

# 1776 THIRD EDITION RULES

All changes from Second Edition Rules, all new sections and all 2018 clarifications are in black type.

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## CREDITS

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- Third Edition Rules modified, arranged, edited & published **IN MEMORY OF ROD COFFEY** by Doug Pratto & Chris Fawcett
- First Edition Rules: March 1974; Second Edition Rules: August 1975; Third Edition Rules: Revised **November 2018**

## INTRODUCTION

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

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

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

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

## COMPONENTS

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

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

### CLARIFICATIONS:

- There are TWO types of class 3 hexsides: thin line (river/lake/bay) and heavy line (coastal). Sea-lane hexsides are not coastal.
- on composite hexsides, land and/or river hexsides take precedence over class 3 bay or coastal hexsides
- half-hexes and the four class 3 lake hexsides along the edge of the board are all playable
- **SCENARIOS:** Each scenario is a separate, self-contained game recreating a particular campaign of the Revolutionary War. All pertinent information for playing the scenario is listed at the end of this rulebook.

- **PLAYING PIECES:** Players are restricted to using only the number of counters provided with the game. The playing pieces contain the following information. For Units/Fleets, the number in the lower right corner is its movement allowance. The images depicted are from the Cyberboard v8.0 gamebox available for download at Limey Yank Games [Limey Yank Games](#).

### Combat Units (SP)

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

### Fleets

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

### Non-Combat Units

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

### Leaders

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

## I. SEQUENCE OF PLAY

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

### A. FIRST PLAYER SEGMENT

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

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

## II. MOVEMENT PHASE

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

- Its printed movement allowance (measured in Movement Points (MP)) is the distance a unit may move in one turn. These MP are expended one point for each hex entered. However, terrain restrictions require additional MP to enter certain types of hexes.
- movement is always voluntary
- Each unit can move in any direction or combination of directions. A unit may spend some, none, or all its MP in a given Movement Phase. Unused MP are not carried to the next turn; they are not accumulated.
- friendly units must stop and end all movement whenever entering hex occupied by enemy Strength Points (SP) not inside Fort
- TERRAIN RESTRICTIONS: A complete list of terrain effects on movement is in the Terrain Effects Chart. Costs are cumulative.
  - Units may not cross hexsides without sufficient MP to do so. However, units can move one hex every Movement Phase regardless of available MP. This does not allow the crossing of class 3, island or sea lane hexsides.

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

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

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

#### A. ENTRENCHMENTS

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

#### B. BATEAUX

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

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

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

- to be transported, the units must begin their Movement Phase adjacent to the **Bateau**'s hexside
- may drop off land-units along the way and continue moving to their destination
- forced to end movement due to presence of enemy SP, it must debark all units to either or both adjacent hexes (even if enemy-occupied)
- at end of its Movement Phase, must always debark all units to either or both adjacent playable land hexes  
EXCEPTION: if hexside is rough terrain, it can only debark to hex on the river side
- transported units may not move (or embark) after they debark
- **PORTAGE:** **Bateaux** may move thru 1 or 2 land hexes (not mountain/swamp) if accompanied by at least 1 SP restricted by terrain
  - may also move 4 hexsides max.(hexside-movement or as-transport) entirely before OR (hexside-movement only) entirely after
  - moving hexside to hex counts as first hex (no cost to move hex to hexside)
  - transported units (not **Artillery**) may accompany the **Bateau** on land if remaining MP allow but must end there
- **AS FERRY:** if hexside is free of enemy Fleets, **Bateaux** may ferry units
  - may neither move nor change arrow pointing direction in the Movement Phase in which they act as ferries
  - They reduce the crossing penalty across hexsides that their arrows point toward. Land-units crossing hexsides at these points (in either direction) enjoy the following reduced crossing penalties:
    - class 1 river: no crossing penalty (same as fords)
    - class 2 or 3 hexside: only one MP to cross (ignore mapboard ferry if present)

- **CAPTURE:** Enemy **Bateaux** are instantly captured if both adjacent hexes are free of enemy SP when a friendly SP enters or already occupies one of the two hexes adjacent to hexside containing the **Bateau**. Enemy **Bateaux** (not on hexside) in hex or outside Fort without enemy SP are instantly captured if a friendly SP is in hex.
  - simply replace with friendly **Bateau** (immediately available for normal use)
  - at least **1** SP of the capturing force must accompany the **Bateau** during Segment it is captured
  - The winner may opt to destroy captured **Bateaux**. He simply removes them from the board in Segment of capture.
- **DESTRUCTION:** Players may destroy their **Bateaux** during the Movement Phase if enemy SP do not occupy both adjacent hexes. To be destroyed on land during portage, its hex must be free of enemy SP or it must be inside Fort.

### C. AUTOMATIC ELIMINATION (AE)

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

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

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

### D. FORCED MARCH

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

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

#### PROCEDURE:

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

## III. COMBAT PHASE

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

### A. PROCEDURE

#### BASIC GAME

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

#### ADVANCED GAME & CAMPAIGN GAME

1. Attacker announces ONE hex he wishes to attack
2. one round of combat is resolved as follows



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

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

3. Attacker has the option to continue his attack for as long as he wants if **NC** on the Tactical Matrix has not been indexed, **NE** has not been rolled on the CRT and neither side has retreated
  - if he continues, repeat step 2. (priority lists in step G. are reset to 1)) – other **Elites** may be used
  - if he declines, the Defender may continue by attacking that hex using steps 2. and 3. as if he was Attacker

EXCEPTION: **Washington** when stacked with **CA** may break off tactical-card combat between rounds from 2nd round on
4. repeat steps 1. thru 3. until Attacker decides to stop attacking
5. in step 1., if at least 5 SP were attacked in a Strategic Town or at least 10 SP were attacked in a stack, check Leader promotion/demotion (rule IV. on page 13)
6. Defender announces ONE hex he wishes to attack which was not already involved in combat this turn. Repeat steps 1. thru 5. with Defender as the new attacker and Attacker as the new defender (priority lists in step 2.F. are reset to 1)).  
EXCEPTION: may not initiate combat if either friendly or enemy units in hex are inside Forts or Entrenchments
7. repeat steps 1. thru 6. until both sides decide or are forced to stop attacking, then check Leader casualties (rule IV.C. on page 9)

## B. SUPPLY UNITS

- **EFFECT ON COMBAT or AE:** if a **Supply** unit is not used, friendly SP are halved when attacking or defending (retain fractions)
  - must be present in the same hex with friendly SP for them to attack or defend at full strength
  - use is always optional
  - only one can be used to support combat in any one hex per Combat Phase (even if multiple attacks occur)
  - In combat (not AE), **Supply** used to support two or more rounds that turn is eliminated at end of the Combat Phase. If all friendly SP are eliminated, **Supply** used in only one round that turn is eliminated.

