

SECOND EDITION RULES

1776

*The
Game of
the American
Revolutionary War*

*RULES AND
DESIGNER'S NOTES*

1776 *Design Credit*

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NOTE: Changes from previous editions are indicated by a
dot (●) in the margins.

Introduction to Rules

1776 portrays the military actions of the British and Continental Armies during the American War of Independence. Because of the magnitude and scope of the Revolutionary War, the game is strategic, with abstract representation of the actual military units and formations involved. The sheer size of the War also necessitates division of the game into three distinct versions. The BASIC GAME is especially important for players unfamiliar with the Avalon Hill game-system. It is a natural starting point for an easy introduction to simulation gaming. The ADVANCED GAME adds additional rules that demonstrate nearly all of the strategic variables present in the real-life campaign. The advanced Game is built around four scenarios that portray four of the most decisive campaigns of the war. Finally, for the hard-core game fanatics, **1776** includes the CAMPAIGN SIMULATION GAME containing everything needed to re-create the American Revolution from Bunker Hill to Yorktown. In this version, each player assumes responsibility for armies stretched across vast expanses of American wilderness. French, Indian, Dragoon, Militia, Regular land forces, and major naval units are all at the command of the opposing players.

It is strongly recommended that players, regardless of experience, begin play with the Basic Game. After mastering the Basic Game, it is a simple progression to the more complex versions.

A QUICK DESCRIPTION OF PLAY

In the most general terms, **1776** is played between two players who take turns moving and engaging in combat in consecutive order. The first player moves some, all, or none of his playing pieces (interchangeably called 'units', 'counters', or 'unit counters'), then resolves combat initiated by his movement. The other player repeats the same procedure. Combat involves comparing the strength of the moving player's units (the 'attacker') against the strength of the other player's units (the 'defender') to determine an 'odds comparison' between them. The die is rolled, and the Combat Results Table consulted to determine the outcome of that particular battle. The OBJECT of the Basic Game, in very simplistic terms, is for one player to hold more key cities than his opponent at the end of the game.

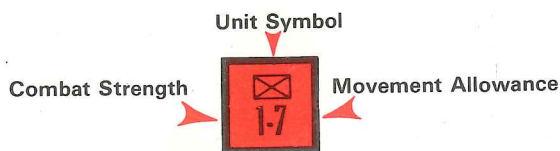
COMPONENTS

The mapboard represents the thirteen colonies and Canada at the time of the Revolutionary War. Superimposed over the map is an hexagonal grid used to regulate movement and combat. The hexagons that compose the grid are referred to as 'hexes' for short. Symbolized on the mapboard are natural terrain features, political boundaries and locations, and game related symbols.

Many of these features, in particular river and rough terrain hexsides, do not conform exactly to the hexsides. Nevertheless, if a river or rough terrain hexside symbol approximates the hex outline, it is assumed to be a part of that hexside.

A Military-style grid coordinate system is printed on the mapboard for reference purposes and/or recording unit positions. Letters 'A' through 'AAAA' run along the west edge of the mapboard, 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 located at B-13 and Charleston at H-17.

The unit counters are the die-cut playing pieces used to play the game. Each counter (except Indicator counters) contains the following information:



UNIT SYMBOLS

Infantry —	
Dragoons —	
Artillery —	
Supply —	
Indian —	

UNIT TYPES

COMBAT UNITS

British Regular Infantry —	
Continental Army Infantry —	
Tory Militia Infantry —	
Rebel Militia Infantry —	
Dragoons (Tory & Rebel) —	
French Regular Infantry —	
Indians —	

NONCOMBAT UNITS

Artillery Units —	
Supply Units —	
Bateau Counters —	
Decoy Counters —	

INDICATOR COUNTERS

Magazine Counters —	
Fortification Counters —	
Entrenchment Counters —	
Commerce Counters —	
Time Now Counter —	
Battle Fleet Counters —	
Transport Fleet Counters —	
Status Indicator Counters —	

NOTE: in the BASIC GAME, only the British Regular infantry counters and the Continental Army infantry counters are used.

Do NOT remove all of the die-cut counters from the sheet at once. Some types of units are used only in the Advanced and Campaign Simulation Games. Separate, by type, the units that have been removed and store in envelopes or plastic sandwich bags.

Basic Game Rules

I. Order of Turns

1776 is played in turns. Each turn is divided into two Player Segments, with each Player Segment further divided into a Movement Phase and a Combat Phase.

This sequence is outlined below:
First Player Segment:

A. Movement Phase: first player moves none, any, or all of his units up to the limit of their Movement Allowances subject to terrain limitations and the presence of enemy units.

B. Combat Phase: first player initiates and resolves any attacks that he chooses to execute against those enemy units occupying the same hexes with friendly units.

Second Player Segment:

C. Movement Phase: second player moves his units in the same manner as the first player.

D. Combat Phase: second player initiates and resolves combat in the same manner as the first player.

Steps A through D are repeated in sequence for each turn of the game.

II. Movement

During the Movement Phase of a player's Segment, he may move none, some, or all of his unit counters. Each unit counter may be moved as many hexes as desired within the limits of its Movement Allowance and terrain restrictions:

A. Each unit counter (or stack of unit counters on the same hex moving to the same destination) is moved individually by tracing the path of movement through each separate hex.

B. The distance that a unit may move in one turn is indicated by its Movement Allowance. A unit's Movement Allowance is expressed in terms of a certain number of Movement Points. In general, each unit counter expends one Movement Point of its Movement Allowance for each hex it enters. Quite often, however, terrain restrictions (see below) will require units to expend more than one Movement Point to enter certain types of hexes.

C. In any given Movement Phase a player may move none, some, or all of his units as he chooses. Movement is always voluntary, never mandatory.

D. Each unit can be moved in any direction or combination of directions. A unit counter may expend all, some, or none of its Movement Allowance each turn. Unused Movement Points may NOT be accumulated from turn to turn.

E. No combat may take place in the Movement Phase. No enemy units may move during a friendly Movement Phase.

F. Friendly unit counters may freely pass over or stop in the same hex with other friendly unit counters.

G. Friendly units MUST STOP and end all movement whenever they enter a hex containing enemy combat units. They may move no further in that Movement Phase.

H. TERRAIN RESTRICTIONS: a complete list of all terrain features and their effects on movement is on the Terrain Effects Sheet. NOTE: most of the terrain restrictions are stated in terms of either a) prohibiting movement across certain types of hexsides; or b) requiring units to expend extra Movement Points to cross certain types of hexsides. (In effect, a unit crossing a hexside is entering the adjacent hex). For purposes of assessing Movement Point costs it is more convenient to think in terms of 'crossing hexsides' rather than 'entering hexes' even though the two terms represent equivalent actions.

1. Units may not cross hexsides unless they have sufficient Movement Points remaining in their Movement Allowance to expend in doing so.

2. Terrain costs are cumulative. *EXAMPLE:* to cross a rough terrain hexside that was also a class 1 river hexside would cost two Movement Points (for the rough terrain) PLUS one Movement Point (for the river) PLUS one Movement Point (to enter

the next hex) for a total cost of four Movement Points expended.

III. UNIT BREAKDOWN AND STACKING

A. There is no limit to the number of Combat Strength Points or unit counters that may occupy a hex at any one time.

B. At any time a player may consolidate unit counters in the same hex representing smaller Combat Strengths of the same type by replacing them with a counter of a higher Combat Strength (of the same type) equal to the value of those units being replaced. Conversely, a unit counter may be replaced by several unit counters of smaller Combat Strength value of the same type which collectively equal the value of the unit being replaced. (In effect, unit counters are interchangeable with other counters of the same type in the same manner as five \$1.00 bills are equivalent to one \$5.00 bill.)

C. Breaking down and consolidating units is limited only by the number of unit counters physically available in the game for a particular type of unit.

D. Unit counters of different types or colors may never be consolidated. Units being broken down must be replaced by smaller units of the same type and color.

IV. COMBAT

Combat occurs between opposing units occupying the same hex at the discretion of the player who has just finished moving. The player who initiates combat is said to be the ATTACKER, the other player is considered the DEFENDER.

A. During the Combat Phase of his Segment, a player may only attack those enemy units located in the same hex with friendly units. Only friendly units located in the same hex with enemy units may attack those units.

B. Units in the same hex with enemy units are not forced to attack those units, but have the OPTION to attack those units.

C. No enemy units may be attacked more than once per turn. No friendly units may attack more than once per turn.

D. If an enemy-occupied hex is attacked, ALL enemy unit counters must be attacked AS A WHOLE. ALL friendly units in a hex must participate in any attack AS A WHOLE.

E. RESOLVING COMBAT: each combat situation is resolved individually and the results applied to those units involved in this fashion:

1. separately total the Combat Strength Points of the attacker and the defender. Express these totals as an 'odds ratio' (attacker to defender). Round-off this 'odds ratio' downwards to conform to the simplified odds-categories found on the Basic Game Combat Results Table.

2. roll the die and cross index the die-roll number under the proper odds-column.

3. apply the result from the Basic Game Combat Results Table to the combat situation in question. *EXAMPLE:* 7 British Combat Strength Points attack 2 American Combat Strength Points. This

odds ratio (7-2) rounds-off downward to 3-1. The die is thrown with a result of '4' obtained. On the Basic Game Combat Results Table, the die roll result of '4' cross-indexed under the '3-1' column results in a 'DE' outcome. All of the defender's Combat Strength Points involved in the combat in that hex are considered eliminated, and the unit counters are removed from the game.

F. EXPLANATION OF THE COMBAT RESULT OUTCOMES:

1. **DE** — all of the defender's unit counters involved in that combat are eliminated and removed from the mapboard.
2. **AE** — same effect as 'DE', except that all of the **ATTACKER'S** units are eliminated instead of the defender's.
3. $\frac{1}{2}$ **DE** — half (rounded UP!) of the defender's Combat Strength Points are eliminated and removed from the game.
4. $\frac{1}{2}$ **AE** — half (rounded UP!) of the attacker's Combat Strength Points are eliminated and removed from the game.
5. **NE** — NO EFFECT: no losses to either side.

NOTE: combination results of the above are handled in the same fashion as the individual results.

V. PREPARE FOR PLAY

The Basic Game Scenario contains all of the information required to begin playing **1776**. In the Scenario are three main sections containing game information: At Start, Reinforcements/Time Record Track, and the Victory Conditions. The 'At Start' section gives the Town hex locations where each side sets up its unit counters prior to the commencement of play. The abbreviations refer to the type and number of Combat Strength Points located in that particular hex.

EXAMPLE: '5/CA: Albany' means that five Combat Strength Points of Continental Army infantry start in the Albany Town hex. The only abbreviations used in the Basic Game are: CA — Continental Army units, and BR — British Regular units. The Reinforcement/Time Record Track is used to keep a record of elapsed game turns, and indicates (in the same fashion as the At Start section) when, where, and what number of reinforcements are available for each side. Players should use the 'Time Now' counter to record the passage of time directly on the Scenario section. The 'Victory Conditions' section states under what conditions each side may claim victory.

VI. REINFORCEMENTS

A. Reinforcements must be brought on at the time and location indicated on the Scenario Reinforcement/Time Record Track (R/TR).

B. Reinforcements may not be held "off board"; they must enter the game at the beginning of the owning player's Movement Phase as indicated on the R/TR Track.

C. Reinforcements not brought into the game at the proper time are automatically eliminated from play.

- D. If the location where the reinforcement units are to enter the game is occupied or completely surrounded by enemy units, the owning player must place them in any adjacent land hex free of enemy units. If and only if, all such hexes are enemy occupied, the owning player has the choice of placing the reinforcements in any one of those occupied, adjacent land hexes. In this case, they may not move during the turn of placement on the mapboard.

E. All units expend one Movement Point in the first hex of entry or placement on the mapboard.

F. All reinforcements arriving in the same turn must be placed on the mapboard in one hex unless two or more separate locations are specifically stated.

VII. THE BASIC GAME SCENARIO

DESIGN COMMENTARY: *This semi-historical Scenario is specially designed to familiarize players with the basic mechanics of play and application of tactics and strategy for 1776. In an abstract manner it portrays the situation in mid 1776 during the initial British build-up. After playing the Basic Game Scenario, players should progress to the Advanced Game wherein the Scenarios illustrate specific campaigns of the Revolutionary War more accurately.*

AT START JUNE 1776

BRITISH:

20/BR: New York City
1/BR: Oswego
10/BR: St. Johns
4/BR: Montreal
1/BR: Quebec

AMERICAN:

2/CA: Philadelphia
17/CA: Morristown
6/CA: West Point
1/CA: Albany
1/CA: Fort Stanwix
3/CA: Ticonderoga
2/CA: Boston

VICTORY CONDITIONS:

BRITISH: British player wins if he has at least 25 more Control Points* than the American player at the end of the December, 1776 turn.

AMERICAN: American player wins by avoiding the British Victory Condition at the end of the December, 1776 turn.

NOTE: Use only the NORTH half of the mapboard, in its entirety, to play the Basic Game Scenario.

***CONTROL POINTS:** points are awarded to the British player for having at least one Combat Strength Point in any of the following hexes unoccupied by American units at the end of the December, 1776 turn. American player receives Control Points for any of the following hexes in which he has at least one Combat Strength Point, regardless of the presence of British units also in that hex at the end of the December, 1776 turn:

HEX CONTAINING:	CONTROL POINTS AWARDED:	HEX CONTAINING:	CONTROL POINTS AWARDED:
Philadelphia	15 pts.	West Point	7 pts.
New York City	15 pts.	Ft. Stanwix	10 pts.
Newport	5 pts.	Ticonderoga	6 pts.
Boston	15 pts.	St. Johns	3 pts.
Albany	20 pts.	Montreal	5 pts.
		Quebec	10 pts.

REINFORCEMENT/TIME RECORD TRACK

BRITISH move FIRST	19/BR: New York	21/BR: any ONE Port				
(1) JUNE	(2) JULY	(3) AUG	(4) SEPT	(5) OCT	(6) NOV	(7) DEC
AMERICAN	6/CA: Albany	4/CA: Albany	4/CA: Philadelphia	3/CA: Philadelphia	1/CA: Albany	

Advanced Game Rules

I. INTRODUCTION

The Advanced Game Rules introduce additional facets of play that contribute realism and historical accuracy. Players will find that these rule additions change the complexion of the tactics and strategy involved and will require some adjustment in methods of play.

- A. Assume that the Basic Game Rules are in force unless otherwise stated.
- B. Note these additional unit types:
 1. Rebel Militia — represent non-Continental Army manpower in state, local, and special militias.
 2. Tory Militia — represent Loyalist forces not organized as regular British Army units.
 3. French Regulars — represent the units of the French expeditionary forces operating in North America.
 4. Indians — represent Indians of the Iroquois Nations that fought as British allies.
 5. Dragoons — represent Tory and Rebel Militia equipped with horses for mobility, but who fought on foot like infantry in battle.
 6. Artillery units — represent the larger caliber guns used in forts and siege operations.
 7. Supply units — represent the supply trains necessary to conduct operations over and above normal maintenance requirements.
 8. Magazine counters — represent organized depots or storage facilities where supplies are stockpiled; usually a major base of operations.
 9. Fortification counters — represent large, permanent forts and similar defenses.
 10. Entrenchment counters — signify that combat units under counters are in prepared positions, in a defensive posture.
- C. The Scenario Cards:

The Advanced Game is organized around the four scenarios printed on the Scenario Cards. Each Scenario is a separate, self-contained game recreating an important campaign of the Revolutionary War. On each Scenario Card will be found all pertinent information regarding game length, composition of forces, special rules, and victory conditions.

II. ADVANCED GAME COMBAT

The method of initiating combat in the Advanced Game is similar to the Basic Game. There are, however, major additions to the combat resolution system that make Advanced Game combat radically different. Instead of the Basic Game Combat Results Table, the Advanced Game Combat Results Table is used. Additionally, the Advanced Game introduces the concept of multiple combat in a hex during one turn, defender-initiated combat, and combat supply requirements. Most importantly, tactical combat is represented by the addition of Tactical Cards and the Tactical Results Matrix. REMEMBER: Although there are major additions to the combat resolution procedure, the GENERAL method of initiating combat remains unchanged.

A. Tactical Combat

1. during the Combat Phase, combat odds are determined as usual for each separate combat situation.
2. BEFORE the die is rolled to resolve combat, the attacker and defender each secretly choose one of 8 cards from their set of Tactical Cards, simultaneously reveal them, and cross-index the two cards on the Tactical Results Matrix which will affect the die-roll result on the Advanced Game Combat Results Table. The outcomes on the Tactical Results Matrix are explained as follows:
 - a. +2, -1, 0 etc. — add this number to the attacker's die roll on the Advanced Game Combat Results Table. This has the affect of raising, lowering, or leaving unchanged his die roll. EXAMPLE: a '+3' outcome changes a die roll result from a '6' to a '9'; likewise a '-1' changes the die roll of '6' to a '5'.
 - b. +2, -1, 0 — add this number to attacker's die roll as usual, BUT NO FURTHER combat is possible in that hex during the current Combat Phase.
 - c. NC — NO COMBAT allowed. Also, no further combat possible in that hex during the current Combat Phase.
3. After obtaining an outcome on the Tactical Results Matrix, the die is rolled as usual on the Advanced Game CRT incorporating the die roll changes (if any).
4. If the Tactical Result Matrix is a 'No Combat' outcome, the die is not rolled, and there is no combat in that hex in that Combat Phase.

B. Advanced Game Combat Results Table

The Advanced Game CRT, with minor variations, works like the Basic Game CRT. Note the following differences and additions:

1. The Advanced Game CRT has provisions for die rolls of -1, -2, -3, 0, 7, 8, 9, and 10. These account for die roll additions and subtractions possible as a result of Tactical Result Matrix outcomes, artillery, Entrenchments, etc.
2. There is an additional odds-category of '3-2' (1.5-1).

3. 'DL1', 'DL2' and 'AL2', — if these results are rolled, the side in question removes one or two Combat Strength Points from the units involved in the attack.
4. Combat odds worse than '1-3' are not allowed: attacker may not engage in combat at odds worse than '1-3' due to changes in their supply status (see below).
5. Odds greater than '5-1' are treated as '5-1'.
6. Die rolls less than '-3' are treated as '-3'; die rolls greater than '10' are treated as '10'.
7. Casualties must be taken in the following order from mixed stacks:
 - a. American: 1) Rebel Militia (RM or RMd, at option); 2) Continental Army; 3) French Regulars.
 - b. British: 1) Indian; 2) Tory Militia (TM or TMd, at option); 3) British Regulars.
 - c. EXAMPLE: in an attack involving Rebel Militia and Continental Army units on one side and Indians and British Regulars on the other, all of the Rebel Militia Strength Points would be removed before any Continental Army Strength Points are removed. Likewise, all of the Indian Strength Points would be eliminated in combat before any British Regulars are lost.

C. Defender-Initiated Combat

1. If, during any particular Combat Phase, the attacker declines to initiate combat in a hex containing both friendly and enemy units, the DEFENDER has the OPTION to initiate combat in that hex.
 - a. The defender exercises this option after all combat situations initiated by the attacker have been resolved. In effect, he becomes the 'attacker' for all combat situations he initiates.
 - b. Combat situations of this type are executed by the defender as if it were his combat phase; there is no change in the method of resolving combat, only in the way it is initiated.
2. NOTE: the defender may NOT initiate combat against enemy units inside Forts or Entrenchments, nor may he initiate combat if friendly units are inside Forts or Entrenchments.

