

Give me Liberty!

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1.0 INTRODUCTION

Give me Liberty! is a strategic simulation of the American Revolution. Battle scenarios are provided, as well as the campaign game. It is recommended that players first play one of the short battle scenarios before attempting the campaign game.

2.0 GAME COMPONENTS

Each game of **Give Me Liberty!** should contain the following:

- 2 22" by 34" maps
- 1 rules booklet
- 400 die cut counters
- 1 ten sided die

••**Note:** When using the ten sided die, a result of 0 is treated as a 10.

Two opaque containers (such as coffee cups or paper cups) are needed, but not provided.

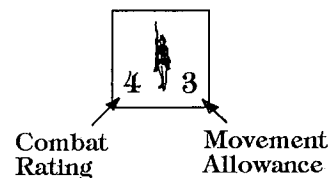
2.1 GAME MAP

The game maps are a representation of the thirteen colonies and Canada in 1775. A series of boxes and connecting communications lines have been superimposed on the map to regulate play.

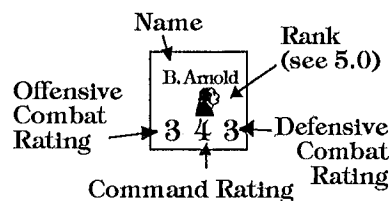
2.2 GAME COUNTERS

Game counters represent combat units, leaders, naval units, and informational counters.

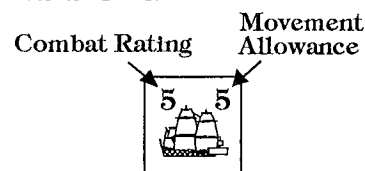
Land Unit:



Leader Unit:

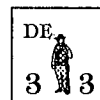


Naval Unit:

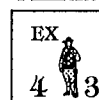


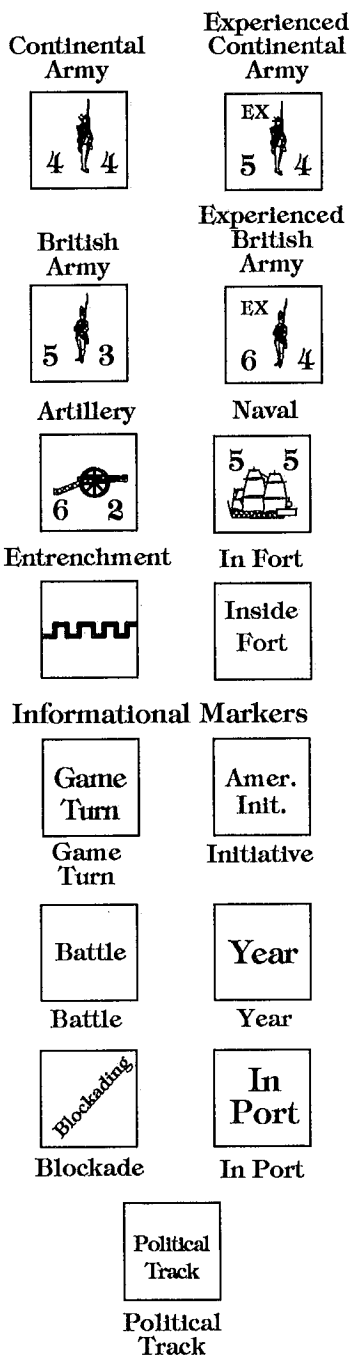
Unit Type:

Militia



Experienced Militia





Nationalities and sides are indicated by background colors. They are:
 American Militia — Buff
 Continental Army — Light Blue
 American Indians — Buff with Light Blue stripe
 French — Purple
 British — Red
 British Indians — Buff with Red stripe
 Tory — Green
 Hessians — Grey

3.0 SEQUENCE OF PLAY

Each game turn is divided into a series of phases, during which certain actions are performed. When all phases have been concluded, the game turn marker is moved one box along the turn record track and

the next turn begins. Four times during each game year, there is a different sequence of play called the Strategic Interphase. This only occurs when the marker for the Game Turn is moved into a Strategic Interphase box. At all other times the following Sequence of Play is used.

Note that the player whose turn it is, is sometimes referred to in the rules as the "phasing" player, his opponent as the "non-phasing" player.

3.1 REGULAR GAME TURN SEQUENCE OF PLAY

During most turns (except for the Strategic Interphase turns) the following Sequence of Play is used:

I. Regular Game Turn

A. British Command Phase

1. American player decides whether or not to play his Initiative Chit. If it is played, the American player performs his part of the turn first, then the British player performs his. If not, play proceeds normally.

2. The British player decides whether to roll on the Command Table or to activate one unit or stack.

B. British Activation Phase

1. British player moves all naval units, and conducts naval transport (first rolling a die to see how many units may perform naval transport).

2. British player then activates and moves units up to the number allowable in the Command Phase, or performs other actions with them.

C. British Combat Phase

1. British player conducts all naval combat.

2. British player must attack in each case where British and American units are in the same box, except where one side is entrenched or in a fort (in which case combat is voluntary).

3. One combat unit in each successful major victory is promoted to experienced.

D. British Reinforcement Phase

1. British player rolls one die for each region and checks the Militia Table.

2. If successful in step one, new militia units are placed in the appropriate region in any box not occupied by enemy units.

E. American Command Phase

The American player decides either to roll on the Command Table or to activate one unit or stack during the Movement Phase.

F. American Activation Phase

1. All naval units (French and American) may be moved.

2. American player rolls for naval transport, and moves the appropriate number of units.

3. American player may activate the appropriate number of units and move them or perform other actions.

G. American Combat Phase

1. All naval combat is resolved.

2. All American units in the same box as enemy land units must attack, except if one side is entrenched or in a fort (in which case combat is voluntary).

3. One unit in each successful major victory may be promoted to experienced.

H. American Reinforcement Phase

1. American player rolls one die for each region on the Militia Table.

2. Militia units gained in step 1 are placed in an appropriate box, as long as it is not occupied by enemy units.

I. Supply Phase

Both players check for supply and roll for forage for out of supply units.

J. End Phase

The turn ends. The turn track marker is moved to the next turn.

3.2 STRATEGIC INTERPHASE SEQUENCE OF PLAY

II. Strategic Interphase

(This occurs four times a game year.)

A. Political Track Adjustment Phase

The Political Track Adjustment Chart is consulted, and the position of the markers is adjusted. Each player checks the adjusted track and records any victory points.

B. Militia Demobilization (Winter Interphase only)

Each player checks his militia units for demobilization.

C. Continental Army Attrition (Winter Interphase only)

American player checks for attrition of Continental army units.

D. Reinforcement Phase

Both players roll on the Strategic Interphase Table and place new units on map.

E. Indian Alliance Phase

With the British player going first, each player with a leader in a neutral Indian settlement box, rolls on the Indian Alliance Table and applies the results.

F. Leader Checks

Each player checks his leaders with special abilities that need to be checked during the Interphase.

G. Lord Germain Table (Winter Strategic Interphase only)

British player rolls on the Lord Germain Table and notes the results.

H. French Withdrawal and Reentry (Winter and Spring Interphases only)

American player withdraws French units during the Winter Interphase and places them on the Spring Interphase box of the game turn track. During the Spring

Interphase, they are removed from the game turn track and returned to play.

I. Captured Leader Exchange

Captured leaders may be exchanged.

J. End Phase

The turn ends. The turn track marker is advanced one box.

4.0 ACTIVATION

In order for units and leaders to be moved they must be activated. The player decides how many units and leaders he will activate during his Command Phase. Each player has a choice of activating one unit OR one leader and the units and other leaders that the activated leader controls, OR the player may roll on the Command Table rather than activating the one unit or leader. The Command Table result gives the number of units or leaders and their units that may be activated. The result is instead of the one activation option, not in addition to it.

4.1 COMMAND TABLE RESULTS

There are three different kinds of results on the Command Table. They are as follows:

Results	Explanation
1,2,3, 4, 5, and 6	This is the number of activations the player may make during the Movement Phase.

Opponent Activates 1,2 The opposing player immediately activates that number of units or leaders. Then the phasing player rolls again.

None

The phasing player may activate no units or leaders this turn.

* Note that these are *results* rolled, not the die-rolls themselves; see Command Table.

4.2 AMERICAN INITIATIVE

During the British command phase, the American player may play his Initiative Chit, which allows the order of the turn to be reversed so that the American player conducts Movement, Combat, and Reinforcement first, the British player second. The American player receives an Initiative Chit on the turn that the French forces enter the game map, and one for each 10 victory points that the American player obtains during the game. Once used, the Initiative Chit is removed from play (until it is again "earned").