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

### C. MAGAZINE UNITS

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

### D. FORTS

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

## E. ARTILLERY UNITS

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

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

## F. MILITIA AND INDIANS

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

## G. ELITE UNITS

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

## IV. LEADERS

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

- each Leader counter has the following information:



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

## A. EFFECT ON MOVEMENT

- if **BR**, **CA**, or **FR** move on land, or by mapboard ferry, without a Regular Leader in their stack, movement costs are DOUBLED
- Leaders don't have to begin the Movement Phase stacked with a SP for the SP to pay normal movement costs. They may move about the board and any number of times pick up or drop off SP as they go.
- COMMAND: the number of SP that can be moved as a stack (lead) by a Leader is limited by his rank
  - **British 2-star** leads 8 **BR**
  - **French 2-star** leads any combination of 8 **FR** & **CA**
  - **British 1-star** leads 4 **BR** but **Rawdon** if overall commander leads 6 **BR**
  - **French 1-star** leads any combination of 4 **FR** & **CA**
  - **American 2-star** leads 6 **CA** but **Washington** leads 8 **CA**
  - **American 1-star** leads 3 **CA** but **Lafayette** leads any combination of 3 **CA** & **FR**
  - **Partisan** leads 3 Partisans, no more than 2 of which can be Dragoons
  - may be combined to lead a stack of SP

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



## B. EFFECT ON COMBAT

- At beginning of combat, both players determine their overall commander in hex. Those two combat ratings are subtracted to determine a DRM (in addition to other DRMs).
- if no Leader in hex, a maximum force of 3 SP if **CA**/Militia/Indian in any combination or 4 SP if it has **BR** or **FR** may participate
- COMMAND: the SP controlled by a Leader in combat is the same as he leads in movement except in addition to Regular SP, Militia/Dragoon/Indian SP are also counted and **French** Leaders cannot control SP other than **FR**
  - each round, only controlled SP in the combat hex limited per the table below may participate
  - a side with uncontrolled SP or no Leader suffers a -1 DRM penalty

Overall Commander	Maximum Controlled SP Allowed		
	American	British	French
Washington or Howe	no limit	no limit	
2-star	24	32	24
Rawdon		12	
1-star named Regular	10	10	10
Leader E	6	8	
nameless	3	4	4
Partisan	3	3	

- When combining **FR** and **American** SP, the allies suffer -1 DRM in combat. The side with the most SP present has its highest-ranking Leader in hex as overall commander of the combined force (tied, use **French**).  
EXCEPTIONS: 1) if **Washington** is in hex, he is overall commander without the -1 DRM  
2) if **Lafayette** is highest ranking allied general in hex, he is overall commander without the -1 DRM
- Carleton**: outside of Canada, his printed combat rating is lowered to +1
- Knox**: (the “A” means artillery) stacked with **Artillery** while attacking a Fort or Entrenchment, American gains an additional +1 DRM for first round of combat

## C. CASUALTIES AND CAPTURE

optional rule VI.A. on page 10 is mandatory in Scenarios 2, 7 and CSGs 1, 2, 3, 4, 6

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

## V. PARTISANS

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

- orange & green** Leaders are **Partisan Leaders** & may only lead Militia/Dragoon SP – such SP are Partisans  
EXCEPTIONS: 1) **Ferguson** may lead **4 BR** as a Regular (not Partisan) Leader; 2) Indians with or without a Leader are Partisans
- Sumter/Warner** outrank **Marion/Stark**, British order of rank: **1 Watson**, **2 Ferguson**, **3 Johnson**, **4 Brant**

## A. EFFECT ON MOVEMENT

- Partisans (not Dragoons) have a movement allowance of 10
- Partisan Leaders** (not **Ferguson**) are confined to the jurisdiction they start the game in. North is Middle States & New England (also Canada until 1777), South is Deep South & South Central. They and their Partisans are eliminated if outside jurisdiction.
- Marion**: may lead units (or move) through one swamp hex each turn at the cost of one MP, not two
- Sumter**: prohibited from ending consecutive turns stacked with the same Leader

## B. EFFECT ON COMBAT

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

## VI. OPTIONAL RULES

### A. LEADER CASUALTY CHECK

This method works best in games that contain a great number of SP. It is mandatory in Scenarios **2, 7** and CSGs **1, 2, 3, 4, 6**.

- Casualty Die Roll (CDR): **1-3** no effect, **4** captured, **5** wounded, **6** killed  
EXCEPTIONS: 1) no SP left and outside Fort, **1-3** retreat to nearest friendly-occupied hex, **4** captured, **5** wounded, **6** killed  
2) no SP left and inside Fort, **1** escape to nearest friendly-occupied hex, **2-5** captured, **6** killed

COMBAT PHASE: after the last round of each combat (not **NE** result in 1st round),

- if a player has no SP left in hex,
  - all friendly **nameless Leaders** (not **Leader E**) in hex are removed to Turn-Track & placed at start of next turn on friendly-occupied hexes in any combination
  - each **named Leader & Leader E** in hex must undergo a CDR
- if a player lost SP but SP remain in hex, roll 2 dice & add result to friendly SP lost
  - if total is **13** or more, each friendly **1-star named Leader & Leader E** in hex must undergo a CDR
  - if total is **14** or more, check friendly SP in hex:
    - if any survived, each friendly **2-star Leader** in hex (not overall commander) must undergo a CDR

### B. INVERTED/DECOY COUNTERS

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

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

## CAMPAIGN SIMULATION GAME

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

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

### I. STRATEGIC AREAS AND TOWNS

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

**CONTROL:** Only the British can control a Strategic Town, Strategic Area or Halifax. Occupation must be by debarked SP. Halifax is controlled by occupying with **1** Militia or Regular SP.

#### A. STRATEGIC TOWNS

A Strategic Town is controlled for Area status (only) by occupying it (regardless of enemy SP) with the following **BR**. For all other purposes it is controlled by occupation with **1BR** (if Fort, the required garrison must be inside).

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

#### B. STRATEGIC AREAS

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

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

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

**C. INDIAN VILLAGES:** Owego, Painted Post and Unadilla

- Forts and Magazines may not be built on the three Indian Villages
- a player may not move units into an Indian Village until the enemy moves a **BI** or **AI** out of that Village or moves a Regular/Militia SP of any kind (not Leaders) into that Village

**II. SEASONAL INTERPHASE**

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

**PROCEDURE:** at end of each March, June, September and December turn, the following Interphase steps are performed

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

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

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

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

3. all Leaders' combat ratings are reset to their printed value plus any Promotions
4. in each Area plus Canada, each side's highest ranked Leader must be stacked with the largest number of SP
- if not, reduce both his and the “Leader stacked with the most (or equal number of) SP” combat ratings by one (–1)
- EXCEPTION: combat ratings of 0 are not reduced
5. **starting 1777 SPRING:** if Middle States Area is uncontrolled, American rolls a die: **1-2** enter (or rebuild) the **AI** unit to Unadilla or, if green-striped **BI** (British ally) is on mapboard, replace it with **AI** unit, **3-6** remove it from the board
6. **WINTER:** if the **AI** unit is on mapboard, replace it with green-striped **BI** unit placed at Unadilla
7. **starting 1778 SPRING:**
- both players may rebuild one lost **Elite** (not if its Leader is captured or eliminated)
    - replaces 1 SP of the same color anywhere on the board
    - A wounded Leader's **Elite** can be rebuilt however, the **Elite** can't be placed on the board until the Leader returns to the board. Place the rebuilt **Elite** with its Leader on the Time Record Card to appear with him when he returns.
  - British may replace one **BI** lost anywhere with **1BI** at Oswego or Montreal

8. Check Area Status Chart (ASC) and adjust Status Indicator counters on the Rate Charts for each Area (located on the board). **BR** and **CA** in Canada/West Indies and units embarked on Fleets are not considered to be in an Area.