D. Multiple Combat

1. With respect to combat in one hex, each side has the OPTION to CONTINUE combat in the same Combat Phase after the initial combat has been resolved if two possible events have NOT occurred:
 - a. 'No Further Combat' or 'No Combat' result on the Tactical Result Matrix in the initial (previous) combat.
 - b. 'No Effect' result on the Advanced Game CRT in the initial (previous) combat.
2. If one side or the other elects to continue combat, the other side must comply:
 - a. The attacker always states first whether or not he wishes to continue combat.

- b. If the original attacker chooses to continue combat, combat is resolved as in the initial attack, subject to changes in the odds due to casualties.
- c. If the original defender chooses to continue combat after the original attacker declines, the defender becomes the NEW attacker and the combat odds are RECOMPUTED. In this situation, the new attacker (the original defender) states first in any subsequent combat whether or not he elects to continue combat. This process of reversing combat rôles (attacker-defender) can continue indefinitely until combat is voluntarily or involuntarily ended in that hex. Combat is resolved in the normal fashion in all subsequent attacks except that new TAC cards are drawn for each combat situation and combat odds may change due to casualties.
- 3. Combat may continue at the option of either player, as per the above rules, for as many subsequent attacks as desired, barring the occurrence of either of the two possible outcomes under '1.' above.

III. SUPPLY

A. Supply Units

- 1. Supply units must be present in the same hex with friendly units for those units to ATTACK and/or DEFEND at full Combat Strength.
- 2. Friendly units that do NOT have a supply unit in the same hex, or are voluntarily 'unsupplied' during the Combat Phase, ATTACK and/or DEFEND at HALF Combat Strength. Do NOT round off; retain fractions.
- 3. For simplicity, whenever BOTH the attacker and defender are unsupplied, execute combat as if both sides WERE supplied.
- 4. Supply In Multiple Combat:
 - a. Only ONE Supply Unit can be used to support combat in any one hex per Combat Phase.
 - b. A Supply Unit may be used to support combat once during a Combat Phase without forcing its removal from the game. If it is used to support two or more combat situations during a single Combat Phase, it is removed from the game at the conclusion of ALL combat in that hex during that Combat Phase.
- c. The employment of Supply units to support combat is OPTIONAL for both players in any particular combat situation.
- d. If a player chooses NOT to employ his Supply unit in a combat situation (and thus defends or attacks at half strength), he may employ it in any single subsequent combat situation in the same Combat Phase, without forcing its removal.
- e. There are no restrictions concerning the order in which Supply Units must be employed to support multiple combat in one Combat Phase. One Supply unit can support an indefinite number of combat situations in one Combat Phase. If the Supply Unit is used more than once in any one Combat Phase, it must be removed from the game at the conclusion of all combat in that hex during that Combat Phase.

- f. For each combat situation, the attacker always states FIRST whether he intends to attack supplied or unsupplied. The defender then states whether he will be supplied. Supply status is stated BEFORE Tactical Cards are chosen at the beginning of each combat situation.

B. Magazines

- 1. Magazines are similar to Supply units but have added capabilities, the most important of which is that they are never consumed in combat.
- 2. Unlike Supply units, Magazines may supply ALL combat situations within a TWO HEX radius of their location as limited by the following restrictions:
 - a. The two hex radius may not cross class 3 river, lake or coastal hexsides.
 - b. The two hex radius may pass through no more than ONE enemy-occupied hexside, inclusive of the hex being supplied for combat purposes; i.e., there may be no enemy combat units in the intervening hex, nor in the hex occupied by the Magazine counter (unless the friendly unit being supplied is in the same hex with, or adjacent to, the Magazine).
- 3. Magazines may supply any number of multiple combats in different hexes in the same turn without being removed.
- 4. Magazines may never move. Once placed on board at the beginning of a game, or once built, they must remain where they start. They may be 'reduced' to Supply unit status at the beginning of any friendly Movement Phase; they are simply replaced by ONE Supply unit which can move and function normally in that turn.
- 5. Building Magazines: besides those that appear on the orders-of-battle at the start of certain scenarios, Magazines may be constructed during the course of a game:
 - a. Magazines may only be built on Town hexes.
 - b. To build a Magazine, two Supply units must begin their Movement Phase together on a non-enemy occupied Town hex. They are removed from the board and a Magazine counter is put in their place in the same Movement Phase.
 - c. Magazines may be used in the turn of construction to support combat.

IV. COMBAT EXCEPTIONS

A. Automatic Elimination:

- 1. Whenever friendly combat units enter an enemy occupied hex (during the MOVEMENT Phase) with sufficient Strength Points to create 6-1 odds or better, an Automatic Elimination situation is created and the defending enemy units are removed from the mapboard. This elimination occurs immediately at the moment friendly Strength Points entering the enemy-occupied hex achieve 6-1 odds.
- 2. The friendly units whose Strength Points were used to create the Automatic Elimination are not required to stop and end their Movement Phase in that hex, but may leave that hex and continue movement after expending an ADDITIONAL two Movement Points to do so.

3. If they do not have a minimum of three Movement Points remaining after Automatic Elimination they may not leave the hex, but other friendly units may pass through without delay.
4. Supply conditions are taken into consideration to establish Automatic Elimination. Using a Supply unit to establish an Automatic Elimination situation (or situations) however, does not count against that Supply unit should it be used to sustain regular combat in the Combat Phase.
5. Units in Fortifications or Entrenchments (see below) may NEVER be eliminated by Automatic Elimination.
6. Units moving 'outside' of friendly Forts may employ Automatic Elimination to facilitate movement into and out of Forts. (See below)
7. Automatic Elimination can *only* occur during the Movement Phase of a player's turn. During the Combat Phase, all combat must be conducted normally; odds greater than '5-1' must be rolled on the Combat Results Table.

B. Fortifications:

1. Effects On Combat: units are indicated as being 'inside' of Fortifications by being placed UNDER Fortification counters. Units on top of Fortification counters are considered to be 'outside' of them.
 - a. Fortifications (hereafter called 'Forts') DOUBLE the Combat Strength of units inside of them in defense. Units outside of Forts ('on top') accrue no defensive doubling.
 - b. If units inside a Fort attack, they are placed outside the Fort counter and lose all benefits associated with it.
 - c. Friendly units entering a hex occupied by enemy units, all of which are inside a Fort, are not required to stop and end their movement, but may continue normally.
 - d. The Tactical Cards are *not* used when attacking enemy units inside a Fort. Combat is simply resolved by using the Advanced Game Combat Results Table.
 - e. Units in Forts cannot be eliminated by Automatic Elimination.
 - f. All effects of supply in combat apply to units in Forts. Unsupplied units in Forts would be halved (for lack of supply) and then doubled (for the Fort). Therefore, they maintain their normal Combat Strength when unsupplied in a Fort.
 - g. When enemy units are both inside and outside a Fort, they must be attacked separately. All enemy units outside must be eliminated before units inside may be attacked. Both groups may be attacked consecutively in the same turn. Casualty results against units outside the Fort do not affect units inside.
 - h. If all enemy units are eliminated as a result of combat, surviving friendly units may move inside a vacated enemy Fort at the conclusion of combat. Also, units that move outside of a friendly Fort to engage enemy units in combat

may not move back inside the Fort until the conclusion of all combat in that hex.

- i. Units inside a Fort, with enemy units occupying the same hex, may not leave that hex, but must first move outside of the Fort and end their movement. In the next turn they may move normally. Similarly, friendly units entering a hex containing both friendly units inside a Fort and enemy units outside, may not move inside the Fort in the same turn UNLESS they participate in an attack against the enemy units. In this case, units inside the Fort are NOT required to participate in the attack, but have the option to do so.
- j. Casualties against units in Forts are evaluated normally.
2. Building and Dismantling Forts: in addition to those Forts that appear at the start of some Scenarios, players may build and dismantle Forts as per the following procedures:
 - a. Forts may only be built on Town hexes that are not occupied by enemy units.
 - b. Only ONE Fort may be built on any one Town hex.
 - c. To build a Fort, one Supply unit, one Artillery unit, and one Strength Point of Continental Army, French Regular, or British Regular forces must begin their turn in the same Town hex. These units are removed and replaced by an INVERTED Fort counter at the end of the friendly COMBAT Phase. The inverted Fort counter does not function until the following friendly Combat Phase. Inverted Fort counters are automatically destroyed if in a hex by themselves with enemy combat units.
 - d. In the friendly Combat Phase following placement on board, the inverted Fort counter is turned face-up and may be used normally.
 - e. Forts may be dismantled at the end of the owning player's Movement Phase if there is at least one friendly Combat strength Point also in that hex. Forts may not be dismantled if there are enemy combat units in the same hex. To dismantle a Fort, simply remove the Fort counter.

C. Entrenchments:

1. Effects On Combat: units are indicated as being entrenched by being placed under an Entrenchment counter.
 - a. Entrenchments improve the defensive strength of units by adding or subtracting '1' to the die rolls of all attacks against them. This is in addition to die roll changes resulting from other sources.
 - b. Entrenchments do not improve the combat strength of units when attacking; only when they are defending.
 - c. If any friendly units in a hex are Entrenched, all friendly units that enter and remain in that hex are also considered Entrenched and must be placed under the Entrenchment counter.
 - d. If all Entrenched combat units in a hex are eliminated in combat, the Entrenchment counter is removed from play.
2. Building Entrenchments:
 - a. Any combat unit may build an Entrenchment in

any non-enemy occupied hex at the beginning of any friendly Movement Phase.

- b. Entrenchments may not be built on any hex containing a Fort or another Entrenchment counter.
- c. Units that entrench at the beginning of their Movement Phase may not move in that Movement Phase and are committed to remain entrenched for the duration of that particular turn.
- d. Abandoned Entrenchment counters must be removed from the mapboard.

D. Militia And Indians:

1. Whenever Militia units of either type are involved in combat by themselves against enemy 'regular' infantry types (ie. CA, FR, or BR), they are penalized by subtracting 1 from the die roll when attacking and adding 1 to the die roll when defending.
2. Whenever Indian units are involved in combat without the presence of British Regulars, they undergo the same die roll penalty as outlined above for Militia.
3. These die roll penalties are in addition to any other die roll additions or subtractions.

E. Artillery Units:

1. Artillery units have no intrinsic Combat Strength as such. They may not attack by themselves and they are automatically destroyed (or captured — see below) when alone in the same hex with enemy combat units.
2. Enemy units are not required to stop when entering a hex containing lone Artillery units.
3. Artillery units have two basic functions:
 - a. They are used to build Fortifications.
 - b. They add or subtract die roll points whenever they accompany friendly units which attack or defend in Forts or Entrenchments.
4. Uses In Combat:
 - a. Defending: the attacker subtracts '1' from the die roll for EACH defending Artillery unit in the same hex with defending combat units INSIDE Forts or Entrenchments.
 - b. Attacking: the attacker adds '1' to the die roll for each friendly Artillery unit in the same hex as friendly combat units attacking enemy units INSIDE forts or Entrenchments.
 - c. Artillery units have no effect when used against units not in Forts or Entrenchments.
 - d. In certain instances, the effects of defensive and offensive Artillery units will cancel out and have no effect on the die roll.
 - e. Artillery units may only support combat in the above manner when they are SUPPLIED for combat purposes.

F. Capture: *certain enemy non-combat units may be captured by defeating all enemy combat units in a hex, or when found in a hex unaccompanied by enemy combat units.*

1. When all enemy combat units accompanying certain non-combat units have been eliminated

in combat, or when the non-combat units are *not* accompanied by combat units, or in an Automatic Elimination situation, the opposing player has the option of destroying or capturing the following types of non-combat units if he has at least one Combat Strength Point in that hex:

- a. Forts
 - b. Artillery units
 - c. Unused Supply units
 - d. Magazine counters
2. If captured, such enemy units are simply replaced by equivalent friendly unit counters. Captured Artillery and Supply units must accompany the capturing Combat Strength Point during the Segment-of-capture (to the limit of their Movement Allowance).
 3. The winner may opt to destroy captured Artillery, Supply and Magazine counters by simply removing them from the mapboard in the turn of capture. Forts may only be destroyed as per the proper dismantling procedure.
 4. 'Unused Supply units' refers to any enemy Supply units which were not used to support any combat in the Segment-of-capture. Supply units used to support one or more combat situations in that Combat Phase are eliminated when the last enemy Strength Point in that hex is eliminated.
 5. Players may choose to VOLUNTARILY destroy their own units of the above types during their Movement Phase. They may not voluntarily destroy such units, however, if enemy combat units are also in the same hex.

V. HOW TO USE THE SCENARIO CARDS

Each Scenario is composed of six main sections that cover all aspects of play for the Advanced Game: At Start, Reinforcement/Time Record Track, Victory Conditions, Area of Play, Special Rules, and Suggested Optional Rules:

A. At Start.

The following abbreviations are used to indicate unit types:

CA — Continental Army
BR — British Regulars
RM — Rebel Militia
TM — Tory Militia
RMd, TMd — Rebel or Tory Militia Dragoons
I — Indians
FR — French Regulars
TR — Transport Fleet
BF — Battle Fleet
A — Artillery units
S — Supply units
M — Magazine counters
F — Fortification counters
B — Bateau counters
D — Decoy counters

(E) following any of the above unit types designates such units are entrenched at the beginning of the Scenario.

Units listed in parenthesis, with an asterisk, are those that appear only if the Suggested Optional Rules are used. If they are not used, such units are ignored in the initial setup.

B. Reinforcement/Time Record Track

The R/TR Track provides information as to which side moves first in each turn, length of game, reinforcement composition, location, turn-of-entry, and the passage of time. Players use the 'Time Now' counter to keep track of elapsed game turns directly on the Scenario Card.

C. Victory Conditions

Section outlines the criteria each side must achieve to win the game. Note that in some Scenarios, in addition to winning or losing, a draw situation can exist under certain circumstances.

D. Area of play

The full two-section game board is used only in the CAMPAIGN SIMULATION GAME. In the Advanced Game Scenarios only one section or a part of a section of the mapboard is used. The Area of Play section delineates what part of the mapboard is used for each Scenario. In Scenarios where only part of one section is used, units leaving the Area of Play are permanently out of the game and may not return.

E. Special Rules

Each Scenario contains a section of rules applicable only to that Scenario. These rules 'tailor' the general Advanced Game rules to the specific campaign in question.

F. Suggested Optional Rules

Suggestions for using the Optional Rules in each Scenario are given in this Section. Players refer to the AT START section to ascertain which units are included in the play as well as those which may be used optionally. These Optional Rules are SUGGESTIONS only; their use is not mandatory. By using them, however, realism and/or game balance will be enhanced.

G. Special Note on Reinforcements

Basic Game Rules govern placement of reinforcements in the Advanced Game. However, if the location in question is occupied by enemy units, specific instructions are given as to alternate placement locations in each scenario if they differ from the Basic Game rules.

Advanced Game Optional Rules

I. INVERTED AND DECOY COUNTERS

To simulate the lack of precise information available to each side on the strength and disposition of opposing forces, employ the following set of rules:

- A. Only CA, RM, TM, RMd, TMd, and Indian units are allowed to be positioned and moved inverted.
- B. All other unit-types must move and function face up.
- C. All inverted counters (including Dragoons) have a maximum Movement Point Allowance of '8'.
- D. Inverting unit counters is done at a player's option. Dragoon units must be turned face up to move at their full Movement Allowance.
- E. Inverted counters may remain inverted until:
 1. They enter a hex occupied by enemy combat units, or;
 2. Enemy combat units enter a hex containing friendly inverted units.
- F. Whenever either of the two cases above occur, both sides immediately expose their unit counters in the mutually occupied hex. They may not be reinverted until they begin their Movement Phase in a hex NOT occupied by enemy combat units.
- G. DECOY COUNTERS: *in certain scenarios one side or the other is provided with Decoy counters. Decoy counters, in conjunction with inverted counters, are used to confuse and deceive the opposing player as to the actual location of real units; they move in the same manner as real units except as limited by the following:*

1. Decoy counters may never move into hexes occupied by enemy unit counters.
2. Whenever enemy units move into hexes occupied by Decoy counters, the Decoy is immediately removed and placed in the nearest hex (not occupied by enemy units) containing friendly units. It may be re-inverted and moved normally in the next friendly Movement Phase.

II. BATEAU AND RIVER/NON-SEA WATER MOVEMENT

Bateaus (anglicized from Bateaux meaning small boats, rafts, galleys, etc.) were an important source of transportation in eighteenth century America. Incorporating them into the game, however, requires a special concept of movement; ALONG hexsides instead of THROUGH hexsides. Bateaus have two main functions. They can transport units along class 1, 2, and 3 rivers and lakes. They can ferry units across class 1, 2, and 3 rivers and lakes.

A. Bateaus as Transport:

1. Unlike land units, Bateaus are not moved THROUGH hexsides, but rather ALONG hexsides. That is, in tracing Bateau movement, the Bateau counter is moved along the river's path conforming to the hexsides.
2. The Movement Point Allowance printed on the Bateau counter refers to the number of river HEXSIDES that a Bateau may move along in one Movement Phase. It does NOT refer to the number of hexes it may travel through.
3. Bateau counters may move along all class 1, 2, and 3 river and lake hexsides.

- a. They may never move along land, class 3 coastal, or Sea-lane hexsides.
- b. There is no limit to the number of Bateau counters that may be positioned on, or move through, one hexside.
4. In tracing movement, the arrow on the Bateau counter must always point towards each individual hexside being counted. At the end of movement, the arrow always points to the last hexside counted.
5. Each Bateau counter may transport or carry up to five Combat Strength Points worth of combat units, or five noncombat unit counters, or any combination thereof totalling no more than five.
6. To be transported, the units must begin their Movement Phase in one of the TWO adjacent land hexes of the river or lake hexside that the Bateau's arrow points to.
7. Transported units are placed under the Bateau counter and the Bateau moves as per the above rules.
8. The Bateau counter **MUST** always end its Movement Phase in a hexside adjacent to land hexes. All land units being transported **MUST** be debarked at the end of the Movement Phase. The Bateau unit is placed in either of the two (possible) land hexes adjacent to the class 1, 2, or 3 hexside in which it ended movement. The transported units may be debarked in either, or both of those land hexes. **EXCEPTION:** The Bateau and transported units may not be placed in an adjacent land hex if there is a rough terrain hexside symbol **BETWEEN** the river hexside symbol and the adjacent land hex.
9. Bateau may 'drop off' transported units into adjacent land hexes and continue along the river or lake to the limit of their Movement Allowance, but they must always end their movement adjacent to a land hex.
10. Transported units may not move after being debarked or 'dropped-off' from Bateaus.
11. Bateaus **MUST** end river movement and debark all transported units whenever they enter a class 1 or 2 river hexside adjacent to enemy combat units.
 - a. The transported units may debark in the hex occupied by enemy combat units at the moving player's option.
 - b. If both adjacent hexes contain enemy combat units, the moving player has the choice of which hex (or both) to place his disembarking units.
 - c. Bateaus are not required to stop for enemy units adjacent to class 1 and 2 rivers if all such adjacent enemy units are **INSIDE** a Fort.
 - d. Bateaus are not required to stop for enemy units adjacent to class 3 river hexsides.
 - e. There are no combat restrictions placed on transported units. Transported units entering enemy-occupied hexes may attack those units normally.
 - f. Bateaus may not enter hexsides containing any other type of enemy naval units (BF or TR).