5.0 LEADERS

The heart of **Give Me Liberty!** is leadership. Leaders have 3 ratings as well as a rank. The 3 ratings are Offensive Combat Rating, Command Rating, and Defensive Combat Rating. Rank is divided

Leaders

Silhouette Examples

	Three Star	Two Star	One Star
American	Washington 1 7 4	Gates 1 6 3	E. Allen 1 3 1
British	W. Howe 1 8 3	Corn 3 6 3	Burgo 3 6 2
French	Rocham 2 6 4	Lafayette 2 3 2	
Hessian	Knyph 2 6 2	Baum 1 4 2	

HESSIAN

Three Stars
Wilhelm Knyphausen
Two Stars
Friedrich Baum
Leopold von Heister

FRENCH

Three Stars
Comte de Rochambeau
Two Stars
Marquis de Lafayette

BRITISH

Three Star
William Howe
Two Stars
Henry Clinton *
Charles Cornwallis *
John Burgoyne
Guy Carleton
Hugh Percy
One Star
Charles Grey
James Grant
Henry Hamilton
Augustine Prevost
Barry St. Leger
Banastre Tarleton

* indicates possible promotion to three stars

AMERICANS

Three Star
George Washington
Two Star
Horatio Gates *
Charles Lee *
Nathaniel Greene
Philip J. Schuyler
One Star
Ethan Allen
Benedict Arnold
William Alexander
William Campbell
George R. Clark
Louis Duportail
John Glover
Nicholas Herkimer
Robert Howe
Johann Kalb
Henry Knox
Thaddeus Kosciuszko
Henry Lee
Benjamin Lincoln
Francis Marion
Richard Montgomery
Daniel Morgan
Casimir Pulaski
Israel Putnam
Athur St. Clair
Friedrich Steuben
John Sullivan
Thomas Sumter
Artemas Ward
Anthony Wayne

5.1 OFFENSIVE COMBAT RATING

At the bottom of each leader counter the number furthest to the left is the Offensive Combat Rating. This is the number of Combat Rating points by which a leader may increase his units' combat ratings, when he is the attacker. For example, if a leader had a 2 Offensive Combat Rating, he could increase the Combat Rating of two of his units by 1 or increase one unit's Combat rating by 2. Note that no unit's combat rating may ever be increased to more than 7.

5.2 COMMAND RATING

The Command Rating is the middle number of the three at the bottom of each leader counter. It represents the number of units that the leader can control for movement. These units must be placed under the leader or in the leader's box to show that they are controlled by that leader.

5.3 DEFENSIVE COMBAT RATING

The Defensive Combat Rating is the number furthest to the right at the bottom of each leader counter. It is the number of Combat Rating points by

which the leader may increase his units' Combat Ratings, when he is the defender in a combat.

5.4 RANK

Each leader has a rank. When in the same box with other leaders, rank is used to decide which leaders are controlled by which. Three starred leaders may control either 2 one starred leaders or one two starred leader. Two starred leaders may control 1 one starred leader. One starred leaders do not control other leaders. When a leader is activated, the leaders he controls may also be activated.

Example: Washington (a 3 starred leader) is in a box with Lincoln (a one starred leader), Gates (a two starred leader), and Knox (a one starred leader). The American player places Gates under Washington's command and then places Knox under Gates's command. When Washington is activated, Gates is also activated. Since Gates has Knox under his command, Knox is also activated. Lincoln is not activated. It would take a separate activation to use Lincoln.

5.5 LEADER SPECIAL ABILITIES (OPTIONAL)

Many of the leaders have special abilities. These are listed on the Leader Special Abilities Charts. These can be used in the game or not. It is suggested that a few games be played before using them. Those leaders with a bullet before their name have to be checked during some Strategic Interphases.

5.6 LEADER CASUALTIES

Casualty checks must be made for leaders in 2 situations: when a leader is alone in a box that is entered by enemy units; during combat, when all combat units with a leader disappear, either by elimination or by rout. A die is rolled, and on a 1 through 7 the leader is placed in another box with friendly units. On a die roll of 8, the leader is captured, and the opposing player removes the leader to one side where he may later be used for leader exchange. On a die roll of 9, the leader is wounded and placed in the opaque container holding that side's unused leaders. On a die roll of 10, the leader is killed and is removed from play.

5.7 LEADER NATIONALITIES AND THEIR RESTRICTIONS

Leaders are limited with respect to the type of units they may control. American leaders may control Rebel militia, Continental Army, artillery, and Indian units; a three star American leader may control French troops as well. A French leader may control French units and Continental Army units. A British leader may control British, Indian, Tory militia, and Hessian units. A Hessian leader may control Hessian and Indian units.

6.0 LAND MOVEMENT

When a unit or leader and his force is activated, it may move, entrench, or be placed in Reserve. When a leader has been activated, that leader and the units under his command, as well as other leaders under his command are activated. The owning player may have some units move, some entrench, and some be placed in reserve, but no unit may perform more than one of these actions.

6.1 GENERAL MOVEMENT RULES

The following rules are general rules for moving units and leaders.

6.11 Leaders have a movement allowance of 4, when moving by themselves.

6.12 When moving as a stack (only allowed when under the command of a leader), the stack moves at the rate of the unit with the lowest movement allowance. For example, if Washington had 4 units under his command with 3 having a

movement allowance of 3 and an artillery unit with the movement allowance of 2, the stack would move at the rate of 2, even if the artillery unit moved only one hex with the other three units.

6.121 There is no limit to the number of units that may stack in one box. There is, however, a limit to the number of units each leader may control.

6.13 Units may peel off from stacks during movement, but no units may become part of the stack during movement. For example, if Washington's stack of 3 infantry units and an artillery unit moved, it would be possible to split the artillery unit off from the other units. It would not, however, be allowed immediately to stack with another unit, and move in the same turn as part of a new stack. Only activated units may move.

6.14 At the beginning of an activation, units that were not part of a leader's force, but which begin the activation in the same box as the activated leader, may become part of that leader's force for the current turn, provided that the total number of units does not exceed the leader's command rating.

6.15 When an individual unit is activated, it must move by itself.

6.16 To move from one box to another, the unit or stack pays the movement cost of the Communications Line that connects the box the unit is in with the box that it is moving to.

6.17 Units may never expend more movement points in a single game-turn than they have as their movement allowance. Units may not enter a box if they do not have enough movement points to do so. The one exception is that an activated unit may always move to one connected box, even if it does not have enough movement points to do so.

6.18 Units entering a box containing enemy units that are neither entrenched nor in a fort, may not move further for that turn (exception: see American retreat). They may continue to move if all enemy units are inside a fort or are entrenched. Units that begin the turn in a box that contains enemy units may move out of that box, even if it is to another enemy occupied box (where their movement would end, unless all enemy units are entrenched or in a fort).

6.19 Many boxes are adjacent to one another across rivers, across which there are no communication lines. To move in such circumstances across a river from one box to an adjacent box on the other side of the river, the unit must expend its entire movement allowance. Such a move

may not be made if the box to be entered is enemy occupied.

6.2 RESERVE MOVEMENT

When a leader is activated, the owning player may place that leader and the units he commands in reserve, rather than move them. A subordinate leader (and the units he commands) of the leader activated may be placed in reserve either together with the activated leader or separately. To place a leader in reserve, flip the leader counter over to its reserve side.

6.21 When To Use Reserve Movement

Units in reserve may move during the opposing player's Movement Phase. To move units in reserve, the owning player announces reserve movement and interrupts the movement of whatever units are currently moving (a unit interrupted in mid-move is returned to the box it last occupied, and may resume movement only after any actions resulting from reserve movement have been completed). The reserve units are then moved, and if they enter an enemy occupied box (enemy units are not in a fort or entrenched), combat is resolved. At the conclusion of this process, the interrupted movement may be resumed.

6.22 Reserve Movement Restrictions

- Units in reserve may not interrupt another reserve movement. They may, however, interrupt a unit or stack that another reserve unit or stack has interrupted.
- A combat unit without a leader may never be placed in reserve by itself.
- Units in reserve that do not move by the time the opposing player has completed the movement of his units, may not move. Leaders that are flipped over are returned to their front sides; Reserve may not be carried over from one turn to another.

6.3 AMERICAN RETREAT OPTION

Whenever a British or Tory unit enters a box occupied by an American unit, whether Continental Army or Rebel Militia (but not Indians or French), the American player may retreat the unit to any adjacent box that does not contain enemy units. The British or Tory unit may then continue to move, if it has enough movement points left. The American retreat costs no movement points, and may even be repeated at no cost.

6.4 ENTRENCHMENTS

When units are activated, they may entrench rather than move. To entrench, the unit is activated and not moved. Instead, an entrenchment marker is placed on top of the units. When friendly units move into a box where other friendly units

are entrenched, they are placed on top of the entrenchment to signify that they are not entrenched. When all entrenched units leave a box, the entrenchment marker is removed from play.