AREA STATUS CHART			
AREA STATUS	CA	RM	TM
NO <b>BR</b> in Area	Maximum	Minimum	Maximum
<b>NO Strategic Towns controlled.</b> NO <b>CA</b> in Area	Maximum	Average	Average
<b>some Strategic Towns controlled.</b> NO <b>CA</b> in Area	Minimum	Average	Minimum
<b>NO Strategic Towns controlled.</b> <b>CA</b> in Area	Average	Maximum	Average
<b>some Strategic Towns controlled.</b> <b>CA</b> in Area	Average	Average	Average
<b>controlled</b>	NONE	Minimum*	Minimum

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

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

9. each player adjusts his Militia levels and enters his new arrivals

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

#### PROCEDURE:

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

EXAMPLE: for 1-4 on a Rate Chart, 1RD may replace 1RM. For 5-8 on the chart, 2RD may replace 2RM, etc.
- enter **CA** reinforcements per Rate Chart in the same manner as **RM**
- adjust **TM+TD** SP per Rate Chart placing new SP in any combination on controlled Strategic Towns
  - if no controlled Strategic Towns are in the Area, place them on Strategic Towns unoccupied by enemy units
  - if all Strategic Towns are enemy-occupied, place them in adjacent hexes of Strategic Towns
  - TD** may replace new or existing **TM** in the same manner as **RD** and are adjusted in the same manner as **RD**
- SPRING**: enter 1 American **Supply** to each uncontrolled Area in the same manner as **RM**
- SUMMER**: enter 1 American **Supply** to each Area with no controlled Strategic Towns in same manner as **RM**
- WINTER**:
  - enter 2**BR** to one controlled Port and 2**BR** to New York (city) if controlled
  - enter 1**BR** to Charleston if controlled and 1**BR** to Philadelphia if controlled
- starting 1777 **SPRING**, **SUMMER** and **FALL**: enter 2 British **Supplies** to one controlled Port: Boston, New York, Philadelphia, Charleston or Quebec

- after **French Intervention**, roll to call up Variable Forces (rule V.E. on page 15) including any damaged Fleets
- after **French Intervention**, roll to remove Variable Forces (rule V.E. on page 15) including any damaged Fleets
- if both sides have captured Leaders, they are exchanged on a one-to-one basis (ignore rank), each side's ranking Leaders first
  - place exchanged Leaders on the Turn-Track at the current Interphase space
- both players may transfer Leaders – British does all his transfers first, then American does all his
  - If **named Leaders** are on Turn-Track at the current Interphase space, you may enter them in any combination to hexes occupied by friendly SP – American may enter his to uncontrolled Towns instead
  - one **named Leader** on the mapboard may be placed on the Turn-Track at the next Interphase

- one **nameless Leader** on the mapboard may be moved to hex occupied by friendly SP – American may move his to an uncontrolled Town instead

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

### III. INDIAN REINFORCEMENTS

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

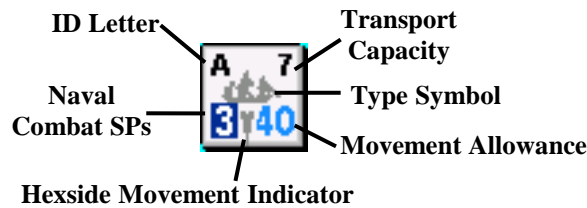
### IV. PROMOTION

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

### V. SEA POWER

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

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



#### A. NAVAL MOVEMENT

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

- **ON-BOARD MOVEMENT**: on-board movement is a combination of the following types
  - **RIVER AND CLASS 3 HEXSIDES**: Fleets may move along river or class 3 hexsides at a cost of one movement point per hexside in the same manner as **Bateaux** with these limitations:
    - **NONE** may move along class 1 rivers. Only **TF** and the **CN** may move along class 2 rivers.
    - movement through hexes that contain land (not yellow islands) is prohibited
    - may enter hexside occupied by enemy Fleets, but must stop there
    - do not have to stop for enemy SP on land or enemy **Bateaux**
    - **TF** on class 2 rivers must stop if entering hexside adjacent to an enemy Fort containing supplied **Artillery**
  - **SEA-LANE HEXES**: Fleets expend one movement point per sea-lane hex entered
    - units in sea-lane hexes may move to any class 3 hexside that is directly connected to that hex and vice-versa
    - must stop when entering a sea-lane hex occupied by enemy Fleets
  - **PORT HEXES**: Fleets may enter or leave port-hexes (Ports) at no cost in MP
    - only enter or leave a Port by moving through the port-entry hexside indicated by the arrowhead symbol
    - Fleets in the port-hex indicate they are in the Port and any on adjacent hexsides are outside the Port
    - each Port holds an unlimited number of Fleets
    - enemy Fleets may not enter a Port occupied by friendly Fleets
    - Fleets in a Port containing enemy SP but no friendly SP are instantly placed on the port-entry hexside unless they immediately debark a SP
- **OFF-BOARD MOVEMENT**: There are three sea-lane exits marked NORTH, EAST, and SOUTH. Whenever Fleets leave the map via these exits they are placed in the Off-Board Movement (OBM) Chart as outlined below. Fleets must have at least one MP remaining after entering the edge-most sea-lane hex to move off the map.
  - **NORTH Exit**
    - British **BF** and **TF** have the option of moving to the NORTH box or to the HALIFAX box
      - HALIFAX represents the British naval base (Port) at Halifax, Nova Scotia. Only British units may use this box. If entering or leaving via the NORTH exit, the cost to debark or embark is the same as a Port (table on page 14).
    - French **BF** and the **CN** must always move to the NORTH box
    - Fleets intending to move to the St. Lawrence River must enter either the NORTH or HALIFAX (if British) boxes. In their next Movement Phase, these Fleets appear on the first class 3 river hexside at a cost of one MP.
  - **EAST Exit**: Fleets are placed in the EAST box of the OBM Chart
  - **SOUTH Exit**: Fleets are placed in the SOUTH box of the OBM Chart



- within the OBM Chart: Fleets may move from one box to another (once per turn) if they are joined by double-headed arrows
  - entering/leaving the Halifax box via the NORTH box, there is no cost to debark/embark
  - Transitional Boxes marked “FR” are sources of French **Supply**. French **BF** beginning their turn in such a box may embark **1Sup** if they do not leave the box that Movement Phase.
  - WEST INDIES: The West Indies boxes are Ports for both French and British forces (each restricted to side that owns it). There is never any cost to embark/debark.
- Fleets may re-enter the map only if they begin their Movement Phase in the SOUTH, EAST, NORTH or HALIFAX boxes. They are placed in the first sea-lane hex of the appropriate exit at a cost of one MP and may continue moving from there.

## B. NAVAL TRANSPORT

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

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

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

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

## C. NAVAL COMBAT

Fleets in their Combat Phase may attack enemy Fleets.