B. Bateaus as Ferries

1. Bateau counters may act as ferries across class 1, 2, or 3 river or lake hexsides.
2. Bateau counters may not move nor change arrow pointing direction in the Movement Phase in which they act as ferries.
3. Bateaus acting as ferries reduce the river crossing penalty across the river hexsides that their arrows point toward. Land units crossing river hexsides at these points (in either direction) enjoy the following reduced river crossing penalties:
 - a. Class 1 rivers: no crossing penalty (same as fords).
 - b. Class 2 rivers: cost only one Movement Point to cross.
 - c. Class 3 rivers or lakes: cost only one Movement Point to cross.

C. Capturing/Destroying Bateaus:

1. Enemy Bateaus may be captured in approximately the same fashion as other noncombat units as explained in the Advanced Game rules.
2. Enemy Bateaus can only be captured if both adjacent hexes are free of enemy combat units. It is not necessary to occupy the exact hex that the Bateau counter occupies; the capturing combat unit merely has to enter one of the two hexes adjacent to the river hexside containing the Bateau counter. One Strength Point must remain with, or move with the Bateau in the Phase of capture.
3. Bateaus **MUST** be destroyed in the turn of capture if the capturing unit moves off river in that Movement Phase.

III. FORCED MARCH:

Players may attempt to exceed the normal movement capabilities of certain combat units by playing the Forced March Table as per these rules:

- A. Only combat type units may attempt Forced Marches.
- B. Forced Marches are attempted at the conclusion of all regular movement in the Movement Phase.
- C. To attempt a Forced March, players follow this procedure:
 1. The moving player must state exactly which Combat Strength Points are attempting Forced Marches, how many Movement Points are being attempted in each, and the final destination hex attempted, for **ALL** Forced Marches before any are attempted in that Movement Phase.
 2. After identifying **ALL** Forced March attempts, the moving player must roll the die once for each one, in turn, consulting the Forced March table, and applying the result to the units in question.
- D. Each entry in the Forced March Table indicates the number of Movement Points gained (if any) in the attempt. '½E' next to certain entries means that half (rounded UP) of all Strength Points attempting that specific Forced March are eliminated and removed from the mapboard. They must be eliminated by priority type as listed on the Advanced Game CRT.

- E. A single Forced March is defined as one beginning in hex 'X' and ending in hex 'Z', regardless of the number of Combat Strength Points involved. More than one Forced March situation cannot be created in cases where units (with the same movement allowance), starting in the same hex, all have the same destination.
- F. All Movement Points gained in the Forced March attempt **MUST BE EXPENDED IN MOVEMENT**. If the units attempting the Forced March cannot

expend all of the additional Movement Points because of terrain restrictions or the presence of enemy units, they are eliminated instead.

- G. (If the Forced March optional rule is being used in conjunction with the Inverted/Decoy counter optional rule, inverted counters may remain inverted when attempting a Forced March, but must be exposed if the '½E' result is rolled on the Forced March Table).

Campaign Simulation Game

I. INTRODUCTION

- A. The Campaign Simulation (CS) Game provides the framework for re-creating the entire Revolutionary War starting in January, 1776. Since the course of the Campaign Simulation Game will vary from the historical course, most of the additional rules are devoted to establishing a resource allocation system responsive to the military situation present on the mapboard at any one time. The full impact of British seapower and the unpredictabilities of French military intervention on the Revolution are strikingly represented in the Campaign Simulation Game.
- B. Between two evenly matched players, the CS Game 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. **NOTE: ALL ADVANCED GAME RULES APPLY IN THE CAMPAIGN SIMULATION GAME UNLESS OTHERWISE STATED.**

II. THE REINFORCEMENT AND REPLACEMENT CYCLE

A. British:

- 1. During the first twelve turns ('months') of the game, the British player receives certain reinforcements at the beginning of those months identified with capital letters corresponding to those units listed (in the Order of Appearance section) of the CS Game Time Record/Order of Appearance Card.
- 2. Beginning in January, 1777, the British player receives Supply units and Strength Points at the following rates and conditions:
 - a. *At the beginning of each Quarter (i.e., every three turns):* 2/BR available at any one Controlled Port hex.

- b. *At the beginning of each Quarter:* 2/BR at New York City IF, and only if, New York City is under British Control (see below).
- c. *At the beginning of each WINTER Quarter:*
 - 1) 1/BR available at Charleston, IF under British Control.
 - 2) 1/BR available at Philadelphia, IF under British Control.
- d. *At the beginning of every SPRING, SUMMER AND FALL Quarter:* 2/S available at any one of the following Port hexes: Boston, New York, Philadelphia, Charleston, or Quebec, if under British Control.
- e. All of these availabilities are indicated on the Time Record Card for easy reference.

B. American:

- 1. *Beginning in April, 1776:* the American player receives CA Strength Points in each of the four Strategic Areas dependent on their 'Rates' (see below) as indicated on the Area Status Chart.
- 2. *At the beginning of each SPRING Quarter:* 1/S in EACH Area NOT Controlled by British.
- 3. *At the beginning of each SUMMER Quarter:* 1/S in EACH Area where NO Strategic Towns are Controlled by British (See 'Strategic Areas' below).

III. STRATEGIC AREAS AND AREA ALLOCATIONS

The thirteen American colony-states are divided into four sections called Strategic Areas for the purposes of allocating Strength Points (CA, RM and TM) and American Supply units. Certain key Town hexes, called Strategic Towns, are the reference points in determining which side Controls an Area and hence determine the amount of Strength Points available in that Area at the beginning of each quarter.

A. Control

- 1. Only the British player can Control a Town or Area. A Town (or Area) unoccupied by the British player is simply referred to as being un-

- Controlled.
2. Strategic Towns:
 - a. The British player Controls a Strategic Town by occupying it with at least one Strength Point of British Regular infantry, regardless of enemy units.
 - b. The British player Controls a Strategic Town containing a Fort by having at least one British Regular Strength Point INSIDE the Fort.
 3. Strategic Areas:
 - a. The British player Controls an Area by Controlling ALL Strategic Towns within that Area.
 - b. Listed below are the Strategic Towns within each Strategic Area:

1. New England

- a) Boston
- b) Newport
- c) Springfield
- d) Hartford
- e) Norwich

3. South Central:

- a) Alexandria
- b) Charlottesville
- c) Richmond
- d) Petersburg
- e) Norfolk

2. Middle States:

- a) Ticonderoga
- b) Fort Stanwix
- c) Albany
- d) Wyoming
- e) New York City
- f) Philadelphia

4. Deep South:

- a) Hillsboro
- b) Camden
- c) Charleston
- d) Ninety-six
- e) Augusta
- f) Savannah

B. Strategic Area Status And Allocations:

1. The maximum number of Continental Army replacement Strength Points available in each Area at the beginning of every Quarter is determined by the STATUS of the Area in question which is affected by the presence of BR and CA Strength Points in that Area.

2. The maximum number of RM and TM Strength Points that can be in an Area at the beginning of a Quarter is determined by the Status of the Area in the same manner as applies to CA replacements.

- a. Beginning in the second Quarter, April, 1776, players determine the Status of each Area by consulting the Area Status Chart.

- b. The Status of an Area will yield specific RATES (maximum, average, minimum) of CA, RM and TM Strength Point availabilities. By cross indexing the Rate with the Type of units on the Call-up Rate Charts (located on the mapboard), the exact number of Strength Points available (or allowed) in that Area at the beginning of the Quarter is determined.

- c. *EXAMPLE: at the beginning of the April/1776 turn, British Regular Strength Points control Charleston in the Deep South Area; Continental Army units are also in that Area. Consulting the Area Status Chart shows this to be Status "E" which provides the following Rates: CA = Average, RM = Average, TM = Average. Consulting the Call up Rate Chart for the Deep South (on the mapboard) yields the following number of Strength Points for each category: CA=1, RM=8, TM=5. Thus the Continental Army receives one S P as replacements, Rebel Militia can maintain a maximum of eight S P's in the Area, and Tory Militia can maintain a maximum of five S P's in the Area. Any RM Strength Points above eight, and TM Strength Points above five must be removed from the game.*

3. The Status Indicators are placed at the proper Rate levels for each Area and adjusted at the beginning of every Quarter to show the current Status of each Area.

4. The Area Status Chart (ASC):

STATUS OF Area is:	RATE for each type is:		
	Continental Army Replacements	Rebel Militia	Tory Militia
A: NO BR Strength Points in Area-	Maximum	Minimum	Maximum
B: BR Strength Points in Area, but NO Strategic Towns Controlled-	Maximum	Average	Average
C: BR Strength Points in Area, with SOME (but not all) Strategic Towns Controlled-	Minimum	Average	Minimum
D: BR Strength Points in Area, and CA Strength Points in Area, but NO Strategic Towns Controlled-	Average	Maximum	Average
E: BR Strength Points in Area, and CA Strength Points in Area, with SOME (but not all) Strategic Towns Controlled-	Average	Average	Average
F: BR Strength Points in Area (regardless of presence of CA), with ALL Strategic Towns Controlled-	NONE	Minimum*	Minimum

*See explanation of this situation below.

5. Details on CA, RM and TM Area Allocations:
 - a. Rebel and Tory Militia: each side may have no more Militia Strength Points in an Area at the beginning of a Quarter than is allowed by the current Rate for each type of Militia in that Area:
 - 1) If, due to casualties, movement out of the Area, or an increase in Rate, Militia Strength Points are below the allowed level, additional Strength Points may be brought into the game at the beginning of that Quarter to bring the number of Strength Points up to the proper Rate level.
 - 2) If, due to movement into the Area, or a reduction in Rate, Militia Strength Points in the Area exceed the allowed Rate level, all Strength Points in excess of the proper level must be removed from the game at the beginning of the Quarter.
 - b. The number of CA replacements the American player receives at the beginning of the Quarter in each Area is dependent on the CA Rate in each Area.
 - c. For the purposes of allocating RM and TM Strength Points, Militia units in Canada (including Halifax) are always totalled with those in the Middle States Area. Canada is not a Strategic Area, as such, but Militia units there are totalled with those in the Middle States Area in determining Rate adjustments. Excess Strength Points may be removed from the game from either Canada or the Middle States Area; however, arriving Militia Strength Points must be placed within the Middle States Area. By the same token, Militia units in the West Indies are totalled with those in the deep South area; units may be removed from either location, but arriving units must be placed in the Deep South Area.
 - d. NOTE: the British player Controls the New England and/or Middle States Areas only if he ALSO has Quebec and Montreal under Control. *EXAMPLE: at the beginning of the Quarter the British player has all five Strategic Towns in New England under Control (as in status 'F'), yet he has not kept Quebec garrisoned. In this case, New England is not under British Control; the status would be 'C' or 'E' depending on the presence of CA Strength Points in that Area.*

C. DETAILS ON PLACEMENT OF REINFORCEMENTS, REPLACEMENT, AND SUPPLY UNITS

1. At the beginning of every Quarter (after every third turn) there is a special 'interphase' wherein Area Status is checked and adjusted, and Supply, replacements, etc., for both sides are placed on or removed from the mapboard. The following checklist is provided as a step-by-step guide to executing the interphase (also, see the Time Record/Order of Appearance Card):
 - a. Check Status of each Area to determine:
 - 1) RM Strength Point Rate.
 - 2) CA Strength Point replacement Rate.
 - 3) TM Strength Point Rate.
 - b. make RM, CA, and TM adjustments for each Area:
 - 1) Remove or add RM Strength Points.

- 2) Place CA replacement Strength Points.
- 3) Remove or add TM Strength Points.
- 4) Adjust Rate Indicator counters.
 - c. Place Supply units (if applicable):
 - 1) American normal or bonus.
 - 2) British normal.
 - d. Place British Regular replacement Strength Points:
 - 1) Normal.
 - 2) New York bonus.
 - 3) Charleston/Philadelphia winter bonus.
 - e. Check West Indies naval status (see 'Seapower' section).
2. All replacement units scheduled for arrival must be placed on the mapboard during the Quarterly interphase. Units not placed when available are considered automatically eliminated.
3. Placement of Arriving Combat Units:
 - a. The American player always places his newly arrived units on the mapboard first; then the British player places his units.
 - b. American unit arrivals:
 - 1) American player may place newly arrived units within one hex of any un-Controlled Strategic Town hex.
 - 2) If ALL Strategic Town hexes in an Area are Controlled by BR Strength Points, NO CA, RM or Supply units may be placed in that area. Furthermore, only MINIMUM Rebel Strength Points may be in that Area. If RM Strength Points are below Minimum, they may NOT be brought up to the Minimum level.
 - c. British unit Arrivals:
 - 1) All British REINFORCEMENTS arrive as per the Order of Appearance instructions. Reinforcements may only arrive at CONTROLLED Ports. If, for any reason, the British do NOT Control the required Port hex, they may be brought on when the British regain Control of the proper Port hex.
 - 2) All British REPLACEMENTS are available as per the British replacement rules. If NO Port hexes are under British Control, these replacements are considered automatically eliminated and may NOT be brought in at a later time.
 - 3) All British Supply units arrive as per the British replacement rules. The same Port hex restrictions apply as for British replacements.
 - 4) All Tory Militia arrivals must be placed in any British Controlled Strategic Town hex. If there are no British Controlled Strategic Town hexes in an Area, then they must be placed in any non-enemy occupied Strategic Town hex. If all Strategic Town hexes in an Area are enemy-occupied, then they may be placed within one hex of any Strategic Town hex. Newly arrived Tory Militia units may never be placed directly on un-Controlled, enemy-occupied Strategic Town hexes.

4. No reinforcements, replacements, or Supply units arriving on the mapboard may be placed INSIDE Forts located on Strategic Towns if there are also enemy combat units in that hex.

IV. CAMPAIGN GAME VICTORY CONDITIONS

- A. **British:** the British player wins by simultaneously Controlling 20 Strategic Towns, for one complete turn after the turn in which the twentieth Town has been Controlled, the end of the December, 1780 turn. The twenty Strategic Towns **MUST** include Boston, Newport, New York, Philadelphia, Charleston and Savannah.
- B. **American:** the American player wins the game in either of two ways:
 1. The American player wins by avoiding the British Victory Condition.

OR

2. The American player wins if he can prevent the British player from achieving the following British Minimal Victory requirements:

1777 — the British player must Control at least TEN Strategic Towns, OR Control ALL Strategic Towns in any one Area at the end of the December, 1777 turn.

1779 — the British player must Control at least TEN Strategic Towns, which must include all of the Strategic Towns in any ONE Area, at the end of the December, 1779 turn.

The British player does not win by fulfilling the Minimum Victory requirements; he only earns the right to continue the game in order to fulfill his own victory condition. Failure to achieve these minimum standards, however, results in a British defeat.

V. INDIAN STRENGTH POINTS AND INDIAN TOWNS

- A. The three Indian Towns of Owego, Painted Post, and Unadilla are NOT regular Towns as such; Forts and Magazines may NOT be built on them.
- B. The American player may not move units into any of the Indian Town hexes until the British player moves an Indian unit out of any of those hexes, or moves a friendly unit of any kind into any of those hexes.
- C. There are no replacements for Indian units.

VI. BUILDING BATEAUS

- A. Bateau units may be built at the beginning of any friendly Movement Phase in any of the following types of non-enemy occupied hexes containing a Magazine or Supply unit: class 1, 2, 3, river hexsides, class 3 lake hexsides, and Port hexsides (those hexsides indicated by an arrowhead).
- B. Bateau may be built in either of the following two ways:
 1. **BUILD** method:
 - a. One Bateau counter is created for each Supply or Magazine in the hex by simply inverting the building unit; the newly built Bateau is placed inverted in the same hex.
 - b. Supply or Magazine units used to build Bateau

may not move or support combat in the Segment they build Bateaus.

2. **EXCHANGE** method: Supply and Magazine counters may be exchanged for Bateau counters at the following rates:

— one Supply unit, exchanged, creates THREE Bateau counters.

— one Magazine counter, exchanged, creates THREE Bateau counters and one Supply unit. (Note: SIX bateau counters cannot be built.) Bateau may not move, ferry or transport units in the turn of their construction. Inverted Bateau, Supply, and Magazine counters are turned face-up at the conclusion of the Combat Phase of the Segment of construction.

VII. WINTER RESTRICTIONS

- A. During the Winter Quarter of each year, starting In January, 1776, certain critical restrictions are placed on combat and movement. Combat restrictions apply to ALL units; movement restrictions only apply to those units in hexes in the Middle States, New England, and Canada.
 1. Combat Restrictions (entire mapboard):
 - a. NO unsupplied attacks are allowed. Units may still defend unsupplied, however, at half strength.
 - b. Each supply unit may only supply TWO attacks per Combat Phase (instead of the normal unlimited number).
 - c. No Automatic Elimination is allowed.
 2. Movement Restrictions (Middle States, New England Areas, and Canada ONLY)
 - a. The Movement Allowance of ALL units beginning their Movement Phase north of the Central South area is HALVED (rounded DOWN).
 - b. Bateau and Transport Fleet counters may not move or transport units on class 1, 2, or 3 river or lake hexsides. TR counters may, however, move from Port hexsides to Sea lane hexes normally. Both types may also act as ferries in a normal fashion.
 - c. The Forced March Optional Rules may not be used.

B. Continental Army Winter Reduction

At the end of each December turn, before the winter interphase, Continental Army Strength Points are reduced in each Area according to the following criteria:

1. In each Area where the British Control NO Strategic Towns, Continental Army Strength Points are reduced by 25% (¼ of all CA Strength Points are removed, rounded DOWN).
2. In each Area where the British player Controls at least ONE Strategic Town, Continental Army Strength Points are reduced by 50% (½ of all CA Strength Points in Area removed, rounded DOWN).
3. In each Area where the British Control ALL Strategic Towns, Continental Army Strength Points are reduced by 75% (rounded down).
4. Continental Army Strength Points are automatically reduced by 75% in Canada, the West Indies, and at sea.

VIII. FRENCH INTERVENTION

A. French Uncertain Entry: French participation in the Revolutionary War was inevitable. When they would enter, however, was an uncertain element significantly affected by factors independent of events in North America, barring spectacular successes by one side or the other. This uncertainty is represented below:

- Beginning in the April, 1778 turn, the American player rolls the die once at the start of each turn until he rolls a number permitting French entry according to the chart below:

TURN: DIE ROLL NEEDED TO ENTER:

4/78	1
5/78	1
6/78	1, 2,
7/78	1, 2, 3
8/78	1, 2, 3
9/78	1, 2, 3
10/78 and beyond	1, 2, 3, 4

- The die roll is further modified each turn as follows: For each Area that the British Control at the beginning of a Quarter, the American player must add "1" to his die roll.

B. French Order of Battle

- When French forces intervene, they have theoretically available the following Battle Fleets and accompanying land forces:
 - Battle Fleet A — transporting 5/FR, 1/A, and 1/S.
 - Battle Fleet B — transporting 5/FR, 1/A, 1/S.
 - Battle Fleet VF — transporting 5/FR, 1/A, 1/S. (see Seapower rules for availability conditions).
- The American player may place the two Battle Fleets, 'A' and 'B', on the mapboard in, or any turn after, the turn of French intervention. These Battle Fleets are placed on the first row of hexes in either the 'South' or 'East' Sea lane exits, or in the 'West Indies' Off-Board Movement Chart box.
- Battle Fleet 'VF', representing Variable Forces, is explained under the 'Seapower' section of these rules.