6.5 OVERRUNS

Whenever a stack of 5 or more units (not counting leaders) enters a box with 1 enemy unit that is neither in an entrenchment or a fort, the phasing player may conduct an overrun (for an exception to this rule, see 6.3). To do so, one round of combat is conducted. If the enemy unit is destroyed, the overrunning stack may continue movement, incurring no cost in movement points for the combat. If the enemy unit survives, the overrunning units end their movement for the turn, and both sides' units remain in the box.

6.6 FORTS

When a unit or units occupy a fort box, the owning player must decide whether to be inside the fort or outside, or both. Units inside the fort have an "Inside Fort" marker placed on them. Only units of one side may be in the fort. If during movement units move into a fort box in which there are enemy units not inside the fort, the enemy units may be placed inside the fort. If they are not so placed, then the units moving into the box may move into the fort and have an "Inside Fort" marker placed on them.

6.7 INITIAL MILITIA CALL

Whenever a British or Hessian land unit enters a State for the first time, movement is halted and the American player consults the Initial Call column of the Militia Chart. He then places that number of militia units (if available) in any box or boxes in the State that are not occupied by enemy units (including Tory militia). This only occurs once, and the game begins with the Massachusetts Initial Call already having been used.

7.0 NAVAL MOVEMENT

Each turn, both players during their movement may move all their naval units and some of their land units through sea areas. Activation is not needed to perform naval movement.

7.1 NAVAL MOVEMENT COSTS

It costs one movement point for a naval unit or a combat unit using transport to move from one sea area to another. It costs one movement point to enter a port box, and one movement point to leave a port box. The Saint Lawrence River is divided into 2 areas and it costs one to move into one Saint Lawrence River Area. Naval units may enter Lake Ontario from the St. Lawrence, but may not move to Lake Erie.

To move from Sea Area 1 to the St. Lawrence, the naval unit first has to move to the Halifax sea area and then to the St. Lawrence.

7.2 NAVAL TRANSPORT

Land units have the ability to move by sea, using Transport Movement. To do so, the unit must be in a port at the beginning of the turn. A die is rolled to see how many units may use naval transport; the result is the number of units that may move from a port. Units in transports that are already at sea, continue to move and do not count against the die result for additional movement of transports. Transporting units have a movement allowance of 4. They may land at any port box, even if enemy occupied. They may not move through a sea area or into a port box that contains enemy naval units, unless there is at least an equal number of friendly naval units present.

7.3 NAVAL MOVEMENT RESTRICTIONS

Naval units and transport units that begin the turn at sea must be in a port box at the end of the turn. Failure to do so, means the unit is eliminated. Naval units and transport units that begin the turn in a port may end the Movement Phase in a sea area.

7.4 NAVAL INTERCEPTION

Whenever a naval unit enters a sea area occupied by an enemy naval unit, the non-phasing player may attempt interception. To do so, the player rolls one die. To the result, the player adds one for every naval unit more than the phasing player's naval units he has in the area. On an adjusted die roll of 10+, the phasing naval units must stop and combat is resolved during the Combat Phase. **For example**, the British have 3 naval units in sea area two. It is the American movement phase and the American player moves one French fleet and one American fleet into sea area 2. The British player announces that he will attempt to intercept. Since there is one more British fleet in the area, the British player has a +1 die roll modifier. He rolls a 9 and with the adjustment has a 10. This means that the American player may not move those naval units further, and there will be combat during the Combat Phase.

7.41 Restrictions To Interception

- A naval unit may attempt to intercept any number of units entering a sea area, but may only attempt to intercept each unit once.
- A player does not have to attempt interception.

7.5 BLOCKADING

To blockade a port, a naval unit may enter the port box even if enemy occupied. Transports may only do so if there are more friendly naval units present than enemy naval units. When blockading, naval units and transports are considered to be in the port box (though not "In Port"), rather than in a sea area. Blockading units have a Blockade chit placed on top of them. A blockaded port may not be used to trace supply.

8.0 COMBAT

Once all movement has been completed, the Combat Phase begins. Combat is resolved in the following order:

- Naval combat in sea areas.
- Naval Combat in port boxes.
- Amphibious Assaults on Port Boxes
- Combat between opposing land units in a single box, where neither side is entrenched or in a fort (combat is mandatory).
- Combat between opposing land units in a single box where one or both sides are entrenched or in a fort (combat) is voluntary.

8.1 NAVAL COMBAT

There are three types of naval combat: sea combat, port combat, and amphibious assault.

8.11 Sea Combat

Whenever there are opposing naval units in the same area, or phasing naval units and non-phasing transports, sea combat may occur. Phasing units that have been intercepted conduct their combat first. To decide other sea combat, the phasing player rolls one die and adds one to the result for each naval unit *more than the other player* he has present. If the result is 10+, there is combat. If it is 9 or less, there is no combat.

8.12 Sea Combat Procedure

The following procedure is used to resolve Naval Sea Combat:

1. Players place their ships in the boxes of the Battle Display on the map that correspond to the Combat Rating of the ships. For example, a naval unit with a 5 combat rating is placed in the 5 box on the Battle Display.

2. Each player then rolls one die to see who has the wind advantage for the first 3 combat rounds. The player with the higher die has the advantage. In case of a tie, the phasing player has the advantage. At the start of the fourth round of combat this is rechecked, and then every third round thereafter.

3. Combat rounds begin with the player with the wind advantage rolling for each of his ships. Results are applied.

4. The other player then rolls for each of his ships and applies the results.

5. The first round of combat is now completed. The player with the wind advantage may now decide to break off combat. If he chooses to do so, combat ends and both sides' naval forces are removed from the Battle Display and replaced in the sea area. If the advantaged player chooses not to break off combat, the other player may wish to do so. If the player without the advantage wishes to break off combat, both players roll a die. The player with the advantage adds one to his die result. The results are then compared to one another. If the results are equal, or if the player with the advantage has the higher die roll, the next combat round begins. If the player without the advantage has the higher die roll, combat ends and both forces are returned to the sea area on the map.

6. If both sides have naval units on the Battle Display, the next round of combat begins and steps 3-5 are performed. Combat continues until either no naval units or only those of one side, are on the Battle Display.

8.13 Explanation of Naval Combat Resolution

To resolve naval combat, the firing player rolls a die for each of his naval units. A unit scores a hit, if the die roll is equal to or less than its combat rating. If a hit is scored, the opposing player chooses which of his units will take the hit. A hit reduces a full strength naval unit to its reduced side, or eliminates an already reduced unit. **For example**, the attacking player announces that he is rolling for a naval unit with a 4 combat rating. He rolls a 3, which means that he has scored a hit. The defender has two naval units, one a unit with a 5 combat rating at full strength the other one that has been reduced to a 4 combat rating. The defender could either flip the 5 unit to its reduced 4 side, or eliminate the naval unit that has been reduced to its 4 side already. If he chooses to flip the 5 naval unit to its 4 combat rating side, it is then placed in the 4 box on the Combat Display.

- If a combat resolution die roll is higher than the combat rating of the firing unit, it misses and there is no effect.
- The defender always chooses which unit takes a hit.

8.14 Port Naval Combat

When a combat round begins with opposing naval units occupying the same port box, the phasing player decides whether or not to initiate combat. If combat is initiated, the following procedure is used:

1. Both players place their naval units on the Combat Display. If the defender has an "in port" chit on top of his units, a Naval Defense Counter is placed on the Combat Display as well. A 4 Naval Defense Counter is used if the port is just a port box. If it is a fort as well, then a 5 Naval Defense Counter is used.

2. Both players then roll for wind advantage. The player with the higher die roll gains the advantage. In case of a tie, the phasing player has the advantage. Each third round of combat this is rechecked (i.e. on the fourth, seventh, etc. rounds)

3. If a Naval Defense Counter is being used, the owning player now rolls for its combat. A 4 Naval Defense Counter hits on a 4 or less, while the 5 Naval Defense Counter hits on a 5 or less. If there is a hit, it is applied immediately with the owning player deciding which of his units suffers the hit.

5. The player with the advantage now rolls one die for each of his naval units and the opposing player decides which units receive any hits.

6. The other player now rolls for each of his naval units, and results are applied.

7. The player with the advantage may now decide to end combat, or to continue. If he decides to end combat, his naval units are placed either in the *adjacent* sea area, or if he began the turn "in port" the naval units may be placed under the "in port" counter again. If his naval units began the Combat Phase on blockade, the naval units may not return to blockade, but instead are placed in the adjacent sea area.

8. If the player with the advantage wishes to continue to the next round of combat, the other player may attempt to end combat, by having both players roll a die. The player with the advantage adds one to his result, and players compare the results. If the non-advantaged player has a higher result than the advantaged player, combat ends and the non-advantaged player moves his units into the adjacent sea area. **Exception:** If the naval units of the player without the advantage began the turn "in port", they may return to their "in port" status.

9. If neither player has ended combat during steps 7 or 8, the next combat round begins, and steps 3 through 8 are repeated. This continues until either one side ends combat by means of steps 7 or 8, or one side has all its naval units on the combat display eliminated.