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

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

### PROCEDURE:

1. all naval SP of the attacker are compared to all naval SP of the defender and the DIFFERENCE (not odds ratio) between their strengths is located on the Fleet Engagement Chart (FEC)
2. one die is rolled and cross-indexed with the strength difference to obtain the result of the engagement
3. attacks less than -1 are not allowed; attacks greater than +4 are treated as +4
4. Result is applied immediately. Damaged Fleets are removed from the board immediately (along with any land-units onboard). Previously damaged Fleets reappear with their cargo in any of the three Transitional Boxes on the OBM chart after the proper number of quarters has elapsed. Fleets sunk are permanently removed from the game (along with any land-units onboard).  
CLARIFICATION: **D-1** = 3 months, **D-2** = 6 months(ex: a Fleet suffering **D-1** in March reappears at start of friendly turn in June)
5. result of combat applies to all the Fleets of the side in question located in that hex

## D. NAVAL BOMBARDMENT

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

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

### PROCEDURE:

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

## E. FLEET AVAILABILITY AND ORDER OF APPEARANCE

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

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

## F. CONTINENTAL NAVY

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

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

## VI. WINTER TURNS

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

- **MOVEMENT: Middle States (and border hexsides), New England, and Canada**
  - Land-units (not Leaders; with or without Leaders) beginning the Movement Phase in these Areas or debarking in Ports in these Areas have their MP allowance halved (rounded down). Any debarking in Ports are halved again (rounded down).
  - **Bateaux**, **TF** and the **CN** may not move or transport units on class 1, 2, or 3 river or lake hexsides. However, they may embark/debark units, move on class 3 bay or coastal hexsides, and act as ferries normally.  
CLARIFICATION: The last northern river frozen hexsides are: Susquehanna OO28/PP29, Delaware OO33/PP33, Hudson WW37/XX38, Connecticut BBB42/CCC43, St. Croix YYY56/ZZZ57. There are no bay hexsides on the St. Lawrence River.
  - Forced Marches are not allowed (including into or out of Middle States)
- **MOVEMENT: Deep South and South Central (and border hexsides):** class 2 rivers are only crossed by ferry
- **MOVEMENT: all Areas and Canada:** no Automatic Elimination is allowed

## • COMBAT

- No unsupplied attacks are allowed. SP may still defend unsupplied, however, at half strength.
- combat is limited to TWO rounds per hex per Combat Phase

## VII. FRENCH INTERVENTION

### A. UNCERTAIN ENTRY

Starting **April '78**, the American rolls one die at the VERY start of each turn until he rolls a number permitting French entry according to the chart below (for each controlled Area at the beginning of a season, the die roll is modified with +1 DRM):

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

### B. ORDER OF BATTLE

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

### C. DEPLOYMENT

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

### D. WEST INDIES COMMITMENT

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

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

- whenever French **BF** or **FR** move (or Withdraw) into the West Indies box, the British must send an equal number of **BF** and **BR** into the West Indies box by the route that requires the fewest Movement Phases to move, embark and transport them
  - if French **BF** are initially placed in the West Indies, the British only have to match **BF** and **FR** that debarked
    1. at start of his Movement Phase the British calculates the minimum number of turns required
      - must assume all enemy forces will not move or attack
      - must allow for delays caused by entering enemy-occupied hexes or hexsides
      - if quicker, he must move through enemy units instead of around them
    2. at end of his Movement Phase that number of turns must be lower than in step 1.
- all forces on both sides (not **TF**) sent to the West Indies are required to remain there until the 3rd turn after arrival
  - if French **BF** are initially placed in the West Indies, only **BF** and **FR** that debarked must remain
- The British are required to maintain matching forces in the West Indies for as long as French forces remain there. However, if all French **BF** move out of the West Indies, the British are relieved of the matching obligation until the French commit again.
- Matching of naval forces is executed in terms of Fleet counters, not naval combat SP. Matching of land forces is in terms of combat SP. Ignore **Artillery** and **Supply** for this determination.

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

### E. WITHDRAWAL

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

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

## VIII. OPTIONAL RULES

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

### A. INTRINSIC ARTILLERY IN FORTS

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

### B. SUPPLY MOVEMENT

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

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

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

### C. FRENCH INTERVENTION AND FORCES

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

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

- **SEASONAL**: the following French forces are available short-term for the American player
  - **August 1778**: **BF-A** and **BF-B**, each carrying **3FR**, **1Lt.Inf.**, **1Art**, **1Sup**, plus **D'Estaing** and **Ldr.A** are all placed in the EAST OBM box at start of American turn. These must be removed from the map at end of the November turn.
  - **August 1779**: **BF-A** and **BF-B**, each carrying **3FR**, **1Lt.Inf.**, **1Art**, **1Sup**, plus **D'Estaing** and **Ldr.B** are all placed in the SOUTH OBM box at start of American turn. These must be removed from the map at end of the November turn.
  - **August 1781**: **BF-VF** carrying **Ldr.C**, **3FR**, **1Lt.Inf.**, **1Art**, **1Sup** is placed in the SOUTH OBM box at start of American turn. These must be removed from the map at end of the November turn.
  - if any Seasonal Fleet is sunk, ALL remaining Seasonal forces must be immediately removed from the map
- **PERMANENT**: the following French forces are permanent forces
  - **July 1780**: **BF-A** and **BF-B** carrying a TOTAL of **8FR**, **1Lt.Inf.**, **2Art**, **1Sup**, **Rochambeau** and **Ldrs. A & B** are all placed in the EAST OBM box at start of American turn
  - **May 1781**: **2Sup** are placed at a French-occupied Port (not West Indies)
  - French may receive additional French **Supply** in the Transitional boxes labeled "FR" (see normal rules)
- French Intervention must be rolled for normally. For every turn the French do not intervene, the August 1778 Seasonal forces are delayed a turn. This continues up to the November 1778 turn. If the French do not intervene by then, these French forces are unavailable. The same applies to the August 1779 Seasonal forces if intervention has not yet occurred.
- under rule **VII.D. WEST INDIES COMMITMENT** on page 16, the British must still match anything the French place there
- use the 1779 column of the CA Winter Reduction Rates chart for the winter 1780 turn
- continue British and American reinforcements/replacements throughout the year 1781
- eliminate end of game (Dec. '80) victory conditions and use them at revised end of game (Dec. '81) instead

## SCENARIOS

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

### I. RULES FOR ALL SCENARIOS

- **REINFORCEMENT/TURN RECORD TRACK** (Turn-Track): provides information as to which side moves first in each turn, length of game, reinforcement composition, location, turn-of-entry, and the passage of time – use Time Now counters to keep track of elapsed game turns directly on the Turn-Track
- **AREA OF PLAY**: units leaving the area of play are permanently out of the game
- **SET-UP**: Unless noted, British set up first. Optional – substitute one **Leader E** (or both) for any other **nameless Leader(s)**.
- **ADVANCED GAME CONTROL** = unless noted, occupy with SP either free of enemy SP or inside Fort (ignore Entrenchments)

- **REINFORCEMENTS**: unless noted,
  - enter immediately at start of friendly turn or they are lost
  - enter ALL to ONE hex
  - do not spend 1 MP to enter
  - priority when entering the game:
    - 1) entry hex enemy-occupied, enter to adjacent hex free of enemy units
    - 2) entry hex surrounded by enemy units, enter to hex 2 hexes from entry hex & free of enemy units
    - 3) if still unable, enter to hex adjacent to entry hex & cannot move this turn
- **COM COUNTERS**: destroyed by SP beginning friendly turn in hex free of enemy SP (ignore enemy SP inside Fort/Entrenchment)
- **RAIN**: in both Deep South & South Central Areas during Jan., Feb. & Mar. turns, class 2 rivers are only crossed by ferry

## II. BASIC GAME

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

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

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

### C. SPECIAL RULES

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

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

### D. VICTORY CONDITIONS

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

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

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

### F. SET-UP

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



### III. ADVANCED GAMES

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

#### #1 – CANADA INVADED - 1775

1776 Scenario #1 (Revised) by Gilbert Collins. Designer's notes: the Boardgamer's Unofficial Guide (BUG) to 1776 – pg. 48.

