result is a draw.

21.0 The 1777 Scenario

21.1 Set Up

This is an even shorter American Revolution scenario.

British
Eliminated prior to start: 6, 18, 26, 59, 65, DEth, QOLV
Six steps have been lost toward French entry.
Eliminated but available for replacement: HC Rall Gr, NCV, MD, Eddy, McL H
4926 or 5121: 1Mar, NSV, RFA
On or adjacent to 3411: Burgoyne, Phillips, Reidesel, 5LI, 5GR, 9, 20, 21, 24, 47, 53, 62, QLR 1, Caug Indians, Br LI, Br GR, Br PF, Pr PL, Br vRh, Br vRi, Br vSp
Anywhere in Canada, but not stacked with any of the above: Carleton, 2Mar, 7, 29, 31, 34, 84 RHE, QLR 2, Can Militia
Oswego (2411): 8/1, BR, Sen Indians
1102: 8/2

On or adjacent to New York City (2220): Howe, Heister, Cornwallis, Knyphausen, Grant, Vaughn, Tryon, Grey, Leslie, 1LI, 2LI, 3LI, 4LI, 1Gd, 2Gd, 1GR, 2GR, 3GR, 4GR, 4, 10, 15, 17, 23, 27, 28, 33, 35, 37, 40, 42, 44, 45, 46, 49, 52, 55, 57, 63, 64, 71/1, 71/2, 16 QLD, 17LD, HC Leib Gd, HC 1GR, HC 2GR, HC Bun, HC Dit, HC Don, HC EP, HC Hyn, HC Kny, HC Leng, HC Ling, HC Loss, HC Mir, HC PC, HC Stn, HC Trum, HC Wis, HC Wnt, QR 1A, NYV 3A/1, KA 4A, LA, PWA, NYC Militia

Newport (2922): Clinton, Pigot, 22, 38, 43 (1 step), 54

S1905: Natchez

S2315: 16

Anywhere in Florida: Prevost, 14, 60/2 (1 step), 60/3 (2 steps), 60/4 (2 steps), Wal 3

S3228: EFR

S3800: Fort Gage

Available whenever the entry hex becomes British controlled: RNC, SCR

American

Eliminated prior to start: Montgomery, Eddy

Morristown (2118): Washington, Sullivan, Greene, Stirling, 1 Cont LD, 3 Cont Art, 2 Can CO, Del, 1MD, 2MD, 8MD, 1NJ, 2NJ, 3NJ, NJ Militia, 1PA, 2PA, 3PA, 4PA, 5PA, 6PA, 7PA, 8PA, 12PA, 13PA PSM, 1NC, 2NC, 3NC, 4NC, 5NC, 6NC, NC LD, NC Art, 1VA, 2VA, 3VA, 4VA, 5VA, 6VA, 7VA, 8VA, 9VA, 10VA, 11VA, 12VA, 13VA, 14VA, WIC

Ticonderoga (3014) or Albany (2716): Schuyler, Gates, 1 Can, 2MA, 8MA, 9MA, 12MA, Long NH, 1NY

Newburg (2418): Putnam, Spencer, 1MA, 3MA, 4MA, 5MA, 6MA, 7MA, 13MA, 2NY, 3NY, 4NY, 5NY, 1RI, 2RI

Providence (2921): RI Militia

Savannah (S3825): Howe, 1SC, 2SC, 3SC, 4SC, 5SC, 6SC

Place on the entry hexes shown on the counters: 2 Cont Art, 3 Cont LD, 4 Cont Art, 4 Cont LD, 1CT, 2CT, 3CT, 4CT, 5CT, 6CT, 7CT, 8CT, 9CT, 1GA, 2GA, 3GA, GA Art, GHR, 10MA, 11MA, 14MA, 15MA, 3MD, 4MD, 5MD, 6MD, 7MD, MD Art, 1NH, 2NH, 3NH, 4NJ, 5NJ

Stacked with any unit in New Hampshire, Maine, Rhode Island or Connecticut: Heath

For both sides, all Indians and Militia available for entry in the Main American Revolution Scenario are also available in this scenario. The Wat unit is available.

21.2 Scenario Length

This scenario begins on turn 13 and ends with the completion of turn 41.

21.3 Victory Conditions

Use the victory conditions presented in 19.3.

21.4 Special Rule

The American may offer any single British leader eliminated, either in combat or due to lack of supply, to the British player in exchange for Gen. Lee. Exchanged leaders return on the next reinforcement phase.

22.0 The Saratoga Scenario

22.1 Set Up

This is the really the military climax of the American Revolution. Only the north map is used in this scenario.

British

Eliminated prior to start: 6, 18, 26, 59, 65, DEth, QOLV

Six steps have been lost toward French entry.

Eliminated but available for replacement: McL H, HC Rall GR, NCV, MD, Eddy

4926 or 5121: 1Mar, NSV, RFA

On or adjacent to 3411: Burgoyne, Phillips, Reidesel, 5LI, 5GR, 9, 20, 21, 24, 47, 53, 62, QLR1, Caug Indians, Br LI, Br GR, Br PF, Pr PL, Br vRh, Br vRi, Br vSp

Oswego (2411): 8/1, BR, Sen Indians

On or adjacent to New York City (2220): Howe, Heister, Cornwallis, Knyphausen, Grant, Vaughn, Tryon, Grey, Leslie, 1LI, 2LI, 3LI, 4LI, 1Gd, 2Gd, 1GR, 2GR, 3GR, 4GR, 4, 10, 15, 17, 23, 27, 28, 33, 35, 37, 40, 42, 44, 45, 46, 49, 52, 55, 57, 63, 64, 71/1, 71/2, 16QLD, 17LD, HC Leib Gd, HC 1GR, HC 2GR, HC Bun, HC Dit, HC Don, HC EP, HC Hyn, HC Kny, HC Leng, HC Ling, HC Loss, HC Mir, HC PC, HC Stn, HC Trum, HC Wis, HC Wnt, QR1A, NYV 3A/1, KA4A, LA, PWA, NYC Militia

Newport (2922): Clinton, Pigot, 22, 38, 43 (1 step), 54

American

Eliminated prior to start: Montgomery, Eddy, Lee

Morristown (2118): Washington, Sullivan, Greene, Stirling, 1 Cont LD, 3 Cont Art, 2 Can CO, Del, 1MD, 2MD, 8MD, 1NJ, 2NJ, 3NJ, NJ Militia, 1PA, 2PA, 3PA, 4PA, 5PA, 6PA, 7PA, 8PA, 12PA, 13PA PSM, 1NC, 2NC, 3NC, 4NC, 5NC, 6NC, NC LD, NC Art, 1VA, 2VA, 3VA, 4VA, 5VA, 6VA, 7VA, 8VA, 9VA, 10VA, 11VA, 12VA, 13VA, 14VA, WIC

Ticonderoga (3014) or Albany (2716): Schuyler, Gates, 1 Can, 2MA, 8MA,9MA, 12MA, Long NH, 1NY

Newburg (2418): Putnam, Spencer, 1MA, 3MA, 4MA, 5MA, 6MA, 7MA, 13MA, 2NY, 3NY, 4NY, 5NY, 1RI, 2RI

Providence (2921): RI Militia

Place on the entry hexes on the counters: 2 Cont Art, 3 Cont LD, 4 Cont Art, 4 Cont LD, 1CT, 2CT, 3CT, 4CT, 5CT, 6CT, 7CT, 8CT, 9CT, 10MA, 11MA, 14MA, 15MA, 3MD, 4MD, 5MD, 6MD, 7MD, MD Art, 1NH, 2NH, 3NH, 4NJ, 5NJ

Stacked with any unit in New Hampshire, Massachusetts, Rhode Island or Connecticut: Heath.

For both sides, all Indians and Militia available for entry in the Main American Revolution Scenario are also available in this scenario. The Wat unit is available.

22.2 Scenario Length

This scenario begins on turn 13 and ends with the completion of turn 18.

22.3 Victory Conditions

The British player wins if French entry has not occurred and he controls all of the following hexes at the end of turn 13: Ticonderoga (3014), Albany (2716), New York City (2220) and Philadelphia (1719). The American player wins if French entry occurs. Any other result is a draw.

22.4 Special Rule

American units may not move into or northeast of the line of hexes between 2709 and 4016 or north of the 3900 hexrow.

23.0 The Southern Scenario

23.1 Set Up

This scenario covers the final British offensive, which at its peak recaptured the part of America most vital to British merchants. Only the south map is used when playing this scenario.

This scenario begins with the capture of Charleston from Gen. Lincoln. Only at Bataan and Harpers Ferry have greater numbers of American soldiers surrendered to the enemy.

Only the indicated units are used in this scenario.

British

Twenty-six steps have been lost toward the fall of Lord North.

Eliminated but available for replacement: McL H

On the British fleet in the South Atlantic Sea Zone: Clinton, Cornwallis, Leslie, 1LI, 1GR, 7, 23, 33, 42, 63, 64, 1GD, 2GD, VI2A, NYV3A/1, NYV3A/2, KA4A, BL5A, NJ/1, HC Wrb, plus one other full strength HC unit (von Bose now in command)

Savannah (S3825): Prevost, 71/1, 71/2, KR, EFR, GA Militia

Mobile (S2214): 60/4 (2 steps), Choc Indians

Pensacola (S2315): 16, 60/3 (2 steps), MD, AV, Wal 3, Ala Indians

Available whenever the entry hex becomes British controlled: NCV, RNC, SCR, SC Militia, NC Militia

British Reinforcements & Withdrawals:

Turn 32: Withdraw Clinton, 2GR, 42

Turn 36: Arnold, QR1A, NYV3A/3, AV

Turn 37: Phillips, 76, 80, HC EP, AB dS, AB dV. Withdraw Arnold.

Turn 38: 3, 19, 30. Withdraw Phillips.

American

Charleston (S4225): Lincoln, 1GA, 2GA, 3GA, 4GA, GMR, 1NC, 2NC, 3NC, 4NC, 5NC, NC Art, 1SC, 2SC, 3SC, 4SC Art, 1VA, 2VA, 3VA, 4VA, 7VA, 10VA, 11VA, 12VA, 14VA, 15VA, Gray

On or adjacent to S4323: 1 Cont LD, 3 Cont LD, Armand, SC Militia

Richmond (S5820): DeKalb, Del, 2MD, 4MD, 6MD

New Orleans (S1610): Galvez, La, Cor, Esp, Nav

The North Carolina and Virginia Militias are available. The Georgia Militia is available if its entry hex becomes friendly controlled. The Wat unit has not yet been used. The Spanish fleet is available; the French fleet becomes available on turn 37.

American Reinforcements & Withdrawals:

Turn 31: Gates, 1MD, 3MD, 5MD, 7MD, MD Art

Turn 34: Greene, Lee's Legion

Turn 35: Withdraw 2GA, 3GA, 4GA, GMR, 6MD, 7MD, MD Art, 5NC, 6NC,
NC Art, 4SC Art, 11VA, 14VA, 15VA, Gray

Turn 37: Lafayette, 1LI, 2LI, 3LI

Turn 38: 1PA, 2PA

Turn 39: Washington, Rochambeau, 1 Cont Art, 2 Cont Art, 4 Cont Art, 4LI, 5LI, 6LI, 2 Can CO, 1RI, 1NY, 2NY, 1NJ, 2NJ, Brb, RDP, Sain, Sois, VE (1 step)

For both sides, all Indians with south map entry hexes are available.

23.2 Scenario Length

This scenario starts on turn 30 and ends with the completion of turn 41.

23.3 Victory Conditions

The British player wins if at the end of the play his forces occupy all of the following hexes: S3825, S4225, S4219, S4718 and S4926. The American player wins by causing Lord North's government to fall (see 15.7). Any other result is a draw.

23.4 Special Rules

Clinton, Cornwallis and Prevost all automatically pass all initiative die rolls the first turn. Lincoln automatically fails all initiative die rolls the first turn.

All American reinforcements, and any American replacements with north map entry hexes, are entered through any hex in row S6000. They move normally their turn of entry.

24.0 The Final Year Scenario

24.1 Set Up

This scenario covers the war's final campaign. American currency was almost worthless and the soldiers of the Continental Army were starting to desert in droves. The gold in Rochambeau's war chest could hold Washington's army together for one more campaign. The Americans needed to deliver a knockout blow while they still had the forces to deliver it. Washington planned a joint attack on New York, but instead got his victory at Yorktown. This scenario uses both maps.

British

Eliminated prior to start: 5LI, 5GR, 6, 9, 10, 14, 18, 20, 21, 24, 26, 47, 52, 53, 59, 65, 60/2, 60/4, BR, DEth, Ham, Fort Gage, Natchez, QOLV

Twenty-six steps have been lost toward the fall of Lord North.

Sent to West Indies according to rule 7.7: 4, 5, 15, 27, 28, 35, 40, 46, 49, 55
4926 or 5121: NSV, RFA
Quebec City (4111): AZ1
On or adjacent to 4111, 3710, 3411, 3312, 2709 and/or 1907: Haldimand, 8/1, 29, 34, 44, 70, 84 RHE, QLR/1, QLR/2, HH EP
1102: 8/2
Penobscot (4020): 74, 82
On or adjacent to New York City (2220): Clinton, Knyphausen, Arnold, 2LI, 3LI, 4LI, 2GR, 3GR, 4GR, 17, 22, 31, 37, 38, 42, 45, 54, 17LD, AL/1, AL/2, LA, NJ/2, NJ/3, NJ/4, NJ/5, NJ/6, PWA, NY Militia, 17HC regiments (not including EP or Wrb), four steps BR units
Williamsburg (S5922): Phillips, 76, 80, HC EP, AB1, AB2
One each on S5921 and S5824: QR1A, NYV3A/3
Wilmington (S4926): Cornwallis, Leslie, 1Gd, 2Gd (1 step), 1LI (1 step), 17, 33 (1 step), 71/1, 43, BL5A, HC Wrb (1 step), 1 HC regiment
S5023: McL H (1 step)
S4619 or S4718: 63, VI2A, RNC, NCV, SCR, NC Militia
S4219 and/or S4319 and/or S4225 and/or S3825 and/or S4020: 7, 64, 71/2, KA4A, NYV3A/1, NYV3A/2, NJ/1, KR, GA Militia, SC Militia
St. Augustine (S3228): Prevost, 1GR, EFR
Pensacola (S2315): 16, 60/3 (2 steps), AV, MD, Wal 3
Available: Can Militia, NS Militia
Turn 38 reinforcements: 3, 19, 30, AZ2
The only withdrawal is Phillips on turn 38.

American
On set up hexes on the counters: 1PA, 2PA, 3PA, 3VA, 10VA, 12VA, 13VA
Newport (2922): Rochambeau, BRB, RDP, Sain, Sois, VE (1 step)
Morristown (2118): Washington, Sullivan, Stirling, Lincoln, 4LI, 5LI, 6LI, 2 Can CO, 1 Cont Art, 2 Cont Art, 4 Cont Art, Forman, 1NJ, 2NJ, 1NY, 2NY, 1RI, 1NH, 2NH
Newburg (2418): Heath, McDougal, Howe, Spencer, 3 Cont Art, 2 Cont LD, 1CT, 2CT, 3CT, 5CT, 6CT, 1MA, 2MA, 3MA, 4MA, 5MA, 6MA, 7MA, 8MA, 9MA,10MA
1019: Lafayette, 1LI, 2LI, 3LI, Armand
S5221: Greene, 1 Cont LD, 3 Cont LD, Del, 1MD, 2MD, 3MD, 4MD, 5MD, NC Militia, VA Militia
S4323: Lee's Legion, SC Militia
Mobile (S2214): Galvez, Cor, Esp, Nav
New Orleans (S1610): La
The Georgia Militia is available if an entry hex is captured. There are no reinforcements or withdrawals. For both sides, all Indians and militia available for entry in the Main American Revolution Scenario are also available in this scenario. The Wat unit is not available.

24.2 Scenario Length

This scenario starts on turn 37 and ends after the completion of turn 41.

24.3 Victory Conditions

The American player wins by causing Lord North's government to fall (see 15.7), or if the scenario ends with the British player controlling no ports in the 13 colonies. The British player wins by restoring royal colonial administration (see 15.8) or by preventing the American player from fulfilling that side's victory conditions.

24.4 Special Rule

The South Carolina Militia unit doesn't need to be withdrawn on spring and fall turns in this scenario.

25.0 Designer's Notes

This is the game I waited 25 years for someone else to design and publish. That waiting began when I opened my copy of the Avalon Hill Game Company's 1776 and found there were no historical identifications on any of the counters.

While researching EoE I developed a great appreciation of William Howe's strategic sense. The British player can lose the game very quickly by attempting a brash move (like Burgoyne did at Saratoga). A methodical approach, avoiding defeat and French intervention, while preparing to act decisively after American economic collapse, offers the British their best hope.

I've tried to catch the genius of George Washington, who was able to hold his army together through many defeats and wait his chance to strike back unexpectedly, as at Trenton, Germantown and Yorktown. The American player's best chance for victory is by pulling off a Saratoga — isolating a large British force and compelling its defeat.