8.15 Amphibious Assault

If port combat concludes with the attacking player (i.e. the one who initiated combat) being the only one to have naval

units remaining on the Combat Display (not counting an enemy Naval Defense Counter) and friendly transport units are present, the attacking player may conduct an amphibious assault. To do so, the transport units are placed on the Combat Display in boxes that are one less than their Combat Rating, and Land Combat is resolved. **Example:** A transported unit with a Combat Rating of 5 would be placed in the 4 box at the beginning of the Amphibious Assault.

8.16 Naval Defense Counters

Naval Defense Counters are used in any combat where the defender (the non-phasing player) begins a combat round with ships in port. The 5 Naval Defense Counter is used when the port is also a fort; otherwise the 4 Naval Defense Counter is used. Naval Defense Counters represent the harbor defense. They may be hit by opposing forces, and flipped to their reduced side. They are also used as a combat unit when an enemy force is launching an amphibious assault.

8.17 Naval Transports and Naval Combat

Whenever naval transports are present in a port box or sea area in which naval combat occurs, they suffer no hits as long as friendly naval units are present. If no friendly naval units are present, the transports become targets and are eliminated when they suffer a hit (unlike naval units which are reduced before being eliminated). Transports have no sea combat ability, and therefore may not be rolled for as part of sea combat.

8.2 LAND COMBAT

At the beginning of any Land Combat Section of the Combat Phase, in which opposing units occupy the same box, land combat may occur. If neither side has all its units inside a fort or entrenched, then combat is mandatory. If one side has all its units either entrenched or inside a fort, then combat is optional. The following procedure is used whenever land combat occurs:

1. All units of both sides in the box are placed on the Combat Display.

2. The Battle counter is placed in the box where combat is occurring, to indicate where units are fighting on the map.

3. Units are adjusted on the Combat Display for forts, leaders, entrenchments, and terrain (see below).

4. The attacking player designates artillery units to fire at an entrenchment or fort if the defender is inside either. If the attacking player scores one hit on an entrenchment, it is eliminated, and the defending units lose their entrenchment

modifiers for land combat. If the attacking player scores two hits on a fort, it is eliminated, and the defending units lose their fort modifiers for land combat. Each artillery unit fires once. This artillery fire takes place before any other units, of either side, fire. Artillery units may not fire again in the first round of combat. In the second and subsequent rounds they are treated as normal combat units, i.e. they fire at enemy units, not defense works.

5. The defending player rolls one die for each of his units, and the attacking player applies the results to his (owning player decides which units take hits).

6. The attacking player now conducts his combat and rolls one die for each of his units. The defending player applies the results to his units.

7. If any losses are suffered, check the morale of any present Indian allies of the player suffering the losses. On a die roll of 4-10, the Indians rout and are removed from play.

8. If militia suffered any hits, the owning players check to see if the militia hold or rout. First, the defender checks, then the attacker.

9. The defender decides whether he wishes to stand and continue combat, or to retreat and end combat.

10. If the defender has indicated a wish to continue combat, the attacker must decide whether to attempt combat, or to retreat and end combat. If the attacker does not retreat, the second round of combat begins.

11. On the second and ensuing rounds of combat, combat is considered simultaneous. Both players roll for each of their units and results are applied after both sides have fired.

12. After combat is resolved, steps 7, 8, 9, 10, and 11 are performed. If both sides remain on the Combat Display, another round of combat begins, using steps 11 and 12.

13. Combat continues until either one side retreats or one or both sides are eliminated.

8.21 Combat Rating Modifiers

After placing units on the Combat Display, each player checks for combat rating modifiers. The following is a list of modifiers:

1. Leader attack/defense ratings may modify unit ratings. See 5.1 and 5.3. Leaders are placed on the Combat Display in a box with units they command.

2. Check the Terrain Effects Chart.

3. Defending units that are entrenched, or in a fort, have their combat ratings increased by 1.

4. Units making an amphibious assault have their combat rating reduced by one.

••Modifiers are cumulative, but no unit may have its combat rating reduce to less than 1, or increased to more than 7.

8.22 Combat Results

When a unit conducts combat, the owning player rolls a die and compares the result to the box that the unit is currently in on the Combat Display. If the die result is equal to or less than the number in the Combat Display box, the result is a hit, and the other player must flip one of his units to its reduced side or eliminate one unit that is already on its reduced side. The owning player always decides which unit(s) take hits. If the die result is greater than the number in the Combat Display box of the unit conducting combat, there is no effect. **Example:** It is the first round of Combat. The American player is conducting combat. He has one unit in the 5 box of the Combat Display and one unit in the 4 box. He announces he is rolling for the 5 unit and rolls one die. The result is a 3, which is less than the 5 of the Combat Display box in which the firing unit is located. This means that the result is a hit. The British player immediately flips one of his full strength units to its reduced side, and moves the unit to its new Combat Display box (i.e. that reflects the new Combat Rating of the unit). The American player now rolls for the unit in the 4 box of the Combat Display. He rolls a 7. Since this is larger than 4, there is no hit and no effect on the British player's units.

If at the end of combat, when one side retreats or one side is eliminated) there are units on their reduced side, they are flipped to their full strength side. This includes any units that have retreated.

Note that in the second and subsequent rounds of combat both players roll for their units before any results are applied, i.e. combat is simultaneous.

8.23 Militia and Combat

Whenever a militia unit is either flipped to its reduced side or is eliminated, all of that owning player's militia units that are present must check morale at the end of the current round of combat, before either player decides whether to retreat or stay. To check for morale, the owning player rolls one die for each militia unit. If the result is equal to or less than the unit's unmodified combat rating, then the unit holds. If it is greater than the unit's unmodified combat rating it routs. Routed experienced militia units move to an adjacent box, using the retreat rules. Militia units that are not experienced, are removed from play when they rout.

8.24 Naval Units and Land Combat

When land combat occurs in a port box, naval units may take part. They are placed

on the Combat Display, in the box that has the same value as the naval unit's combat rating. Naval units may not take hits from land units, and may only conduct combat if their are friendly land units on the Combat Display. Should all friendly land units be either eliminated or routed, the naval units are removed from the Combat Display and placed in the adjacent sea area.

8.25 Retreats

When a player decides to retreat, or has an experienced militia that is forced to retreat, the following list of priorities applies. If a unit that can retreat by means of step one it must do so. If unable to retreat by means of step one, it must, if possible, do so by means of step two. If this too is impossible, the unit retreats by means of step three. Units which are unable to retreat, are removed from play.

8.251 Retreat Priorities

1. If possible units retreat to a box connected to that from which they are retreating, that contains no enemy units, and from which no enemy units entered the current combat.

2. If #1 above is not possible, units which entered combat from either a fort or entrenchment *within the box* in which combat occurs, may retreat back into that fort or entrenchment (place them beneath the appropriate marker). The opposing player must then choose either to continue combat, with his opponent now receiving fort or entrenchment benefits, or end the combat.

3. If neither #1 nor #2 above is open to them, units may retreat into a box that contains *one* enemy unit, provided that no enemy units entered the current combat from that box. To retreat into a box containing an enemy unit, at least 3 units must be retreating. Two of these units may conduct one round of combat against the enemy unit. If the unit is eliminated, the retreating units may enter the box. If the enemy unit is a militia unit, suffers one hit, and is not eliminated, it is checked for morale. If it routs, the retreating units may enter the box. If the enemy unit remains in place after combat, the retreating units may *not* enter the box. Only one "Step 3" retreat may be attempted at the end of each round of combat.

8.252 Retreat Restrictions

All units retreating from a combat, must retreat to the same box.

8.26 Forts and Entrenchments

Forts and entrenchments increase the combat rating of each unit inside them, by a +1. Entrenchments are destroyed if opposing enemy artillery gets a hit result during step four of the land combat resolu-

STRATEGIC REINFORCEMENT TABLE

	British				Hessian			French			Continental Army			
Die	Inf.	Inf.	Navy	Art.	Ldr.	Inf.	Art.	Inf.	Art.	Navy	Inf.	Art.	Navy	Ldr.
1	1	1	—	—	—	1	—	1	—	—	1	—	—	—
2	1	2	—	—	—	1	—	1	—	—	1	—	—	—
3	2	2	1	—	—	2	—	2	—	—	1	—	—	1
4	2	3	1	—	1	3	—	2	—	1	2	—	—	1
5	3	4	1	1	1	3	—	3	1	1	2	—	—	1
6	3	4	1	1	1	4	—	4	1	1	3	—	—	2
7	4	5	2	1	1	5	—	4	1	1	3	—	—	2
8	4	6	2	1	2	6	1	5	1	2	3	—	—	2
9	5	7	2	1	2	6	1	5	1	2	4	1	1	2
10	5	7	2	1	2	6	1	5	1	2	4	1	1	3

INDIAN ALLIANCE TABLE

	Die Roll									
	1	2	3	4	5	6	7	8	9	10
British	Yes	Yes	Yes	—	—	—	—	—	—	—
American	—	—	—	—	—	—	—	—	—	Yes

LORD GERMAIN TABLE

Die Roll	Target	If Successful	If Unsuccessful
1	New York	Shift Right 3	Shift Left 2
2	None	—	—
3	South Carolina	Shift Right 1	Shift Left 1
4	North Carolina	Shift Right 1	Shift Left 1
5	Virginia	Shift Right 2	Shift Left 2
6	Maryland	Shift Right 1	Shift Left 1
7	South Carolina	Shift Right 1	Shift Left 1
8	New York	Shift Right 3	Shift Left 2
9	Pennsylvania	Shift Right 2	Shift Left 2
10	None	—	—

COMMAND TABLE

Die Roll	Result
1	2
2	3
3	None
4	Opponent Activates 1; after opponent's action, roll again.
5	1
6	4
7	2
8	Opponent Activates 2; after opponent's action, roll again.
9	5
10	6

Note: The # is the number of actions a player may do.