C. Deployment

- French land forces may operate independently of the naval fleets transporting them.
- If, due to combat, ONE OR MORE French Battle Fleets are ever sunk, ALL French land forces must be withdrawn from North America and removed to the West Indies. The remaining Battle Fleets must attempt to embark French land forces by the most direct route and manner possible. Failure to move in the most direct and expedient manner results in the immediate elimination of all French land and naval forces. The most direct route is that route which requires the fewest turns from embarkation to arrival in the West Indies box of the OFF Board Movement (OBM) Chart (see Seapower rules).
- French land forces are provided with Supply units as part of their order-of-battle. When engaged in combat, American and French supply sources may be used interchangeably.

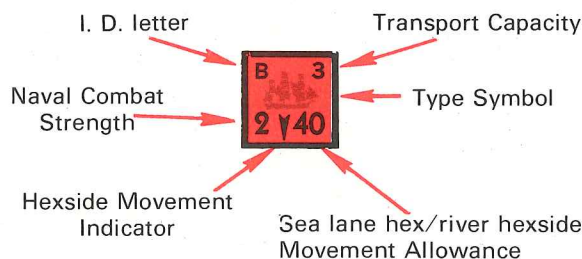
- Whenever a French Fleet begins its turn in an OBM Chart (see 'Seapower' Section) transitional box marked 'FR', it may embark one supply unit (if it is not already loaded to capacity) if there is a French Supply unit available. It may not move in the turn in which it embarks the Supply unit. ONLY French Supply units not already on the mapboard may be embarked.
- Additionally, upon French intervention, one French Supply unit is placed in the French 'West Indies' box. It may be embarked immediately or held in reserve.

IX. Seapower

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

A. Naval Unit Counters

The following important information is contained on the naval counters:



There are three types of naval counters:

British Battle Fleet (BF) counter:



British Transport Fleet (TR) counter:






French Battle Fleet (BF) counter:



B. Naval Movement

- On Board Movement: naval movement is a combination of three possible elements: river hexside, class 3 coastal hexside, and Sea lane hex movement.
 - Naval movement is executed in the normal Movement Phase of each player's Segment in the same manner as land movement.
 - Naval units may move along class 2 and 3 river/lake hexsides, at a cost of one Movement Point per hexside in the same manner as Bateau counters with these limitations:
 - ALL naval units may move along class 3 river and coastal hexsides. Only British transport counters may move along class 2 river hexsides. NO naval units may move along class 1 river hexsides.

- 2) Naval units must stop when they enter a river or coastal hexside occupied by enemy naval units; they do NOT have to stop for enemy Bateau counters.
- 3) British transport counters must stop on class 2 river hexsides whenever they enter a hexside adjacent to an enemy Fort containing a SUPPLIED Artillery unit.
- 4) Naval units in Sea lane hexes intending to move from a Sea lane to a class 3 hexside may move to any class 3 hexside that is directly connected to that particular Sea lane hex.
- 5) Conversely, naval units occupying a class 3 hexside intending to move to a Sea Lane may only enter a Sea lane hex directly connected to that class 3 hexside.
- c. Naval units expend one Movement Point for every Sea lane hex entered.
 - 1) On board sea movement must be confined to Sea lane hexes.
 - 2) Naval units must stop and end movement whenever they enter a Sea lane hex occupied by enemy naval units.
- d. Ports
 - 1) Naval units are indicated as being in Port hexes by being placed in the hex containing the Port symbol ( or ).
 - 2) Naval units enter a Port by moving into the class 3 hexside (which is, in most cases, part of or connected to the hex containing the Port symbol) indicated by an arrowhead () symbol.
 - a) Each Port can hold an unlimited number of naval unit counters.
 - b) Enemy naval units may not enter a Port hexside occupied by friendly naval units.
 - c) EXCEPTION: Naval units in a Port containing only enemy combat units (no friendly combat units in that hex) lose the protective advantage of being in port; enemy naval units may enter the port and attack friendly naval units located there.
 2. Off Board Movement: there are three exits from the Sea lanes marked SOUTH, EAST and NORTH. Whenever naval units exit the mapboard via these exits they are placed in the OFF BOARD MOVEMENT CHART (OBM Chart) located on the southern half of the mapboard:
 - a. The Off Board Movement Chart
 - 1) Units must have at least one Movement Point remaining after entering the edge-most Sea lane hex to move off the mapboard. Units moving off of the mapboard are placed directly on the OBM Chart, in the proper box, as outlined below:
 - 2) The northern routes:
 - a) BRITISH naval units have the option of moving to the NORTH box or to the HALIFAX box after leaving by the NORTH exit.
 - b) FRENCH naval units must always move to the NORTH box after leaving by the NORTH Exit.
 - c) HALIFAX: the Halifax box represents the British naval base at Halifax, Nova Scotia. As such, it can be used as a Port to hold British land and naval units. Only British units may use the Halifax box.
 - d) ST. LAWRENCE RIVER:
 - (1) BRITISH units intending to move from the NORTH exit to the St. Lawrence River must enter either the NORTH or HALIFAX boxes after exiting the mapboard. In their next Movement Phase, these units appear on the first class 3 river hexside at a cost of one Movement Point expended.
 - (2) FRENCH units use the same method, excluding the HALIFAX box, of course.
 - 3) The eastern routes: all units leaving the mapboard by the EAST Sea lane exit are placed in the EAST box of the OBM Chart.
 - 4) The southern routes: all units leaving the mapboard by the SOUTH Sea lane exit are placed in the SOUTH box of the OBM Chart.
 - 5) Movement within the OBM Chart: in general, naval units may move from one box to another in each Movement Phase. Movement is limited, however, to moving from one box to another only if they are connected by double-headed arrows.
 - (a) Units may re-enter the mapboard only if they begin their Movement Phase in the SOUTH, EAST, NORTH OR HALIFAX boxes; returning units are placed in the first Sea lane hex of the appropriate exit at a cost of one Movement Point and may move normally from there.
 - (b) Units in any one of the three boxes marked 'transitional boxes' may move to another Transitional box, or to one of the appropriate exit boxes.
 - (c) Transitional boxes marked 'FR' are sources of French supply. French Battle Fleets beginning their turn in such a box may embark one Supply unit if they do not leave that box in that Movement Phase.
 - 6) The West Indies: both navies made serious commitments to the vital West Indies area. To reflect this, after French entry into the war, the British player must 'match' whatever forces the French commit to the West Indies OBM Chart box:
 - (a) Whenever the American player moves French Battle Fleets or FR Strength Points into the West Indies box, the British player must send an equal number of Battle Fleet counters and BR Strength Points into the West Indies box. They must attempt to reach the West Indies box by the route that requires the fewest Movement Phases to embark, and transport/move the required forces to the West Indies. This, of course, generally requires that the forces closest to the West Indies will be the ones committed to respond to the French move.
 - (b) All forces sent to the West Indies are required to remain there for a minimum of three turns. Exception: British Transport Fleets have no such requirement.
 - (c) EXAMPLE: One French BF carrying five French Strength Points of infantry enters the West Indies box in June, 1779. There is already one British infantry Strength Point in the box. The British player is forced to respond by sending 1/BF and 1/TR carrying 4/BR which arrives in July, 1779. The French forces may leave in September, 1779. The British TR may leave

(empty) in August; but the 1/BF and the 5/BR must remain until October, 1779.

- d) The British player is required to maintain matching naval and land forces in the West Indies for as long as French forces remain there. Furthermore, if the French player moves naval forces out of the West Indies while British forces are still en route, the British player is relieved of the obligation to match those forces.
- (e) Matching of naval forces is executed in terms of fleet counters, NOT Naval Combat Strength Points. Matching of land forces is executed in terms of Combat Strength Points. Ignore Artillery and Supply units for this determination.
- (f) The West Indies boxes are Ports (in the same manner as Halifax) for both French and British forces.

C. Transporting Land Units by Sea

1. Transportable unit types:
 - a. British may transport BR, TM, TMD, Artillery, and Supply units by sea via BF and TR naval units.
 - b. American may transport FR, CA, Artillery, and Supply units by sea via French BF naval units.
 - c. For purposes of Area Allocations, Tory Militia units cannot remain "at sea" for more than one Quarter at a time. Any Tory Militia units at sea at the beginning of a Quarter are automatically eliminated.
2. To be transported by sea, land units must begin their Movement Phase in either a Port hex, or a hex adjacent to a class 2 or 3 river or coastal hexside.
3. Units being transported by sea may be debarked onto either a Port hex, or a hex adjacent to a class 2 or 3 river or coastal hexside, or the West Indies or Halifax boxes on the OBM Chart.
4. To transport land units, naval units must begin the Movement Phase in a Port, or hex adjacent to a class 2 or 3 river or coastal hexside with the units to be transported.
 - a. units being transported are signified as such by being placed under the transporting naval unit.
 - b. The maximum number of land units that a naval unit can transport at one time is indicated by the transport capacity number located in the upper right corner of the naval counter. Capacities are determined by the same method used for Bateaus units.
 - c. Embarking/debarking operations invoke certain Movement Allowance penalties for both the naval unit and the land units being transported:

- d. Naval units may not debark land units if they do not have sufficient Movement Points remaining to accomplish the operation as outlined above.
- e. All naval units may act as ferries for land units across class 2 and 3 river and coastal hexsides.

D. Combat

Naval combat involves methods very similar to land combat, and in general follows the same rules-system as the BASIC Game Rules:

1. As in land combat, naval units engaging in combat must occupy the same Sea lane hex or class 3 hexside.
2. Naval units are never forced to attack, but if attacked, must defend.
3. Naval combat is resolved on the FLEET ENGAGEMENT CHART (FEC) in this manner:
 - a. All of the naval Strength Points of the attacker are compared with those of the defender.
 - b. The DIFFERENCE between their Combat Strengths is determined and located on the FEC.
 - c. The die is rolled and cross-indexed with the Strength difference to obtain the result of the engagement.
 - d. Attacks at less than '-1' are not allowed; attacks greater than '+4' are treated as '+4'.
- e. Naval units may not attack Bateaus, or vice-versa.
4. The results of naval combat are applied immediately. DAMAGED Fleet counters are removed from the mapboard immediately (including any land units on board). Previously damaged Fleet counters re-appear in any of the three transitional boxes on the OBM Chart after the proper number of Quarters have elapsed. Any naval units SUNK are permanently removed from the game along with any land units they may be transporting.
5. The results of combat apply to all the naval units of the side in question located in that hex.
6. Unescorted Transport Fleets may never attack; if attacked, they are automatically sunk.

E. Fleet Availability and Order of Appearance.

The naval forces of both sides are divided into two groups in regards to availability:

1. ON STATION units are those units that are always available, barring combat damage:
 - a. British ON STATION units are on board at start or appear in March, 1776: 2/BF and 2/TR.

TYPE OF EMBARKATION/DEBARKATION	COST TO NAVAL UNIT	COST TO LAND UNIT
embark/debark when naval unit is at a Port	5/MP	units may move only 1/2 Movement Allowance (round DOWN) in turn of debarkation.
embark/debark when naval unit is on class 3 coastal hexside.	15/MP	may not move in turn of debarkation.
embark/debark when naval unit is on class 2 or 3 river hexside	10/MP	may not move in turn of debarkation.
embark/debark land units in an enemy-occupied hex	+5/MP in addition to other costs	may not move in turn of debarkation

- b. In, or after, the turn of French intervention the American player has the following forces available:
2/BF — (EACH carrying); 5/FR, 1/A, 1/S.
2. VARIABLE FORCES are naval forces stationed in other areas called upon for limited emergency duty in North American waters:
 - a. British Variable Forces are: 2/BF and 1/TR.
 - b. French Variable Forces are: 1/BF — (carrying): 5/FR, 1/A, 1/S.
3. Beginning the Quarter after French intervention, each side may attempt to call-up Variable Forces during the Quarterly interphase. The British player always attempts to call up his VF naval units first, then the American player. Both sides follow this procedure:
One die is rolled for each naval unit attempted; a die roll of '5' or '6' makes the VF unit in question available for the Quarter.
4. Arriving Variable Forces must be placed in any of the OBM Chart Transitional boxes. The British player places his VF units, then the American places his.
5. Variable Forces already called-up at the beginning of a new Quarter may remain in play on a die roll of '4', '5' or '6'. Each VF unit is rolled separately.

- a. VF units unable to remain in play are immediately removed from the mapboard.
- b. Land units aboard VF units unable to remain in play are removed with the VF unit; they may be brought back into play when the VF unit again becomes available in a subsequent Quarter.
- c. Land forces originally on board the French VF unit may remain in play even if the VF unit is made unavailable, unless they are aboard that naval unit at the time it is made unavailable.

X. Prepare for Play

- A. All charts, tables and presets for the Campaign Game are contained on both sides of the Campaign Game Card.
- B. **Preset:** after determining sides and optional rules (if any), both players set up according to the Campaign Game Preset; "AT START JANUARY, 1776."
- C. **Time:** players keep track of elapsed time, replacement and Supply cycle, and reinforcements on the Time Record/Order of Appearance Card. Use the 'TIME NOW' counter to mark passage of turns.
- D. The British player always moves FIRST.

Campaign Simulation Game Optional Rules

I. THE CONTINENTAL NAVY

The American Continental Navy existed, in some form or another, from the fall of 1775 to the end of the war. Organized Continental Navy squadrons, however, operated only through the middle of 1777. The following rules abstractly represent this effort:

- A. The Continental Navy unit appears at any un-Controlled Port in the American Segment of the February, 1776 turn. It may move normally in that Movement Phase.
- B. The CN unit has no transport capacity.
- C. The CN unit has a Naval Combat Strength of '0'; therefore, it cannot attack British Battle Fleets. If the CN unit is damaged, it must spend the required number of Quarters in an un-Controlled Port. Failure to remain in the same un-Controlled Port for the required number of turns results in the elimination of the CN unit.
- D. The CN unit, unlike regular BF naval units, does not automatically sink unescorted enemy transports. Instead, it must attack those transports using the Fleet Engagement Chart 'O' column.
- E. The CN unit cannot remain 'at sea' indefinitely; it must end its Movement phase in an un-Controlled Port at least once every other Quarter (once every six turns). A side record must be kept to verify this. Failure to return to Port within such time results in the CN unit's elimination.

- F. Beginning in January, 1777, the American player must roll a die once at the beginning of each turn to determine if the CN unit remains in the game (assuming it hasn't been destroyed). A die roll of 1, 2, or 3 keeps the CN unit in the game for that particular turn. A die roll of 4, 5, or 6 permanently eliminates the CN unit from play.

II. MILITIA DRAGOONS

- A. Dragoons may be created from normal RM and/or TM Strength Points during the Quarterly interphase. To do this, two normal Militia Strength Points are exchanged for one Militia Dragoon Strength Point.
- B. No more than TWO Dragoon Strength Points per side may be created in any one Area per Quarter. The total number that may be created is limited to the number of units physically available in the troop counter sheet. Once created, they may not be broken down into infantry again unless removed from play due to combat or change in Area Status.
- C. When adjusting Militia rates for Area Status, etc., each Dragoon Strength Point counts as two for computation purposes.

III. INVERTED AND DECOY COUNTERS

Both sides may use inverted/Decoy counters, employing them as per the Advanced Game Optional Rules. Note, however, that only the following unit

types may operate inverted: BRITISH: TM, TMd, and Indian units; AMERICAN: CA, RM, AND RMd units. Each side may also use a maximum of seven Decoy counters. Decoy counters may be transported by sea.

IV. VARIABLE TRANSPORT CAPACITIES

Instead of the simplified transport capacity costs, employ the costs as outlined below to determine the capabilities of naval and Bateau units:

TYPE OF UNIT:	TRANSPORT CAPACITY COSTS:
All infantry-types	one point per Strength Point.
Dragoons	four points per Strength Point.
Artillery units	two points per unit.
British Supply units	two points per unit.
French, American Supply units	one point per unit.

- NOTE: Under this system, allow French Fleets to be overloaded on their initial entry into the game until they enter a friendly port at which time they must debark units to conform to their maximum optional capacities.

V. VARIABLE BRITISH GARRISONING AND CONTROL REQUIREMENTS

The rule requiring only one BR Strength Point to Control a Strategic Town for Area Allocation purposes is a simplification. To better represent the military and political garrisoning requirements, employ the following minimum standards:

STRATEGIC TOWN:	BR STRENGTH POINTS REQUIRED TO CONTROL:
Boston	4/BR.
Newport	3/BR.
New York	6/BR.
Philadelphia	4/BR.
Charleston	2/BR.
All others	1/BR.

THE SHORT CAMPAIGN GAMES (CSG-2 and CSG-3)

CSG-2:

GAME LENGTH: 24 turns: JAN, 1776 to end of DEC, 1777.

AT START: same as regular CSG.

If there are less than the minimum number of BR Strength Points in a Strategic Town, that Town is un-Controlled for AREA ALLOCATION PURPOSES ONLY. Control of Ports and Towns for reinforcement and placement purposes still requires only one BR Strength Point.

VI. VARIABLE CONTINENTAL ARMY WINTER REDUCTION RATES

Instead of employing the standard CA Winter Reduction percentages as found in the rules, use the following percentage breakdowns for the appropriate year:

STATUS	1776	1777	1778	1779
"In each area where British Control NO Strategic Towns".	25%	25%	0%	25%
"In each Area where British Control at least ONE Strategic Town".	50%	50%	25%	50%
"In each Area where British Control ALL Strategic Towns".	100%	75%	50%	75%
"In Canada".	75%	75%	75%	50%

NOTE: All other Optional Rules appearing in the Advanced Game may be used in the Campaign Game.

The following two short Campaign Games are provided for those players desiring shorter games without sacrificing the CSG rules system. All regular CSG rules are used except where noted otherwise. The regular CSG Reinforcement/Time Record Card may be used for both games.

RULES: employ all regular CSG rules except:
French Intervention
CSG Victory Conditions

VICTORY CONDITIONS:

BRITISH: British player wins if he fulfills either one of the following two sets of conditions at the end of the DEC, 1777 turn:

- A. 1. Controls a minimum of any TEN Strategic Towns.
2. Occupies Montreal and Quebec with a minimum of one BR Strength Point each, free of American combat units.

OR

- B. 1. Controls any ONE Area, OR

2. Controls the following SIX Strategic Towns:

BOSTON PHILADELPHIA
NEWPORT CHARLESTON
NEW YORK SAVANNAH

3. Occupies Montreal and Quebec with a minimum of one BR Strength Point each, free of American combat units.

AMERICAN: American player wins by avoiding both British victory conditions at the end of the DEC, 1777 turn.

CSG-3:

GAME LENGTH: 18 turns:
APR, 1778 to end of SEP, 1779.

RULES: BRITISH player moves first. Employ all regular CSG rules except CSG Victory conditions. Do not execute interphases for the spring, 1778 or the fall, 1779 quarters. Do not roll for French Intervention until JULY, 1778.

AT START: APRIL, 1778

British:		American:	
CANADA	5/BR, 1/A, 1/M, 1/F: Quebec 2/BR, 1/M: Montreal 8/BR, 1/F: St. Johns 4/BR: Halifax		
NEW ENGLAND	9/BR, 1/S: Newport	1/RM: Boston 6/RM, 1/S: Providence	
MIDDLE STATES	2/BR, 1/TM, 1/S: Oswego 1/I: Unadilla 15/BR, 3/TM, 1/A, 1/M, 1/BF, 1/TR: New York City 33/BR, 2/TM, 1/A, 1/M, 1/BF, 1/TR: Philadelphia	1/RM, 1/F: Ft. Stanwyx 1/RM, 1/A, 1/S: Albany 2/CA, 1/RM, 1/A, 1/F: Ticonderoga 4/CA, 2/RM, 1/S, 1/A, 1/F: West Point 14/CA, 1/S: within five hexes of Philadelphia, north of PA-MD line, and west of Delaware River. 3/RM: anywhere in Middle States Area.	
SOUTH CENTRAL		1/CA, 1/RM, 1/F: Norfolk 2/RM: anywhere in South Central Area.	
DEEP SOUTH	5/TM: Augusta	2/RM, 1/A, 1/F: Charleston 2/CA, 1/RM, 1/S: Savannah 1/RM: Georgetown	

VICTORY CONDITIONS:

BRITISH: British player wins if he fulfills either one of the following two sets of conditions for one complete turn at or before the end of SEP, 1779 turn:

- A. 1. Controls the Middle States Area.
2. Occupies Montreal and Quebec with a minimum of one BR Strength Point each, free of American Combat units.