The French and Indian War is a fascinating subject long neglected by our hobby, probably because we've been taught American military history only began at Lexington. The Great War for Empire is actually my favorite scenario in the game, and I hope it will inspire other designers to explore the subject. ✪

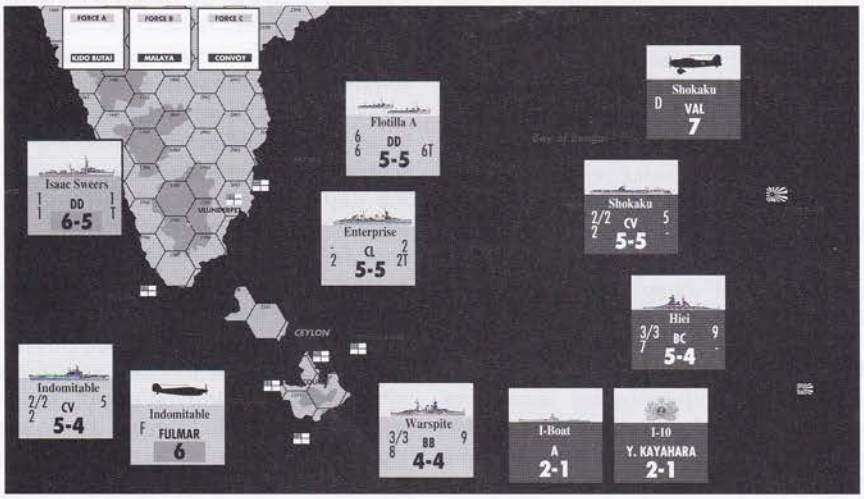
Moments in History announces
White Ensign/Rising Sun

The Raid on Ceylon, April/May 1942

White Ensign/Rising Sun is an operational simulation of combat in World War II in the Indian Ocean. Scenarios cover both actual and hypothetical operations in spring and summer of 1942. Based on the exciting **Norway-1940** system (double blind); it has been updated from that classic design. Carrier and plane operations have been greatly expanded, and the general game design has received a face lift from the original.

Beginning with the April raid by the Japanese under Vice-Admiral Nagumo into the Indian Ocean. These raids sank and destroyed shipping in the Bay of Bengal and destroyed targets in and around Ceylon. The shipping losses would paralyze commercial operations in the Bay of Bengal through 1943 (leading to a large loss of civilian life through famine and disease), while the raids on Ceylon would bring Allied reinforcements to both Ceylon and India from around the world.

This low complexity naval/air game comes with both historical and hypothetical scenarios. Two identical maps, 176 - 5/8" counters, ziplock bag. Design by Jack Greene. Limited Edition: only 1,000 copies to be printed! **Price:** $35.00 Release date December 10, 1997.



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Ironbottom Sound II - *Surface Naval Combat in the Solomons.* A complete redesign of Quarterdeck Games' classic edition of 1981, including new scenarios and beautiful counters of involved ships. Two maps, two island cards, one countersheet (with various sized ship counters) ten scenarios, ideal for multi-player matches, too! Design by Jack Greene. Limited edition: only 1,000 copies printed! Price: $42.00 Release date about January 15, 1998.

Still available:

All Quiet On The Western Front? covers the fighting on the Western Front in World War I beginning with the so-called "Kaiser's Battle" in March until the German armistice in November. *All Quiet* is very playable (moderate complexity) and comes with four scenarios: "Operation Michael" (one turn), "Ludendorff Attacks" (turns 1-9), "The Allied Counteroffensive (turns 10-18), and the campaign scenario. This game will come with two 22" x 34" full color maps, 600 full color counters, 2 player aid cards, and a rulesbooklet with historical commentary. Ziplocked. Design by Ted Raicer. $45.00.

Eastwall, Battles for the Dnepr, uses the popular system of Ring of Fire to simulate the six month bitter campaign for control of the Ukraine in late 1943 and early 1944. The German forces of Heeresgruppe Süd fights the Red Army forces of several Fronts. With low-to-moderate, the game includes two kinds of combat (Tank Combat between armored formations, and Regular Combat), Reserve rules, paradrops (á la Kanev), and special bridgehead operations for the mighty Dnepr river. *Eastwall* has four scenarios and plays very well solitaire. Components: one 22"x34" map, 480 full color counters, 4 player aid cards, and a rulesbooklet with historical commentary. Ziplocked. Design by John Desch. Price: $35.00

Fields of Glory: *The Battles Oudenarde, July 11, 1708 and Malplaquet, September 9, 1709.* **Winner of the Charles C. Roberts Award for best pre-WWII boardgame in 1996.** Contents: two 22" x 34" maps (backprinted on a single sheet), 840 counters, one rulesbooklet with historical commentary, four Player Aid Cards, one ten-sided die, in bookcase box. Design by Richard Berg. Price: $44

A Famous Victory: *The Battles of Blenheim and Ramillies, Great Leaders, Great Battles Series.* Contents: two 22" x 34" maps (backprinted on a single sheet), 720 counters, one rulesbooklet with historical com-mentary, four Player Aid Cards, one ten-sided die, one six-sided die, in bookcase box. Design by Richard Berg. Price: $39.

Piercing the Reich: *The Battle for Aachen, Siegfried Line Campaign, September/October 1944.* Contents: one 22" x 34" map, 360 counters, one rulesbooklet with historical commentary, four Player Aid Cards, one ten-sided die in bookcase box. (New Map included). Design by Dirk Blennemann. Price $37.00

Piercing the Reich — New Map. This is a complete redesign of the Piercing the Reich map. If you think the original one is ugly, check out this one and give Piercing the Reich another try. It costs only $5.00 including shipping and comes with a $5.00 voucher toward a direct sale from MIH.

Tank Commander Player's Guide: Includes a Card List, new Scenarios, Optional and Advanced Rules, and the rules in a larger format. Magazine sized, 40 pages. $8.95

Tank Commander: The Eastern Front Edition: Features tactical armored warfare at the Eastern Front in World War II. Includes individual tanks, AT-guns plus crews, infantry squads, equipment, terrain and special events in a 60-card deck. Each player needs a deck. A John Desch and Ulrich Blennemann design. $9.95 per Playing Deck. Display (12 decks) $83.40.

Aide de Camp

available for all games (about three months after publication). $10.00 per game.

Our e-mail address is MIHSUPPORT@aol.com and Homepage is http://www.internesti.com/MIH.

COMMANDER'S CALL

by Ty Bomba

There's a proviso about what you see in the game schedule below. That is, if my proposal for the *Taiwan* game doesn't pass (at the time of this writing, I still don't have the final votes on it), I'll throw it off the schedule and move Iron Dream back into issue no. 50. I took the step of bumping a still unresolved blurb into the schedule because of its topic. We've found over the years when you're looking to do a current-event/near-future game, the thing to do is finish it and get it out as soon as possible.

Other games in the pipeline I'm fairly confident will be coming into our office soon include: *Kasserine*, by Chris Perello; *Reds: The Russian Revolution*, *Death of an Army: First Ypres* and *Verdun*, all by Ted Raicer; *Cantigny: The AEF's Baptism of Fire*, *Operation Crusader*, *Highway to Hell: Operation Market Garden* and *On to Berlin*, all by John Desch; *War Plan Orange: The Evolution of US Naval Strategy, 1907-1945*, by Bruce A. Costello (see report below); *So Far From God: With Scott in Mexico* and *Greasy Grass: Custer's Last Stand*, by Hans von Stockhausen; and *Invasion: Pearl Harbor*, by Adrian McGrath.

Looking over the above, there's no denying we're going into a two or three year period dominated by games of the 20th century and the American Civil War. Since this is where your feedback voting has led us, I don't see anything really wrong with that. However, since I'm the guy who'll be hearing the grumbling from you pre-1815 types, I bring this up now in order to point it out as an opportunity unfolding for all you designers who favor pre-modern topics. In his development of *Yarmuk*, I think Chris Perello came up with a nifty system that could be used handily to cover almost any battle taking place before 1789 in general, and medieval battles in particular. Let's see some new game proposal blurbs along those or similar lines.

Issue Game Schedule

Issue	Game Title(s)
1997	
47*	Attila: Scourge o' God & Perfidious Albion
1998	
48†	Tomorrow the World, 2nd Ed.
49†	The Great Rebellion
50*	Meuse-Argonne & Taiwan: The Coming War with China
51*	Armies of the Czar & Waterloo/Laon
52*	The Battle of the Marne &Kureson: Blood on the Snow
53*	Royal Tank Corps & The Spanish Civil War
1999	
54+	Lightning War '44
55*	Chancellorsville & Iron Dream

Notes
* = Two-game issues
† = Mini-Monster issues

Buggy Whip Theory

There's lately been some discussion among people in the board wargame business of what we've come to refer to as the "Buggy Whip Theory" of demand. It comes from the idea the aggregate demand for buggy whips in 1997 is much smaller than it was in 1897 — yet there certainly still is some demand for buggy whips today. Before you say, "Duh?" let me explain how that relates to board wargames.

Since the early 1980s, the pattern in sales of board wargames has been a downward series of plateaus. Some new electronic home entertainment product hits the market; the hobby retailers react by upping their orders of it, while decreasing their orders for board wargames. (They're no doubt also reacting in other ways, but those activities fall outside our area of concern.) The last downward sequence was kicked off back in 1994 by the advent of CCGs, when the board wargame industry as a whole, as near as we can estimate, lost about seven percent of its gross/retail sales.

That's where the buggy whip idea comes in. Just as there's a certain irreducible minimum of demand for buggy whips, so too is there probably one for board wargames — and we've probably reached it. That is, the people still playing board wargames today will likely go on playing them no matter what happens with other home entertainment products. Thus companies that have learned to survive so far can probably continue to do so indefinitely.

Fight/Move or Move/Fight?

When *Wave of Terror: The Battle of the Bulge* was first turned in, it had a turn sequence allowing each side one round of move/fight activity per day (per game turn). It worked fine, but it also required a mobile assault rule in order to allow for the depth of advance that could occur over a 24 hour period when simulated in one set of player turns. As I indicated, the game had already gone through a lot of playtesting by that point, and that first system worked fine. But I, Mr. Developer, just didn't feel comfortable with the idea of "mobile assaults" taking place in the Ardennes in the winter of 1944/45. Though it worked, it didn't feel right to me; those weren't the kinds of visualizations I got when I thought about the Battle of the Bulge.

My solution was to break the game turn sequence into two player turns for each side. That doubled the amount of combat activity per daily game turn, thereby doing away with the need for the mobile assault rule.

The next evolution came about when I was working to solve the problem of the *6th SS Panzer Army* historically keeping back its heavy divisions' tanks the first turn. That was too important a characteristic of the historic fight to ignore, yet I didn't feel good, particularly given the new turn sequence, about simply boxing the German into the same approach. That's when the idea hit me about allowing each player to decide what to carry out first in each of his player turns: movement or combat, combat or movement.

I'd been toying with that idea since first seeing *Across Five Aprils* played at a convention several years back. There was a lot I liked about the feel created in that game,

which was created by putting so much randomness into something as basic as the turn sequence. But there were also some strange (read: unrealistic) results that came from such a complete randomization.

While all this was going on, one of our loyalist subscribers, Timothy Lee, serendipitously sent me a copy of a recent book: *Fighting by Minutes: Time and the Art of War,* by Robert R. Leonhard (Praeger Pubs., 1994, ISBN: 0-275-94736-X). In it, the author argues a lot that can be mystifying and frustrating about the planning and conduct of war can be made more manageable if, instead of thinking primarily in terms of force and distance, you frame your thinking chronologically: event sequencing, event duration, event frequency, event opportunity (per game turn).

Once you start to look at things that way, it gives a wargame designer a new lever of control in terms of showing the qualitative relationship — particularly in terms of training levels and command-control efficiency —between the opposing sides' forces. That is, the more efficient one side (or perhaps one component on a side) is at getting things done within a certain time-cut (your game turn length), the more control you award that player over his turn sequence, and also maybe even that of his opponent.

In situations where contrasting the two sides' abilities relative to each other isn't an important consideration, you can give them both equal levels of control (or lack thereof). Whatever sequence-manipulating abilities you then give both sides simply reflects your estimation of those controlling headquarters' abilities to determine the flow of events across time at that scale: today we will put the emphasis on engagement followed by exploitation movement, or on movement-to-contact climaxing in engagement.

You've already seen this (and apparently liked it) in *Wave of Terror* and *Blitzkrieg '40;* and you'll no doubt be seeing it in other designs forthcoming. For instance, in my *Taiwan* project, I'm testing the idea of the mainland Chinese forces going first, with a turn sequence that can be move/fight or fight/move, as that player desires. That will be followed by the Taiwanese forces operating under a randomly generated sequence that can go either way every player turn, determined by die roll at the start of each of that side's player turns. Within all that will also be the movement and combat, or combat and movement, or combat and combat, of the US Task Force Taiwan (a.k.a. "Task Force Tiger," "Task Force Tits Up," etc.), which the US/Taiwanese player can interpose at any point in each game turn's sequence.

For example, during the mainland Chinese movement or combat phase, the US/Taiwanese player will be allowed to tell his opponent to stop. Then he'll move and/or fight with his TFT unit (which will be a multi-step unit).

Another part of the scenario here is that Taiwanese communications and command-control get thoroughly hammered by the massive cruise missile strike that preceded by minutes the insertion of the mainland Chinese special forces ("Fist") and marine units onto their island. Thus the islanders start the war flatfooted and disorganized, while the mainland units have greater efficiency. They represent Peking's best, all intensively trained to be able to reproduce the Western Coalition's Desert Storm style of warfare that so impressed the People's Liberation Army high command in 1991 that it caused a doctrinal revolution there. Best of all, though, is the US intervention force (drawn from *18th Airborne Corps*), which has such efficient communications, training and command control as to be effectively able to shape each day's flow of events to its own commander's intent.

In *Iron Dream,* I'll probably allow the German player to completely control both sides' turn sequence during the first couple turns. Then, in the remaining dry weather of 1941, the German will retain control of his own sequence while that of the Soviet side becomes randomly determined. In mud turns, both sides' sequences will be randomly determined; while snow will award the Reds a greater degree of efficiency and control.

What's really fun about this approach is it can easily be retrofitted to almost any game. Try it with anything, even something as primitive and basic as AH's old *Stalingrad* game, and you can easily come up with an entirely different game.

I'd also like to recommend every one with the time read the *Fighting by Minutes* book I cited above; it is clearly, simply and well written. And in addition to having several chapters that dovetail smoothly and usefully with game design theory and technique, Leonhard also takes on current US Army doctrine. Amazingly (revolutionarily!), he persuasively argues "mission tactics" (the sacred *"Auftragstaktik"* to all you Germanophiles out there) have been rendered obsolete by recent advances in communications.

That is, though the trend was for the ever-increasing size of armies since Frederickian times to make it impossible for supreme commanders to get a clear and timely picture of what was going on all across their battlefronts, necessitating the downward delegating of command authority (initiative) to ever lower levels, modern communications have now reversed that. Modern reconnaissance and communications gear today put the most timely and detailed knowledge back in the hands of the supreme commanders (of First-World Western armies, that is), and also allow for the rapid flow of information downward. Thus the old Soviet dream of a completely and powerfully "synchronized" (controlled from the top down) offensive can now be efficiently realized across both space and time by the 21st century, high-tech armies of the West — savage and amazing!

Progress in Works Dept.

War Plan Orange: The Evolution of Naval Strategy
by designer Bruce A. Costello

I've come up with a lot of optional counters to include in the mix. For the 1922 what-if scenario, they include a fair number of battleships historically prohibited by the Washington Naval Treaty. And in the 1932 what-if scenario I've included the **Macon** and **Akron** dirigibles. For the historical (1941) scenario, I've also added a large group of possible extra carrier builds for both Japan and the US, plus a number of counters representing such things as the Dolittle Raid and Japanese Kyushu fighters and Rita bombers. Combined with the optional rules, the extra counters work to provide great variety without building too much complexity into the core system.

Each game turn represents three months. Within that framework the engine driving strategy is economics, represented by finite allotments of "Operations Points." These OP are used to expand the play sequence during crucial turns, while also working to keep easy track of both sides' economies. Japan, for example, only receives those additional carriers if that player manages to save up the OP to pay for them. OP totals are also subject to reduction by strategic submarine warfare and aerial bombardment campaigns, all conducted during the "Strategic Phase."

Each turn's "Operations Phase" consists of a minimum of one, and up to three, "Active Player Segments," each of which has a "Joint Naval Movement & Combat Portion," followed by another for land operations. Both players move and attack without OP cost for the first operations

segment, but must expend OP in order to be able to actively participate in others that same turn.

There is also a "Reaction Portion" that allows your opponent to make defensive moves or attempt naval ambushes, such as occurred at Midway. Turns during which neither player has sufficient OP or the desire to do much will go by quickly. I've worked to create a game that plays smoothly and rapidly, concentrating the players' attentions on strategy and operations rather than on rules and logistics, while at the same time building those factors into the overall system.

Naval movement, except for subs and surface raiders, is done by Task Forces, with individual ship counters held on a TF Display off the map. TFs must cease movement when they reach their movement factor limit or are detected by enemy air or surface units. Combat occurs after all movement and reaction, and involves two air rounds (if airpower is present), followed by surface combat between enemy TFs in the same hex. Surface combat is simple, using TF speed to influence maneuver, followed by strength comparisons between opposing ship counters to determine which fires first. An armor factor on each ship modifies results depending on their offensive and defensive capabilities.

Land movement and combat is fairly standard. I'm working with overrun rules to simulate the mechanized combat that took place on the mainland of Asia toward the end of the war. A differential CRT simplifies the math needed to conduct attacks. Aerial support allows for column shifts and paratroop drops. Amphibious assault is handled like land combat, but occurs during the naval segment. Supporting battleships can provide modifiers to such landings or attempt to neutralize enemy coastal defense complexes. Marines also generate important assault shifts.

National morale was a real factor in all prewar strategic planning. There are certain events that can drive either side's morale up or down, including the simple passage of time for the US, along with deliberate actions by both sides. When morale falls to a certain level, a player must roll a die each turn that may force an immediate cease fire request. Games end due to morale collapse or by reaching the overall time limit for each scenario. Victory is then determined based on what each side controls at that time.