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

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

#### C. SPECIAL RULES

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

#### D. VICTORY CONDITIONS

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

E. **TURN-TRACK:** **American** moves first

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

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

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

#### F. SET-UP

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

#### #2 – SARATOGA CAMPAIGN

1776 Scenario #2 (Revised) by Bob Furney. Designer's notes: the Boardgamer - Vol. 7, No. 1.

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

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

#### C. SPECIAL RULES

- CONTROL:** ignore Forts. Victory Points(VP) are awarded by controlling Towns at end of game
  - British:** New York must have at least **6BR** at end of Jun, Jul & Aug for reinforcements **H**; Philadelphia must have at least **4BR**

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

Montreal	5 to American
Quebec	5 to American

- rule **V. SEA POWER** on page 13 (not **V.F. WEST INDIES OPERATION**)
- optional rules **VI.A. LEADER CASUALTY CHECK** on page 10 & **VIII.B. SUPPLY MOVEMENT** on page 17 are mandatory
- June: first player this turn to move a unit north of row ZZ must pay 3 VP penalty
- July: if no penalty paid in June, first player this turn to move a unit north of row ZZ must pay 2 VP penalty
- August: if no penalty paid in June or July, first player this turn to move a unit north of row ZZ must pay 1 VP penalty
- **British** may only embark **30 SP** (plus any amount of others) on Fleets:
  - embarked force is stacked as one during initial embarking and must remain that way during initial debarking
  - right after initial embarking, British secretly writes down final destination of force and removes them from the board
  - using normal movement, the turn the force appears at hex NN34 or hexside YY37/ZZ38 it is placed back on the board
- Saint Johns: **Ldr.A** and **2BR** are inside Fort at start of game and can't move until enemy SP enters Canada
- Quebec: all units are inside Fort at start of game and can't move until enemy SP enters Canada
- **COM** counters are only used to mark bonus Supply entry hexes
- **REINFORCEMENTS** (not **H**): if entry hex is enemy-controlled Town, enter to nearest friendly-controlled Town

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

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

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

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

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

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

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

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

**F** = remove **Schuyler** from the game

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

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

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

F. **SET-UP**

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

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

### #3 – GREENE’S SOUTHERN CAMPAIGN - 1780

1776 Scenario #3 (Revised) by Jim Lawler. Designer’s notes: BUG to 1776 – pgs. 15, 20, 22, 24; 2nd Edition Scenario Card.

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

B. **LENGTH OF GAME:** 6 turns, December ’80 to May ’81

#### C. SPECIAL RULES

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

#### D. VICTORY CONDITIONS

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

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

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

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

#### F. SET-UP

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

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

## #4 – YORKTOWN CAMPAIGN - 1781

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

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

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

### C. SPECIAL RULES

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

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

### D. VICTORY CONDITIONS

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

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

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

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

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

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

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

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

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

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

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

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

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

#### F. SET-UP

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

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

### #5 – TORY AND INDIAN WAR - 1778

Scenario #5 by Robert Furney. Designer notes: BUG–pg. 75; the Boardgamer–Vol. 6, No. 4; Consimworld; PBEM tourney 4-16-02.

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

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

#### C. SPECIAL RULES

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

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

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

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



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

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

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

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

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

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

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

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

F. **SET-UP**

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

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

**#6 – LINCOLN'S SOUTHERN CAMPAIGN - 1779**

Scenario #6 by Jim Lawler. Designer's notes: BUG to 1776 – pgs. 20, 65; the Boardgamer–Vol. 6, No. 4.

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

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

C. **SPECIAL RULES**

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

D. **VICTORY CONDITIONS**

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

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

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

**A** = **1BI**: J5 if 2 Red Star Towns in NC or SC (any combination) were British-controlled last turn – if unable, try next turn

**B** = **1BI**: R9 if any Red Star Town in NC or SC was British-controlled last turn – if unable, try next turn

**C** = **2TM**: friendly-occupied hex if at least 3BR in NC – if unable, try next turn

**D** = **2TM**: friendly-occupied hex if at least 3BR in SC – if unable, try next turn

**E** = **1TD**: Wilmington if British-controlled last turn – if unable, try next turn

**F** = **1TM**: Charleston if British-controlled last turn – if unable, try next turn

**G** = **1RM**: hex in GA if at least 2CA in GA last turn – if unable, try next turn

**H** = **2RM**: CA-occupied hex in SC if at least 3BR in SC this turn – if unable due to BR requirement, try next turn

**I** = **2RM**: CA-occupied hex in NC if at least 3BR in NC this turn – if unable due to BR requirement, try next turn

**J** = **Sumter**, **1RD**: hex in SC if British controlled Charleston this turn – if unable, try next turn

**K** = French forces **D’Estaing**, **7FR**, **1Sup**: Port or coastal hex using debarkation rules in **V.B. NAVAL TRANSPORT** on pg. 14

F. **SET-UP**

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

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

**#7 – THE BRITISH DILEMMA - 1778**

Scenario #7 by Jim Lawler. Designer’s notes: BUG to 1776 – pgs. 16, 20, 23, 68.

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

B. **LENGTH OF GAME**: 8 turns, March ’78 to October ’78

C. **SPECIAL RULES**

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

D. **VICTORY CONDITIONS**

- AMERICAN** wins **instantly** if he controls New York or British is unable to remove required units (see Turn-Track)
- NORTHERN STRATEGY**
  - AMERICAN** wins by fulfilling both conditions at **end of game**
    - avoids all 3 British victory conditions
    - controls any 2 of Newport, Boston, or Philadelphia

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

or

• **SOUTHERN STRATEGY**

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

E. **TURN-TRACK:** **American** moves first

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

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

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

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

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

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

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

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

F. **SET-UP**

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

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

## #8 – MONTCALM AND WOLFE - 1759

Scenario #8 by Fred Sassin. Designer notes: BUG to 1776–pgs 16,21,23,71-73; the Boardgamer–Vol.6, No.4; PBEM tourney 4-16-02.

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

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

### C. SPECIAL RULES

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

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

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

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

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

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

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

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

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

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

**F** = 2Bat: GGG36 (in any combination)

## F. SET-UP

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

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

## #9 – THE BRITISH RECEDING - 1781

Scenario #9 by Jim Lawler. Designer's notes: BUG to 1776 – pgs. 23, 77, 82; the Boardgamer–Vol.6, No.4; PBEM tourney 4-16-02.