POLITICAL TRACK ADJUSTMENT CHART

DURING REGULAR TURNS

Shift Left

Each American major victory, L2

Each British 3 star general killed or captured, L1

Shift Right

Each British major victory, R2

Each American 3 star general killed or captured, R1

DURING STRATEGIC INTERPHASES

Shift Left

Each region with no British, L1

Each region with all v.p. towns controlled by Americans, L1

Check Lord Germain Table

First Strategic Interphase after French entry, L1

Shift Right

Each region(excluding Canada) with no Americans, R1

Each region with all v.p. towns controlled by British, R1.

Check Lord Germain Table

MILITIA TABLE					
Region	(Type)	No British In Region	British Presence		
			No Victory Point Towns Controlled	Some Victory Point Towns Controlled	All Victory Point Towns Controlled
Canada	R	—	—	—	—
	T*	8	6	5	3
N. Eng.	R	5	7	8	5
	T	4	3	3	2
Mid. Atl.	R	7	7	5	4
	T	7	6	5	4
S. Cent.	R	6	7	5	4
	T	5	5	3	2
South	R	7	8	6	5
	T	6	5	4	3
NW Ter.	R	3	4	3	3
	T	3	3	2	2

TERRAIN EFFECTS CHART

Terrain Type	Movement Costs	Combat Effects
Clear	—	None
Fort	—	—2 to Combat Rating of all attacking units.
V.P. Town	—	—1 to Combat Rating of all attacking units.
Swamp	—	—1 to Combat Rating of all attacking units.
Communications Lines	Movement Costs	Combat Effects
Turnpike	1/2	None
Regular Road	1	None
Trail	2	None
River	1	—1 to Combat Rating of all attacking units that entered box by using a River Communications Line

* No Canadian Militia are supplied in the counter-mix; use Experienced Militia.

MILITIA CHART

State	Initial Call
CT	2
DE	1
GA	1
MD	2
MA	—
NH	1
NJ	1
NY	2
NC	1
PA	3
RI	1
SC	2
VA	3
NW Terr.	1

FORAGE CHART

Type	To Forage Successfully
Continental Army Unit	1—7
American Artillery	1—7
Exp. Continental Army Unit	1—8
Exp. Rebel Militia	1—7
Rebel Militia	1—5
British Army Unit	1—6
Experienced British Army Unit	1—7
Hessian Army Unit	1—5
Experienced Hessian Army Unit	1—6
British or Hessian Artillery Unit	1—7
Tory Militia	1—5
Experienced Tory Militia	1—7
Indian Unit	1—8

tion (see 9.0). Forts are destroyed if they receive 2 hits by opposing enemy artillery during step four of the land combat resolution. Only units that were inside a fort or in entrenchments at the beginning of combat, may receive the benefits of either.

8.27 Major Victory

Whenever both sides have at least one leader and four land units present, and the British have either a British or Hessian unit, and the Americans at least one Continental Army unit, there is a possibility there will be a major victory. A major victory is declared for one side if, at the end of a round of combat, the other side retreats or is eliminated. The winning side must have some land units still on the Combat Display to claim victory. A major victory immediately causes a shift of one box on the Political Track, in favor of the victor. The first major victory by the American player results in the French entering the game six turns later (not counting Strategic Interphase turns). For example, if the first American major victory occurs on the April I turn, the French enter on the July I turn.

8.28 Promotion

At the end of a combat in which a major victory occurs, the winning player may replace one unit with an experienced unit of the same type. For example, if the American player wins a major victory, he may replace a militia unit with an experienced militia unit, or a Continental Army unit with an experienced Continental Army unit. Artillery, Indian, and naval units have no experienced units, and therefore may not be promoted.

9.0 REGULAR TURN REINFORCEMENTS

At the end of each regular turn, there is a reinforcement phase. During this phase, there are two types of reinforcements that may enter the game — militia and the initial French force.

9.1 MILITIA REINFORCEMENTS

During the British and American Reinforcement Phase of each regular turn, the phasing player rolls for each region on the Militia Table. Each region has two lines, R for Rebels or Americans, and T for Tories or the British side. When the American player rolls, he uses the R line; the British player uses the T line. Note that the American player may not roll for militia in Canada.

There are four columns; No British in the Region; British Presence, No Strategic Towns Controlled; British Presence, Some Strategic Towns Controlled, and British Presence, All Strategic Towns Controlled. The following chart explains each of these columns:

No British In Region

There are no British or Hessian land units in the region. There may be Tory units in the area.

British Presence, No V.P.

Towns Controlled:

There is at least one British or Hessian land unit in the region, but they control no victory point towns. Tory units may not, for these purposes, control a victory point town.

British Presence, Some V.P.

Towns Controlled:

There is at least one British or Hessian land unit in the region, and at least one victory town is controlled by a British or Hessian land unit. Tory units do not count.

British Presence, All V.P.

Towns Controlled:

There are British or Hessian land units in the region. All victory point towns are controlled by British or Hessian land units.

9.2 CONTROL OF VICTORY POINT TOWNS

To control a Victory Point Town, a player's units must have been the last to occupy it exclusively, or be currently occupying the box. If opposing units are present in a box it is not controlled by either player. For militia reinforcement and victory purposes, the British player's Tory militia and Indian units may not control a Victory Point town box (Tory militia may control a town for supply purposes, see 10.2). The British player needs at least one British or Hessian unit to occupy the box or to have been the last to occupy the box, for it to be considered controlled. American militia may control a Victory Point town; American Indian allies may not.

9.3 MILITIA TABLE EXPLANATION

Militia reinforcements are rolled for on the Militia Table. For example, the British player is rolling on the "No British in Region" column for the South region. Cross-indexing the column and line, the resulting number is a 6. In order to receive a militia reinforcement for the South region, the British player must therefore roll a 6 or less. On a die roll of 7+, he receives no reinforcement.

9.4 MILITIA PLACEMENT

If a player makes a successful die roll for a region on the Militia Table, he receives one militia unit to place in the region. The player chooses which of the states in the region he wishes to receive a reinforcement in, and takes a militia unit from that state and places it in any box in that state that is not occupied by enemy units. If no militia from the state is

available to be placed on the map, the player must choose another state in the region that does have militia units not yet on the map. For example, the British player has successfully rolled for militia reinforcements in the South region. Since Georgia, South Carolina, and North Carolina comprise the South region, the British player may choose a militia unit from one of these three states. In checking his off-map militia units, the British player notes that both Georgia units are in play. He must therefore choose either a North Carolina or a South Carolina militia unit. He chooses a North Carolina militia unit and places it in the Wilmington box.

Note: Militia units, once placed, may be moved from their state of origin with no penalty.

9.5 INITIAL FRENCH FORCE

On the sixth regular game turn after the first major American victory, the initial French force enters as a reinforcement during the Reinforcement Phase. The initial French force consists of the French leader, Rochambeau, 6 French land units, and three naval units. They may be placed in any port controlled by American forces or in the Florida, Halifax, or Caribbean boxes.

They may not enter a box being blockaded by British naval units, nor a box occupied by British land and/or naval units (including Hessian, British, allied Indian and Tory units).

10.0 SUPPLY

At the end of each turn, during the Supply Phase, each player must check his units for supply. To be in supply, a land unit must be able to trace a line to a supply source; otherwise they must forage. Naval units and leaders do not need to check for supply.