The four scenarios are graduated in complexity, not simply by the ever increasing numbers of counters involved in each, but by the technological advances that occurred between 1907 and 1946. At present the 1907, 1922 and 1932 scenarios are contests between only Japan and the US, but I may add other units, rules and random events to bring in other countries.

Feedback Results From Issue No. 44

There was only one thumbs up in the voting among the four new game proposals presented in issue no. 44: *Unvexed to the Sea* scored a strong 6.48. The also-rans pulled thusly: *The Battle of Jarama* - 5.74; *Manila: Pearl of the Orient* - 5.83; and *Howlin' Mad at Saipan* - 5.35.

In the "Secont Thoughts" survey, you reevaluated the games from issue no. 42 as follows (first survey result/second survey result).

Shiloh game overall - 6.92/6.45; map - 6.97/6.51; counters - 6.67/6.23; rules clarity and completeness - 6.75/6.29. You estimated *Shiloh's* complexity at an even 5.00, after playing it to completion .75 times, and taking 4.63 hours to do so each time. On *Shiloh's* play balance, 36 percent would offer no opinion. That left four percent to claim the Confederates are heavily favored to win, and another five percent who say that's the slightly favored side. Twelve percent maintain the game is an even contest between the two sides. A fat 40 percent testify the Union is slightly favored, leaving three percent to swear that's the heavily favored side. Ninety percent said *Shiloh* was a good choice for inclusion in the hobby edition; 10 percent said nay.

Blitzkrieg '40 game overall - 7.74/7.25; map - 6.92/6.50; counters - 6.65/6.24; rules calrity and completeness - 7.42/7.03. You estimated *B'40's* complexity at 4.25. You played the 1939 to completion 1.13 times, taking 4.30 hours to do so each time. The corresponding figures for the 1940 scenario are 2.02 play-throughs at 5.41 hours. As to play balance of the 1939 scenario, 48 percent would offer no opinion. Eight percent claimed that scenario heavily favors the Germans, and another 24 percent said they're slightly favored to win. Nine percent said the 1939 scenario is evenly balanced. That left six and five percent, respectively, to maintain the Allies are the slightly and heavily favored side. The same figures for the 1940 scenario came in thusly: 50/11/12/12/9/6. Ninety-one percent thought *B'40* a good choice for inclusio in the hobby edition, leaving 9 percent who said no it wasn't.

In your first-time survey for the contents of hobby edition no. 44 itself, you rated its contents this way: *Second Front Now!* game overall - 7.20; map - 7.15; counters - 6.25; rules clarity and completeness - 6.70; *Dark Victory: The Alamo* game overall - 6.39; map - 6.24; counters - 6.43; rules clarity and completeness - 6.87; Commander's Call - 7.01; D-Elim - 6.65; hobby edition no. 44 overall - 6.70. Fifteen percent said hobby edition was better than hobby edition no. 43; 30 percent said the opposite; 45 percent said the two were of about equal worth; and 10 percent would offer no opinion.

You rated the contents of issue no. 44 of the main magazine, ranked from highest to lowest, like this: cover art - 7.40; Second Front Now - 6.75; To Hell With Monty - 6.75; The Syracuse Expedition - 6.57; The Battle of Hattin - 6.51; Crusader Castles - 6.44; The Battle of Borodino - 6.36; Short Rounds - 6.18.

The Feedback Loop

Please use the combined newsstand/hobby edition feedback card bound into the magazine to vote on the following new game proposals and survey questions. Vote by placing one whole number (only!) on the corresponding spaces on the postcard. If it's a rating question, "0" means "Don't publish this game under any circumstances;" or "This article was so uninteresting I didn't even read it!" From there, each higher number indicates a slightly more favorable opinion, until you get to "9," which means: "This game idea is top-notch; please publish this game as soon as possible!" Or: "This article couldn't have been any better!" In yes/no questions, "1" means "yes," and "2" means "no," and "0" means "no opinion," or "not applicable."

Next issue we'll present the feedback results from issue no. 45. To be counted in the voting on this issue, your card must reach us by 15 January.

New Game Proposals

1. Super Blocs 2000 will model possible wars among the eight super blocs that now seem to be evolving to dominate the power politics of the early 21st century: the West, Latin America, Africa, Islam, Sinic, Hindu, Orthodox, Buddhist and Japanese. Based on extrapolative scenarios taken from two recent non-fiction best sellers, Samuel Huntington's *The Clash of Civilizations* and Benjamin Barber's *Jihad vs. McWorld*, *SB2000* will use the *Tomorrow the World* system, two full maps and about 800 half-inch counters to provide two- and multi-player scenarios of possible global wars to come. In addition to what's already covered in the TTW system, new rules will be added to cover: low-intensity operations, partisans, special forces, cyberwar, etc. With a complexity of about 4.5 and a playing time of roughly six to 18 hours, it's a mini-monster for the magazine by Mark Wegierski.

2. The Aragon Front. This game covers the Spanish Civil War in eastern Spain from 1936 to 1939. Thought of initially as a mere sideshow, once the battle for Madrid stalled, the Aragon wastelands and mountain ranges turned out to be the decisive theater of the entire war. The area saw the main Republican efforts to

stop Franco's offensive into the isolated northern provinces, generating some of the most mobile, unique and bloody battles, including Belchite, Tevel and the Ebro.

TAF will include a campaign game covering the entire period from July 1936 to February 1939. There will also be seven short scenarios: Zaragoza (the anarchist invasion of Aragon); Belchite (the communists take the reins); Tevel (the tide turns in Aragon); the Great Offensive (Franco reaches the Mediterranean); Push to Valencia (Franco's ill-fated offensive); the Ebro (the war's great bloodbath); and the Invasion of Catalonia (the beginning of the end).

The map covers the Ebro River valley up to Zaragoza and its bordering mountain ranges, the Pyrennes on the north and the Maestrazgo on the south, at 10 kilometers (6.62 miles) per hex. The 320 counters represent divisions, brigades and "regimental columns" of infantry and cavalry, along with smaller formations for specialist and aviation units.

The rules emphasize command structures, initiative, unit quality and political events. The turn sequence is governed by weekly "logistical turns," during which armies can be built up and resources accumulated. All activities must be overseen by headquarters, each of which has only limited logistical and offensive capacity to use per turn. When a player feels his forces are strong enough, he can declare an offensive, thereby gaining the ability to maneuver and attack at an accelerated rate. Thus the other player's initiative may force an otherwise passive player to begin consuming his hoarded resources in order to try and close gaps and hold ground.

Special rules will also be included to simulate the unique tactical characteristics of the war. For instance, the inability of both sides to dependably exploit wide open flanks will be demonstrated by disorganization rules for advances. Multiple-round combat and a choice of combat results will allow players to be stubborn or flexible on both attack and defense. For the magazine, with a complexity of about 4.5, by Pablo Martin F.

3. Street Without Joy. Soldiers from Viet Minh Regiment 95, operating from heavily fortified villages along Route 1, the main artery between Hue and Quang Tri, plagued French communications for years. The French came to call that stretch of road "la rue sans joie," or, in English, "street without joy." In July 1953 the French high command launched "Operation Camargue," intended to eliminate the Viet Minh along the highway. The offensive was conducted by combined air, sea and land assault. A large assortment of French units took part, including Moroccan Spahis, infantry and armor of the Foreign Legion, Colonial and Vietnamese paratroops, Marine commandos, Senegalese and Algerian infantry, Muong mountaineers, special amphibious assault teams, and an armored train.

The Viet Minh player's goal in the game is to escape French encirclement with as many of his troops and as much of their equipment as possible. For the French player, the goal is to destroy as many Viet Minh troops and supply caches as possible.

The game will utilize a new one-map system that will use dummy units to effectively simulate Viet Minh guerrilla tactics. Random events will be included to reflect the effects of the larger war effort, collateral damage, and other factors. Optional rules will cover the use of additional French and Viet Minh forces, as well as increased foreign support for the war.

The full-size, small-hex map will show the relevant terrain along the central coast of Vietnam at 500 meters per hex. Maneuver units will be a mix of battalions, companies and a few platoons. Rules will also be included to handle French air power, for a total counter mix of about 120. A possible follow-up variant will present scenarios covering later American operations in the same area. Thus gamers will be able to directly compare French and US efforts against the Viet Minh/NVA/Viet Cong.

For the magazine, with a complexity of about 4.5, by Chris and Gary Romano.

4. Invasion: Java. This operational-scale wargame simulates the World War II Japanese invasion of the strategic island of Java in the Netherlands East Indies. Their capture of that island fulfilled Japanese prewar plans to secure the resource-rich East Indies and the Malay peninsula. Doing that provided needed air and naval bases so they could protect their ships carrying oil and other goods back to the home islands.

The game will deal primarily with the ground and aerial battle from the start of the Japanese landings on 1 March 1942 to the final Allied surrender on the 12th. There will be three game turns per calendar day. Two full-size, small-hex maps will be used to show Java and neighboring Madoera Island at five miles per hex.

The combined Allied forces involved, including units from the Netherlands, the United States, Great Britain, Australia and New Zealand, will be pitted against the strength of the Japanese 16th Army. Aerial units will include Brewster Buffaloes, P-40s, P-36s, Hawker Hurricanes, Fokker, Dornier and PBY flying boats, B-17s, B-24 (LB-30s), and Hudsons versus Japanese Zeroes, Kates, Claudes, Bettys, Jakes and Mavises.

Maneuver units will consist of a mixture of battalions and companies (mainly the latter). Types of units will include: tank, armored car, motorized anti-tank, motorcycle scouts, engineers, artillery, motorized marines, mounted marines, bicycle marines, naval and regular infantry, and militia. Optional units will include Japanese Special Naval Landing Force paratroops and amphibious assault groups, increased numbers of Allied air units, and better equipped Allied armor formations. Terrain types will include: coastal defenses, fortified zones, airfields, jungle, plantations and cities. The total counter mix will be about 250 to 300.

Special rules will cover: the evacuation of Allied units and key officials, systematic sabotage of industrial and military installations, guerrilla warfare, airfield repair, and loss of morale.

The goal of the Japanese player is to conquer Java quickly, suffering as few casualties as possible and seizing the oil infrastructure intact. The Allied player's objective is to hold out against the invaders for as long as possible, not surrendering territory until the oil infrastructure has been destroyed and key personnel evacuated.

A mini-monster for the magazine with a complexity of about 4.5, by Chris and Gary Romano.

5. Vistula Nightmare: The Battle of Warsaw, 1920. In the spring and summer of 1920, with the last of the White Russian armies bottled up in the Crimea, the victorious Red Army fought the forces of newly independent Poland for control of central Europe. After checking the initial advance of the Poles, the communists counterattacked in overwhelming strength in July, with Mikhail Tukhachevsky's Western Front advancing 300 miles in 30 days. After breaching the Niemen River line, he ordered Warsaw be secured by 12 August. "The retreating enemy possesses no further positions upon which he can hope to hold us," he wrote. "We can now expect to complete our task in three weeks time."

With revolution simmering across war-weary Europe, the Red commander hoped to follow the capture of Warsaw with a campaign that would end with his armies' horses drinking the water of the Rhine.

In Warsaw, an Allied mission headed by French Gen. Weygand advised the Polish high command to assemble reserves behind the Vistula River in order to counterattack any Red bridgeheads that might form. But Josef Pilsudski, Polish supreme commander, had a more daring scheme in mind. As the Reds encircled Warsaw from the north, he launched an all-or-nothing counter offensive on 16 August. By the 25th, one communist army had been driven over the border into neutral East Prussia, while the rest of the Western Front was scattered eastward in total disarray. From the brink of utter defeat, Pilsudski led the Poles to a stunning victory in one of the most important and decisive battles in history.

VNTBoW covers this climactic campaign of the Russo-Polish War with one large-hex 34x22" map and 280 half-inch counters. Play begins on 8 August 1920, as Tukhachevsky prepares for his final push to encircle the Polish capital city. It extends to cover the decisive two weeks of this highly mobile and fluid battle in one-day game turns. At five miles per hex, the map shows central Poland from Lodz to Brest-Litovsk. Army headquarters direct and supply maneuver brigades of infantry and cavalry, the elite Red 27th "Iron" Division, and the Polish Legions of World War I veterans. Special units include armored cars, volunteer foreign pilots, and artillery. Optional what-ifs examine what might have happened if Budienny's fearsome Red Cavalry Army had responded to orders to move north and reinforce Tukhachevsky for his final drive against Warsaw. For the magazine, with a complexity of about 5.0, by Steve "Krieg" Kosakowski.

6. Tannenberg. Throughout the long day of 15 July 1410, Polish-Lithuanian and Teutonic cavalry charges careened across the dusty plain near Tannenberg. By the end of the day, the Teutonic Order was shattered. Within a generation, their empire was only a memory.

This game will use the Yarmuk system with special emphasis on the impact of heavy cavalry charges. Infantry will play an important but subsidiary role. One map, 140 counters, for the magazine by Chris Perello.

7. Liegnitz. The Mongol horde, under the nominal leadership of Batu but really led by the wily Subedai, were threatening to overrun all of Europe, having already scattered the Russian and Poles before them. In April 1241, on the field of Liegnitz, they met an army of German, Teutonic and Polish knights. The heavy European knights fought bravely, but were no match for Mongol tactics. The resulting defeat laid bare all of northern Europe, but the Mongols turned south for their own reasons.

This game will use the Yarmuk system with special rules for Mongol "lure" and horsearcher tactics. One map, 140 counters, for the magazine by Chris Perello.

8. Daras. In 540 AD, Belisarius, at the dawn of his great career under Justinian, took command of the fortress of Daras, threatened by an invading Persian army. Outnumbered almost two-to-one, he deployed his troops carefully behind a fieldwork outside the fortress. The Persians attacked, but their formation was disrupted by the fieldwork. Belisarius adroitly maneuvered his cataphract and Hun cavalry to defeat first one, then the other Persian flank. Persia never again seriously threatened Byzantium, and Belisarius and Justinian were free to pursue the reconquest of the western Roman Empire.

This game will use the Yarmuk system with special rules for Hidden Huns, Persian panic, and fieldworks. One map, 140 counters, for the magazine by Chris Perello.

9. Bannockburn. In June 1314, the forces of the Scottish king and rebel, Robert the Bruce, were brought to bay near Stirling castle the invading English army of Edward II. This was one of the first battles in which infantry successfully defeated a cavalry-based army, though it was as much by good leadership against poor as by superior *schiltron* based tactics. By the end of the two-day fight, the English army had been decimated and Scottish independence won.

This game will use the Yarmuk system with special rules for Scottish schiltrons, longbows and, of course, individual knight combat. One map, 140 counters, for the magazine by Chris Perello.

10. Manzikert. In 1071, a largely mercenary Byzantine army was destroyed by the Seljuk Turks under Alp Arslan at Manzikert. One of the most decisive battles in history, it destroyed the Byzantine Empire as a major military power and started its long, slow decline into impotence and oblivion.

The battle itself was fought along classical lines, the heavy European army fighting in two lines (cavalry and infantry) against the more mobile Turkish horse archers. When the impetuous advance of the Byzantine cavalry created a gap between the lines, possibly helped by the recalcitrance of the second line's commander, the nimble Turks were able to surround and destroy the Byzantines.

This game will use the Yarmuk system with special rules for horse archer tactics, Byzantine defection and knightly exuberance. One map, 140 counters, for the magazine by Chris Perello.

11. 1066 And All That. The most important battle in modern English history, Hastings was fought by Norman opportunists taking advantage of Harold Godwinson's distraction with other pretenders to his throne. The tired Saxon soldiers nevertheless gave a good account of themselves behind their shield wall, but were lured off Senlac hill to their destruction and the end of Old England.

This game will use the Yarmuk system with special rules for the shield wall, English fatigue,and the indiscipline of both the fyrd and the Norman knights. One map, 140 counters, for the magazine by Chris Perello.

[**Ed's Note:** If one or more of Chris Perello's new game proposals pass, I'll take the highest-scoring one and bump it into the schedule for issue no. 51. That'll give us a pre-modern title for calendar '98.]

Second Thoughts Survey

Reevaluate the games from hobby edition no. 44.

12. Operation Sea Lion game overall
13. Map
14. Counters
15. Rules Clarity & Completeness
16. Estimate OSL's complexity from 1 (simple) to 9 (hyper-complex).
17. How many times have you played OSL to completion (0-haven't finished one yet; 1-once; 2-twice, etc.)?
18. How long does it take to play OSL to completion (0-can't say; 1-one hour; two hours, etc.)?
19. Which side is favored to win more often when OSL is played by opponents of roughly equal skill?
    0-No opinion, or can't say.
    1-The Germans are heavily favored.
    2-The Germans are slightly favored.
    3-The game is evenly balanced.
    4-The British are slightly favored.
    5-The British are heavily favored.
20. Was OSL a good choice for inclusion in the hobby edition (1-yes; 2-no)?
21. Yarmuk game overall
22. Map
23. Counters
24. Rules Clarity & Completeness
25. Estimate Yarmuk's complexity from 1 (simple) to 9 (hyper-complex).
26. How many times have you played Yarmuk to completion (0-haven't finished one yet; 1-once; 2-twice, etc.)?
27. How long does it take to play Yarmuk to completion (0-can't say; 1-one hour; two hours, etc.)?
28. Which side is favored to win more often when Yarmuk is played by opponents of roughly equal skill?
    0-No opinion, or can't say.
    1-The Byzantines are heavily favored.
    2-The Byzantines are slightly favored.
    3-The game is evenly balanced.
    4-The Moslems are slightly favored.
    5-The Moslems are heavily favored.
29. Was Yarmuk a good choice for inclusion in the hobby edition (1-yes; 2-no)?