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

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

## C. SPECIAL RULES

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

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

## D. VICTORY CONDITIONS

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

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

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



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

F. **SET-UP**

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

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

**#10 – THE CAROLINAS - 1776**

Scenario #10 by Michael Anchors. Designer's notes: BUG to 1776 – pgs. 16, 23, 24, 81.

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

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

C. **SPECIAL RULES**

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

D. **VICTORY CONDITIONS**

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

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

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

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

**B** = **H.Clinton**, **2BR**, **1Sup**: sea-lane hex (at sea)

**C** = **1Sup**, **2Art**: sea-lane hex (at sea)

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

F. **SET-UP**

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

- if using optional rule **VI.B. INVERTED/DECOY COUNTERS** on page 10, each side places **3 Decoys** in any combination at any hexes – **British** places his first

**#11 – 1775 CAMPAIGN**

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

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

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

C. **SPECIAL RULES**

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

D. **OPTIONAL RULES**

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

E. **VICTORY CONDITIONS**

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

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

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

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

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

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

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

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

**F** = Schuyler, 1RM, 1Sup: Albany

**G** = 2RM: New London

**H** = Greene, 3RM: Providence

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

**J** = Montgomery, 1RM: Albany

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

**L** = Morgan, Morgan'sRifles: Alexandria

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

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

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

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

**Q** = Ldr.E, 2RM: Alexandria

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

**S** = Stirling, 2RM: Morristown

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

**U** = Remove Burgoyne from game

**V** = 1TM, 1Sup: Quebec

**W** = 3BR: Boston

**X** = 2TM: Salisbury

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

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

#### G. SET-UP

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

#### #12 – BOSTON - 1775

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

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

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

C. **SPECIAL RULES**

- **nameless Leaders** are permanently eliminated if killed or captured

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

#### D. OPTIONAL RULES

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

#### E. VICTORY CONDITIONS

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

#### F. TURN-TRACK: **British** moves first

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

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

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

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

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

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

**F** = **Schuyler**, **1RM**, **1Sup**: Albany

**G** = **2RM**: New London

**H** = **Greene**, **3RM**: Providence

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

**J** = **Montgomery**, **1RM**: Albany

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

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

**M** = **Morgan**, **Morgan'sRifles**: Philadelphia

**N** = Remove **Burgoyne** from game

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

**P** = **3BR**: Boston

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

#### G. SET-UP

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

## #13 – SOUTHERN CAMPAIGN - 1775

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

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

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

### C. SPECIAL RULES

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

### D. VICTORY CONDITIONS

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

### E. OPTIONAL RULE

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

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

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

### G. SET-UP

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



#### IV. CAMPAIGN SIMULATION GAMES (CSG)

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

- optional rule **VI.A. LEADER CASUALTY CHECK** on page 10 is mandatory (except CSG-5)
- optional rule **VI.B. INVERTED/DECOY COUNTERS** on page 10 – during Set-Up each side places **7 Decoys** in any combination at any hex(es) (**British** first)

##### CSG-1

1776 Campaign Simulation Game #1. Designer's notes: the Boardgamer's Ultimate Guide (BUG) to 1776 – pgs. 16, 18-21, 24; The Boardgamer – Vol. 6, No. 4; 2nd Edition Scenario Card

- A. **AREA OF PLAY**: the entire board
- B. **LENGTH OF GAME**: 60 turns, January '76 to December '80
- C. **SPECIAL RULE**: beginning **Oct. '79**, at VERY start of each turn British rolls one die: **6 Arnold** deserts – remove American **Arnold** from game and place British **Arnold** on Turn-Track at next turn at such time he enters to hex with at least **1BR**
- D. **VICTORY CONDITIONS**
  - **AMERICAN** wins if British do not control 11 Strategic Towns or 1 Area at end of **Dec. '77** turn
  - **AMERICAN** wins if British do not control 11 Strategic Towns including 1 Area at end of **Dec. '79** turn
  - **AMERICAN** wins if British do not control 20 Strategic Towns including Boston, Newport, New York, Philadelphia, Charleston and Savannah at **end of game**
  - any other result is **BRITISH** victory
- E. **TURN-TRACK**: **British** moves first

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

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

#### F. SET-UP

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

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

## CSG-2

1776 Campaign Simulation Game #2. Designer's notes: BUG to 1776 – pgs. 16, 18-21, 24; The Boardgamer – Vol. 6, No. 4; 2nd Edition Rules – pg. 22; 2nd Edition Scenario Card.

- A. **AREA OF PLAY**: the entire board
- B. **LENGTH OF GAME**: 24 turns, January '76 to December '77
- C. **VICTORY CONDITIONS**
  - **BRITISH** wins by controlling Montreal & Quebec free of enemy SP at **end of game** and either
    - controls 11 Strategic Towns, or
    - controls 1 Area, or
    - controls Boston, Newport, New York, Philadelphia, Charleston & Savannah
  - any other result is **AMERICAN** victory
- D. **TURN-TRACK**: **British** moves first

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

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

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



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

**D** = **1BR**: Wilmington if controlled – if unable, try next turn

**E** = **Wayne'sPA**: hex with Wayne & at least 1CA, then remove 1 of those CA – if unable, try next turn

**F** = **Stark, Warner**: Norwich

**G** = **Burgoyne, Fraser, Riedesel, 20BR, 1Sup**: controlled Port, Quebec or Halifax – if unable, try next turn

**H** = **1BI**: if a Deep South colony was controlled last turn, enter to J5 – if unable, try next turn

**I** = **Leslie, G.Clinton, Knyphausen, Ldr.B, 1Gren., 18BR, 1Sup, 1Art**: controlled Port, either Boston, New York, Philadelphia or Halifax – if unable, try next turn

**J** = **1BI**: if Deep South Area was controlled last turn, enter to R9 – if unable, try next turn

**K** = **Smallwood'sMD**: hex with at least 1CA, then remove 1 of those – if unable, try next turn

**L** = **1stRI**: hex with at least 1CA, then remove 1 of those – if unable, try next turn

**M** = **Grey, Phillips, Heister, Rall, Ldr.C, 1Lt.Inf., 23BR, 1Sup, 1Art**: controlled Port – if unable, try next turn

**N** = **Prevost, Rawdon, 6BR**: controlled Port – if unable, try next turn

**O** = **Ldr.D, 4BR**: controlled Port – if unable, try next turn

**P** = **Tarleton, Ferguson, Tarleton'sLeg.**: hex where British (not Partisan) Leader is

**Q** = **Butler'sRang.**: Oswego if it has at least 1TM, then remove 1 of those – if unable, try next turn

#### E. SET-UP

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

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

### CSG-3

1776 Campaign Simulation Game #3. Designer notes: BUGto1776–pgs. 16,18-21,24; Boardgamer–Vol.6,No.4; 2nd Ed. Rules–pg. 23.