10.1 AMERICAN SUPPLY

American land units may trace to any victory point town within 5 connected boxes of the box they are in. The victory point town must not be enemy controlled (i.e. by British, Hessian, or Tory land units; Indians do not count for this) and none of the boxes through which supply is traced may contain enemy land units. If an American force cannot trace such a line of supply, it must forage. For forage purposes, three American units in a box are automatically in supply (two if the American force is entrenched and enemy land units are present). If there are more than three land units, the American player selects which 3 units will automatically forage, and which will roll to see if they successfully forage. Continental army land units and artillery successfully forage on a

7 or less. Experienced Continental army land units and Indians successfully forage on an 8 or less, while experienced militia forage on a die roll of 7 or less. Militia units forage successfully on a 5. Units that fail forage die rolls are eliminated. **For example**, the American player has 5 units in a box from which he cannot trace supply. The five units are 2 militia, one artillery unit, one experienced militia unit, and one Continental Army unit. The American player decides that the artillery unit and the 2 militia units will receive the automatic forage. He then rolls separately for the experienced militia unit and the Continental army unit. On the die roll for the experienced militia unit, he rolls a 6. Since an experienced Rebel militia unit is successful on a die roll of 1-7, the unit has foraged and stays in play. The American player then rolls a 9 for the Continental Army unit. Since 9 is greater than the 1-7 that the Continental Army unit needs, the unit is removed from play.

10.2 BRITISH SUPPLY

British land units may trace supply to any port box that they control within 4 connected boxes of the box they are in. The port must not be enemy controlled and none of the boxes via which supply is traced may contain enemy land units. If a British player cannot trace such a line of supply, it must forage. For forage purposes, three British, Hessian, Tory, and/or Indian units in a box are automatically supplied. If there are more than three land units, the British player selects which 3 units will automatically forage, and which will roll to see if they successfully forage. British army units successfully forage on a die roll of 1-6, while experienced British units successfully forage on a die roll of 1-7. Hessian army units forage successfully on a die roll of 1-5, while experienced Hessian units forage successfully on a die roll of 1-6. Artillery forages successfully on a 1-7. Tory militia forages on a die roll of 1-5, while experienced Tory militia is successful on a 1-7. Indian units forage successfully on a die roll of 1-8. An unsuccessful forage attempt means that the unit is eliminated and removed from play.

10.3 BLOCKADE AND ITS EFFECT ON SUPPLY

Ports that are blockaded may not be used as supply sources.

11.0 STRATEGIC INTERPHASE

Four times during a game year, there are Strategic Interphases. Strategic Interphases are not used for the short scenarios, only for the Campaign game.

During the Strategic Interphase, a number of game actions occur that do not occur during regular game turns.

11.1 POLITICAL TRACK

During the Political Track Adjustment Phase, both players consult the Political Track Adjustment Chart. The Political Track marker is then readjusted. The Political Track is divided into two parts: an American section and a British section. If the marker falls in a box where victory points are awarded on the American side, then victory points are given to the American player, who records the number of victory points on a piece of paper. If it had been a British box, the British player would record the victory points. If the Political Track marker is in the 4 or 5 box then one victory point is awarded, while if the marker is in the 6 box 2 victory points are awarded.

Players should keep a running total of their victory points on scratch paper; points accumulate from turn to turn.

11.2 MILITIA DEMOBILIZATION

This occurs only during the Winter Strategic Interphase. When it occurs, each player rolls for each of his militia and experienced militia which are on the map. On a die result equal to or less than the unit's combat rating, the militia stays in play on the map. On a die roll higher than the unit's combat rating, the unit is eliminated and removed from play.

11.3 CONTINENTAL ATTRITION

This only occurs during the Winter Strategic Interphase. When it occurs, the American player rolls for each Continental Army unit, experienced Continental Army unit, and artillery unit. Continental army units are removed from play on a die result of 8-10, while experienced Continental army units and artillery are eliminated on a die roll of 9-10.

11.4 STRATEGIC REINFORCEMENT

During this phase, both players roll on the Strategic Reinforcement Table. Then first the American player, then the British player place any reinforcements on the map. Each has restrictions on where to place the units.

11.41 American Strategic Reinforcements

The American player rolls on the Continental Army columns for infantry, artillery, and leaders. The result is the number of such units that are reinforcements. Each column is rolled for separately. Once the French enter the game (as a result of a major American victory), the American player also rolls on French columns for infantry, artillery, and naval, as well as on the Navy column in the Continental Army section. Continental

Army infantry, artillery, and leaders are placed in any box on the map that contains no British units and is not in the Canadian region. Continental naval units are placed in any friendly, unblockaded port. French units are placed in any friendly American port that is not blockaded, or Halifax, Caribbean, or Florida boxes if not occupied by British forces. During the Winter Strategic Interphase, French reinforcements are placed on the Spring Strategic Interphase box. When taking reinforcements, experienced units may not be taken, even if they are the only ones available. If a reinforcement is rolled successfully, but no more of that type are available, then the result is considered to be unsuccessful. Players are limited to the counter mix for the number of units available.

11.42 British Strategic Reinforcements

The British player has two sections of the Strategic Reinforcement Table to roll on, British and Hessian. The British player must shift the Political Track 2 to the left the first time he chooses to roll on the Hessian columns. On ensuing Strategic Interphase turns, there is no cost to roll for Hessian units. Each Strategic Interphase turn, the British player may roll on the British Naval, Artillery, and Leader columns at no cost in Political Points. There are two columns for British infantry units, Shift 1L and Shift 2L. To use the Shift 1L column, the British player shifts the Political Track marker one box to the left (if it is in box 6 on the American side, the British player must use the Shift 1L column, but the marker stays where it is). If the British player uses the Shift 2L column, the Political Track marker is moved 2 to the left (this may not be used if the Political Track marker is in the American 5 or 6 box.).

British and Hessian reinforcements are placed in any friendly controlled port or in the Halifax, Florida, or Caribbean boxes, if no French or American naval units are blockading.

11.43 Hessian First Time Entry

The first time the British player receives Hessian reinforcements, the Hessian leader, Wilhelm von Knyphausen, is placed with the units. All other Hessian leaders are added to the British leader opaque container. Since historically the first Hessian troops were delayed in port when they landed in America (someone had, instead of boots, shipped ballet slippers), on the first regular game turn after their arrival, the British player rolls to see if they may move. On a 1-5, they may move (boots were shipped), while on a die roll of 6-10, they may not move until the following regular game turn (they did indeed get ballet slippers).

11.44 Leader Reinforcements

At the beginning of the game, each player places in an opaque container all leaders that are not in play at the start, except that the American player places Rochambeau to one side, while the British player leaves all Hessian leaders to one side. During the course of the game, leaders will be randomly picked from the opaque containers as reinforcements. They may be placed with any reinforcements of the owning player.

11.5 INDIAN ALLIANCE

During the Indian Alliance Phase of the Strategic Interphase turn, both players may roll for each leader they have in an Indian settlement box where there are non-allied Indians. The player rolls on the Indian Alliance Table, and, if the result is a "Yes", then the Indian unit of that tribe and allegiance is placed under the leader (there are two counters for each Indian tribe, one is an American allied unit and one is a British allied counter, when a tribe becomes allied, the other counter is removed from play). Once allied, the Indian unit is allied for the rest of the game. Once eliminated, an Indian unit may never return to play.

11.6 SPECIAL LEADER CHECKS

During this phase, both players check their Leader Special Abilities Chart for leaders that might have to be checked. Leaders with a bullet in front of their name are the leaders that might need to be checked. For the Americans, these leaders are Ethan Allen, Benedict Arnold, Horatio Gates, Charles Lee, Daniel Morgan, Philip John Schuyler, Friedrich Wilhelm Lodolf Gerhard Augustin Steuben, John Sullivan, and George Washington. For the British, the leaders are Guy Carleton, Charles Cornwallis, William Howe, and Augustine Prevost; for the Hessians, Leopold von Heister.

11.7 LORD GERMAIN TABLE

Lord Germain was the Colonial Secretary, and as such he attempted to direct military matters in America from London. In game terms, the British player rolls on the Lord Germain Table during each Winter Strategic Interphase. The result indicates the State in which the British must control all Victory Point Cities by the start of the Political Track Adjustment Phase of the next Fall Strategic Interphase (see Lord Germain Table for the consequences of success or failure). If a State has previously been chosen, consider the result the same as none, which means that there is no State which must be controlled that year.

11.8 CAPTURED LEADERS EXCHANGE

During this phase, captured leaders may be exchanged. Once exchanged, they may be placed in any box where there are friendly units only. Exchanges are always at the discretion of the players.

12.0 BATTLE SCENARIOS

Battle scenarios do not use the Strategic Interphase. They are intended to be played in 1 to 2 hours and are a good introduction to the **Give Me Liberty!** system. Each game's victory conditions center around control of certain boxes. For the American player to be in control, any of his units must occupy the box without enemy units present, or have been the last to do so. The British player must have a British or Hessian unit occupy, or be the last to occupy, a box for it to be in British control. Tory units do not count, except that if a British or Hessian unit was the last to occupy a box other than Tory units, it is considered to be controlled by the British.