This Issue

Rate the contents of hobby edition no. 46.

30. End of Empire game overall
31. Map
32. Counters
33. Rules Clarity & Completeness
34. Commander's Call
35. Hobby Edition no. 46 overall
36. Was this issue of the hobby edition better than the previous one (0=no opinion, or can't say; 1=yes; 2=no; 3=the two issues were of about equal worth)?

Rate the articles found in the main magazine portion of issue no. 46.

37. Short Rounds
38. Issue 46's Cover Art
39. End of Empire, Part I: The French & Indian War
40. End of Empire, Part II: The American Revoution
41. Benedict Arnold
42. Royal Navy Strategy in the American Revolution
43. George Washington - Spymaster
44. Confederate Corsairs
45. The Mongols ✪

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D-Elim'd

A Replay of Buena Vista

By Matt Brooks and
Maria "Eddye" Naar Urena

With the Comments of Designer
Richard A. Pfost

The opening strategy for both players sets the tone for the battle. Even though minor adjustments to strategy can be made, they will not be dramatically changed. The most effective tactics of combined arms utilized by both forces takes a while to grasp. Experience will eventually allow you to make the "fewest blunders." The only thing for certain is that situations will change.

The American player (Urena) is established in a strong defensive position which trades mobility for position. There are several potential axes for the Mexican (Brooks) assault; given their numerical superiortity, any Mexican strategy looks unstoppable.

American Strategy

On the central plateau, my plans are to bring Wool and the Texas Rangers up to O'Brien's battery and form a wall with the adjacent infantry and cavalry. In the center, I'll let the Mexican Army try to assault through Washington's breastworks. If the Mexicans try this attack, they'll be remembering the Alamo again because they'll be torn apart. If Santa Anna gets a stream crossing, I'll bloody his nose as he moves through the cornfield and the ground below the heights. If needed, a flying battery and the 3rd Indiana will act in support of the Kentuckians. On the eastern plateau, I can't afford to get flanked or it will mean the loss of Buena Vista. If an opening does arise during the game, I'll try to capture the Mexican supply train but for the must part I'll be on the defensive and counterattack when necessary.

On the Saltillo Track, I must hold Saltillo at all costs. I will bring Taylor, the Dragoons and the 1st Mississippi forward to help Warren. I will move Kilburn's battery and the 1st Arkansas Cavalry to Buena Vista.

Mexican Strategy

My strategy is to divide the army into five groups. One will be attacking to the northwest, if I can discover a stream crossing. Once across, I will assault through the position on the heights and continue onto Buena Vista or the American supply wagon. If I don't get a stream crossing, this group will move to the northeast plateau and attack down a second axis toward Buena Vista. This force will be made up of the Presidential Guard with Santa Anna, Juvera's cavalry, Santa Anna's artillery, the San Patricio battery, Pacheco's Division, and Ortega's Division.

My 2nd group will attack down the central plateau, pushing through the center of the gringo army and seizing the supply train. I will use cavalry in a sweeping flank maneuver to the east, bypass Wool's forces and capture Buena Vista. If I'm unable to get a stream crossing, I will dispatch my northwest contingent to this eastern flank, link up with the cavalry and drive towards Buena Vista as a 3rd group. The units in this 2nd group will be: Lombardini's Division, Ampudia's light infantry, Torrejon's cavalry, Ampudia's Battery and Micheltorena's Battery.

My 4th group is my reserve which will remain in a defensive posture throughout the battle. This group must protect the Mexican supply wagon and act as a threat to the American center. If the American weakens his center enough, I will send this force into the "valley of death," attack the American defenses and move on Buena Vista. My center group will be consisted of Villamil's ad hoc brigade and a regiment of Juvera's cavalry.

On the Saltillo Track, Miñon's 5th group will assault the town defenses, cutting off the Yanqui army. The trick to accomplishing this feat, is to take Saltillo at the earlist oppurtunity before reinforcements arrive. I realize if Taylor and the "red shirts" enter Saltillo, chances of success are slim.

Turn 1 - "Opening Disaster for the Americans"

The Mexican sappers locate a stream crossing allowing the Mexicans the opportunity for a western axis of attack. All Mexican artillery is on the move. Three Mexican leaders are activated: Juvera, Pacheco and Miñon begin their respective assaults. For the Americans, Marshall and the surrounding cavalry are activated on the main map. Warren and Davis are activated on the Saltillo track.

The battle opens on the Saltillo track, with a worried Taylor leading Davis and the 1st Mississippi toward Saltillo. A full assault by Minon is roughly replused by Warren's garrison.

1st Impulse: On the main map, the American dragoons, Texas Rangers, and Wool move up the central plateau to support the 2nd Indiana. Under fire from Bragg's battery, Pacheco spearheads the attack across the stream and into the bloody cornfield supported by Santa Anna, Presidential Guard and Juvera's lancers.

2nd Impulse: The Americans continue to stand fast at the cornfield with the artillery making the deployment of the Mexican formations difficult coming out of the stream crossing.

3rd Impulse: The Mexican assault on the west continued into Bragg's guns. While reconnoitering along the front of the Central Plateau, Wool is killed while riding among his troops.

Turn 1 ends with the Mexican suffering nine step losses and the American five. The ability of the Americans to respond to the wide ranging Mexican attack is severly hampered with the loss of Wool.

Comment: The Mexicans have been given another potential axis of attack with the stream crossing discovery. Understanding the opportunity, Matt chooses to attack along a broad front to take advantage of his numerical superiority. He is somewhat limited by the low command activation this turn. Several of these low activation turns will really hurt this broad front strategy. Eddye realizes the limitations of defending across the broad front Unless struck by an unlucky event, her initial focus of defending Saltilllo with Taylor and the Mississippi Rifles appears appropriate. The "bad" news for the Americans is the loss of Wool on the 1st turn. Eddye must make an immediate operational change, protect Saltillo for a short period and then push Taylor to the Main Map. The loss of Wool will leave the volunteer units locked in position until Taylor gets there.

TURN 2 - "Mexican Assault Across the Stream"

The Mexican artillery set up in positions west of the stream, bringing the American positions under direct fire. Ampudia and Micheltorena's batteries continue to move towards the central plateau. The Mexican army smells blood with the loss of Wool; all commanders are activated. Taylor activates Warren and Yell on the Saltillo Track, then leads the 1st Mississippi and 2nd Dragoons to aid the Saltillo garrison. Yell's 1st Arkansas Cavalry and Kilburn's battery are moving towards Buena Vista. The reinforcements do not deter Miñon's assault. After bloodying the "Red Shirts," the Mexicans establish a foothold in town. Unnerved by the appearance of the lancers, a portion of the garrison rout to Monterey.

1st Impulse: It is Bragg's turn to feel the effects of long range artillery fire, but he still manages to harass the developing Mexican attack on the west flank. With American command "in irons," they are hard pressed to react to the width of the Mexican attack. Ampudia, Lombardini, Ortega and Torrejon are all moving forward.

2nd Impulse: The San Patricios out duel the light guns of Bragg, causing their total loss. Taking heavy losses, Mexican infantry moves into position to assault the Kentuckians on the heights from the "Dead Angels" stream bed and the cornfield. Ampudia continues down the mountain front.

3rd Impulse: On the western flank, after breaking the Tulacingo Cuirassiers (into the Mexican Reserve Box), the 2nd Kentucky holds; however, part of the regiment is destroyed by fire from Santa Anna's battery. The Guanajuato Activos gain a foothold on the heights. McKee's remaining Kentuckians successfully withstand the piecemeal assaults of Juvera's Cavalry, the Presidential Guards, and two of Pacheco's brigades. Ortega's men remain in reserve. Ampudia's ligeros continue down the mountain in full view of the Americans. In the center, Torrejon's cavalry gallops onto the central plateau and is struck by O'Brien's battery. Lombardini's 3rd Brigade closes with May's Dragoons and the 1st Kentucky. The Mexicans were not to be denied, and the Kentuckians retreat.

End of Turn 2: Mexican Army - 16 step losses, American Army - 12 step losses

Comments: Understanding the tactical ramifications of "well placed" artillery, Matt keeps his long range weapons moving forward. He is also very lucky, being allowed to activate his entire force. This is "the American nightmare" of this game, the forward movement of 15,000 men against fewer than 5,000. This is heightened by the inability of the American regiments to move up in support or retreat. Matt aggressively attacks Saltillo with Miñon. Even with the support of Taylor and the Mississippi Rifles, the loss of 1/2 of the garrison is a severe blow to the defense.

TURN 3 - "Mexican Success on the West Flank"

Ampudia's battery continued to be "man-handled" down the steep mountain front. All Mexican commanders are activated. Under the direction of Taylor, all American commanders are activated on the Saltillo Track. Yell's 1st Arkansas and Kilburn's battery move into Buena Vista. A pitched battle occurs around Saltillo where the Jalisco Lancers and 4th Cavalry are eliminated but not before the 2nd Dragoons are destroyed and Jefferson Davis's "Red Shirts" are bloodied and routed to Buena Vista. The Mississippi Rifles retreating away from Saltillo is too much, the garrison surrenders to Miñon. The American line of communications has been severed.

1st Impulse: Back at Buena Vista, along the roadway the brestworks are occupied by Steen's dragoons afterWashington pulls back his battery to support the threatened west flank. In response, the elite Mexican engineers probe down the road to demonstrate against the shifting American center. The next 20 minutes are decisive for the American west flank as the 2nd Kentucky is destroyed. O'Brien's battery routs to Buena Vista. The weight of the Mexican attack, supported by artillery and lancers was too much for the defending Americans. On the central plateau, the strong American line established across the center is attacked by Lombardini's division and supporting horseman with no apparent success.

2nd Impulse: Villamil's demonstration down the road proves unusually successful with the retreat of the 1st Illinois. Washington's battery is now splitting its fire between the Mexican attack along the road and that along the west flank. The 2nd Dragoons and batteries of Kilburn and O'Brien are collected at Buena Vista and ordered forward. In the center, the artillery of both sides continues to duel, while the 2nd Indiana stops the advancing brigades of Lombardini and squadrons of Torrejon. After the successful Mexican attack along the west flank, Santa Anna pushes Juvera's lancers and Pacheco's infantry division northerly toward Buena Vista. Ampudia continues to crawl down the mountain.

3rd Impulse: Kilburn's battery moves southwest along the trail to slow the advancing units of Santa Anna, Juvera, and Pacheco. Washington's battery continues to hold the center, doing damage to Villamil's troops attacking down the roadway. Micheltorena's battery turns its attention from counterbattery fire to support Lombardini's assault on the 2nd Indiana. After taking severe losses, the Mexican force unnerves the gringos who rout to Buena Vista.

End of Turn 3: Mexican Army - 27 step losses, American Army - 19 step losses.

Comments: Again, Matt was allowed full activation of his units. This puts maximum pressure on the thin American line. The ability of the limited numbers of flying batteries and dragoons to stem the tide before all the American regiments are destroyed could become a problem. The Americans weaken the main road to allow long range support for the west flank. Reserves are moved forward to hold the road position. Pressure is building on the central plateau, and the Americans don't have the flexibilty to adjust to the tactical situations. The loss of Saltillo is a blow to the Americans, but they can now focus on the Main Map if they can get Taylor there. Units are begining to collect in Buena Vista but they are needed closer to the front. The Mexican commander has won the opening.

TURN 4 - "Saltillo Liberated"

All the Mexican artillery is limbered to move forward. Command control is limited to Ampudia, Lombardini, Torrejon, Ortega and Miñon. No American regiments are activated on the main map as Taylor continues to move from Saltillo. Gen. Miñon accepts the cheering accolades of the Saltillo population and then moves south towards Buena Vista.

1st Impulse: Kilburn's and Washington's batteries provide harassing fire on the advancing Mexican columns along the roadway and west flanks. On the central plateau, May's Dragoons move to support the 2nd Illinois and blunt the assault of Lombardini's 1st Brigade. The 3rd Brigade attack is stopped by Marshall's Kentucky cavalry, but Ampudia's 3rd Ligoro in turn forces the Americans to retreat.

2nd Impulse: On the central plateau, Bissell's 2nd Illinois rout in the face of the Mexican numbers (a random event). Torrejon's 3rd Cavalry charge the 1st Arkansas, pushing them back. Attacks by the 7th and 8th Cavalry and 1st and 3rd Ligero are beaten back by May's dragoons, 2nd Illinois, and 1st Kentucky Cavalry.

3rd Impluse: The Santa Anna and San Patricio batteries move to outflank the American batteries, but miscommunications cause the latter battery to be moved into reserve (another random event). The battle continues between advancing Mexican light infantry and cavalry and the American dragoons, volunteer infantry and cavalry.

End of Turn 4: Mexican Army - 42 step losses, American Army - 26 step losses and the loss of Saltillo.

Comments: Matt is limited in his activation, focusing the attack down the central plateau at the expense of the west flank

attack. The flying batteries and dragoons try to help the volunteer regiments but there are to many Mexican units. They are locked in place as the Mexicans move their units up, prepare for the assault and attack. Even with the misdirections caused by the Random Events, the Mexicans continue to advance. Eddye is realizing the command control limitations and the inability to react to Mexican manuevers.

TURN 5 - Bloodbath on the Central Plateau

The San Patricio and Santa Anna batteries are limbered and moved forward along the west flank. Mexican command control limits activation to Ampudia, Lombardini, Torrejon, Ortega and Miñon. Again, no American regiments are activated on the main map, but Taylor nears Buena Vista. Miñon's lancers are also riding hard toward the main map.

1st Impulse: Kilburn's and Washington's batteries continue to fire with little effect on the Mexican columns deployed along the west flank and roadway respectively. On the central plateau, Ampudia's 2nd Ligero retreats after being attacked by the 2nd Illinois. Micheltorena's and Ampudia's batteries firing in defense blunts the attack and eliminates the 2nd Illinois. The Americans are being pushed back under the repeated assaults of the 2nd and 3rd Ligero. Torrejon, sensing the defeated Americans are on the verge of routing, charges with the 7th and 8th Cavalry, but May's dragoons turn back the attack. Lombardini's 1st Brigade moves into the fray, absorbing terrific damage but providing a screen for the rest of the division.

2nd Impulse: The Mexican columns along the roadway and west flank remain stationary pending further orders and reorganization. The San Patricio and Santa Anna batteries continue to advance toward the stone wall. The hottest battle remains on the central plateau, with artillery fire (Micheltorena and Ampudia) supporting the continued infantry (Lombardini and Ampudia) and cavalry (Torrejon) assaults on the 2nd Indiana, 1st Kentucky, and remanents of the 2nd Illinois. May's dragoons and the Texas Rangers continue to act as a mobile reserve, taking casulties in the process. The Americans are giving ground.

3rd Impulse: In the face of repeated close assaults, Torrejon's lancers screen and support Ampudia's Ligeros as they push the dragoons back, but the Oaxaca Activos are routed. Lombardini's 1st Brigade continues to take heavy casualties, stalling for a time but ultimately routing the 1st Illinois..

End of Turn 5: Mexican Army - 50 step losses, American Army - 34 step losses and Saltillo lost.

Comments: The same Mexican units were activated, creating some pressure on the west flank and from Saltillo, but the main effort will continue to be down the central plateau. After numerous games as the Mexican player, Matt recognizes the optimal situation and doesn't want to lose it by high losses from poor attacks. The size of his units get the best of him, he assaults, resulting in heavy losses. but they cause the retreat of American units. He has plenty of time and is winning the middle game. To keep the assault moving, the Mexican artillery must keep pace with the infantry and lancers.

TURN 6 - "Taylor Arrives"

Ampudia's and Micheltorena's batteries are "waggoned" and moved forward down the central plateau. Again Mexican command control is excellent: activation includes Ampudia, Lombardini, Torrejon, Pacheco, Ortega and Juvera. From Taylor's position at Buena Vista, he quickly issues orders, activating Lane, Bissell and Marshall. Miñon remains outside Buena Vista on the road to Saltillo, screening the surrounded American Army.

1st Impulse: The Americans prepare to attack down the road to destroy the Mexcian supply train and force a general retreat. The 1st Dragoons, supported by Washington's and Sherman's batteries move forward to assault the Mexican center. Villamil's force is staggered by the ferocity of the artillery fire. The 2nd Indiana moves into the fray taking fire from the Standing Regiment of Mexico and then defeating the Elite Hussars of the Guard. The 1st Dragoons become unnerved during the assault and unexpectedly pull back (random event). Pinned against the steep-walled canyon, the 2nd Illinois pours lead into the advancing Mexicans on the Central Plateau. Ampudia's and Micheltorena's batteries continue to move forward. Remnants of the 2nd Dragoons and 1st Arkansas surrender to the pressing Mexican lancers and infantry. After successfully repulsing an attack by the 2nd and 3rd Ligeros, the 2nd Illinois retreats in good order to the back edge of the plateau.

2nd Impulse: In desperation, Taylor orders Steen and his dragoons back down the road under heavy fire from the Mexican batteries. The San Patricios pour in murderous fire, stopping their ex-compatriots. The threat to the Mexican supply train is reduced when Sherman's and Washington's batteries find themselves surrounded by the Mexican infantry shooting from the plateau above and across the road. The loss of the West Pointers is too much for the volunteers; the 2nd Indiana surrenders. The Americans are falling back to defend the American supply train. The cut-off 2nd Illinois heroically repulses the 1st Ligero, but surrenders when hit by the 2nd Ligero. The 1st Kentucky Cavalry is the last American unit on the central plateau.