OR

- B. 1. Controls the Deep South Area.
2. Controls New York City.
3. Occupies Montreal and Quebec with a minimum of one BR Strength Point each, free of American combat units.

AMERICAN: American player wins by avoiding both British victory conditions.

Designer's Notes

1776 is a game primarily concerned with the military aspects of the American Revolution. It blatantly ignores many of the aspects of internal politics, external diplomacy, and a host of non-military events affecting the Revolutionary War. But **1776** is, after all, a game and any attempt to be all-inclusive would disrupt the entire design. Therefore, while not ignored, the political aspects of the conflict have been represented only when they significantly affected the military situation. Most elements of the design are straightforward, commonsense applications of various aspects of the historical situation.

In regards to movement and combat, nothing mystical has been concocted. Combat Strength Points are the common denominators of the game. Each CSP represents approximately 500 effectives. This has been modified by a coefficient for each of the main types of units to reflect their ability and experience. Therefore, even though it may look like a British '1-7' is not as good as a Continental Army '1-8' because it moves slower, it is actually a stronger unit because it contains less men per CSP. In regards to movement, practically all Continental Army units could be classified as 'light' units of the period because of the equipment (or lack thereof) they carried and the smaller amount of encumbering 'baggage' made available to them as compared to their British counterparts. Therefore they (and their supply units) move faster. The Movement Allowances do not reflect how far a unit could travel if it marched for an entire month (i.e. one turn) rather it is an average of the distances covered allowing foraging and fighting time. The combat table was derived from an analysis of battlefield statistics concerning numbers engaged compared to the percentage killed, wounded, and missing. For simplicity, the table was formulated by considering the average forces committed during the war and applying the average losses across a probability matrix (the CRT). Extreme events were handled by the Tactical Results Matrix. Thus a complete rout such as happened at King's Mountain can be handled by the 0 through 3, and 7 through 10 outcome on the CRT. The usual losses expected with the numbers engaged can be shown by the 1 through 6 outcomes on the CRT. Multiple combat simply recognizes the fact that battles could and often did rage over several days time. Some of the major 'campaigns' of the war actually transpired over a few days (the battles at Saratoga for example). In general, the combat system was designed to preserve the flavor of the era while still allowing the players to make meaningful game decisions. The mapboard was a frustrating piece of design work. The scale of the game was dependent on the area of the eastern seaboard that had to be covered versus the size of the mapboard that could be crammed into a box. The scale is approximately 18.6 miles = one hex. Terrain justification was particularly worrisome. Simplification was the watchword, yet we still could not deal with anything less than seven different ways to treat bodies of water. Even at that, the same size rivers in the north perform differently than their southern counterparts. Terrain also has the function of channeling movement along historical paths. Armies tended to follow the path of least resistance in traveling cross-country. Usually this meant they followed roads or trails. It was decided not to include roads as part of the terrain because the scale of the game prohibited realistic representation of the road net; at that scale just about all of the hexes could have been road hexes for movement purposes. Additionally, roads did

not have the properties of negating the effects of terrain as much as reflecting them. Travel across major rivers was slow, road or no road. In bad weather, the worst place to be was on a dirt road ankle-deep in mud.

In the Campaign Simulation Game, the Area Allocation System is perhaps the most interesting element. It would have been a relatively simple task to structure the rules so that events duplicated exactly what transpired historically. But, once the game begins, most events are in the hands of the players. Therefore it is necessary to create a system of historical probabilities that respond in a realistic fashion as opposed to pre-determined, predictable results that are foregone before the game begins. For example, Tory Militia had the curious habit of being more active in areas where the British weren't, than when they were garrisoned in the next town. Yet they also responded when the Continental Army was active. Rebel Militia, by the same token, was more active with danger near, yet chilled when events went against the American cause. This helps explain the combination of Rates for the various types of forces on the Area Status Chart. The Strategic Towns were chosen, in part, for their geographic locations within each area, but also for their psychological value to the combatants. Philadelphia for example, was not of extreme military importance yet its importance in the minds of the Colonials and British commanders is evident from the major military operations conducted to defend or take it. Wyoming, Pennsylvania was a sleepy hamlet, yet the area around it was significant in terms of population and food production. Control of western Pennsylvania can be justifiably represented by control of Wyoming. In similar fashions the other Strategic Towns represent those areas important for their population, commerce, or strategic location.

In all probability, someone will find something that should have been included or excluded. Many will question the methods used to portray various aspects of the campaign.

The aspect of French intervention in 1778 should, for greater accuracy, be keyed to an important victory by the Americans. Yet limits must be set somewhere. How does one define 'important' victories? Within the game framework, is it a victory if the Americans destroy half of a British army, yet lose control of an Area? Clearly the sheer number of rules required to define "important victory" in all cases makes the above victory-criterion for French intervention an expensive approach in terms of complexity and verbosity. The CUMULATIVE effect of these rules must be taken into consideration. It is easy for a player to say that an aspect of the game could be made more realistic by 'just adding this' or 'allowing' that. Yet what is not realized is that certain elements could be added to a design but are purposely excluded because the design is as complex as the designer wants it to be. A handful of these "simple" modifications could add 25% to the length of the rules and leave loopholes which allow clever (and unscrupulous) players to misdirect the purposes of the rules for their own ends.

1776 is a curious blend of the familiar and the innovative for most veteran Avalon Hill game players. The basic game system is relatively simple. Most of the progressive complexity is added to the Combat section of the rules which still leaves a relatively clean game in the

operative sense. Problems arose out of difficult goals in the conceptualization of this design. We wanted a game that would, by its physical size, demonstrate the immensity of the conflict, by 18th century standards, without making the game big in the sense of being complicated. On the first score we have succeeded; **1776** is the biggest game ever put into a bookcase format. But the second aspect is more elusive. The game is strategic, which is necessary when attempting to approximate continental warfare. But there are tactical aspects added to the design that dilute the abstraction of the strategic scale. Additionally, there is difficulty when attempting to duplicate river movement, boat and fortification building, and other aspects on a strictly strategic scale. Therefore the rules are a curious blend of tactical and strategic aspects. Therefore, to pre-empt an expected criticism, some aspects are treated in more detail than others because the designer felt either that certain aspects were more important, or that player decision-making of these aspects was not possible on an abstract level. The entire subject of seapower, which could easily have been a game in itself, is handled very abstractly because the operational unit, the Fleet, is a strategic concept. On the other hand, Bateau and river movement is handled in rather lengthy detail because they apply most importantly to the tactical employment of units within a much smaller area.

The idea that "a game is a good simulation, therefore it is a good game" is not necessarily valid for all purposes. Certainly no one will argue the fact that no game available to the wargamer to pursue his hobby is a perfect simulation of real life events, or even an attempt at a pure simulation of events. Rather, the game is unto itself. The simulation game is a game which TENDS to operate as a simulation but is still a game as far as the uses to which it is to be put. The value of the simulation aspect of the game is in the number and kind of decision making interactions that the subject simulated generates. If we are simulating something that does not directly or indirectly create a device for competitive decision making in the game sense, then the usefulness of the effort to simulate is brought into question. Selective simulation must be employed to distill the essence of the conflict being re-created while keeping the design in manageable proportions.

While there are players who enjoy the simulation of a system for its own merits, this is not desirable in a game oriented towards multi-player competition. There is a finite limit to the amount of rules that can be put into a game yet keep it playable. Granted, the limit does vary from player to player. There can be too much in a game from an aesthetic point of view. **1776**, for example, represents design trade-offs from top to bottom. The level of abstraction varies widely when comparing the exactness of initial unit locations with the vagueness of the units themselves. This is a trade-off. Exact unit designations were traded for exact initial locations that generate provocative strategic problems for the players. The emphasis in the design was not on the micro-effect of the individual parts, but the macro-effect of the design as a whole. Which introduces two basic schools of thought to designing game-simulations: Is it more important to design a game whose sub-systems operate realistically even though the total effect produces a game that AS A WHOLE does not perform accurately, or do we sacrifice the realism of the parts for a more accurate performance of the design AS A WHOLE? For example, if a game contains a subsystem that very accurately portrays the Schwerpunkt tactics of the blitzkrieg, yet cannot produce reasonable outcomes for the German invasion of France in 1940, then something is wrong with the game as a whole even though some of the parts perform beautifully. Obviously, from the way the question was couched, this designer's preference for reasonably probable effects of the total design is obvious. Therefore the trade-offs become much more ruthless when shunning an opportunity to be particularly clever at weaving some minor aspect of the real world situation into the design for the

sake of an aesthetically efficient design. **1776** is not particularly efficient in terms of the rules at the Advanced and CSG levels. This designer's ruthlessness was tempered with a desire to appeal to the 'hardcore' gamer looking for subtle, convoluted, strategic options. For that reason, optimum strategies are difficult to grasp. There are not the usual pat axioms of zone-of-control, the '3-1' attack success criterion, the 'sure victory'. Also for the same reason, playtesting the design became exceedingly delicate. There was just not time to generate the thousands of games that would purge the game rules of the situations that are contradictory in that one-game-in-a-thousand. Playbalance also took it on the chin because the optimum 'win strategies' were not as obvious to the playtesters as they will be three years from now. Only time will tell in those departments.

The Revolutionary War era was wild and unpredictable. Every battle was a figurative 'toss of the die'. Men could fight like demons on one day and wilt like morning glories the next for no apparent reason. This unpredictability is built into the game in such a way as to cause hair pulling. So be it. This game has been carefully put together with much effort (and hair pulling) to re-create a feeling and an attitude between the opposing PLAYERS as well as between the forces on the board. There will be a certain amount of role-playing as players face the problems of each side in turn. No pat strategies for either side are given in this booklet. The surest teacher will be experience.

THE BRITISH ARMY

In 1774, Britain had an effective army of about 17,500 and a navy of 16,000. But in 1775, Parliament voted to increase these forces to 55,000 soldiers and 28,000 seamen. By the outbreak of the Revolutionary War, the land forces of Great Britain numbered about 48,000. Necessities of war increased this figure to over 110,000 by 1781 of which about 56,000 were located in North America and the West Indies.

This huge increase in manpower was the result of herculean efforts on the part of the British government. Throughout the war, the government experienced great difficulties in obtaining sufficient men for the ranks. As hostilities wore on, it became increasingly more difficult to complete the augmentations voted by Parliament. Theoretically, augmentation was implemented in two fashions. Regiments existing in 1775 were enlarged by adding new companies and increasing the number of rank and file in existing companies. After 1778, augmentation was implemented by raising entirely new regiments. Between 1778 and 1780, no fewer than thirty-one regiments of foot and four regiments of light dragoons were created. New regiments were traditionally raised by the Crown contracting with a distinguished soldier or gentlemen to raise his own regiment. He was provided with stipends to pay and equip his men and was granted the authority to sell commission in the regiment to the highest bidder. A commission so acquired became the property of the holder and entitled him to receive the pay and allowances appropriate to his rank for the rest of his life. As property, these commissions could be sold if the holder wished to withdraw from service; this was the usual means of promotion in the British Army. Otherwise, advancement was only possible through death or retirement when as many as ten captains, for example, might be candidates for the commission of a dead major. This purchase system practically restricted the officer corps to men of means; i.e. 'gentlemen'. There were no military schools as such, most officers learning their trade by 'on the job' experience. For the rank and file, the situation was quite different. Military service was so unpopular at the outbreak of the Revolutionary War, that manpower shortages loomed as a major obstacle for the British Army. Soldier's pay and living conditions were miserable even by the standards of the era. Special laws allowing vagrants to be sentenced to duty in the regular army, succeeded in emptying the jails

and streetcorners but could not fill the ever increasing manpower gap. French entry into the conflict in 1778, however, succeeded in spurring voluntary mobilization in Great Britain. Still, manpower was always a major problem for both the Army and Navy.

Armies of the period were aggregations of battalions gathered together for convenience of command. British infantry regiments of the period were in fact single-battalion formations commanded by a major. Each battalion consisted of ten companies of 20 to 40 men each. Eight of these were battalion or 'line' companies. One additional company, composed of the largest and strongest men, was the grenadier company. The other company, composed of the most agile, was referred to as the light company. These two 'flank' companies were the elite units of the regiment. During combat, these companies were usually detached from their regular regiments and formed into provisional battalions of grenadier and light companies. Some military critics have attacked this practice because it skimmed the cream of the infantry and deprived the regular battalions of their best fighting men who would normally have been available to stiffen the line in defense and spur the charge in the attack. Nevertheless, the practice was widespread and popular.

The British Army at the beginning of the Revolutionary War was perhaps the finest fighting force in the world. However, when fighting in North America, it was thousands of miles away from its home country and base of supply. To compound the situation, it was totally dependent upon a Navy, potentially the finest in the world, that had moldered and decayed since the last European war. These two factors ultimately resulted in the downfall of the British Army in North America.

THE CONTINENTAL ARMY

The Continental Army was created in June of 1775 when the Continental Congress took over the 'Boston Army' besieging the British and made George Washington Commander in Chief. From the beginning, the Continental Army was plagued by a constant ebb and flow of recruits. Seasonal variations in strength often saw a Continental Army of 30,000 men in midsummer reduced to 20% of that strength by midwinter. Logistics and supply for the Continental Army was, often as not, nonexistent. The Continental Congress and the Army, bankrupt from the start, were financed by well-to-do patriots and the credit extended to them by France and Spain. Everything in the American military system was in short supply or nonexistent. Chief among those items in short supply was military experience. Most of the handful of Americans with military backgrounds were trained under the British. It is therefore not surprising to find the Continental Army organized along British lines. There were important differences which did evolve due to the peculiarities of the North American theater of war.

ALL American Continental infantry could be technically classified as light infantry. True, for a time there existed in the Continental Army a light infantry corps; this was simply an elite unit of regulars more than anything else. A characteristic deployment of the Continental line would find clouds of riflemen acting as skirmishers to the front and flanks, with the line infantry deployed in long, thin, double ranks with very little in the way of a centrally deployed reserve. More than anything else, the Continental Army created transitional tactics that modified European linear tactics to North American geography.

More than 200,000 men passed through the ranks of the Continental Army during eight years of war. They were distributed by the states in the following manner:

Massachusetts	67,907
Connecticut	31,939
Virginia	26,678
Pennsylvania	25,678
New York	17,781
Maryland	13,912
New Hampshire	12,497
New Jersey	10,726
North Carolina	7,263
South Carolina	6,417
Rhode Island	5,908
Georgia	2,679
Delaware	2,386
Total	231,771

It is interesting to note that the greatest number raised during any one year was 89,000 in 1776, and this consisted of over 42,000 ineffectual militia. In this same year, Washington was able to assemble little more than 20,000 regulars and militia to defend New York out of the 89,000 available under arms. By December of that year, he was reduced to 4,000 effectives in the main army which executed the victories at Trenton and Princeton.

Much of the blame for the ebb and flow of Continental manpower must lay with the Continental Congress. Throughout the war, Congress reflected the American people's dread of a European-style standing army by relying upon short-term volunteer enlistment policies. Coupled with competing state requirements for manpower, this resulted in unrealistic quotas which produced unpredictable results. It is a measure of the greatness of George Washington as a leader of men that he managed to keep an army together at all, much less defeat a competent, powerful enemy.

REBEL AND TORY MILITIAS

Militia in the American colonies was a long-standing institution. Almost every village and hamlet had a militia force that could be called into existence during times of Indian attack or civil disturbance. The Continental Army was formed when the Continental Congress 'nationalized' the state and local militias gathering around Boston in 1775. There were many different types of militia — state regular militia, state emergency militia, local militia, and later, 'minuteman' militia drawn from local militia formations. Rebel militia, while a major part of the patriot forces, was unpredictable and unreliable. Of the 8,000 militia serving with Washington on Long Island in August of 1776, only 2,000 were still present after the battle. As citizen soldiers, the militia was wont to fight far from home. Most units called upon to fight early in the war were signed up for very short enlistments of six months or a year. Stories of militia units going home en masse before a battle because of expired enlistments were true and frequent events. In combat, their lack of formal and consistent training compounded their lack of discipline under fire. Yet, in spite of the well known weaknesses and failures of Rebel militia, they made an important contribution to the military effort. There was an incalculable quality to the American militia that could never be counted on by its friends, but, by the same token, couldn't be ignored by its enemies. The American militia beat the British at Bennington, King's Mountain, and Saratoga. It exacted an awful toll at Bunker Hill before being overwhelmed. In the south, rebel militia contributed as much to the defeat of the British Regulars as did the Continental Army. Analysis showed that, if commanded by experienced officers who knew their weaknesses, American militia could fight like regulars. Historians disagree widely on the numbers of rebel militia that were formed during the war. An educated guestimate puts the number somewhere between 250,000 and 375,000 men serving in militia units throughout the entire war. Many of these, however, never saw action, were strictly 'home guard' units, or were called up for only short periods of time.

Loyalist, or Tory, militia was formed for the same reasons as prompted the Rebels; loyal subjects banded together to defend their homes and country. There was, however, a peculiar difference in that many Tory units were of exceptional fighting ability and were in fact part of the British Army's 'Provincial Line.' This 'Provincial Line' consisted of Tory formations under pay from, and supplied by, the British Army. The men who served in the various units which made up the 'Provincial Line' (or 'Service') were a type of 'regular soldier' and ranked somewhere between Tory 'associators' (militiamen) and British Regulars. Unlike the 'associators', however, they served for a fixed term of enlistment subject to service wherever sent. Tory militia, like their rebel counterparts, served for short periods of time within definitive geographic limits. To add to the confusion of assessing the numbers and quality of Tory units, the Provincial Line units often contained a high percentage of British regulars and most of the officers were British, not Provincials. In general, however, their fighting abilities were excellent in that they combined the qualities of European fire discipline and North American irregular fighting tactics. The Provincial Line excepted, Tory factions in the colonies had a difficult time organizing coherent resistance politically as well as militarily. In the initial stages of the war, the Tory forces failed to control even one major area of the colonies. Yet Tory strength in some areas was great. In the New York-New Jersey area, for instance, Tory sympathizers probably outnumbered rebels. In the south, Tory Militia formations were a major part of the British effort. Approximately 50,000 men were organized, throughout the war, into Tory formations. Because of better equipment, leadership, and generally longer enlistments, these 50,000 men made more of an impact, man-for-man, than their rebel counterparts. That they were not more of a potent force was due largely to the bungling of the British who consistently expected Tory strength to be stronger in new areas of operation than it really was. Mistreatment of Tory sympathizers was much to blame for this. In fact, Tory strength was stronger in areas where the British were not fighting than in those areas where they were. There is little doubt but that this alienation deprived the British of a valuable, and perhaps decisive, auxiliary.