12.1 INVASION OF CANADA

This scenario focuses on the unsuccessful attempt to bring Canada into the war as an ally.

12.11 Scenario Length

The scenario begins on the September I 1775 game turn and concludes at the end of the June II 1776 turn (17 turns). The British Command Movement, Combat, and Reinforcements Phases are omitted on turn one.

12.12 Regions In Play

Only the North Map is used. Only the Mid-Atlantic Region, Canada Region, and New England Region are in play.

12.13 Set Up AMERICAN

Box	Units
Falmouth	Arnold, 1 MA militia, 1 RI militia
1 Box North of Ticonderoga	Montgomery, Allen, 1 MA militia
Ticonderoga	Knox, 1 NY militia, 1 Continental Artillery

BRITISH

Box	Units
Quebec	1 Canada militia, 1 British Artillery (Both entrenched)
Montreal	Carleton, 1 British land unit (Entrenched)
St. Johns	1 British land unit (Entrenched)

12.14 Reinforcements

Only the British receive reinforcements other than militia. On the May I turn, Clinton and 2 British land units arrive at Quebec. If enemy occupied, they land in any box adjacent to the St. Lawrence.

Both sides roll for militia reinforcements each turn as follows:

A. British player rolls for Canada region.

B. American player rolls for the New England Region on the "British Presence Some V.P. Towns Controlled" column, and the "No British in Region" column for the Mid-Atlantic Region.

12.15 Victory Conditions

The American player wins at the end of any turn in which he controls Quebec and Montreal. The British player wins if the American player has not achieved victory by the end of the game.

12.2 SARATOGA, 1777

The Saratoga campaign was intended to isolate the New England Region from the rest of the colonies, by controlling the Hudson River Valley. In the event, the loss at Saratoga by the British led to French intervention on a much larger scale.

12.21 Game Length

The game begins at the start of the May I 1777 turn and ends at the conclusion of the November I 1777 game turn (13 game turns).

12.22 Regions In Play

Only the North Map is used. The Canada, Mid-Atlantic, and New England regions are the only regions used.

12.23 Set Up AMERICAN

Box	Units
Ticonderoga	Schuyler, Arnold, 2 Continental Army land units, 1 Continental Artillery, 1 NH militia (in Fort)
West Point	1 Continental Army land unit (in Fort)
Fort Stanwix	Herkimer, 2 NY militia (in Fort)
Within 2 boxes of New York City	Putnam, 1 Continental Army land unit (Entrenched)
1 box south of West Point in NJ	Washington, Sullivan, Wayne, Alexander, 4 Continental Army land units, 1 Continental Army Artillery (All entrenched)
Philadelphia	1 PA militia

BRITISH

Box	Units
Oswego	St. Leger, 1 Mohawk Indian, 1 British land unit, 1 Hessian land unit
St. Johns	Burgoyne, Baum, 1 British land unit, 1 British artillery, 1 Hessian land unit, 1 Abenakis Indian

New York Howe, Clinton, Cornwallis, Knyphausen, Grant, 4 Hessian land units, 8 British land units, 1 Experienced British land unit, 2 NY militia, 1 British Artillery, 2 British Naval Units.

12.24 Reinforcements

The British player rolls for militia reinforcements in Canada and Mid-Atlantic regions. The American player rolls for militia reinforcements in the Mid-Atlantic region and on the "British Presence, Some V.P. Towns" Controlled column for the New England region.

Beginning on the June II turn, the American player rolls during each friendly Reinforcement Phase, to see when Gates replaces Schuyler. On a die roll of 6+, Schuyler is removed and replaced with Gates. Morgan enters on the July I turn in any Mid-Atlantic box. Lincoln enters on the August I turn in any New England box.

12.25 Victory Conditions

For a British victory, the British player must end any game turn with control of 5 of the following six boxes: **Philadelphia, New York, West Point, Albany, Fort Stanwix, and Ticonderoga.**

The American player wins if there is no British victory.

12.3 SOUTHERN CAMPAIGN, 1780

Having been frustrated in the North, the British attempted a southern campaign intended to cut off Georgia and South Carolina from the rest of the colonies.

12.31 Game Length

The game begins at the start of the January 1780 turn and ends at the conclusion of the October II turn (18 turns).

12.32 Regions In Play

The South map only is used. South and South Central regions are the only regions used.

12.33 Set Up AMERICAN

Box	Units
Any Adjacent Box to Georgetown	1 SC militia
Charleston	Lincoln, 1 Continental Artillery, 1 NC militia, 1 SC militia, 3 Continental Army land units (all entrenched)
Any swamp box in South Carolina	Marion, 1 SC militia
Thickety Fort	1 SC militia

BRITISH

Box	Units
Savannah	Clinton, Cornwallis, Tarleton, 6 British land

units, 1 Hessian land unit, 1 British Artillery, 1 NY militia, 1 SC militia, 1 NC militia, 2 British naval units

12.34 Reinforcements

The British and American players roll for militia reinforcements in both the South and South Central regions, on the appropriate columns.

The American player also receives the following reinforcements:

March I - 1 Continental Army land unit at Alexandria

June II - Kalb, 1 Continental Army land unit, 1 MD militia at Hillsboro

July I - Gates at Hillsboro

August I - Sumter at any box in South Carolina

If any of the above boxes is occupied by the enemy, the reinforcing unit(s) may enter at any adjacent box not so occupied. **Note:** Clinton is considered a three star general.

12.35 Victory Conditions

The British player wins if he controls 6 of the following 8 boxes at the conclusion of any game-turn: **Charleston, Savannah, Augusta, Ninety-Six, Camden, Charlotte, Hillsboro, and Wilmington.**

The American player wins if he controls 3 of the above boxes at the conclusion of any game-turn.

If neither player achieves his Victory Conditions, the game is drawn.

12.4 GREENE'S CAROLINA CAMPAIGN

After Gates's horrible showing in 1780, Greene was sent by Washington to see what he could do. All Greene could do was reverse the American fortunes in the South with a brilliant campaign.

12.41 Game Length

The game begins at the start of the December 1780 turn and ends at the conclusion of the April II 1781 game turn (7 game turns).

12.42 Region In Play

Only the South map is used. The South and South Central regions are used.

12.43 Set Up AMERICAN

Box	Units
Within 1 box of Charlotte	Greene, 2 Continental Army land units
Any swamp box in South Carolina	Marion, 1 SC militia
Thickety Fort	Morgan, 1 Continental Army land unit, 1 NC militia
Within 2 connected boxes from Ninety-Six	1 SC militia
Within 2 connected boxes from Hillsboro	2 NC militia

BRITISH

Box	Units
Within 1 box of Camden	Cornwallis, 4 British land units, 1 Hessian land unit, 1 SC militia
Camden	Tarleton, 2 British land units, 1 British artillery
Wilmington	1 NC militia (Entrenched)
Georgetown	1 SC militia (Entrenched)
Ninety-Six	1 British land unit, 1 GA militia (Both entrenched)
Augusta	1 British land unit (Entrenched)
Charleston	1 British land unit (Entrenched)
Savannah	1 GA militia (Entrenched)

12.44 Reinforcements

Both players roll for militia reinforcements in the South and South Central regions, on the appropriate columns.

12.45 Victory Conditions

The British player wins if the American player does not control any of the following boxes at the end of the April II turn: **Camden, Savannah, Augusta, Charleston, and Ninety-Six.**

The American player wins if he controls one of the above boxes.

13.0 CAMPAIGN GAME

This game covers the entire war and includes both strategic interphases and regular game turns.

13.1 GAME LENGTH

The game begins at the start of the September I 1775 game turn and ends at the conclusion of the December 1781 turn. The game may end sooner if one of the automatic conditions is met.

13.2 REGIONS IN PLAY

Both maps and all regions are used and in play.

13.3 SET UP AMERICAN

Box	Unit
Falmouth	Arnold, 1 MA militia, 1 RI militia
Ticonderoga	Knox, 1 NY militia, 1 Continental Army artillery
1 box north of Ticonderoga	Montgomery, Allen, 1 MA militia
Albany	1 Continental Army land unit, 1 CT militia
Boston	Washington, Gates, Greene, Lee, Ward, 3 MA militia, 6 Continen-

Springfield 1 MA militia
Pittsburgh 1 NW militia
Williamsburg 1 VA militia
Hillsboro 1 NC militia
Within 1 box of Camden

Charleston Marion, 1 SC militia
Sumter, 1 Continental
Army land unit, 1 SC
militia, 1 Continental
Army artillery

BRITISH Box

Quebec 1 Canadian militia, 1
British artillery (Both
entrenched)

Montreal Carleton, 1 British land
unit (Entrenched)

St. Johns 1 British land unit
Detroit Hamilton, 1 British land
unit

Boston W. Howe, Burgoyne,
Clinton, 2 Naval Units,
1 Experienced British
land unit, 7 British land
units, 1 British artillery
(All, except the naval
units, are entrenched)

Norfolk 2 VA militia
Florida 2 British land units

13.4 Victory Conditions

There are two types of victory conditions: automatic and end-of-the-game.