3rd Impulse: Kilburn's battery trades fire with the San Patricios, each losing several guns. Finishing off Washington's battery along the road, Lombardini's brigades move down the plateau. After watching Micheltorena's battery being destroyed by the 3rd Indiana, and coming under fire from Sherman's battery, Lomabardini halts to re-group. Half the 3rd Indiana bolts in the face of the entire Mexican Army bearing down on their position (random event).

End of Turn 6: Mexican Army - 69 step losses, American Army - 49 step losses and Saltillo lost.

Comment: Mexican command control remains excellent with all major units activated. Even though the Americans now have Taylor, the Mexicans have such strong forces along along each of their axes of attack it will be hard to wrest the initiative from them. The Americans try to initiate offensive action down the road to take the Mexican Supply Train. The American counter-attack cannot fight its way through the Mexican units, who gain support from the units firing down from the plateau The Mexican assault down the plateau has created a strategic problem for Eddye, who must decide on the defense of the wagon train or saving her army. Neither option is good. Matt has won the middle game.

TURN 7 - "Tired and Brittle"

Santa Anna senses ultimate defeat of the northern invaders and orders Perez to organize the remnants of routed units for action. Santa Anna orders his battery to move forward on the west flank. Mexican command control remains excellent; activation includes Ampudia, Lombardini, Torrejon, Pacheco, Perez, and Juvera.Taylor activates Lane, Davis and Marshall. Miñon remains outside Buena Vista on the Saltilloroad.

1st Impulse: Taylor is hard pressed but vows to screen the supply wagons in hope of maintaining the discipline of his volun-

teers. He knows the Mexicans were equally "tired and brittle." But the victories in the past hour had energized the Mexican troops and they press on the rapidly disentigrating American army. Juvera's lancers crossing the stream. Perez and the reserves move down the road and attack through Villamil's brigade. They are temporarily stopped by the Kentucky cavalry at the brestworks but eventually force their surrender.

2nd Impulse: Electing to continue the defense of the supply train, Taylor attempts to hold "El Deddo Hill" on which the 3rd Indiana has been holding. The 1st Arkansas Cavalry arrive in time to help stop Perez's reserve. However, artillery fire from Ampudia's battery routs the Hoosiers off the mountain. Lombardini keeps his men away from the American guns, prefering to let the superior range of his own artillery decide the issue.

3rd Impulse: Fire from Ampudia's battery keeps the Hoosiers moving to Buena Vista. Taylor is not so lucky, taking shrapnel while commanding one of Sherman's guns, he is wounded requiring his removal to Buena Vista. His loss results in total confusion of the American commanders. Santa Anna continues the momentum, urging Perez, Pacheco and Torrejon to press the Americans.

End of Turn 7: Mexican Army - 73 step losses, American Army - 59 step losses and Saltillo lost.

Comment: To add to the American problems, the Mexican reserve has been activated. Even though they will not have substantial bearing on the current situation, the loss of Taylor later in the turn will be the final nail in the coffin. The center of the defense was unhinged and complete destruction of the American army is now only a matter of time. Either early rain or the loss of Santa Anna will be required to reduce the victory levels.

TURN 8 - "Vamanos a Buena Vista!"

The San Patricio battery moves up. Santa Anna issues orders for the activation: Ampudia, Torrejon, Pacheco, Perez, and Juvera answer the call. The remaining Americans are fighting for survival under the darkening Mexico skies.

1st Impulse: Under concentrated fire from Ampudia's and Santa Anna's batteries, the 1st Arkansas Cavalry give up the ghost and are destroyed as a fighting unit. The remaining Mexican units wait for the destruction of the American artillery before moving forward.

2nd Impulse: After twenty minutes of firing, Sherman's battery is finally silenced by the larger Mexican guns. Immediately, Ampudia and Torrejon's men advance down from the plateau. Juvera's lancers move toward Buena Vista. Pacheco moves on the American supply train, but is shredded by Kilburn's desperate fire. Only after Steen's dragoons and Kilburn's battery move at the last minute (random event) does the small fighting force survive the encircling Mexican troops. The Mexican army gains the American supply wagon. The triumphant Mexicans yell "Vamanos a Buena Vista!"

3rd Impulse: In a move that will go down in American militry history, Steen, his 1st Dragoons, and Kilburn's battery move toward the Mexican supply train. Other than Torrejon's cavalry who pursue the reckless Americans, the Mexican army continues its assault on Buena Vista.

End of Turn 8: Mexican Army - 75 step losses, American Army - 62 step losses, Saltillo and Supply Train lost.

TURN 9 - "The American Flag Falls."

The Santa Anna, Ampudia, and San Patricio batteries all move toward Buena Vista. Santa Anna activates Ampudia, Torrejon, Villamil, Lombardini, Pacheco, Perez, and Juvera. Steen continues his charge toward destiny while remnants of the American Army hunker down to defend the hacienda.

1st Impulse: The dragoons ride to glory before being destroyed by the Standing Regiment of Mexico under the direct leadership of Villamil. Kilburn fires in defiance but, threatened by the elevated fire of Lombardini's 1st brigade, they surrender in the face of certain death. Preliminary probes by the Presidential Guard verify the remnants of the 3rd Indiana still have a bite. However, under the personal direction of Santa Anna, the 3rd Brigade of Pacheco's Division assaults the stubburn Hoosiers who give and expect no quarter. The American flag falls. Hoping to avoid a similar fate, the Mississippi Rifles open long range fire stopping further advances.

2nd Impulse: The Mexicans respect the long range of the "Red shirts" rifles, prefering to let the artillery gain the victory. However, the Mexican Army encircles the Hacienda. The Mississipians and Hoosiers of the 2nd Indiana feel a new comradeship with the men of Alamo.

3rd Impulse: Holding their fire as the men of Pacheco's 3rd Brigade push forward, the Mississippi Rifles cut loose at close range, causing the Mexican brigade to disintergate. However, the Mexican artillery is up and in range.

End of Turn 9: Mexican Army - 79 step losses, American Army - 64 step losses, Saltillo and Supply Train lost.

TURN 10 - "Mississipians and Hoosiers Stand Proudly"

After careful preparation, Santa Anna issues orders to Ampudia, Torrejon, Miñon, Pacheco, and Juvera. The Mississipians and Hoosiers stand to defend the hacienda of Buena Vista. Miñon's force arrives on the main map

1st Impulse: Ampudia's battery has the honor of eliminating the1st Mississippi Rifles and Santa Anna's battery the Hoosiers. The remaining Americans surrender to Miñon's lancers. The game ends.

Comment: Turns 8, 9, and 10 saw the complete destruction of the American Army. The Mexican player did what was necessary to maximize the victory conditions.

The Measure of Victory

The final score is Mexican Army - 79 step losses, American Army - 66 step losses, plus the loss of Saltillo, the Supply Train, and Buena Vista The net score is -13 plus three level shifts, a Substantial Mexican Victory.

Comments: Though it is not obvious at first, the Mexican player has the greatest challenge. The strategic challenges of taking Saltillo, Buena Vista, and the American supply train are difficult at best. He/she must continually manuever, mass firepower, and take advantage of changes in the American situation. They must be operationally aggressive, yet tactically patient. The American player must recognize the direction of the Mexican attack, also stay tactically patient, but be operationally patient. If your the American player, the Mexican player will attack you if he likes tense, wargaming challenges. But if both Wool and Taylor fall, there's not much one can do. ✪

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† Blitzkrieg '40 (42)	6.00	below
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End of Empire

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HESSIANS

BRIT PROVINCIAL REGS

OTHER BRITISH PROVINCIAL & TORIES

BRITISH REGULARS

AMERICAN CONTINENTALS

This is a supplement to Command #46

1 5 Ll 3-1-20	1 4 Ll 3-1-20	1 3 Ll 3-1-20	1 2 Ll 3-1-20	1 1 Ll 3-1-20	1 2 Gd 3-0-20	1 1 Gd 3-0-20	Repl Mrry +1-9-3	Repl Stnwx 23-Sp 0-10-3	Repl Gage 21-Sp 0-8-3
	1 3Burfs 3-0-20	1 1 RS 3-0-20	F+3 2 Mar 3-0-20	F+3 1 Mar 2-0-20	1 5 Gr 3-0-20	1 4 Gr 3-0-20	1 3 Gr 3-0-20	1 2 Gr 3-0-20	1 1 Gr 3-0-20
	1 15 3-0-20			1 9 3-0-20			1 7 2-0-20	1 6 3-0-20	
1 27En 3-0-20		1 24 3-0-20		1 22 3-0-20	1 21 RNBF 3-0-20	1 20 3-0-20	1 19 3-0-20		1 17 3-0-20
NS 1 40 3-0-20		1 37 3-0-20	1 35 3-0-20	1 34 3-0-20	1 33 3-0-20	1 31 3-0-20	1 30 3-0-20	1 29 3-0-20	1 28 3-0-20
	1 49 3-0-20	1 48 3-0-20		1 46 3-0-20	1 45 3-0-20	1 44 3-0-20	1 43 3-0-20	1 42/2 RH 3-0-20	1 42/1 RH 3-0-20
		1 63 3-0-20	1 62 3-0-20		1 58 3-0-20	1 57 3-0-20	1 55 3-0-20	1 54 3-0-20	1 53 3-0-20
1 78H 3-0-20	3 78H 7-0-20	1 77H 3-0-20	3 77H 7-0-20	1 76MH 3-0-20	1 74A H 3-0-20	1 71/2 FH 3-2-20	1 71/1 FH 3-2-20	1 70 3-0-20	1 69 3-0-20
F+3 1 91 3-0-20	F+3 1 90 3-0-20	F+3 1 89 3-0-20	F+3 1 88 4-0-20	F+3 1 87 3-0-20	F+3 1 86 3-0-20	F+3 1 85 3-0-20	1 80 REV 3-0-20		F+3 1 79 6-0-20
					1 95/2 Ll 3-1-20	1 95/1 Ll 3-1-20	F+3 1 94 3-0-20	F+3 1 93 3-0-20	F+3 92 3-0-20
3 10 Cont 6-1-20									

1 HC Don 3-0-20	1 HC Dit 3-0-20	1 HC Bun 3-0-20	1 HC Rall 3-0-20	1 HC 2Gr 3-0-20	1 HC 1Gr 3-0-20	1 HC Leib 3-0-20			
1 HC Trum 3-0-20	1 HC PC 3-0-20	1 HC Stn 3-0-20	1 HC Mir 3-0-20	1 HC Loss 3-0-20	1 HC Ling 3-0-20	1 HC Leng 3-0-20	1 HC KNY 3-0-20	1 HC HYN 3-0-20	1 HC EP 3-0-20
1 BrVRi 2-0-20	1 BrVRh 2-0-20	Br PL 3-0-30	1 BrPP 2-0-20	1 BrGr 3-0-20	1 BrLl 3-1-20	1 HH EP 3-0-20	1 HC Wnt 3-0-20	1 HC Wrb 1-2-20	1 HC Wks 3-0-20
			1 Wal3 3-0-20	3 Wal3 7-0-20	1 AZ2 3-0-20	1 AZ1 3-0-20	1 ABdv 3-1-20	1 ABds 3-1-20	1 BrvSp 2-0-20
1 60/3 RA 3-0-20	3 60/3 RA 7-0-20	N322R 1 60/2 RA 3-1-20	3 60/2 RA 7-1-20	1 60/1 RA 3-1-20	3 60/1 RA 7-3-20	1 51 2-1-20	50 2-1-20		
				1 V12A 2-0-20	1 Q61A 3-1-20	1 84RHE 3-0-20	1 82RHE 3-0-20	1 80LI 3-1-20	3 60/4RA 7-0-20
3 E CT 9-3-20							1 60/4RA 3-0-20		
1 E 4MA 3-1-20	1 E 3MA 3-1-20	1 E 2MA 3-1-20	1 E 1MA 3-1-20	1 LA 2-0-20					1 E CT 3-1-20
				1 E NJBI 2-1-20	3 E NJBI 6-1-20	1 E NJ 3-1-20	7-1021 1 E NC 2-1-20	7-1419 1 E Md 3-1-20	1 MdLH 3-0-20
		23 1 2 VA 2-1-20	1 E 1 VA 2-1-20			1 E RI 2-1-20			