THE INDIANS

When Columbus arrived in America, the Indian population was approximately one million, of which approximately 200,000 lived in British North America. Less than three hundred years later, they were but a shadow of that figure. Whole tribes were totally destroyed, and others reduced to mere remnants by smallpox, tuberculosis, and white man's whiskey. Of those remaining, the Iroquois or Six Nations (Mohawks, Oneidas, Tuscaroras, Onondagas, Cayugas, and Senecas) were the most powerful. Alienated by the French in the Colonial Wars, the Iroquois turned to the British for aid and continued to side with them when the Revolutionary War broke out.

It is surprising to learn how few warriors the Six Nations actually produced. Two reliable estimates of their strength are given below. One column shows Sir William Johnson's census of 1763 and the other is a British estimate of the numbers who were in the British Service during the Revolutionary War:

	1763	1775-83
Mohawk	160	300
Oneida	250	150
Tuscarora	140	200
Onondaga	150	300
Cayuga	200	230
Seneca	1,050	400
Total	1,950	1,580

Obviously, their impact on the Revolution, in terms of military success, was slight due to their sheer lack of numbers. After generations of frontier skirmishing, the Americans had a low regard for the Indian fighting prowess, a fact which the British painfully learned much later. Expert at raiding and ambushing, the Indians were totally outclassed by the Europeans in general, prolonged engagements. Overall, the Indians were a threat in the minds of American soldiers because of the damage they could wreak on families and farms left behind, not because of what they could do to a large force set to oppose them. The Indians were more of a menace to Americans in the North than in the South. The 1500 or so warriors of the Iroquois Nations was the major reason, but British supply and leadership were also important. There was also a marked difference in the fighting qualities of the southern frontiersmen in comparison to their less hearty northern counterparts. Howard Swiggett, in *War out of Niagara*, concludes that, "the Indians as fighters were worthless. . . Time and again their fighting qualities proved lower than the most worthless militia."

THE GERMAN MERCENARIES

One of the biggest miscalculations perpetrated by the British leaders during the Revolution was the decision to employ German mercenaries to fill out the ranks of a seriously undermanned British Army. The ill-feelings generated by this decision far overshadowed any military gain. It ended whatever chance King George had for a rapprochement with the Colonials. For it was one thing to have British Regulars, *Englishmen*, garrisoned in British colonies, but to have *foreigners* running rough-shod over the countryside revulsed Tory and Rebel alike. Tory sympathy was chilled considerably wherever German troops were stationed.

Almost 30,000 Germans fought against the Americans, taking part in every major campaign. Highly disciplined in the tradition of Frederick the Great, they were at first highly respected by the British and feared by the Americans. Much propaganda was made of the supposed German cruelties and atrocities perpetrated against the native populations. Later, they were ridiculed and mocked. After the first few years, they were not hated as bitterly as the loyalists and British Regulars. Overall, however, their fighting qualities were on par with the British and other European nations of that era.

Only about 60% of the German mercenaries ever returned to Europe. Of the 29,867 who landed in America, more than 5,000 deserted and almost 8,000 died from disease and battle. Many remained in America after the conclusion of hostilities. The following table represents a breakdown of the sources of these mercenaries from the German States:

STATE	NUMBER	YEARS OF SERVICE
Brunswick	5,723	8
Hesse-Cassel	16,992	8
Hesse-Hanau	2,422	8
Anspach-Bayreuth	2,353	7
Waldeck	1,225	8
Anhalt-Zerbst	1,160	7
Total	29,875	

THE FRENCH ALLIANCE

When the fighting started in North America in 1776 the French could not risk an open alliance with the colonists until they were sure that the young nation was capable of a sustained fight. The French had no intentions of fighting the British without a major distraction in North America. In the early years, most of the aid extended to the colonies was in the form of secret allocations of military supplies and cash loans. Most of the early American victories were made possible through supplies furnished by the French. On December 17, 1777, in-

formed of the Saratoga victories, and greatly impressed by the SPIRIT the Americans had shown at their defeat at Germantown, France decided to recognize American independence. By June, 1778 France and Great Britain were at war.

French entry into the war meant that the decisive theater of operations was now the high seas. In 1778, France had the means to defeat the heretofore invincible British Navy. That Navy was in poor physical condition while the French were able to put strong naval units off the coast of North America almost at will. But the tactics of seapower of the era and the lack of vitalized leadership on both sides resulted in many inconclusive engagements where decisive outcomes were possible. Tactical naval combat between French and British fleets was often desultory at best. Yet it was the power of ships on the high seas that eventually won the decisive land battle of the Revolutionary War at Yorktown.

One negative aspect of the Alliance was the creation of rabid overconfidence in the rebels. They were to be bitterly disappointed by the French navy's lack of aggressiveness and preoccupation with self preservation. Failures at Savannah, New York, and Newport sent American faith in the French to its lowest ebb. It was not until the arrival of Rochambeau in the summer of 1780 that improvement was seen. This set the stage for a series of British naval blunders, coupled with the concentration of the various elements of the French fleet, which conspired to give French naval power that slight edge needed to win control of the North American waters during the Yorktown Campaign.

Except for the Yorktown operations, the French Army and Navy's performance was anything but sterling. More important than what they actually did was the possibilities of what they potentially could have done. If the French had made no appearance in North America they would have still tied down thousands of British troops in Europe, thus leaving unsolved the chronic British replacement problems in North America.

A list of the regiments and formations participating in the American Revolutionary War is given below:

A. *Corps de débarquement de l'Amiral d'ESTAING:*
(4,000 combattants)
Infanterie

Régiment DILLON IRLANDAIS
Colonel Comte de DILLON

Régiment WALSH-IRLANDAIS
Colonel de Walsh-Serrant

Régiment CHAMPAGNE
Colonel Vicomte Marquis de Seiguelay

Régiment FOIX
Colonel Comte de Neuël

Régiment HAINAUT
Colonel de Montmorency

Régiment ARMAGNAC
Colonel de Lowendal

Régiment VIENNOIS
Colonel de Miromesnil

Régiment Royal CONTOIS
Colonel de Biaudas

Régiment CAMBRESIS
Colonel de Maille

Régiment de la GUADELOUPE

Régiment de la MARTINIQUE

Régiment du CAP

Régiment de PORT AU PRINCE

Régiment d'Artillerie — METZ ARTILLERIE
Cavalerie (non montée)

Belzunce Dragons
Condé Dragons

B. *Corps Expéditionnaire du Lieutenant-Général de ROCHAMBEAU:*

6,000 combattants en unités constituées

Régiments Infanterie — BOURBONNAIS
Colonel de Montmorency

Régiments Infanterie — SOISSONNAIS
Colonel de Sainte Maisme

Régiments Infanterie — SAINTONGE
Colonel de Custine

Régiments Infanterie — ROYAL DEUX PONTS
Colonel de Forbach

Régiments Infanterie — VOLONTAIRES ÉTRANGER
Colonel de Goutaut Biron

Régiments Infanterie — GATINAIS
Colonel de Mostaing

Régiments Infanterie — TOURAINE
Colonel de Poudeux

Régiments Infanterie — AGENOIS
Colonel d'Autichamp

Artillerie AUXONNE ARTILLERIE

et détachement de régiments de ligne embarqués sur la flotte française.

WEAPONS, TACTICS, AND FORMATIONS

The standard British weapon in the Revolutionary War was the 'Brown Bess' musket. This was a smooth-bore, muzzle-loading flintlock weighing over eleven pounds. It fired a one ounce ball of .75" caliber about 125 yards. Its accurate range was less than half that distance. Thus the weapon was not aimed but rather pointed towards a target and discharged on command in volley fire. An excellent rate of fire for the musket was five rounds per minute. The average soldier in the line was doing very well to fire three rounds per minute. The musket, because of its delicate firing mechanism, was very unreliable. In any sort of rain or dampness it was next to useless, as any moisture would cause the priming in the flintlock pan to misfire. Its most important function was to carry a steel bayonet which British soldiers were taught to use with grim proficiency.

The Americans were armed with a wide variety of weapons from the Brown Bess to hunting pieces. Most of them were painstakingly manufactured by hand by colonial gunsmiths; each weapon being an individual expression of the smith's craftsmanship. Few were, or could have been, equipped with bayonettes. Not until French arms shipments arrived in quantity was the bayonet in widespread use.

There was one important difference between the ways in which the British and American soldiers used their muskets. The colonists, as individuals, were more experienced with using muskets to provide food and defense. The first shot from their muskets was the most important in hunting or defense. Consequently, Continental soldiers individually AIMED and fired their weapons as opposed to the British formalized unaimed volley fire. Also, American soldiers provided themselves extra firepower in close fighting by loading their weapons with 'buck and ball'; two buckshot rammed in with the ball.

A much more accurate weapon was the legendary American rifle. Rooted in the western frontier regions, it was in fact a development of the European fowling rifles of Bavaria and Switzerland. An expert rifleman could kill with regularity at the extraordinary range of 200 yards or more. As a military weapon, however, it was limited by the fact that it could not be fitted with a bayonet and had a very slow rate of fire due to the difficult loading procedure. Still, in backwoods fighting and in the hands of skirmishers, it caused great misery to the British.

Field artillery used in the Revolutionary War was classed in four main sizes; 12, 8, 6, and 4 pounders, in addition to smaller specialized weapons of four and three pound sizes used in very limited numbers. They could fire either grapeshot, cannister, or solid shot to a maximum range of about one mile for the heavier sizes. All were smooth-bore muzzle loaders. Siege artillery, by far the most important type, consisted of heavier weapons of 18, 24 pound sizes or larger. Due to their great size and weight, which limited their mobility, these larger guns were used primarily as permanent defensive weaponry in forts and shore defenses or as semi-mobile siege artillery. These guns were comparable to those used on men-of-war at the time.

A WORD ON THE TACTICS OF THE REVOLUTIONARY WAR

The European tactical system during the American Revolutionary War was known as the linear system. The purpose of battle formations was to maximize the fire effect forward which was accomplished by lining up infantrymen in long lines, three ranks deep. This worked well in the relatively flat European terrain, but required adjustments when practiced in North America. The colonists, after years of Indian fighting and frontier life, readily adjusted to the Indian style of irregular, non-linear, fighting. They did not benefit from the full massed effect of their muskets and rifles, but this was unavoidable.

A popular myth for American victory in the war assumes the British were very stupid and the Americans very clever. Supposedly, the British marched and fought in bright red rows thus leaving themselves easy targets for the sly colonials who hid behind rocks and trees picking them off. In actuality, the only time this happened was in the British march back from Lexington and Concord in 1775. American marksmanship was so terrible in the battle it has been calculated that only one American bullet out of 300 found its mark and only one man out of 15 hit anybody. So much for myths. In point of fact, both sides adopted modifications of linear tactics that conformed to conditions in America. The Americans could have remained in the back woods and swamps and probably defeated any British force sent to oppose them, but in doing so they would have abandoned to the enemy their coasts and cities. In such case their army, and their

cause, would have withered and died. Instead, the British Army trained its men in irregular warfare to meet the Americans in open country, and the American Army trained its irregular fighters in linear fire discipline. The American battle line consisted of long thin lines of two ranks with swarms of skirmishers in front of and on the flanks of the main line, with little or no centrally located reserve. Yet, with more accurate fire, they inflicted considerable losses on a British Army battle line fighting in deep, compact formations which depended on superior discipline to advance under murderous fire to move close enough to break the enemy with bayonet.

Throughout this period, both sides learned from each other, changing fire tactics to slowly adjust to the combined challenge of the terrain and the enemy. By the end of the war, the tactical differences were not so great as in the beginning; a whole new type of tactical warfare evolved in North America which was to show its influence in the Napoleonic Era, two decades hence.

MR. WASHINGTON'S STRATEGY

To briefly reflect on Washington's strategic position is to conversely state the British position. Primarily, the Continental Army had to contend with a British Army able to land forces quickly anywhere along the coast, bays, estuaries and navigable rivers. Thus the main Continental Army was on the defensive and usually occupied a central position facing eastward. Washington's main line of communications followed a line from the Head of Elk to the mouth of the Hudson River. Along this route, running above the heads of navigation of the major rivers, Washington moved his army to counter the moves of the sea-borne British. He was always careful that the British did not get between his army and the back country which he held as a final line of retreat. On the left of the main Army was the Northern Army positioned to counter invasions from Canada. The Southern Army was so far removed and its theater so large that it acted independently. For all three armies, the back country represented security for retreat and stockpiled supplies and munitions. From these simple premises, most strategic responses were formulated. So long as the Americans could keep an army in being and threaten British lines of communications with potential disruption, the issue was not irrevocably lost.

-RCR

The General Magazine

Now that you know how to play **1776**, the next problem is probably *who* to play it with. We can help you with that problem and many others only through your subscription to our bi-monthly gaming journal, the **GENERAL**. In the **GENERAL** you'll not only read all there is to know about **1776**, but will also learn about our dozens of other exciting simulation games of skill. Every 4 color, thirty-four page issue is jammed full of professional articles on the strategy and tactics of Avalon Hill gaming. Look and see what the **GENERAL** offers:

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HISTORY: Curious why one side wins in **1776** or another has a supply advantage? Each issue contains in-depth historical material to enhance your background of the game situations.

GAME DESIGN: Wonder why **1776** was designed the way it was? Read the **GENERAL** and find out! Our regular **DESIGN ANALYSIS** column features explanatory treatises by our designers, including the developer of **1776**. Only here can you find ready-to-play variations, new scenarios, and perhaps even more counters for **1776**.

QUESTIONS ANSWERED: In our *Question Box* you'll find the only official source of rules interpretations and changes for **1776** and our other games.

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Since its inception in 1964, the **GENERAL** has stood the test of time. Increase your enjoyment of **1776** and the other Avalon Hill games many-fold with a subscription

QUESTIONS & ANSWERS

The following is a list of questions gleaned from the pages of the Avalon Hill *General* which may prove helpful:

Q. The rules state that if one or more French Battle Fleets are ever sunk, the rest of the French forces must be withdrawn to the West Indies. What happens if all three French BF's are sunk? Are all French forces eliminated?

A. Yes. In this case, they would be eliminated at the end of the current player-segment. Note that if the French VF unit was not available, all French SP's would be eliminated, as if all French naval forces were sunk.

Q. Can British fleets control ports?

A. No. Control is defined as occupying with at least one CSP of British Regular Infantry.

Q. If all friendly land units are eliminated in combat in a Port hex, are the friendly fleet units in that port destroyed, captured, or unaffected?

A. They are unaffected as it is assumed they would move out to sea.

Q. When attacking enemy units in a Fort and outside of it in a multiple attack, are Tactical Cards used?

A. Yes. Note, however, that tactical cards are not used in subsequent multiple combats after all of the units outside the Fort are eliminated.

Q. Can a magazine be used to construct a fort as long as 1 CA/BR and 1/A are present?

A. Yes, but the magazine counter is removed (i.e., reduced to supply units status).

Q. Can units move into and out of besieged Fort hexes adjacent to waterways by using Bateaux?

A. Only if the Fort is located adjacent to a class 3 river/lake hexside.

Q. In regards to At Start positioning and placement of reinforcements, must all scheduled Strength Points be placed on one hex when a "within two hexes of" . . . or "on, or within one hex of . . ." is indicated?

A. Yes, units are placed on one hex, but the above wordings give a certain amount of latitude as to which hex it is.

Q. In regards to Bateaux and/or river movement on the St. Lawrence River, may Bateaux move down the river and into Lake Ontario through the extreme top hexsides at FFF and HHH?

A. Yes, they are playable hexsides for river movement as Class 3 lake hexsides.

Q. If a British unit expends six movement points moving adjacent to a class 1 river and attempts to Force March, does it roll on the "1" column (because it has one MP remaining) or on the "2" column (because it cost 2 MP to enter the adjacent hex from across the river)?

A. It must roll on the "2" column. Any remaining MP's that are not expended in regular movement are lost when attempting a Forced March.

Q. If there are no British strength points in Halifax, may British reinforcements and replacements appear there?

A. No

Q. In the CSG may American replacements be placed ON uncontrolled Strategic Towns?

A. Yes, in general any reference to "within x number of hexes" of a certain location means all hexes within that radius.

Q. In the CSG may British reinforcements be brought on within a fort on a Port hex if that fort has American units on top of it?

A. Yes. See CSG Rules IIIA2b and IIID3c.

Q. May Bateaux pass by a fort containing a supplied artillery unit if no units are outside the fort?

A. Yes. Only British transports on class 2 rivers are required to stop for supplied artillery units in forts.

Q. In the CSG may troops embark/disembark in a fortified port hex, if that port hex is besieged without having to stop outside the fort?

A. Yes. Note, however, they must pay the extra 5 MP cost for embarking/disembarking in an enemy occupied hex.

Q. If the British control all Strategic Towns in New England, but not Montreal and/or Quebec, the area is considered uncontrolled. Question: Where are CA and RM replacements placed?

A. Within one hex of any Strategic Town hex.

Q. If the French must withdraw their land forces due to French fleets being sunk, what happens to supply units and artillery units used to build forts and magazines?

A. Forts, supply units, and magazines remain, but all French strength points and artillery units must be withdrawn.

Q. The Br/MVC state that in 1777 control of all Strategic Towns in an Area is a possible MVC and, in 1779, a necessary one. In New England and the Middle States, control of all Strategic Towns in the area doesn't necessarily imply control of the area (because of Montreal and Quebec). Question: Is control of these two Canadian towns a necessary

condition for the MVC? Also, by the same token, is control of these two towns considered for CA Winter Reduction purposes?

A. In regards to Minimum Victory Conditions, the British player still controls Strategic Towns, but could *NOT* claim credit for control of an area. For example, in 1777 New England and Middle States Strategic Towns could be used to fulfill the ten Strategic Town requirement even if Montreal was un-controlled, but the Middle States Area could not be used to fulfill the requirement. In regards to Winter Reduction, Continental Army strength points would only be reduced by 50% (instead of 75%) if all Strategic Towns were controlled, but Montreal or Quebec was not (as in case 'C' or 'E' on the Area Status Chart.)

Q. Boston and Montreal are entrenched at the start of the CSG. Assuming that the converse of the Entrenchment rules are true and no Fort can be built on top of Entrenchments (Yes), how do I construct the fort, as long as I have the necessary units?

A. Build the Fort, removing 1 CA/BR, 1/A, 1/S, and the entrenchment counter.

Q. If "change" cannot be made due to lack of appropriate smaller denomination counters not in play, is the entire force (or at least a larger part of it then called for by losses) eliminated.

A. Yes

Q. What is the movement cost to debark units from a naval unit and embark different units onto it in the same turn and in the same port hex? If enemy units occupy the hex?

A. It would cost 10 MP for the naval unit (5 for embarkation, 5 for debarkation) in a non-enemy occupied hex, and 20 MP (10 for embarkation, 10 for debarkation) in an enemy occupied hex.

Q. Are CA units in Canada considered to be in the Middle States or New England Areas for the purpose of determining Area Status?

A. They are considered to be in Canada, and therefore do not affect the status of either area.

Q. What is the movement point cost for Cooper's Ferry (RR33-RR34) across the class 3 river?

A. It would cost two additional movement points, same as class 2 river.

REPLACEMENT PARTS COSTS

For current replacement parts price list, send a stamped self-addressed envelope to: Parts Dept., The Avalon Hill Game Company, 4517 Harford Road, Balto., Md. 21214.

OUR DESIGN DEPARTMENT will be happy to take the time to answer queries regarding play of this game but **ONLY** when accompanied by a self-addressed envelope containing first class postage.

