

## American Revolution

As a result of post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

### LAND MOVEMENT

*Case E* — To further illustrate, if the British Player enters a region, thereby raising the American Militia, and the American Player places the Militia in the same Movement Area with the British forces, the British Player must leave behind sufficient forces to achieve a 1 to 1 combat action to leave that Area. If Enemy units in the area are in a Fort, their increased strength (tripled) is used to calculate the necessary 1 to 1 odds. If, however, Enemy units in a Fort are besieged or are themselves besieging, they may be ignored. There is no need to leave any units to achieve 1 to 1 combat action.

### SEA MOVEMENT

*General Rule and Case H* — Units may leave a coastal area by fleet and land again in the same Movement Area. The reason for doing this would be to leave a besieged fort and land *outside* of the fort. Then they would not have to attack the besieging units at double their value. The British would of course have to roll the die prior to accomplishing the movement; a "1" or a "2" roll indicates that the British movement may not be accomplished.

### COMBAT

*Case A* — last sentence: A player who has fewer Strength Points in an area than his opponent may attack, under the provisions of case G. It is simply not allowed in any individual combat action for the attacker to have fewer Strength Points than the defender.

*Case B* — This rule implies that the same Friendly unit may attack Enemy Units in the same movement area in different conditions sequentially. This is not the case. A given Strength Point may only engage, and be engaged in a single combat in a given Combat Phase. A group of Friendly units in the same Movement Area as Enemy units in different conditions may attack a single group, or all the groups together; if, however, the groups are attacked separately, the attacking units are separately allocated to each of the attacks, and

the attacks are resolved separately. In addition units in forts must attack units which are besieging them, at least. Other groups additionally may be attacked, in the same Combat Phase, at the option of the attacker. If any of the besieging units survive the combat the attacking units remain in the fort.

*Case C* — If units in a fort attack non-besieging groups of units, and the attacking units are not besieged at the end of the Combat Phase, the fort would be removed and the units no longer fortified.

### SUPPLY

The British must not only trace supply through an American vacant Area of a Controlled Region, an area where the British Player has a superiority of Strength Points, but the Coastal Area must fulfill one of these two conditions: British units in coastal areas are always in supply, unless the French Fleet is in that area and the British Fleet is not. Then units trace supply as if they were inland.

### MOVEMENT AND FORTIFICATIONS

*Sea Movement, Case G*, is actually applicable to land movement also. Thus units entering an area by land movement or sea movement or as reinforcements, may join other Friendly units in either forts, or Sieges which already exist. Exception: units may not enter a Friendly Fort if it is besieged.

### Major Success

Major Success is also occasionally called Major victory in the rules. The terms are identical for rule purposes.

### COMBAT RESULTS TABLES

Under the 1 to 1 Probability Ratio, a die roll of "3" the "1/2 De" is a misprint, it should have been a "1/2 De"

### VICTORY CONDITIONS

The British Victory Conditions should be amended as follows:

1775-1776 — British must control Regions worth a total of 41 Victory Points to win

1777-1778 — British must control Regions worth a total of 51 Victory Points to win

1779-1783 — British must control Regions worth a total of 61 Victory Points to win