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CONTINENTAL ARMY

AMERICAN STATE MILTIA

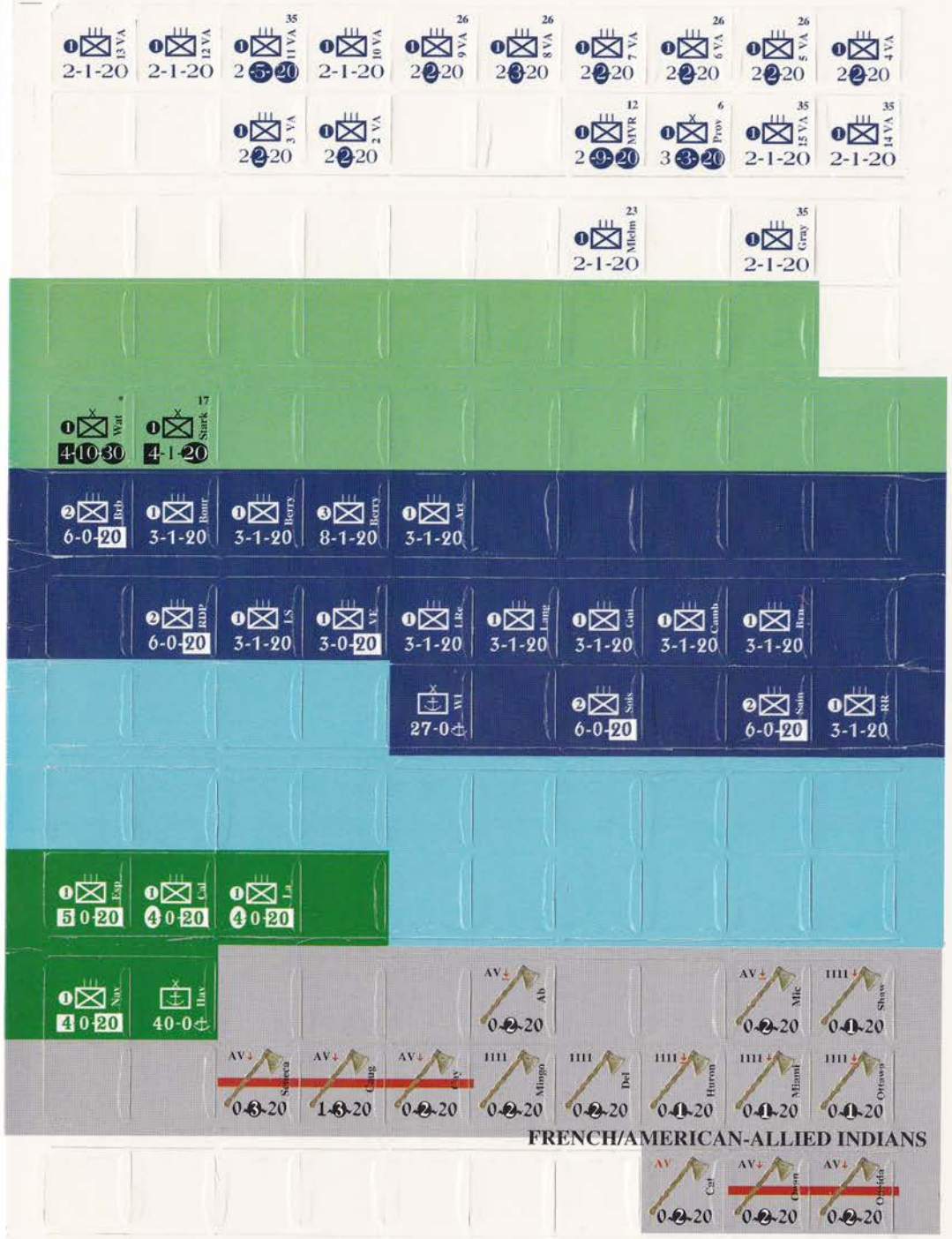
FRENCH REGULARS

FRENCH PROVINCIALS

SPANISH

BRITISH-ALLIED INDIANS

DONE	DONE	DONE	DONE	DONE	French Entry	West Indies W/Drawal (F+3)	Spanish Entry (20 or F+11)	Game Turn	British Fleet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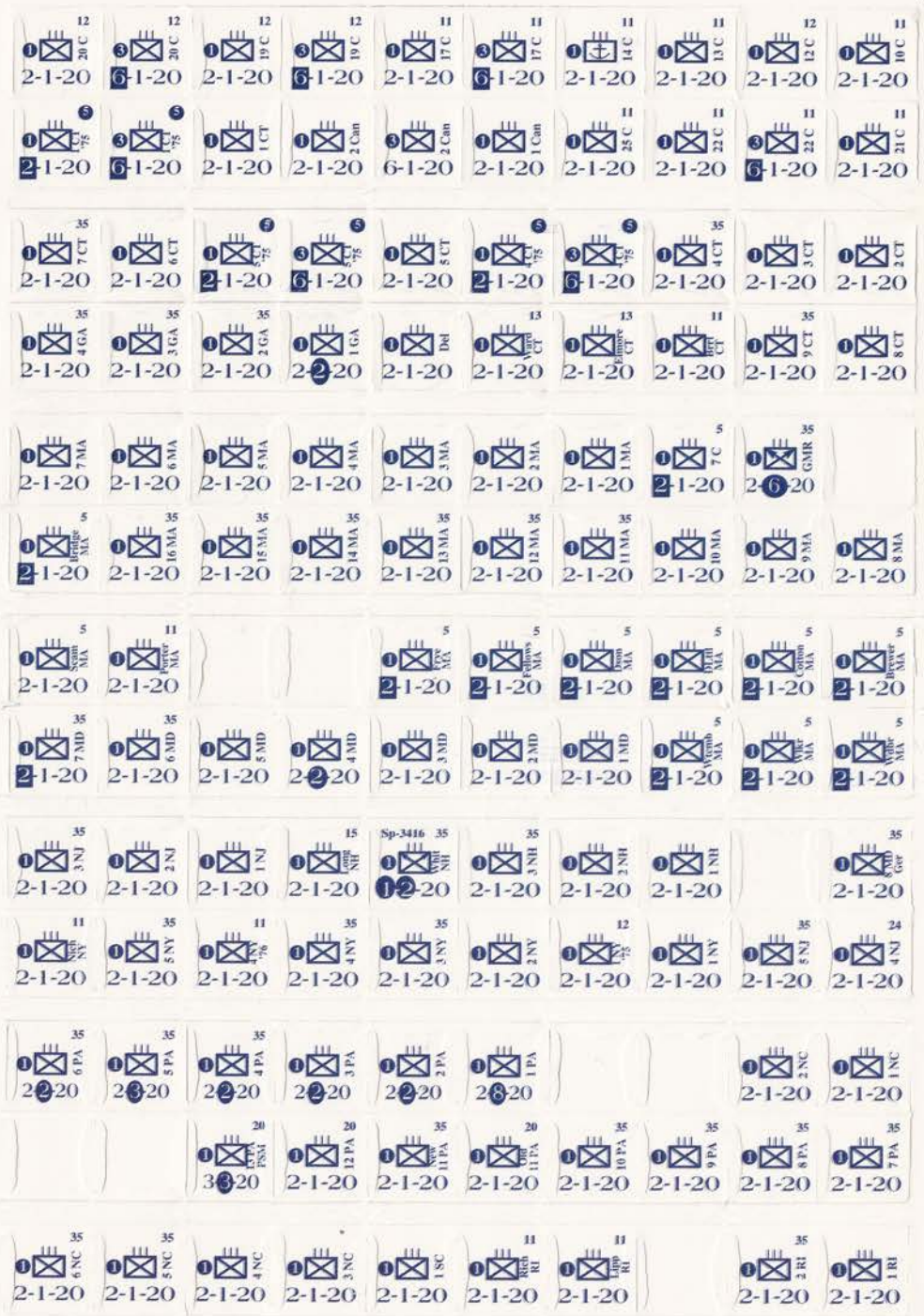
35 11 VA 2-5-20
10 VA 2-1-20
26 9 VA 2-2-20
26 8 VA 2-3-20
7 VA 2-2-20
26 6 VA 2-2-20
26 5 VA 2-2-20
4 VA 2-2-20
3 VA 2-2-20
2 VA 2-2-20
12 MYR 2-9-20
6 Prov 3-3-20
35 15 VA 2-1-20
35 14 VA 2-1-20
23 Mlchn 2-1-20
35 Gray 2-1-20
Wat 4-10-30
17 Stark 4-1-20
Rib 6-0-20
Bourr 3-1-20
Berry 3-1-20
Berry 8-1-20
Art 3-1-20
RDP 6-0-20
LS 3-1-20
VE 3-0-20
LRe 3-1-20
Lang 3-1-20
Gal 3-1-20
Camb 3-1-20
Bra 3-1-20
WI 27-0
Sols 6-0-20
Sain 6-0-20
RR 3-1-20
Esp 5-0-20
Gal 4-0-20
La 4-0-20
Nov 4-0-20
Hav 40-0
Ab 0-2-20
Mic 0-2-20
Shaw 0-1-20
Seneca 0-3-20
Cang 1-3-20
Cay 0-2-20
Mingo 0-2-20
Del 0-2-20
Huron 0-1-20
Miami 0-1-20
Ottawa 0-1-20
FRENCH/AMERICAN-ALLIED INDIANS
Cut 0-2-20
Chaw 0-2-20
Oneida 0-2-20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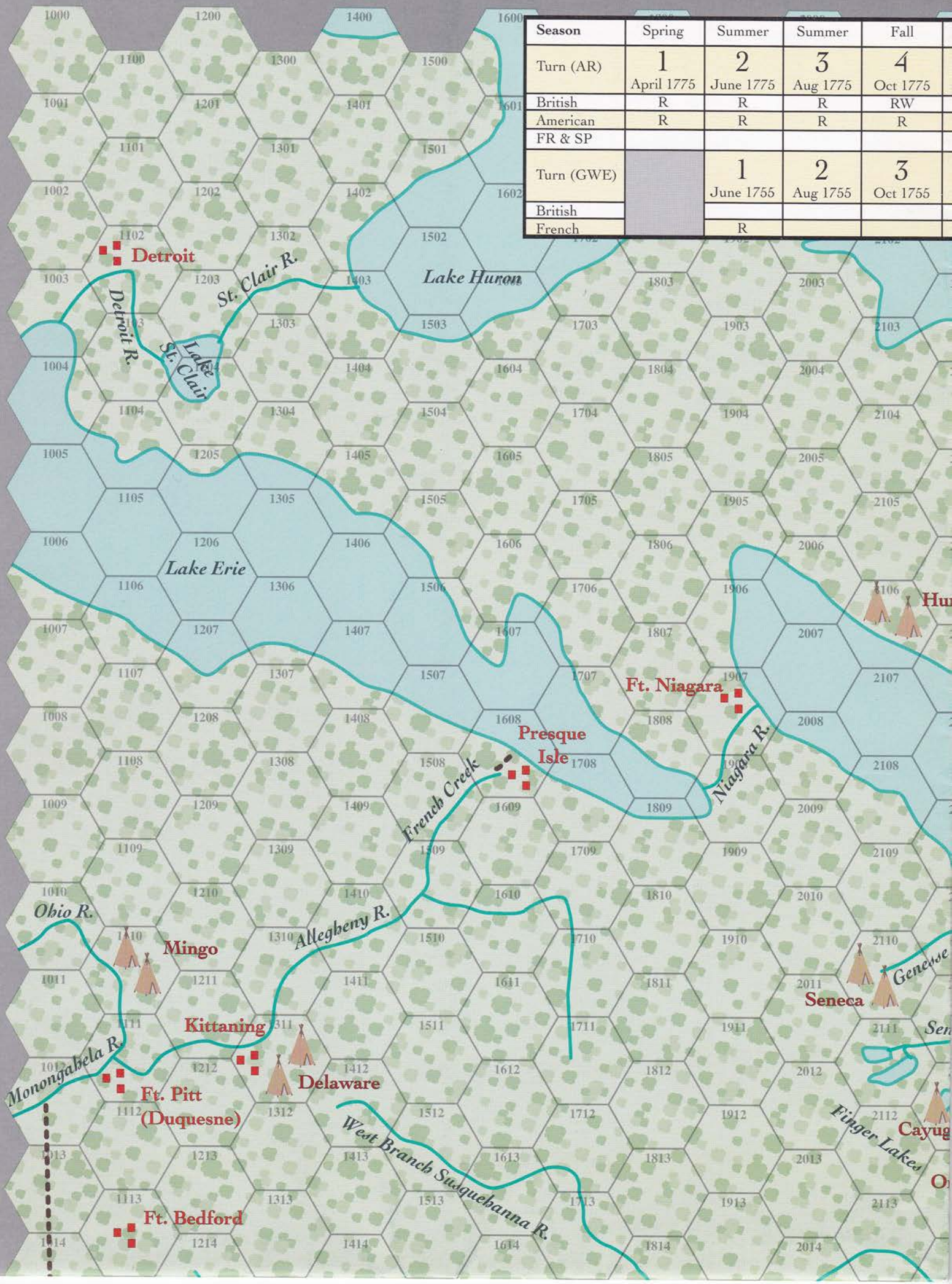
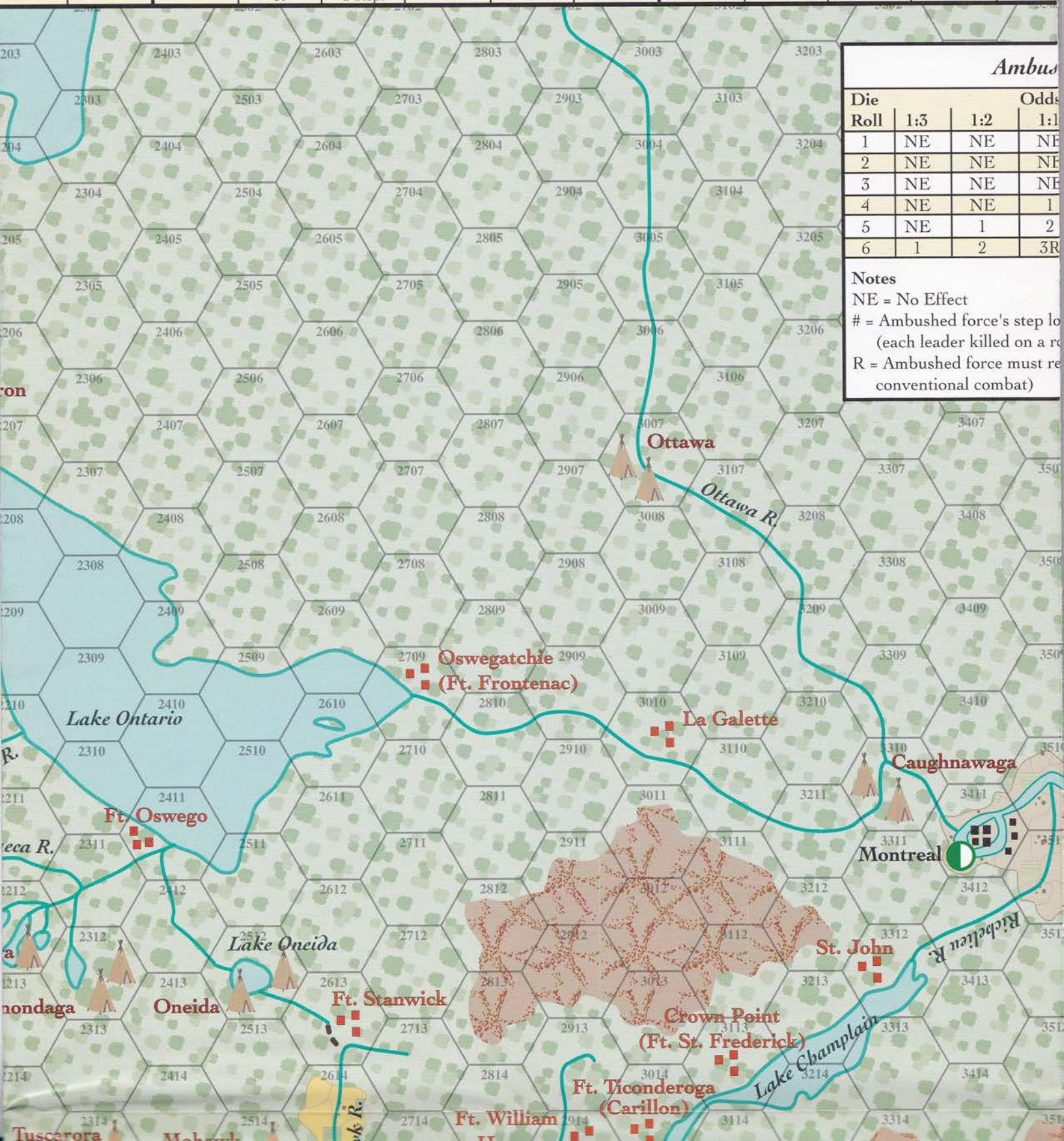
12 20 C 6-1-20
12 19 C 2-1-20
12 19 C 6-1-20
11 17 C 2-1-20
11 17 C 6-1-20
11 14 C 2-1-20
11 13 C 2-1-20
12 12 C 2-1-20
11 10 C 2-1-20
5 Cr 75 2-1-20
5 Cr 75 6-1-20
1 CT 2-1-20
2 Can 2-1-20
2 Can 6-1-20
1 Can 2-1-20
11 25 C 2-1-20
11 22 C 2-1-20
11 22 C 6-1-20
11 21 C 2-1-20
35 7 CT 2-1-20
6 CT 2-1-20
5 Cr 75 2-1-20
5 Cr 75 6-1-20
5 CT 2-1-20
5 CT 75 2-1-20
5 CT 75 6-1-20
35 4 CT 2-1-20
3 CT 2-1-20
2 CT 2-1-20
35 4 GA 2-1-20
35 3 GA 2-1-20
35 2 GA 2-1-20
1 GA 2-2-20
Del 2-1-20
13 Vgrd CT 2-1-20
13 Ramsey CT 2-1-20
11 Mtr CT 2-1-20
35 9 CT 2-1-20
8 CT 2-1-20
7 MA 2-1-20
6 MA 2-1-20
5 MA 2-1-20
4 MA 2-1-20
3 MA 2-1-20
2 MA 2-1-20
1 MA 2-1-20
5 7 C 2-1-20
35 GMR 2-6-20
5 Bridge MA 2-1-20
35 16 MA 2-1-20
35 15 MA 2-1-20
35 14 MA 2-1-20
35 13 MA 2-1-20
35 12 MA 2-1-20
35 11 MA 2-1-20
10 MA 2-1-20
9 MA 2-1-20
8 MA 2-1-20
5 Scom MA 2-1-20
11 Porter MA 2-1-20
5 Fay MA 2-1-20
5 Fairhaven MA 2-1-20
5 Rom MA 2-1-20
5 Mass MA 2-1-20
5 Comm MA 2-1-20
5 Brewer MA 2-1-20
35 7 MD 2-1-20
35 6 MD 2-1-20
5 MD 2-1-20
4 MD 2-2-20
3 MD 2-1-20
2 MD 2-1-20
1 MD 2-1-20
5 Vrmn MA 2-1-20
5 Wtr MA 2-1-20
5 Wtr MA 2-1-20
35 5 NJ 2-1-20
2 NJ 2-1-20
1 NJ 2-1-20
15 Cong NH 2-1-20
Sp-3416 35 Wtr NH 1-2-20
35 3 NH 2-1-20
2 NH 2-1-20
1 NH 2-1-20
35 Gov 2-1-20
11 Mtr NY 2-1-20
35 6 NY 2-1-20
11 Cr 76 2-1-20
35 4 NY 2-1-20
35 3 NY 2-1-20
2 NY 2-1-20
12 Cr 75 2-1-20
1 NY 2-1-20
35 5 NJ 2-1-20
24 4 NJ 2-1-20
35 6 PA 2-2-20
35 5 PA 2-3-20
35 4 PA 2-2-20
3 PA 2-2-20
2 PA 2-2-20
1 PA 2-8-20
2 NC 2-1-20
1 NC 2-1-20
20 PA FSM 3-3-20
20 12 PA 2-1-20
35 Wtr 11 PA 2-1-20
20 Wtr 11 PA 2-1-20
35 10 PA 2-1-20
35 9 PA 2-1-20
35 8 PA 2-1-20
35 7 PA 2-1-20
35 6 NC 2-1-20
35 5 NC 2-1-20
4 NC 2-1-20
3 NC 2-1-20
1 SC 2-1-20
11 Rdg RI 2-1-20
11 Lgn RI 2-1-20
35 2 RI 2-1-20
1 RI 2-1-20
1 VA 2-2-20
3 SC 2-5-20
2 SC 2-1-20
11 10 NC 2-1-20
20 9 NC 2-1-20
20 8 NC 2-1-20
20 7 NC 2-1-20

Season	Spring	Summer	Summer	Fall
Turn (AR)	1 April 1775	2 June 1775	3 Aug 1775	4 Oct 1775
British	R	R	R	RW
American	R	R	R	R
FR & SP				
Turn (GWE)		1 June 1755	2 Aug 1755	3 Oct 1755
British				
French		R		



Cumberland
Potomac R.
Winchester
Shenandoah R.
VIRGINIA
MARYLAND
Carlisle
Juniata R.
Sunbury
East Branch
Susquehanna R.
Ft. Augusta
Ft. Wyoming
PENNSYLVANIA
Alexandria
Rappahannock R.
Baltimore
Annapolis
Chester
Philadelphia
Trenton
Elizabetht
Mon
Monmouth
NEW JERSEY
DELAWARE
Richmond Court House
CHESAPEAKE BAY
NORTH A
Fleet Availa
Great War for
Year
Britis
1755
Not A
1756 & 1757
1758
1759 to end
Southern Army
Main Army

Winter	Winter	Spring	Summer	Summer	Fall	Winter	Winter	Spring	Summer	Summer	Fall	Winte
5	6	7	8	9	10	11	12	13	14	15	16	17
Dec 1775	Feb 1776	April 1776	June 1776	Aug 1776	Oct 1776	Dec 1776	Feb 1777	April 1777	June 1777	Aug 1777	Oct 1777	Dec 17
R	R	R	R	R	R			R	R		R	
RW	RW	R	R	R	R	RW	RW	RW	R	RW	R	
4	5	6	7	8	9	10	11	12	13	14	15	16
Dec 1755	Feb 1755	April 1756	June 1756	Aug 1756	Oct 1756	Dec 1756	Feb 1757	April 1757	June 1757	Aug 1757	Oct 1757	Dec 17
		R	RW	R				R	R		R	
			R	2 Repl				R	R			



ability Chart - Empire Scenario	
n Fleet	French Fleet
vailable	Not Available
3	3
6	3
6	1

Year
1775
1776 until French Entry
After French Entry but Befo Spanish Entry Fall Turns
After French Entry but Befo Spanish Entry Spring & Sumn
After Spanish Entry Fall Turn
After Spanish Entry Spring T
After Spanish Entry Summer