- A. **AREA OF PLAY:** the entire board
- B. **LENGTH OF GAME:** 18 turns, April '78 to September '79
- C. **SPECIAL RULE:** do not roll for French Intervention before July '78 (optional rule **VIII.C.** on page 17 cannot be used)
- D. **VICTORY CONDITIONS**
- BRITISH** wins instantly if for **one complete turn** he either
    - controls Montreal & Quebec free of **enemy** SP while controlling Middle States Area, or
    - controls Montreal & Quebec free of **enemy** SP while controlling Deep South Area & New York city
  - any other result is **AMERICAN** victory
- E. **TURN-TRACK:** **British** moves first

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

	<b>1BR:</b> if controlled, Wilmington			<b>Al on dr 1-2</b>							
<b>WINTER</b> <b>INTERPHASE</b>	10 JAN. 1779	11 FEB. 1779	12 MAR. 1779	<b>SPRING</b> <b>INTERPHASE</b>	13 APR. 1779	14 MAY 1779	15 JUN. 1779	<b>SUMMER</b> <b>INTERPHASE</b>	16 JUL. 1779	17 AUG. 1779	18 SEP. 1779
					<b>G</b>						

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

### F. SET-UP

<b>BRITISH</b>	Halifax	<b>Ldr.B, 4BR</b>
	Quebec ( <b>Fort</b> )	<b>Ldr.A, 5BR, 1Art, Mag</b>
	Montreal	<b>Carleton, 2BR, Mag</b>
	Saint Johns ( <b>Fort</b> )	<b>G.Clinton, Rawdon, 1Lt.Inf., 7BR</b>
	Oswego	<b>Ldr.C, Johnson, 2BR, Butler'sRang., 1Sup</b>
	Unadilla	<b>Brant, 1BI</b>

	Newport	<b>Grey, 9BR, 1Sup</b>
	New York	<b>Heister, Ferguson, Ldr.D, 1Gren., 14BR, 3TM, 1Art, Mag, BF-B, TF-B</b>
	Philadelphia	<b>H.Clinton, Cornwallis, Leslie, Phillips, Knyphausen, Tarleton, 1Gren., 1Lt.Inf., 31BR, Tarleton'sLeg., 1TM, 1Art, Mag, BF-A, TF-A</b>
	Augusta	<b>Watson, 5TM</b>
AMERICAN	Ticonderoga (Fort)	<b>Schuyler, Warner, 2CA, 1RM, 1Art</b>
	Norwich	<b>Stark</b>
	Ft. Stanwix (Fort)	<b>1RM</b>
	Albany	<b>1RM, 1Sup, 1Art</b>
	Boston	<b>1RM</b>
	Providence	<b>Sullivan, 6RM, 1Sup</b>
	West Point (Fort)	<b>Stirling, Ldr.A, 4CA, 2RM, 1Sup, 1Art</b>
	Norfolk (Fort)	<b>Ldr.B, 1CA, 1RM</b>
	Georgetown	<b>Marion, 1RM</b>
	Charleston (Fort)	<b>Lincoln, 2RM, 1Art</b>
	Savannah	<b>2CA, 1RM, 1Sup</b>

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

#### CSG-4 TOURNAMENT

Campaign Simulation Game #4 by Matt Burkins. Designer's notes:---same as CSG-1---; PBEM tourney 4-16-02.

- A. **AREA OF PLAY:** the entire board
- B. **LENGTH OF GAME:** 9 turns, January '76 to September '76
- C. **SPECIAL RULE:** Montreal & Quebec are Strategic Towns for VP purposes only
- D. **VICTORY CONDITIONS**
- BRITISH** wins at **end of game** if he controls the number of Strategic Towns bid (or more)
  - any other result is **AMERICAN** victory
- E. **TURN-TRACK:** **British** moves first

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

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

**K** = **Smallwood'sMD**: hex with at least 1CA, then remove 1 of those – if unable, try next turn

**L** = **1stRI**: hex with at least 1CA, then remove 1 of those – if unable, try next turn

**M** = **Grey, Phillips, Heister, Rall, Ldr.C, 1Lt.Inf., 23BR, 1Sup, 1Art**: controlled Port – if unable, try next turn

#### F. **SET-UP**

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

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

#### **CSG-5 BRITISH SOUTHERN CAMPAIGN**

Campaign Simulation Game #5 by Bruno Sinigaglio. Designer notes: BUG to 1776 – pgs. 18-21, 50; The Boardgamer – Vol. 6, No. 4

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

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

#### C. **SPECIAL RULES**

##### • **CONTROL:**

- British**: occupy with **BR** free of **CA/FR** or friendly SP inside Fort  
EXCEPTION: Charleston – occupy with **BR** either free of **CA/FR** or inside Fort
- American**: have free of enemy SP or occupy with **CA/FR** free of **BR**

- EVACUATED = embarked on Fleet from land-hex in Deep South or South Central and directly sailed (or is sailing) to New York. Once in New York, the **10BR** are eliminated.
- Victory Points are awarded as follows:

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

- ignore rules **III. INDIAN REINFORCEMENTS** on page 13, **VII. FRENCH INTERVENTION** on page 16 and **V.E. FLEET AVAILABILITY...** on page 15



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

- 1) secretly remove (or keep) Withdraw card from hand prior to 1st round
- 2) at end of 1st round, state if Withdraw card is in hand or not
- 3) if not in hand, it can't be used for rest of combat and American gains +1 DRM for 1st round and rest of combat

- **Marion:**

- confined to Deep South
- may attempt a Forced March with -1 DRM
- for any Forced March attempt, if 1/2E is rolled, only 1 SP is lost
- any time within 2 hexes of **Rawdon** & stacked with a **RD**, cancels **Rawdon's** one-time +1 DRM for rest of turn

- Leader Casualties & Capture:

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

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

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

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

• French **BF-VF**

- **Aug. '80** thru **Jun. '81**, if in Newport, can only move by the following **PROCEDURE**:

1. if all the following applies at start of American turn, go to step 2.
  - Clear weather
  - total **BF** combat ratings in Newport exceed **total** in New York
  - **3FR** from reinforcements **K** have not disembarked in South Central and/or Deep South
  - no **BF** in New York or, if any **BF** in New York, British roll one die resulting in a 6 (dr 1-5 **BF** was intercepted & forced to return to Newport)
2. transport **Ldr.C**, **3FR**, **1Sup** from reinforcements **K** to southern map then move normally except further transporting is prohibited until Aug. '81

- beginning **Aug. '81**,
  - if moved, it may transport any **Artillery** or **Supply** at Newport to South Central only
  - if NOT moved, it may transport **Ldr.C** & **3FR** from reinforcements **K** plus any **Artillery** or **Supply** at Newport to southern map (no other transporting allowed) or move normally without transporting

- only South Central and Deep South Rate Charts are used and their **CA** AVG. and MAX. boxes are changed to "1"

• **PROCEDURE** for Seasonal Interphase:

1. adjust VP totals per Victory Point table
2. same as CSG step 1. on page 11 except use **CA** Winter Reduction Rate for 1777
3. Check ASC and adjust Status Indicator counters for both Areas. Units embarked on Fleets are not considered in an Area.