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TERRAIN EFFECTS CHART

NOTE: the effects of terrain on movement are cumulative. For example, to cross a hexside that is both a rough terrain hexside and a class 2 river hexside would cost: 2 M P (for rough terrain) PLUS 2 M P (for class 2 river hexside) PLUS 1 M P (to enter adjacent hex) for a total of 5 M P expended to cross one multiple-type hexside. (NOTE: M P is abbreviation for Movement Point[s].)

TERRAIN	SYMBOL	EFFECT ON MOVEMENT	OTHER EFFECTS	TERRAIN	SYMBOL	EFFECT ON MOVEMENT	OTHER EFFECTS
CLEAR HEX		cost one M P to enter		class 3 (hexside)		land movement across hexside prohibited except by ferry.	Bateaus may act as ferries across class 3 river hexsides at cost of one M P. cost naval units 10 M P to embark/debark land units.
TOWN		same as other terrain in hex.		COAST HEX		same as other terrain in hex.	
PORT		same as other terrain in hex.	cost naval units 5 M P to embark/debark land units.	class 3 (coastal) (hexside)		land units, Bateaus may not enter.	cost naval units 15 M P to embark/debark land units;
STRATEGIC TOWN		same as other terrain in hex.		ISLANDS		movement or debarking onto prohibited.	
INDIAN TOWN		same as other terrain in hex.	cannot build Forts or Magazines.	SEA LANE HEX		land movement across hexside prohibited.	Bateaus may not move along Sea Lane hexside.
AREA BORDER (hexside)		no effect on movement.		class 3 (lake) (hexside)		all naval units may move along hexsides.	if lake totally within one hex treat as other terrain in hex.
STATE BORDER		no effect on movement.		FERRY		cost one M P to cross class 2 river hexside at Ferry.	
ROUGH TERRAIN (hexside)		cost two M P to cross PLUS cost to enter adjacent hex.		FORD		NO cost to cross class 1 river hexside at Bridge/Ford.	
SWAMP HEX		cost two M P to ENTER		BRIDGE			
RIVERS: class 1 (hexside)		cost one M P to cross PLUS cost to enter adjacent hex.	Bateaus may act as ferries across class 1 river hexsides at NO cost. BF/TR movement prohibited.				
class 2 (hexside)		cost two M P to cross PLUS cost to enter adjacent hex.	Bateaus may act as ferries across class 2 river hexsides at cost of one M P. BF movement prohibited				

Basic Game Combat Results Table

KEY:

AE—all attacker's Strength Points eliminated and removed from game.
 $\frac{1}{2}$ AE—half (rounded UP) of attacker's Strength Points eliminated.
 DE—all defender's Strength Points eliminated and removed from game.
 $\frac{1}{2}$ DE—half (rounded UP) of defender's Strength Points eliminated.
 NE—NO EFFECT: no losses to either side.

NOTE: attacks at odds worse than 1-3 not allowed.
 attacks at odds greater than 5-1 are treated as 5-1.

ODDS	1-3	1-2	1-1	2-1	3-1	4-1	5-1 or more
DIE							
1	AE	AE	AE	NE	$\frac{1}{2}$ AE DE	$\frac{1}{2}$ DE	$\frac{1}{2}$ DE
2	$\frac{1}{2}$ AE	$\frac{1}{2}$ AE	NE	$\frac{1}{2}$ AE $\frac{1}{2}$ DE	$\frac{1}{2}$ AE DE	$\frac{1}{2}$ DE	$\frac{1}{2}$ DE
3	$\frac{1}{2}$ AE	NE	$\frac{1}{2}$ AE $\frac{1}{2}$ DE	$\frac{1}{2}$ AE $\frac{1}{2}$ DE	$\frac{1}{2}$ DE	$\frac{1}{2}$ DE	$\frac{1}{2}$ DE
4	NE	AE $\frac{1}{2}$ DE	$\frac{1}{2}$ AE $\frac{1}{2}$ DE	$\frac{1}{2}$ AE DE	$\frac{1}{2}$ DE	$\frac{1}{2}$ DE	DE
5	AE $\frac{1}{2}$ DE	$\frac{1}{2}$ AE $\frac{1}{2}$ DE	$\frac{1}{2}$ DE	$\frac{1}{2}$ DE	DE	DE	DE
6	$\frac{1}{2}$ AE $\frac{1}{2}$ DE	$\frac{1}{2}$ DE	$\frac{1}{2}$ DE	$\frac{1}{2}$ DE	DE	DE	DE

Fleet Engagement Chart

KEY:

D-1, D-2, etc.—defender's Fleet damaged; all defender's naval units must be removed from the mapboard. They cannot re-enter game until the number of QUARTERS, indicated by the number on the right, have elapsed.

A-2—attacker's Fleet damaged: same as above.

NE—NO EFFECT: no damage to either side.

SUNK — defender's Fleet counters eliminated and permanently removed from game.

● attacks at less than '-1' not allowed

S/P DIFF DIE ROLL

-1 0 +1 +2 +3 +4
or more

1	NE	NE	NE	NE	NE	NE
2	NE	NE	NE	NE	NE	D-2
3	NE	NE	NE	NE	D-1	D-2
4	NE	NE	NE	D-1	D-2	D-3
5	A-2	NE	D-1	D-1	D-3	SUNK
6	D-1	D-1	D-2	D-2	SUNK	SUNK

(CAMPAIGN SIMULATION GAME)

Forced March Table

MP ATT DIE	1	2	3	4	5	6	7	MP ATT DIE
1	1	2	3	4	5	6	7	1
2	1	2	3	4	5	4 $\frac{1}{2}$ E	3 $\frac{1}{2}$ E	2
3	1	2	2	3 $\frac{1}{2}$ E	3 $\frac{1}{2}$ E	3 $\frac{1}{2}$ E	3 $\frac{1}{2}$ E	3
4	1	1	0	0	0	0	0	4
5	0	0	0	0	0	0	0	5
6	0	0	0	0	0	0	0	6

(ADVANCED GAME OPTIONAL RULE)

KEY:

number of Movement Points gained in Forced March attempt.

3 $\frac{1}{2}$ E

casualties, if any, suffered in attempt. ' $\frac{1}{2}$ E' means half (rounded UP) of all Strength Points involved in attempt are eliminated. Units are removed as per the type priorities listed in the Advanced Game CRT.

1776 Advanced Game Combat Results Table

ODDS	1-3	1-2	1-1	3-2	2-1	3-1	4-1	5-1 or more
DIE								
-3	AE	AE	AE	AE	½AE	NE	NE	NE
-2	AE	AE	AE	½AE	AL2	NE	NE	AL1
-1	AE	AE	½AE	AL2	AL2	AL2	AL1	AL1 DL1
0	AE	½AE	AL2	AL2	NE	AL1	AL1 DL1	DL1
1	½AE	AL2	AL2	NE	AL1	AL1 DL1	DL1	DL2
2	AL2	AL2	NE	AL1	AL1 DL1	DL1	DL2	½DE
3	AL2	NE	AL1	AL1 DL1	DL1	DL2	½DE	½DE
4	NE	AL1	AL1 DL1	DL1	DL2	½DE	½DE	½DE
5	AL1	AL1 DL1	DL1	DL2	½DE	½DE	½DE	½DE
6	AL1 DL1	DL1	DL2	½DE	½DE	½DE	½DE	DE
7	DL1	DL2	DL2	½DE	½DE	½DE	DE	DE
8	DL2	DL2	½DE	½DE	½DE	DE	DE	DE
9	DL2	½DE	½DE	½DE	DE	DE	DE	DE
10	½DE	½DE	DE	DE	DE	DE	DE	DE

KEY:

AE-All attacker's Strength Points eliminated.
 ½AE-half (rounded UP) of attacker's Strength Points eliminated.
 AL1, AL2-attacker removes one or two Strength Points as specified.
 DE-all defender's Strength Points eliminated.
 ½DE-half (rounded UP) of defender Strength Points eliminated.
 DL1, DL2-defender removes one or two Strength Points as specified.
 NE-NO EFFECT: NO casualties, NO further combat.

NOTE:

- a) odds worse than 1-3 not allowed.
 b) odds greater than 5-1 are treated as 5-1.
 c) die rolls less than '-3' are treated as '-3'; die rolls greater than '10' are treated as '10'.
 d) in combat involving mixed unit types, casualties must be extracted in the following order:
 1) Rebel Militia 1) Indians
 2) Continental Army 2) Tory Militia
 3) French Regulars 3) British Regulars

Tactical Results Matrix

		ATTACKER'S CARD							
DEFENDER'S CARD	FRONTAL ASSAULT	0	-2	+2	+2	-1	-1	+1	-3
	RECON IN FORCE	+2	0	-1	-1	0	0	+2	-2
	ENFILADE LEFT	-2	+1	0	0	-2	+3	-2	0
	ENFILADE RIGHT	-2	+1	0	0	+3	-2	-2	0
	REFUSE THE LEFT	+1	0	+2	-3	0	0	0	0
	REFUSE THE RIGHT	+1	0	-3	+2	0	0	0	0
	STAND AND DEFEND	-1	-2	+2	+2	0	0	NC	NC
	WITHDRAW	+3	+2	0	0	0	0	NC	NC

KEY:

+1

ADD number on box to attacker's die roll on Combat Results Table.

-1

SUBTRACT number in box from attacker's die roll on Combat Results Table.

+2

ADD or SUBTRACT number in box, etc. NO FURTHER COMBAT ALLOWED IN THAT HEX.

NC

NO COMBAT. DO NOT ROLL DIE ON CRT: no supply used, no casualties taken.

1776 SCENARIO #1 Invasion of Canada - 1775

BACKGROUND: Although the capture of Fort Ticonderoga on May 10, 1775 opened the way for an American advance into Canada, a timid Congress did not authorize any operations until the middle of June when it directed General Schuyler to invade, if practicable, what they hoped to make the "14th colony". After numerous delays resulting from Schuyler's preparations, his second in command started north on Lake Champlain with troops and a small fleet in September. The first target was strategic St. Johns, vigorously held by British Regulars and Canadian Militia. During this period, Ethan Allen made his abortive attack on Montreal on September 25. Meanwhile, the start of Arnold's march to Quebec from Fort Western unfolded the complete misguided strategy of the campaign:

AT START SEPTEMBER, 1775

BRITISH

2/BR, 1/TM, 1/F: St. Johns
1/BR, 1/TM, 1/M, (1/B*): Montreal
1/TM, 1/A, 1/S, 1/F: Quebec
(3/D*): Anywhere

AMERICAN

5/RM, 1/A, 1/S, 1/F, (2/B*): Ticonderoga
2/RM: Albany

REINFORCEMENT/TIME RECORD TRACK

	2/RM, 1/S: Ft. Western	2/RM, 1/S: Albany	2/RM: Albany	1/RM, 1/S: Albany		
AMERICAN move FIRST						
(1) SEPT	(2) OCT	(3) NOV	(4) DEC	(5) JAN	(6) FEB	(7) MAR
BRITISH	1/TM: northeast mapboard edge	1/TM: Montreal	1/TM: Quebec	2/TM, 1/S: Quebec	1/TM: northeast mapboard edge	

VICTORY CONDITIONS

BRITISH: British player wins by either:

- Occupying the Port at Quebec with at least one BR or TM Strength Point; OR
- Occupying the Fort at St. Johns with at least one BR or TM Strength Point; CR
- Occupying Montreal, free of American combat units with at least one BR or TM Strength Point, at the end of the March, 1776 turn.

AMERICAN: American player wins if Montreal AND the Forts at St. Johns and Quebec are free of enemy combat units at the end of the March, 1776 turn.

Any other situation occurring at the end of the game is a draw.

SUGGESTED OPTIONAL RULES

- Inverted/Decoy counter: British combat units move inverted and receive three Decoy counters to be placed anywhere at the start of the Scenario.
- Bateaus: place on board as per "At Start" instructions.
- Forced March: both sides may use the Forced March Optional Rule.

AREA OF PLAY

NORTH section of mapboard is used. Additionally, all units must remain north of the Albany-Unadilla hex row, inclusive.

SPECIAL RULES

1) Tory Militia: All British reinforcements must enter NORTH of the St. Lawrence River. If the designated Town hex is occupied by American combat units (inside or outside Forts), reinforcements must enter from the mapboard edges as follows:

- Units scheduled to arrive at Quebec must enter from the NORTHEAST edge of the mapboard.
 - Units scheduled to arrive at Montreal must enter from the NORTH mapboard edge.
- Quebec Artillery: the Artillery unit starting in Quebec may never move.
 - St. Johns: all British units starting at St. Johns must begin the game INSIDE the Fort.
 - Fortifications: the Forts at Ticonderoga, St. Johns, and Quebec may not be destroyed during the game.

1776 SCENARIO #2

Saratoga Campaign - 1777

BACKGROUND: In theory, the three-pronged British attack of 1777 culminating in the Saratoga Campaign was to have cut the colonies in half along the Hudson River-Lake Champlain axis. Three independent but supposedly co-ordinated expeditions were to converge on Albany from Oswego, St. Johns, and New York City. But a colossal breakdown of communications eventually destroyed the operation. The New York expedition failed to materialize in force, the Oswego expedition was stopped at Fort Stanwix, and Burgoyne's expedition succumbed to the concentrated attack of Continental forces:

AT START MAY, 1777

BRITISH

14/BR, 1/I, 2/A, 1/S, (2/B*): St. Johns
1/BR, 1/F: Oswego
36/BR (E), 1/A, 2/S: New York

AMERICAN

4/CA, 1/A, 1/S, 1/F, (1/B*): Ticonderoga
1/RM(E): Mt. Independence
1/CA, 1/RM, 1/F: Ft. Stanwix
1/S: Albany
1/CA, 1/F: West Point
1/CA, 1/RM, 1/F: Ft. Constitution
8/CA(E), 4/RM, 1/A, 1/S: Morristown
2/RM: Philadelphia
(3/D*): Anywhere

REINFORCEMENT/TIME RECORD TRACK

BRITISH move FIRST	1/S: Montreal	1/BR, 1/I, 1/S: Oswego			1/BR, 1/S: New York	
	(1) MAY	(2) JUNE	(3) JULY	(4) AUG	(5) SEPT	(6) OCT
AMERICAN	2/RM: Albany	2/CA: Albany	6/CA, 4/RM, 1/S: Albany	6/CA, 1/S: Albany	4/RM: Albany	
						(7) NOV

VICTORY CONDITIONS

BRITISH: The British player wins by occupying with at least one friendly Strength Point (regardless of enemy units) five of the six following locations at the end of the November, 1777 turn:

PHILADELPHIA WEST POINT* FORT STANWIX
NEW YORK* ALBANY TICONDEROGA*

NOTE: These five Towns MUST include New York, West Point, and Ticonderoga, plus any two of the remaining three locations.

AMERICAN: American player wins by avoiding the British Victory conditions.

SUGGESTED OPTIONAL RULES

- 1) Inverted/Decoy counters: only American combat units operate inverted. The American player may use three Decoy counters which can be placed anywhere at start of Scenario.
- 2) Bateaus: place on board as per "At Start" instructions.
- 3) Forced March: both sides may use the Forced March Optional Rule.

AREA OF PLAY

NORTH section of mapboard is used in its entirety.

SPECIAL RULES

1) British Sea Movement: the British player is allowed to make one 'invasion' per game in the following manner:

a) British player may move up to 30 Combat Strength Points and/or non-combat counters from New York City to any coastal hex or Port hex not occupied by American combat units. These 30 CSP and/or unit counters must all begin the turn and embark at New York together and debark in the same hex in the same turn of embarkation.

b) These units may not move up class 1 or 2 rivers or debark on non-coastal, non-port hexes.

c) These units may not move in the turn of debarkation.

2) Reinforcements (both sides): whenever reinforcements are scheduled to appear at locations that are occupied or completely surrounded by enemy combat units, they have the option of being placed on the occupied or surrounded hex, or on the nearest Town hex unoccupied by enemy units.

3) Forts: Forts that appear on board at the beginning of the game may not be destroyed.

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SCENARIO #3

Greene's Southern Campaign - 1780

BACKGROUND: After General Gates' defeat at Camden, Washington sent General Nathaniel Greene south to rebuild the shattered southern Continental Army. In a classic textbook campaign Greene brilliantly avoided Cornwallis' superior forces and led the British far from their base of supply, leaving them worn-down and exhausted near the Dan River on the North Carolina-Virginia border. Later, resupplied and reinforced, Greene moved south leaving Cornwallis 'beating the air' in Hillsboro. Eventually, Cornwallis' move north precipitated the Yorktown defeat and the loss of the entire south from British control.

AT START DECEMBER, 1780

BRITISH

6/BR, 1/TM, 1/TMd: Winnsboro
3/BR, 1/S, 1/M: Camden
1/BR: Wilmington
1/TM: Georgetown
1/BR, 1/TMd, 1/F: Ninety-six
1/BR: Augusta
2/BR: Charleston
1/TM: Savannah

AMERICAN

4/CA, 1/S: within one hex of Cheraw
1/RM, 1/RMd: within two hexes of Georgetown, north of Santee River
1/CA, 1/RM: within two hexes of Thickety Fort
1/RM: within two hexes of Fort Prince George
1/RM: Ramsey's Mill
2/RM, (4/D*): Anywhere
3/RM: Charlotte, Va. (Special—see rules)
(1/B*): on Dan River anywhere south of North Carolina-Virginia border

REINFORCEMENT/TIME RECORD TRACK

BRITISH move FIRST			1/S: Wilmington	
(1) DEC RAIN	(2) JAN RAIN	(3) FEB RAIN	(4) MAR	(5) APR
AMERICAN			2/CA, 1/S: NC-VA border	

VICTORY CONDITIONS

BRITISH: British player wins by keeping all of the following Towns free of American Combat units at the end of the April, 1781 turn:

SAVANNAH	AUGUSTA	CAMDEN
CHARLESTON	NINETY-SIX	HILLSBORO

AMERICAN: American player wins by occupying one or more of the following towns, free of enemy combat units, with at least one combat unit at the end of the April, 1781 turn:

SAVANNAH	AUGUSTA	CAMDEN
CHARLESTON	NINETY-SIX	

Any Other situation occurring at the end of the game is a draw.

SUGGESTED OPTIONAL RULES:

- 1) Inverted/Decoy counters: only American units operate inverted. American player may use four Decoy counters which can be placed anywhere at the start of the Scenario.
- 2) Bateaus: placed on Board as per 'At Start'. NOTE: American Bateau may only act as a ferry: it may move, but cannot transport units.
- 3) Forced March: Both sides may use the Forced March Optional Rule.

AREA OF PLAY

SOUTH section of mapboard in its entirety.

SPECIAL RULES

- 1) Charlotte Va. Forces: American Militia units in Charlotte, VA may not move until at least one CA Strength Point begins its Movement Phase in the Charlotte, VA hex. The Charlotte Forces may move normally in the same Movement Phase.
- 2) Rain: during the months of December, January, and February, NO units may cross class 2 rivers unless by Bateau Ferry or Permanent Ferry.
- 3) Entrenchments: all units of both sides may begin the game Entrenched.
- 4) Supply: The British supply arriving March, 1781, may not enter the game if any American combat units occupy Wilmington at that time.

1776 SCENARIO #4 Virginia-Yorktown Campaign - 1781

BACKGROUND: The British forays into Virginia, beginning in 1780, were designed to eliminate the Virginia-Maryland area as an important source of cash-crops and commerce used to finance the Revolutionary War. Millions of dollars worth of tobacco, grain, and military provisions were destroyed in raids conducted by Arnold, Phillips, and others. But when General Cornwallis marched his battered army North from the Carolinas in May, 1781, instead of protecting the Carolinas from General Greene, he unwittingly set the stage for the campaign that ended with the British debacle at Yorktown.