Winter	Spring	Summer	Summer	Fall	Winter	Winter	Spring	Summer	Summer	Fall	Winter
18 Feb 1778	19 April 1778	20 June 1778	21 Aug 1778	22 Oct 1778	23 Dec 1778	24 Feb 1779	25 April 1779	26 June 1779	27 Aug 1779	28 Oct 1779	29 Dec 1779
	R	R	R	R			R	R		R	R
	RW	W	R	W	W	W	RW	W			W
		Sp R							Sp R		Sp R
17 Feb 1758	18 April 1758	19 June 1758	20 Aug 1758	21 Oct 1758	22 Dec 1758	23 Feb 1759	24 April 1759	25 June 1759	26 Aug 1759	27 Oct 1759	28 Dec 1759
		RW		R		RW					
	R			RW				1 Repl			

h Table

Ratios		
2:1	3:1	4:1+
NE	NE	1
NE	1	2
1	2	3R
2	3R	4R
3R	4R	5R
4R	5R	6R

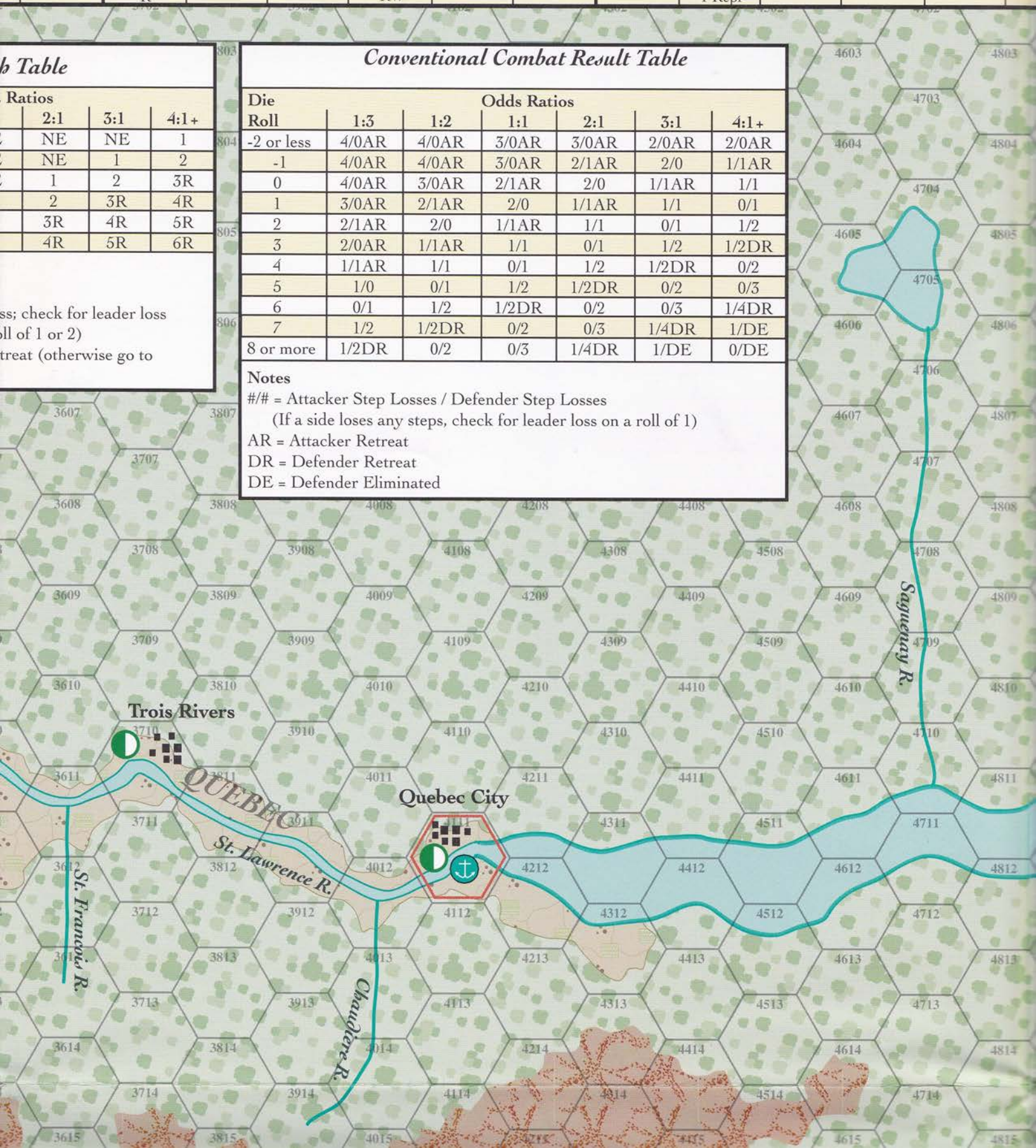
ss; check for leader loss
ll of 1 or 2)
treat (otherwise go to

Conventional Combat Result Table

Die Roll	Odds Ratios 1:3	1:2	1:1	2:1	3:1	4:1+
-2 or less	4/0AR	4/0AR	3/0AR	3/0AR	2/0AR	2/0AR
-1	4/0AR	4/0AR	3/0AR	2/1AR	2/0	1/1AR
0	4/0AR	3/0AR	2/1AR	2/0	1/1AR	1/1
1	3/0AR	2/1AR	2/0	1/1AR	1/1	0/1
2	2/1AR	2/0	1/1AR	1/1	0/1	1/2
3	2/0AR	1/1AR	1/1	0/1	1/2	1/2DR
4	1/1AR	1/1	0/1	1/2	1/2DR	0/2
5	1/0	0/1	1/2	1/2DR	0/2	0/3
6	0/1	1/2	1/2DR	0/2	0/3	1/4DR
7	1/2	1/2DR	0/2	0/3	1/4DR	1/DE
8 or more	1/2DR	0/2	0/3	1/4DR	1/DE	0/DE

Notes

#/# = Attacker Step Losses / Defender Step Losses
(If a side loses any steps, check for leader loss on a roll of 1)
AR = Attacker Retreat
DR = Defender Retreat
DE = Defender Eliminated



Winter	Spring	Summer	Summer	Fall	Winter	Winter	Spring	Summer	Summer	Fall	Winter
30	31	32	33	34	35	36	37	38	39	40	41
eb 1780	April 1780	June 1780	Aug 1780	Oct 1780	Dec 1780	Feb 1781	April 1781	June 1781	Aug 1781	Oct 1781	Dec 1781
RW	R			R				RW			
W	RW		W		W						
Sp R			Fr R								
29	30	31	32								
eb 1760	April 1760	June 1760	Aug 1760								
		R									

Iroquois Loyalty Chart

Great War for Empire Scenario

British Controlled Iroquois Loyalty Points

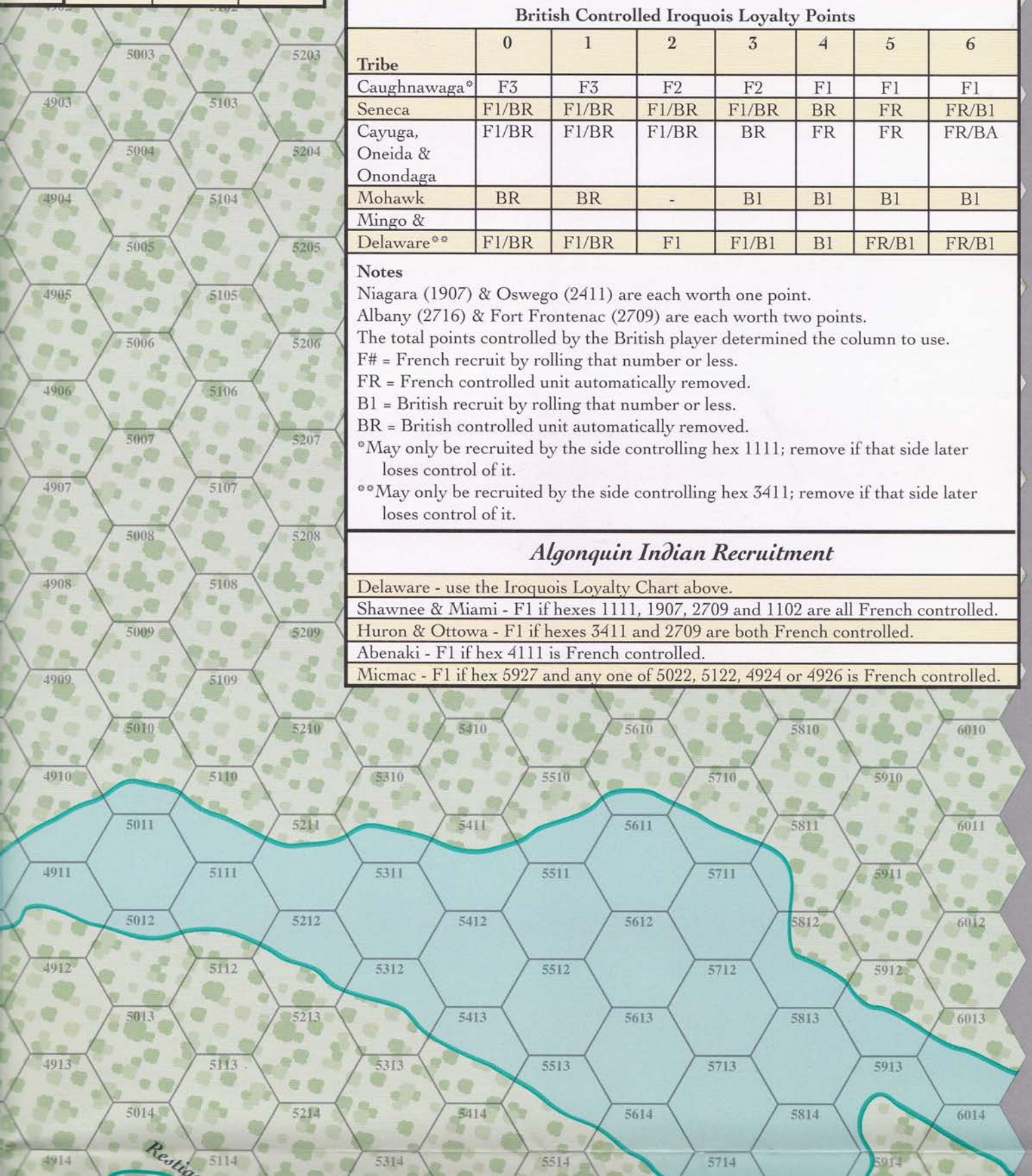
Tribe	0	1	2	3	4	5	6
Caughnawaga*	F3	F3	F2	F2	F1	F1	F1
Seneca	F1/BR	F1/BR	F1/BR	F1/BR	BR	FR	FR/B1
Cayuga, Oneida & Onondaga	F1/BR	F1/BR	F1/BR	BR	FR	FR	FR/BA
Mohawk	BR	BR	-	B1	B1	B1	B1
Mingo &							
Delaware**	F1/BR	F1/BR	F1	F1/B1	B1	FR/B1	FR/B1

Notes

Niagara (1907) & Oswego (2411) are each worth one point.
Albany (2716) & Fort Frontenac (2709) are each worth two points.
The total points controlled by the British player determined the column to use.
F# = French recruit by rolling that number or less.
FR = French controlled unit automatically removed.
B1 = British recruit by rolling that number or less.
BR = British controlled unit automatically removed.
*May only be recruited by the side controlling hex 1111; remove if that side later loses control of it.
**May only be recruited by the side controlling hex 3411; remove if that side later loses control of it.

Algonquin Indian Recruitment

Delaware - use the Iroquois Loyalty Chart above.
Shawnee & Miami - F1 if hexes 1111, 1907, 2709 and 1102 are all French controlled.
Huron & Ottowa - F1 if hexes 3411 and 2709 are both French controlled.
Abenaki - F1 if hex 4111 is French controlled.
Micmac - F1 if hex 5927 and any one of 5022, 5122, 4924 or 4926 is French controlled.



Fleet Availability Chart
Revolution Scenarios

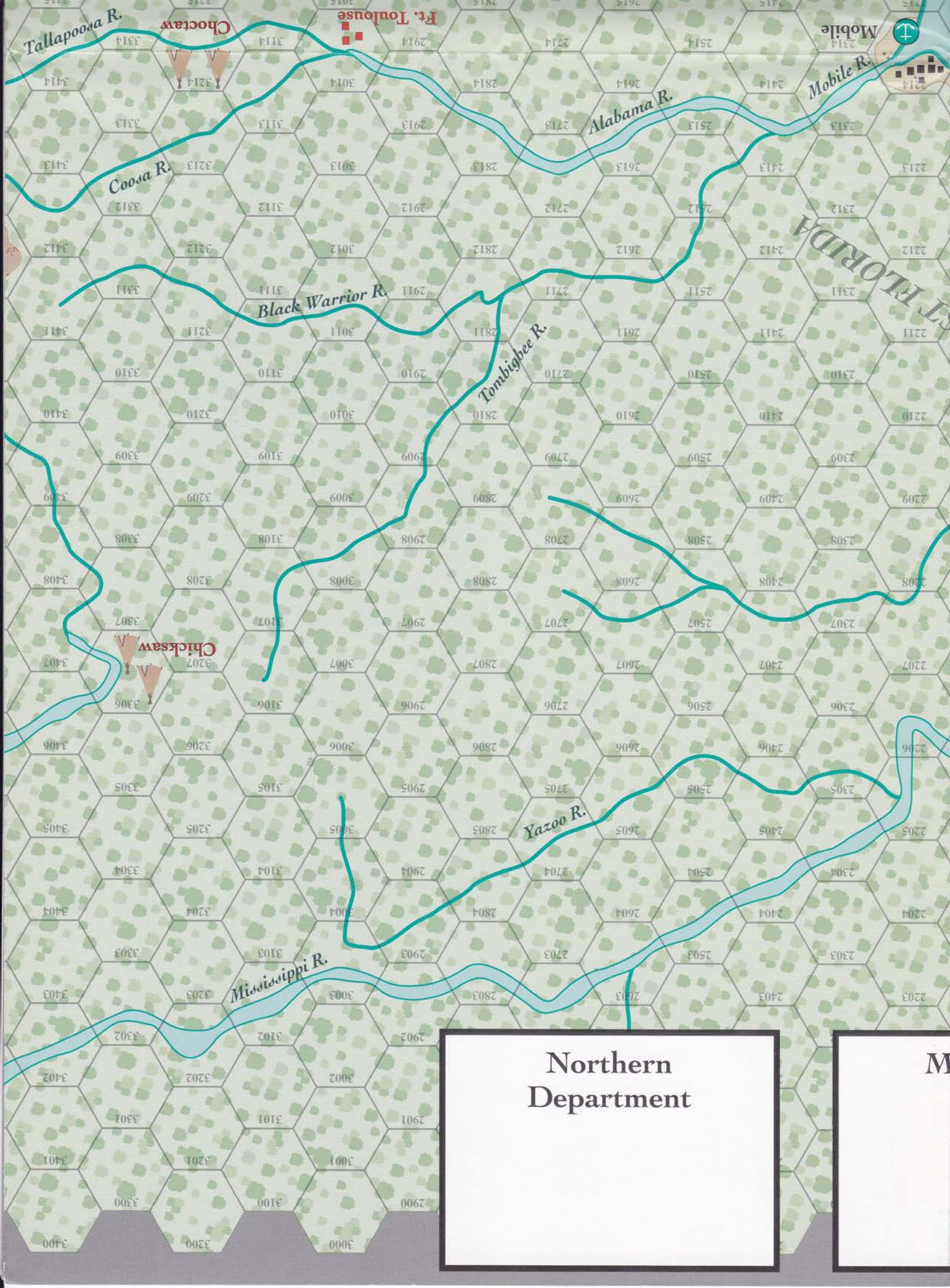
	British Fleet	French Fleet	Spanish Fleet
	Not Available	Not Available	Not Available
	6	Not Available	Not Available
re	5	5	Not Available
re ner	5	1	Not Available
s	4	5	4
urns	4	1	4
Turns	4	1	Not Available

Restigouche R.
Gaspe
GULF OF
ST. LAWRENCE
Ft. Cumberland
(Beausejour)
Ft. Lawrence
Ft. Amherst
(Port La Joye)
Pre
Fort Edward
NOVA SCOTIA
Halifax
Micmac
Louisbourg
EoE
North
Map
20
miles
N

Terrain Key & Terrain Effects Chart

Terrain Type	Movement Cost	Combat Effects	Other Effects
American Civilized	1MP if Friendly or Neutral; 2MP if Hostile	NE	Garrisons, 6.6 Control, 9.8
Tory Civilized	1MP if friendly or Neutral; 2MP if Hostile	NE	Garrisons, 6.6 Control, 9.8
French/Spanish Civilized	1MP if friendly or Neutral; 2MP if Hostile	NE	Garrisons, 6.6 Control, 9.8
American Civilized Rough	2MP if Friendly or Neutral; 4MP if Hostile	NE	Screening Terrain, 8.9
Wilderness	5 MP	Ambush Allowed	-
Wilderness Road	5MP	NE	Supply Tracing, 6.3
Mountain	Prohibited	Prohibited	-
River	1MP Civilized 2MP Wilderness	NE	Supply Tracing, 6.2 Special Movement, 9.10
Navigable River	1MP Civilized 2MP Wilderness	NE	Supply Tracing, 6.2 Overseas Supply, 6.3 Special Movement, 9.10
Lake	2 MP	NE	Supply Tracing, 6.2
All-Lake Hexside	By Ferry Only, 9.12	NE	-
All-Sea Hexside	By Ferry, 9.12	Naval Infantry, 14.6 & Sea Movement, 14.5	Overseas Supply, 6.3 Evacuation, 14.7
Ferry Hexside	Ferrying Possible	See 9.12 for 5MP, see 9.12	Overseas Supply, 6.3
American Supply/Entry	OTIH	NE	North American Supply, 6.2 Recruit Replacements, 7.10
British Supply/Entry	OTIH	NE	North American Supply, Recruit Replacements, 7.10
French Supply/Entry	OTIH	NE	North American Supply, Recruit Replacements, 7.10
Fortress	OTIH	-1 DRM	Outpost Supply, 6.4
Outpost	OTIH	One Defender Exempt from Ambush, 11.4	Outpost Supply, 6.4
Town	OTIH	NE	-
Port	OTIH	NE	Overseas Supply, 6.4 Overseas Reinforcement, 7.3
Indian Village	OTIH	NE	Indian Recruitment & Withdrawal, 13.2, 13.3 & 13.4

Southern
Department
ain Army
Red R.
LOUISIANA
Natchez
New Orleans
Lake
Pontchartrain
Pearl R.
WE
mpire
iam Marsh
Queman
XTR Corp.