AREA STATUS CHART			
AREA STATUS	CA	RM	TM
NO <b>BR</b> in Area	Maximum	Minimum	Maximum
<b>NO Strategic Towns controlled</b> NO <b>CA</b> in Area	Maximum	Average	Average
<b>Some Strategic Towns controlled</b> NO <b>CA</b> in Area	Minimum	Average	Minimum
<b>NO Strategic Towns controlled</b> <b>CA</b> in Area	Average	Maximum	Average
<b>Some Strategic Towns controlled</b> <b>CA</b> in Area	Average	Average	Average
<b>ALL Strategic Towns controlled</b>	NONE	Average	Minimum
<b>ALL Strategic Towns &amp; Ports controlled</b>	NONE	Minimum*	Minimum

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

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

D. VICTORY CONDITIONS

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

E. OPTIONAL RULES

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

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

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

**A** = Clear weather, **H.C**linton, **C**ornwallis, **L**eslie, **T**arleton, **1G**ren., **1Lt**.Inf., **12BR**, **T**arleton's**Leg.**, **1S**up, **2A**rt: New York embarked on **BF-VF1** and **TF-A** – all must disembark at Savannah by end of turn



**B** = Stormy weather, **H.Clinton, Cornwallis, Leslie, Tarleton, 1Gren., 1Lt.Inf., 12BR, Tarleton'sLeg., 1Sup**: New York embarked on **BF-VF1** and **TF-A** – all must disembark at Savannah by end of Feb. '80 turn, then remove TF-A to April '80 space on Turn-Track

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

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

**E** = **1BR**: Wilmington if controlled – if unable, try next turn

**F** = **Marion**: if British control Charleston, enter in step 4.3. of Interphase on page 46 stacked with up to 3 available **RM/RD** (per ASC) to any hex between the Santee, Wateree, Catawba Rivers & the NC/SC border (including border hexes) – if unable, try next Interphase

**G** = **Sumter**: if British control Charleston, enter in step 4.3. of Interphase on page 46 stacked with up to 3 available **RM/RD** (per ASC) to hex within 6 hexes of Ramsour's Mill – if unable, try next Interphase

**H** = **Ldrs. A, B, C, D**: in any combination to any land hexes (including New York) – may withhold any until next Interphase

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

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

**K** = **2FP**: if British control Charleston, hex where Ferguson is (embarked if he is) – if unable, try next Interphase

**L** = French forces **Ldr.C, 3FR, 1Sup** all embarked on **BF-VF** plus **2Art** disembarked: Newport in Port

**M** = **Greene**: if British control either 1) all Red-Star Towns in GA & SC or 2) all Red-Star Towns in VA, enter in step 5. of Interphase to land hex in column MM & remove **Gates** from game – if unable, try next Interphase – if able, may withhold and enter/replace Gates any Interphase

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

**O** = **Arnold, 3BR**: New York embarked on one Fleet – must leave New York this turn or they're lost; first landing must be in South Central

**P** = **Watson'sTD**: hex where Watson is (embarked if he is) *Note: Watson's TD is not an Elite unit.*

**Q** = **Lee'sLeg.**: hex with at least 1CA, then remove 1 of those – if unable, try next turn

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

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

**T** = **Lafayette, 3CA**: hex in column MM

**U** = **Gould, 4BR, BF-VF3**: Charleston; remove **Rawdon** from the game

**V** = **5BR**: New York embarked on one Fleet – if **Leslie** is there, add him to force

**W** = **Wayne, 2CA**: hex in column MM

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

**Y** = **Washington, Wayne'sPA, 4CA, 1Art** (and **Lincoln** if he is killed or captured): hex in column MM

**Z** = **Ldr.D**: if Lincoln is on mapboard, enter to hex where Washington is

**A1** = **8BR, 1Sup**: New York embarked on one Fleet – if **Clinton** is there, add him to force

#### G. SET-UP

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

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

## CSG-6 1775 LEAD-IN PLUS CSG-1

Campaign Simulation Game #6 by Charles Diamond. Designer notes:---same as CSG-1---; Old Soldiers magazine – Vol. 2, No. 3; The Boardgamer – Vol. 6, No. 4.

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

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

### C. **SPECIAL RULES**

#### • **during 1775 only:**

- include **nameless Leaders** when rolling for casualties
  - if killed or captured, remove to Turn-Track & enter at any hex at start of friendly Jan. '76 turn
- **Artillery** in Quebec & Ticonderoga at start of game may not be destroyed unless stacked with SP and may not be moved unless accompanied by **Knox**
- **Artillery** in Boston & Charleston at start of game may not be destroyed or moved unless stacked with SP
- **BI** in J5 at start of game must remain in Deep South and can't enter hex with Fort unless accompanied by **TM** or **BR**
- Boston:
  - **4BR** must occupy hex until start of Nov. turn
  - April: **American** forces may not enter Boston and **British** forces may not AE
- REINFORCEMENTS:
  - may enter to any hex adjacent to entry point
  - entry hex enemy-occupied or surrounded by enemy units, enter to within 1 hex of nearest Town free of enemy units

• **Nov. '75 thru Feb. '76**, the British may evacuate all **SP** from Boston by overloading Fleets only if they move straight to Halifax and immediately debark the surplus

- the **4BR** garrison requirement at Boston is lifted
- enter **Leader E** to hex where **Burgoyne** is and remove **Burgoyne** to Turn-Track stacked with reinforcements **C1**
  - if killed, place his **replacement** there
  - if captured, place an unused **nameless Leader** there

• REDEPLOY PHASE: at start of **Jan. '76** turn (before British moves),

- replace up to **20RM** in New England with **CA**
- if **Glover's MA** is eliminated, enter it to hex with **CA**, then remove **1CA** (if unable, try next turn)
- if **RM** reinforcement was received last fall and Canada has **RM**, replace **1RM** in Canada with **1CA**
- if **COM** counters on the board, for each one:
  - a) replace with **1Sup & 1CA**
  - b) remove **1RM** from any hex
  - c) move the **1Sup & 1CA** to nearest friendly force
- remove British **Ldr.C** to Turn-Track stacked with reinforcements **H1**
- remove British **Ldr.D** to Turn-Track stacked with reinforcements **J1**
- Place **3BI**, one each on Unadilla, Owego and Painted Post. They may not be attacked until moved.

• **Brant** and **Johnson** may not be captured until moved

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

### D. **OPTIONAL RULES**

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

### E. **VICTORY CONDITIONS**

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

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

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

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

#### G. SET-UP

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

## **CSG-7 THE 1813 CAMPAIGN**

### **CREDITS**

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

### **INTRODUCTION**

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

### **COMPONENTS**

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

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

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

## **V. #13, #14, #15, CSG-8 – GALVEZ SCENARIOS – 1779 TO 1781**

### **CREDITS**

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

### **INTRODUCTION**

*These scenarios are about the Spanish retaking of the Florida's. This was important to the revolution as it created additional problems and stretched the resources of the British. There are 3 smaller scenarios and one campaign game to choose from. The rules are in Old Soldiers magazine - Vol. 1, No. 4.*

### **COMPONENTS**

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

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

**<http://zappa.brainiac.com/yankeeap/pbem.htm>**

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

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

**[tdcgunslinger@worldnet.att.net](mailto:tdcgunslinger@worldnet.att.net)**