AT START MARCH, 1781

BRITISH:

2/BR, 1/TM, 1/S: Portsmouth

AMERICAN

3/CA, 1/S: Baltimore

1/RM: Petersburg

4/COM: one each at Petersburg, Richmond, Charlotte, and Charlottesville.

REINFORCEMENT/TIME RECORD TRACK

	BRITISH			AMERICAN			FRANCO-AMERICAN	
	5/BR, 2/A: Portsmouth	1/S: Portsmouth	3/BR: Portsmouth 3/BR: NC-VA border	1/S: Portsmouth	10/BR, 1/S: any ONE Port			
(1) MAR	(2) APR	(3) MAY	(4) JUNE	(5) JULY	(6) AUG	(7) SEPT	(8) OCT	(9) NOV
FRANCO-AMERICAN		2/RM: within two hexes of Charlotte	2/CA, 1/S: PA-MD border 1/CA: within two hexes of Charlotte	2/RM: within two hexes of Charlotte		15/FR, 2/A, 1/S: any ONE Port 6/CA: Baltimore 2/RM: within two hexes of Charlotte	1/S: PA-MD border, east of York	REMOVE: 6/FR, 1/A

VICTORY CONDITIONS

BRITISH: British player wins if he:

- Destroys all four commerce counters by the end of the November, 1781 turn; AND
- Maintains at least a 2-3 ratio of Strength Points compared to Franco-American forces within an area bounded by the Chesapeake Bay (to the East), the Pennsylvania-Maryland border (to the North), the Virginia-North Carolina border (to the South), and within five hexes of any Port hex to the West, at the end of the November, 1781 turn.

AMERICAN: American player wins by avoiding the British Victory Conditions.

SUGGESTED OPTIONAL RULES

Forced March: both sides may use the Forced March Optional Rule.

AREA OF PLAY

SOUTH section of mapboard: further limited to Maryland and Virginia, including their exterior border hexes.

SPECIAL RULES

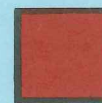
- Commerce counters:** Commerce counters represent strategic materials which were the targets of British raids. The British player destroys Commerce counters by simply beginning his movement phase in the same hex with a Commerce counter providing no American or French combat units are also in that hex. Commerce counters may not move.
- Reinforcements:** British units scheduled to arrive at Portsmouth may land even if that Port is occupied by American or French units.
- French withdrawal:** at the beginning of the American's November, 1781 turn, six French Regular Strength Points and one French Artillery unit must be removed from the game. If there are less than six Strength Points remaining or if there are no French Artillery units remaining, as many as are available must be removed. American units are never included in unit removals.
- American and French Supply units** may be used interchangeably.

1776

CAMPAIGN SIMULATION GAME REINFORCEMENT/TIME RECORD CHART

		'76	'77	'78	'79	'80	WINTER COMBAT AND MOVEMENT RESTRICTIONS
WINTER	JAN	British move FIRST	begin British repl's BR/B	BR/B	BR/B	BR/B	
	FEB						
	MAR	A					
SPRING	interphase	begin Area Status CA/S	CA/S BR/S	CA/S BR/S	CA/S BR/S	CA/S BR/S	
	APR						
	MAY	B					
	JUN	C					
SUMMER	interphase	CA/B	CA/B BR/S	CA/B BR/S	CA/B BR/S	CA/B BR/S	
	JUL						
	AUG	D					
	SEP						
FALL	interphase		BR/S	BR/S	BR/S	BR/S	
	OCT	E					WINTER REDUC.
	NOV	F					
	DEC	CA/WR	CA/WR BR/MVC	CA/WR	CA/WR BR/MVC	CA/WR	

KEY:



(starting 4/76): CHECK AREA STATUS
(starting 1/77): BR normal replacements
arrive

A:

BR reinforcements arrive; see Order of
Appearance.

CA/S:

normal American Supply available depen-
dent on Status of Areas.

CA/B:

BONUS American Supply (if any)
available dependent on Status.

CA/WR:

American Winter Reduction.

BR/B:

British Winter Replacement Bonus
(Charleston and Philadelphia).

BR/S:

British normal Supply arrives at Con-
trolled Port.

BR/MVC:

check British Minimum Victory Con-
ditions.

ORDER OF APPEARANCE: British Reinforcements

A —(3/76)— **7/BR, 2/S, 1/A, 1/BF, 1/TR**: any Sea lane hex south of Penna.-Maryland border.

B —(5/76)— **20/BR, 1/S**: Quebec, if Controlled, or Halifax.

C —(6/76)— **19/BR, 1/S, 1/A**: ALL at either Boston, New York, Philadelphia if Controlled, or Halifax.

D —(8/76)— **24/BR, 1/S, 1/A**: ALL at any ONE Controlled Port.

E —(10/76)— **6/BR**: ALL at any ONE Controlled Port.

F —(11/76)— **4/BR**: ALL at any ONE Controlled Port.

AT START JANUARY, 1776

BRITISH:	AMERICAN:
CANADA	
- 1/BR, 3/TM, 1/S, 1/A, 1/F: Quebec	- 1/CA, 3/RM, 1/S, (1/B): on, or within one hex of, Quebec - 1/RM (E), 1/M: Montreal - 1/RM, 1/F: St. Johns
NEW ENGLAND	
- 18/BR, 1/TM, 1/M, 1/A, (E), 1/BF, 1/TR: Boston	- 18/CA, 1/S: on, or within one hex of, Boston - 1/RM, 1/F: Portsmouth - 2/RM: Newport - 1/RM, 1/A: Springfield - 2/RM: Hartford - 2/RM: New Haven
MIDDLE STATES	
- 3/TM: Oswego - 1/I: Painted Post - 1/I: Unadilla - 1/I: Owego	- 2/RM, 1/A, 1/F: Ticonderoga - 1/RM, 1/F: Fort Stanwix - 1/RM: Albany - 1/RM: New York - 1/RM: Philadelphia
SOUTH CENTRAL	
- 1/TM: Portsmouth - 2/TM: Norfolk	- 1/RM: Alexandria - 1/RM: Charlottesville - 3/RM: Williamsburg - 1/RM: Lynchburg
DEEP SOUTH	
- 1/TM: Salisbury - 3/TM, 1/F: Ninety-six - 2/TM: Augusta	- 1/RM: Hillsboro - 1/RM: Charlotte - 1/RM: Camden - 4/RM, 1/S, 1/A, 1/F: Charleston - 1/RM: Savannah

AREA STATUS CHART	CA Repls	Rebel Militia	Tory Militia	CA WINTER REDUCTION
A: NO BR Strength Points in Area-	Maximum	Minimum	Maximum	25%
B: BR Strength Points in Area, but NO Strategic Towns Controlled-	Maximum	Average	Average	
C: BR Strength Points in Area, With SOME (but not all) Strategic Towns Controlled-	Minimum	Average	Minimum	
D: BR Strength Points in Area, and CA Strength Points in Area, but NO Strategic Towns Controlled-	Average	Maximum	Average	25%
E: BR Strength Points in Area, and CA Strength Points in Area, with SOME (but not all) Strategic Towns Controlled-	Average	Average	Average	50%
F: BR Strength Points in Area (regardless of presence of CA), with ALL Strategic Towns Controlled-	NONE	Minimum*	Minimum	75%

STRATEGIC TOWNS (by Areas)

NEW ENGLAND:

- | | |
|----------------|-------------|
| a) Boston | d) Hartford |
| b) Newport | e) Norwich |
| c) Springfield | |

MIDDLE STATES:

- | | |
|-----------------|-----------------|
| a) Ticonderoga | d) Wyoming |
| b) Fort Stanwix | e) New York |
| c) Albany | f) Philadelphia |

SOUTH CENTRAL:








- | | |
|--------------------|---------------|
| a) Alexandria | d) Petersburg |
| b) Charlottesville | e) Norfolk |
| c) Richmond | |

DEEP SOUTH:



- | | |
|---------------|---------------|
| a) Hillsboro | d) Ninety-six |
| b) Camden | e) Augusta |
| c) Charleston | f) Savannah |



 40-7	 20-7	 20-7	 15-7	 15-7	 10-7
 10-7	 10-7	 10-7	 8-7	 5-7	 5-7













 5-7	 5-7	 5-7	 4-7	 4-7	 4-7
 4-7	 3-7	 3-7	 3-7	 3-7	 3-7











 2-7	 2-7	 2-7	 2-7	 2-7	 2-7
 2-7	 2-7	 2-7	 2-7	 2-7	 2-7

 1-7	 1-7	 1-7	 1-7	 1-7	 1-7
 1-7	 1-7	 1-7	 1-7	 1-7	 1-7

 1-7	 1-7	 1-7	 1-7	 1-7	 1-7

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

 0-7	 0-7	 0-7	 0-7	 0-7	 0-7
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
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 I 2-8	 I 1-8	 I 1-8	 I 1-8		

Indians















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








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

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

 1-8	 1-8	 1-8	 1-8	 1-8	 1-8	 1-8
 3-13	 2-13	 2-13	 1-13	 1-13	 1-13	 1-13

A 3 2 140	B 3 2 140	VF 3 2 140	VF 3 2 140	A 15 0 130	B 15 0 130	VF 15 0 130

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

 x2	 x2	 x2	 x2	 x2	 x2	 x2
TM STATUS	TM STATUS	TM STATUS	TM STATUS	TIME NOW		

DECOY 0-8	DECOY 0-8	DECOY 0-8	DECOY 0-8	DECOY 0-8	DECOY 0-8	DECOY 0-8
 5 0 15	 5 0 15	 5 0 15	 5 0 15	 5 0 15	 5 0 15	 5 0 15

1776 Troop Counters- American

Continental Regulars

40-8	20-8	20-8	15-8	15-8	10-8
10-8	10-8	10-8	8-8	5-8	5-8

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

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

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

0-5	0-5	0-5	0-5	0-5	0-5
5 0-15	5 0-15	5 0-15	5 0-15	5 0-15	5 0-15

-1	-1	-1	-1	-1	-1
-1	DECOY 0-8	DECOY 0-8	DECOY 0-8	DECOY 0-8	DECOY 0-8

DECOY 0-8	DECOY 0-8	COM 	COM 	COM 	COM
CA STATUS	CA STATUS	CA STATUS	CA STATUS	RM STATUS	RM STATUS

RM STATUS	RM STATUS	0 0-40			

Rebel Militia

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

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

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

1-8	1-8	1-8	1-8	1-8	1-8	1-8
3-13	2-13	2-13	1-13	1-13	1-13	1-13

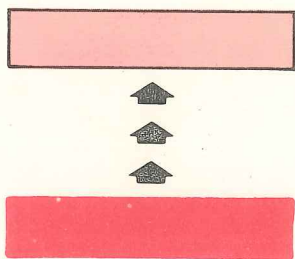
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0-8	0-8	0-8	M	M	M	M
x2	x2	x2	x2	x2	x2	x2

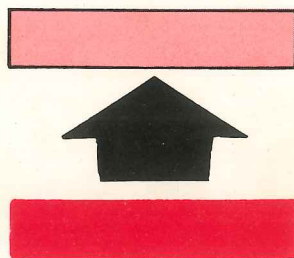
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3-7	2-7	2-7	2-7	1-7	1-7	1-7

0-5	0-5	0-5	M	A-7 3-40	B-7 3-40	VF-7 3-40
0-7	0-7	0-7	0-7	0-7		

French Regulars



2 *Reconnaissance
in Force*

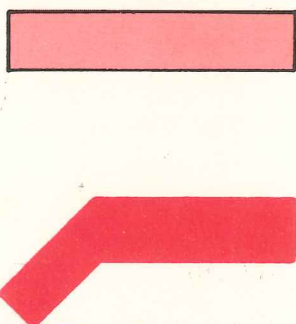


1 *Frontal Assault*

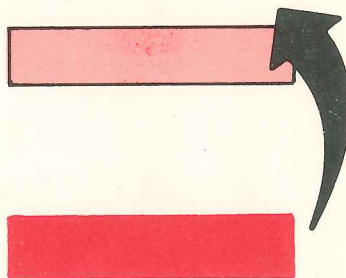
1776

TACTICAL CARD

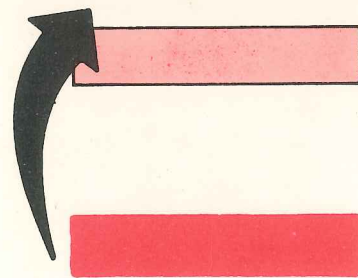
8170005



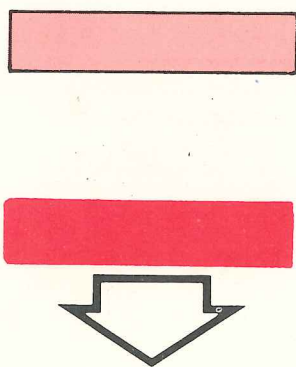
5 *Refuse
the Left*



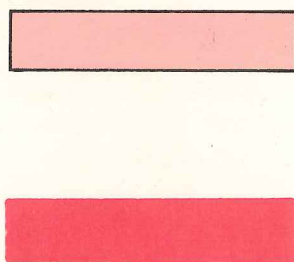
4 *Enfilade Right*



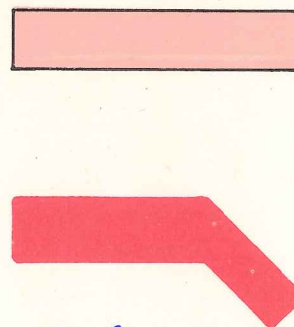
3 *Enfilade Left*



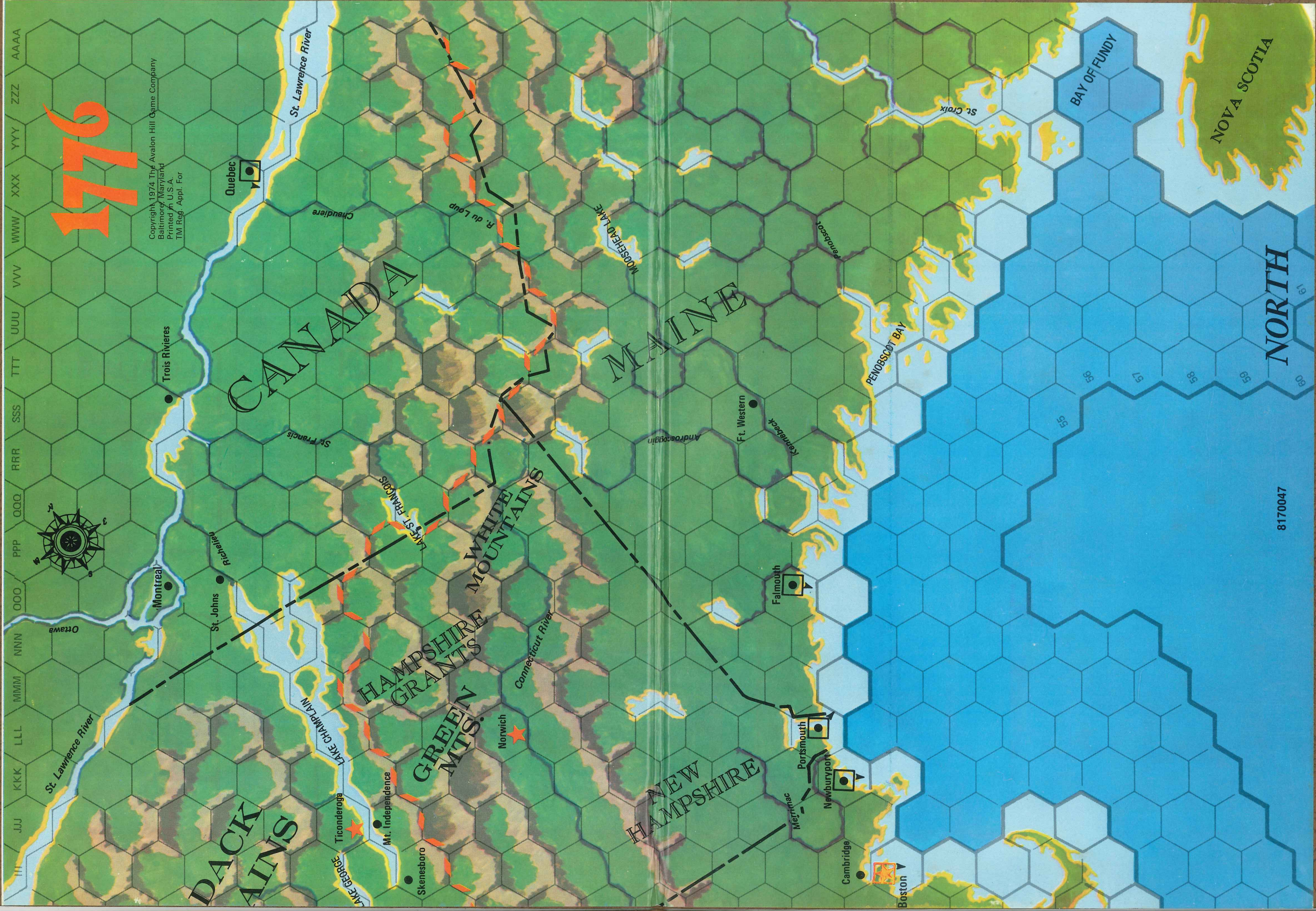
8 *Withdraw*



7 *Stand
and Defend*



6 *Refuse
the Right*



1776

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JUU KKK LLL MMM NNN OOO PPP QQQ RRR SSS TTT UUU VVV WWW XXX YYY ZZZ AAAA

NOVA SCOTIA

NORTH

8170047



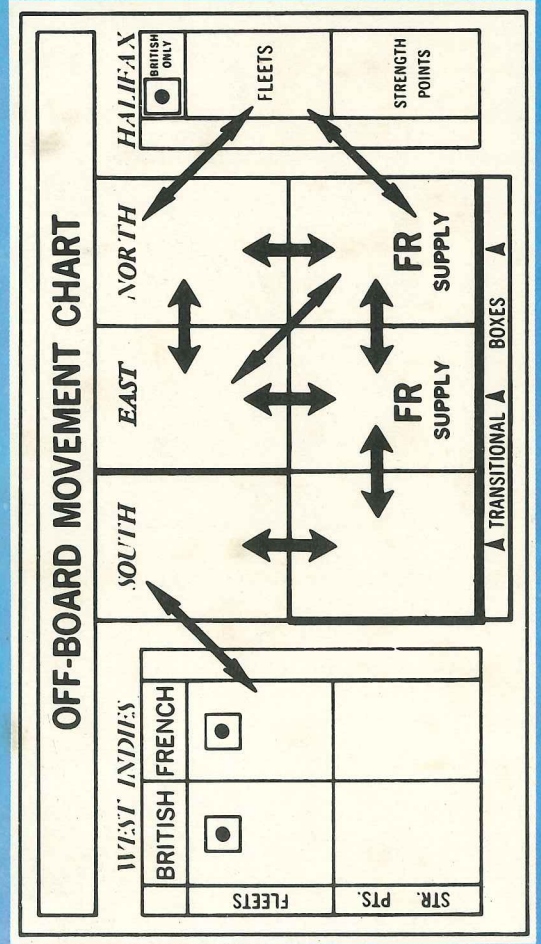
NEW ENGLAND				
	MIN.	AVG.	MAX.	
CA REPL'S	2	4	6	
REBEL MILITIA	3	7	10	
TORY MILITIA	1	1	3	

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



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

8170043



DEEP SOUTH

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