Northern Department

M

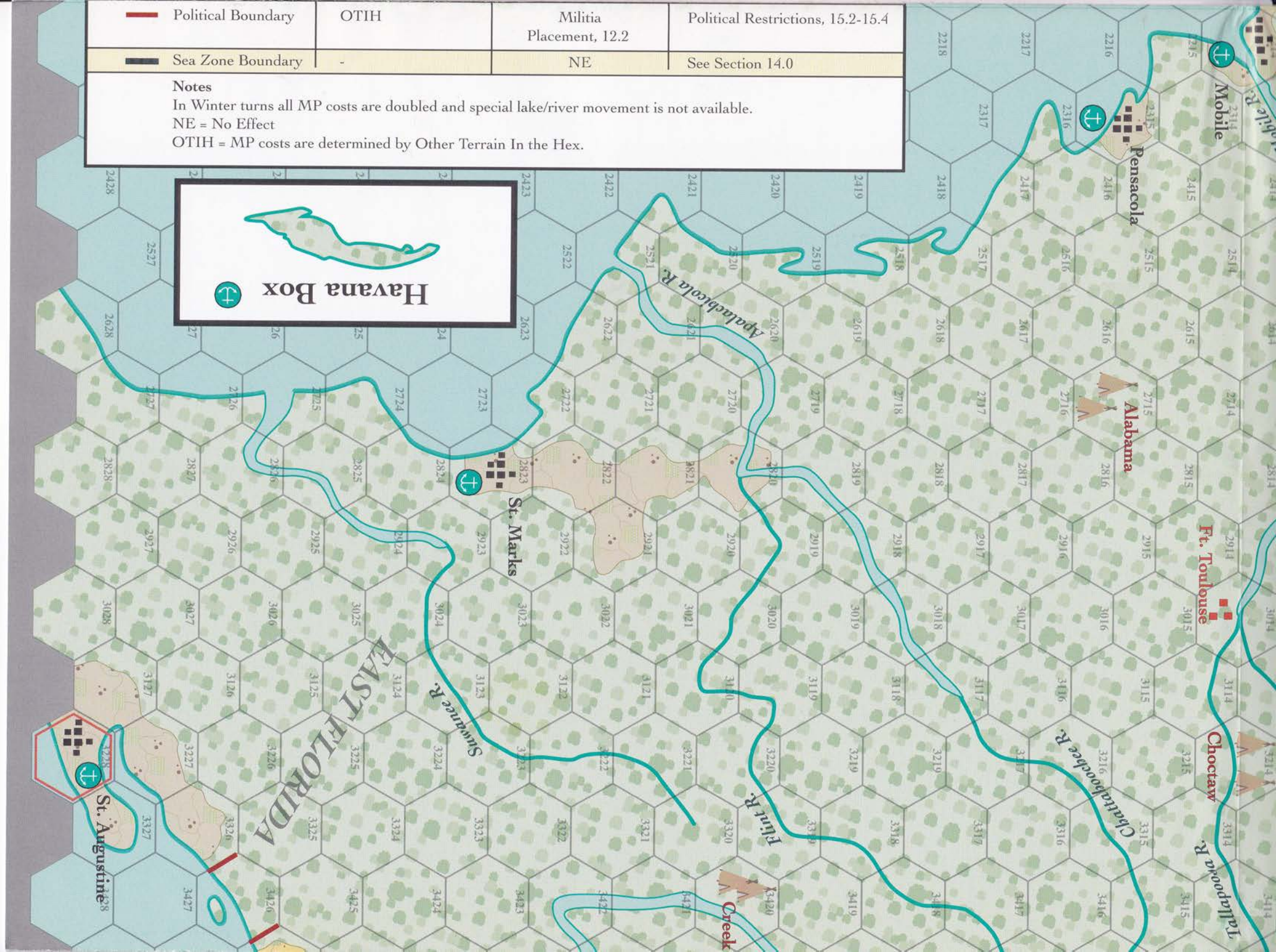
Political Boundary	OTIH	Militia Placement, 12.2	Political Restrictions, 15.2-15.4
Sea Zone Boundary	-	NE	See Section 14.0

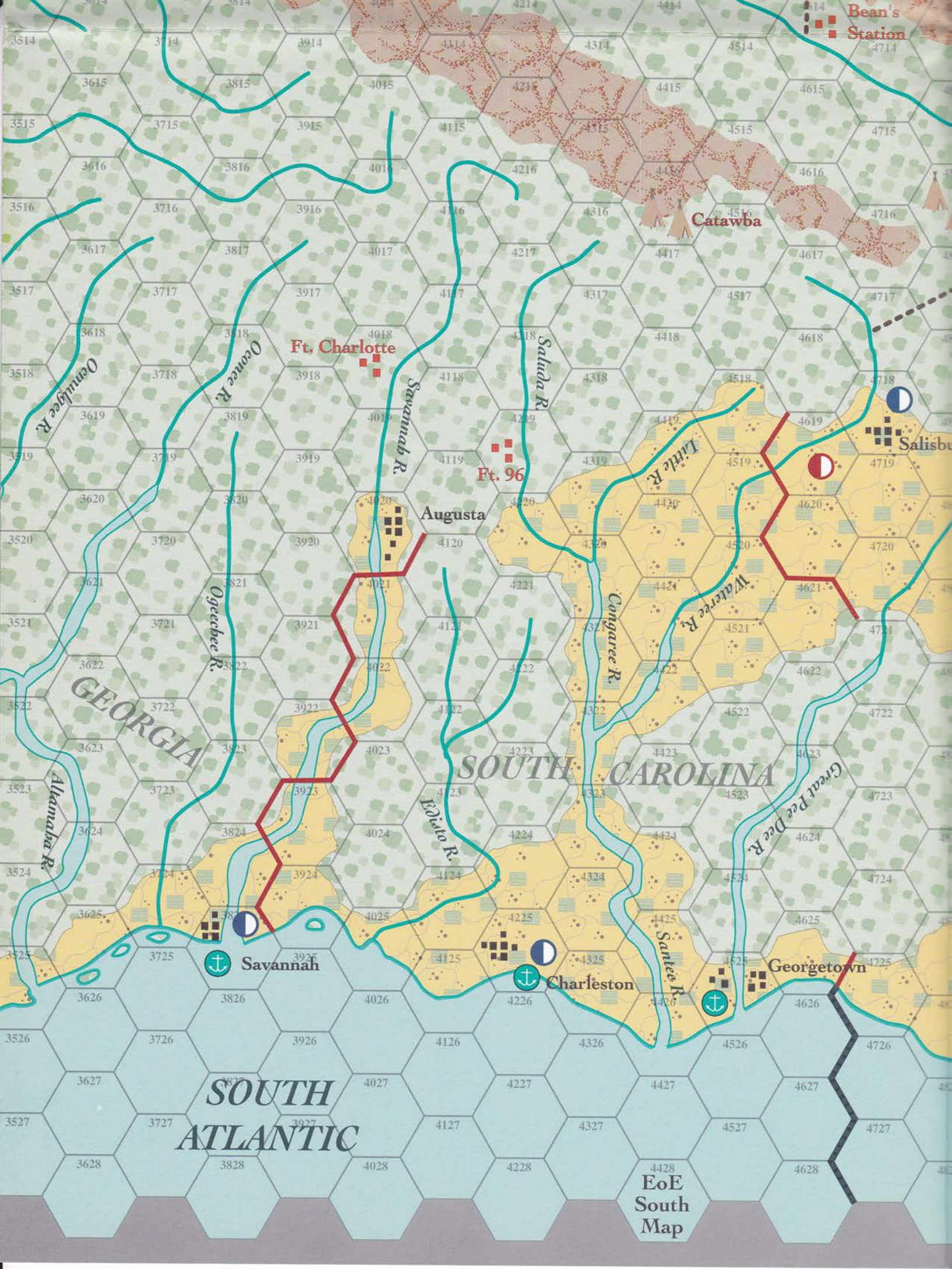
Notes

In Winter turns all MP costs are doubled and special lake/river movement is not available.

NE = No Effect

OTIH = MP costs are determined by Other Terrain In the Hex.




Bean's Station
Catawba
Ft. Charlotte
Ft. 96
Augusta
Salisbu
Savannah
Charleston
Georgetown
GEORGIA
SOUTH CAROLINA
SOUTH ATLANTIC
Ocmulgee R.
Oconee R.
Savannah R.
Saluda R.
Little R.
Wateree R.
Congaree R.
Ogeechee R.
Altamaha R.
Edisto R.
Santee R.
Great Pee Dee R.
EoE South Map

Cheat R.
Ft. Cumberland
Cherokee
Winchester
Rapidan R.
Rappahannock R.
James R.
VIRGINIA
Richmond
Court
House
Deep R.
NORTH
CAROLINA
Halifax
Williamsburg
Suffolk
Court House
Norfolk
Kingston
Neuse R.
Cape Fear R.
New Berne
Wilmington
CHESAPEAKE
BAY
20
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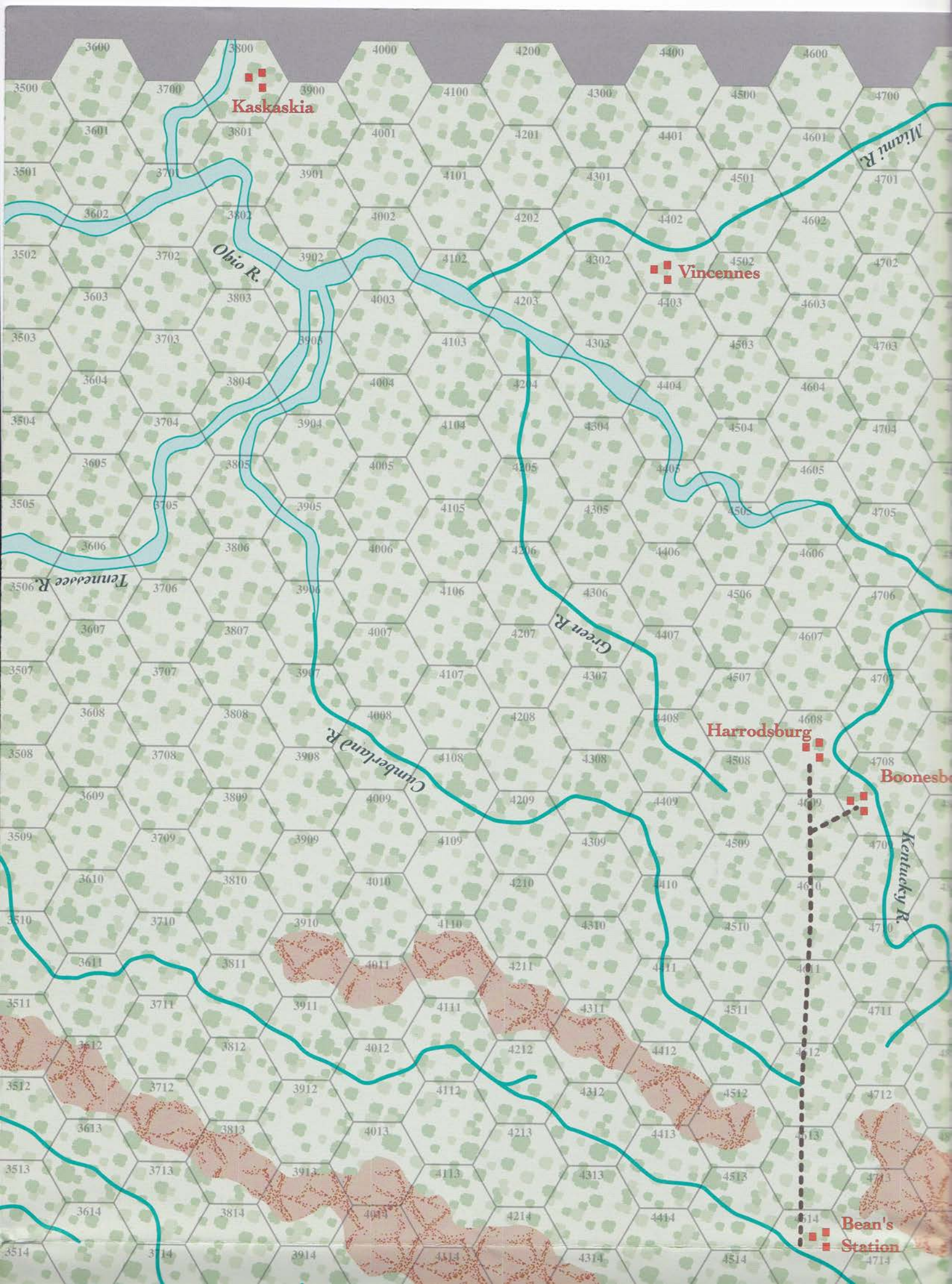
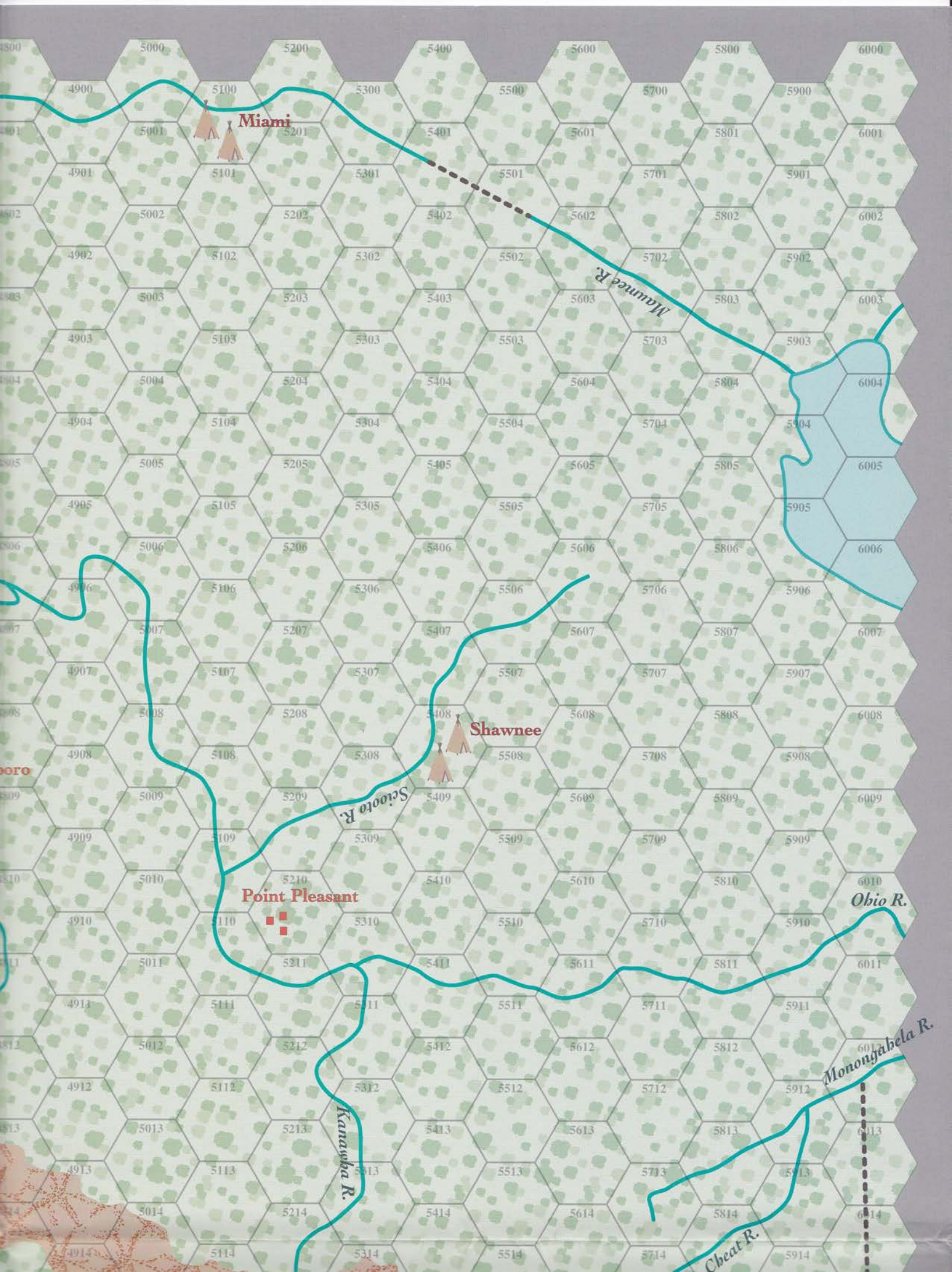

Kaskaskia
Vincennes
Harrodsburg
Bean's Station
Ohio R.
Miami R.
Tennessee R.
Green R.
Cumberland R.
Kentucky R.


Miami
Shawnee
Point Pleasant
Maumee R.
Scioto R.
Kanawha R.
Ohio R.
Monongahela R.
Cheat R.