13.41 Automatic Victory Conditions

At the end of any strategic interphase in which one player has 12 more victory points than his opponent, that player is declared the winner. Likewise, if either player controls the V.P. towns of 5 of the six regions at the end of any game turn, he is declared the winner and the game ends.

13.42 End of the Game Victory Conditions

At the end of the game, the players compare their victory point totals. The player with the greater number of victory points wins. If their totals are identical, the American player wins.

13.5 MULTI-PLAYER GAMES

Give Me Liberty! lends itself to team play. Up to three players may play on each side. In case of an odd number of players (i.e. 3 or 5), the extra player should be on the British side. When playing, divide the regions as evenly as possible among the different players on each side, each taking responsibility for a particular area.

14.0 CREDITS

Design: Robert Markham

Playtesters: Alex Kachevsky, Brian Mulvihill, and Mark Seaman

Map Graphics: Creative Typehouse
Rules Lay-out and Counters: Beth Queman

Production Coordinator and Rules Editing: Keith Poulter

Glitch Detector: Don Gilbertson

15.0 DESIGNER'S NOTES

I have wanted to design a strategic American Revolution game for the last seven years. It always seemed that something got in the way of doing it. Finally, I have had the time and a publisher interested in publishing it (thanks Keith). This game was meant to be on the lower end of complexity, and therefore many things were factored into the game. Riverine units were jettisoned early, and instead lines connecting boxes along rivers were reduced in movement costs. Infantry, dragoons, and cavalry were rolled into one and became land units. In all three cases, the 400 counter limit had something to do with my choices, but the biggest qualifier was playability. Over the last few years, I have leaned more and more on the playability side of any choice I make in game design. The end result here will hopefully prove that my choices were right. After you have played the game a little, you will probably see some of the main decisions that face both sides. In many ways, the American Revolution has common strategic choices to Vietnam. In both situations, you have a major world power involved in an unpopular war where it can defeat its opponent in face to face battle but cannot end the war. You have the insurgent forces being supplied by an arch-enemy, and an unwillingness of officials to allow the major power to unleash its entire force. Before I escalate this diatribe, let me cut my losses and say when designing the game, I kept these things in mind.

While designing this game, I went through many of the battles and have decided at some time in the near future to do an American Revolution quad. If you have any battles you would enjoy to see covered, drop me a line through 3W and I'll do my best to get your favorites in.

And, let me take this moment to dedicate this game to the person who bought me my first wargame back in 1962 and started me on this hobby, my grandmother, Mabel Markham.

16.0 ANNOTATED BIBLIOGRAPHY

The following books were very helpful to me during the design process.

Alden, John Richard *The American Revolution*, 1954. A good quick general history of the

period.

Bailyn, Bernard *Faces of Revolution* 1990. His section on personalities was extremely useful.
Carrington, Henry B. *Battles of the American Revolution* 1876. An excellent military history that has been reprinted numerous times since its original printing.

Commager, Henry Steele, and Morris, Richard B. *The Spirit of '76* Volumes 1 and 2 1952. An intelligent selection of first person accounts.

Fleming, Thomas J. *Now We Are Enemies* 1960. Bunker Hill and the actions leading up to it are the subjects of this finely written book.

Fuller, J.F.C. *Military History of the Western World* Volume II 1955. His chapter on Saratoga was very useful.

Greene, Jack and Pole, J.R. *Blackwell Encyclopedia of the American Revolution* 1991. An excellent sourcebook on all aspects of the American Revolution.

Hibbert, Christopher *Redcoats and Rebels* 1990. The American Revolution as seen from the British point of view. Extremely readable.

Katcher, Philip *Armies of the American Wars, 1753-1815* 1975. Oriented toward miniatures, the book was none the less helpful and contained more information than immediately is evident.

Katcher, Philip *Encyclopedia of British, Provincial, and German Units, 1775-1783* 1973. Indispensable to the student of the American Revolution.

Ketchum, Richard M. *Decisive Day* 1974. An excellent account of Bunker Hill.

Ketchum, Richard M. *The Winter Soldiers* This covers the winter of 1776-7, and is superb on many levels.

Lumpkin, Henry *From Savannah to Yorktown* 1987. The best book I've read on the Southern campaigns.

Middlekauff, Robert *The Glorious Cause* 1982. This is still the best one book treatment of the American Revolution. Part of the Oxford History of the United States series.

Palmer, Dave Richard and Stryker, James W. *Early American Wars and Military Institutions* 1986. Part of the West Point Series, it gives a good overview of the military operations of the war.

Purcell, L. Edward and Burg, David F. *World Almanac of the American Revolution* 1992. Indispensable. This should be in every American Revolution collection.

Ward, Christopher *The War of the Revolution* Volumes 1 and 2 1952. An old standby that never fails to inform. The two volume edition is the one to get.

Wood, Gordon S. *The Radicalism of the American Revolution* 1992. Not on the military aspects of the war, but rather on the social and philosophical aspects that put the word revolution into the war. Thought provoking and challenging.

The following games were also referred to during the design work:

Berg, Richard *13 (SPI/TSR)*, 1985

Reed, Randall *1776* (Avalon Hill) 1974

AMERICAN LEADER SPECIAL ABILITIES CHART

•**ETHAN ALLEN.** During any Strategic Interphase in which British and/or Tory militia occupy Hampshire Grants boxes and there are no Continental Army or Continental Militia in the Hampshire Grants, Ethan Allen must be checked for loyalty. A die is rolled and, on a result of 9 or 10, Ethan Allen is removed from play. He is attempting to make a deal with the British to recognize the state of Vermont as an independent state.

•**BENEDICT ARNOLD.** Beginning with the Spring 1780 Strategic Interphase, the American player must check for loyalty. On a die roll of 6—10, Benedict Arnold becomes a traitor. His counter is removed from play, and the British Benedict Arnold counter is added to the British leader reserve opaque container or box. In effect, his extravagant lifestyle (which began in earnest when he married Peggy Shippen) has led to his ruin.

WILLIAM ALEXANDER. Each time William Alexander enters combat, a die is rolled. On a die roll of 8—10, he has overimbibed and may not use his attack or defense ratings. At the end of any combat where this occurs and he is stacked with Washington, Gates, or Schuyler, roll a die again. On a die roll of 9 or 10, he is removed from play.

WILLIAM CAMPBELL. He increases his Command Rating by one when stacked solely with militia. He increases his stack's movement by one when beginning movement in the Northwest Territories.

GEORGE ROGERS CLARK. An excellent Indian fighter, Clark's Attack Rating is improved by 2 when either in the Northwest Territories or when attacking Indian units only.

LOUIS DUPORTAIL. His main strength is his friendship with Benjamin Franklin. He has the ability to command French units as well as American.

•**HORATIO GATES.** During the first Strategic Interphase after Gates has been involved in a major victory where Washington is not present, a die is rolled. On a die roll of 9 or 10, he replaces Washington as the head of the Continental Army. Washington is reduced to a 2 star leader and Gates is

increased to a 3 star general for the rest of the game. This may only be rolled once in a game.

JOHN GLOVER. Glover headed a small group of marines that engaged in a number of amphibious actions. In game terms, he may move units up to his command limit with a naval movement of 3. He may not enter any sea areas where British ships are present.

NATHANIEL GREENE. Whenever Greene is in the South Central or South region, that region where he is has its raising militia number increased by one, and the Tory militia number decreased by one.

NICHOLAS HERKIMER. When Herkimer is in an Indian box and is attempting to gain an alliance, his die roll is increased by one.

ROBERT HOWE. No special abilities, except how to amass a personal fortune through growing rice. Actually, no mean feat.

JOHANN KALB. No special abilities. Just great personal bravery.

HENRY KNOX. Increase one artillery unit's combat rating by 2, when under Knox's command. This does not count as part of Knox's normal attack and defense ratings.

THADDEUS KOSCIUSZKO. If stacked with units in a fort he increases the Combat Rating of one unit by two when defending. This does not count against his normal attack/defense ratings.

•**CHARLES LEE.** The first Strategic Interphase after Charles Lee is involved in a major victory by the Americans, roll a die. On a die roll of 10, he replaces either Washington or Gates as overall leader and becomes a three star leader for the rest of the game, while Washington or Gates is reduced to a two star leader. This may only be rolled for once.

HENRY LEE. Any units stacked with Henry Lee have their movement allowance increased by one.

BENJAMIN LINCOLN. May not stack with Benedict Arnold.

FRANCIS MARION. When attacked in a swamp box in South Region, he has the ability to fire twice at one enemy

unit, and then may retreat before combat. When taking advantage of this, Marion chooses a single unit to attack, but may use no die roll modifiers applying to either attacker or defender.

RICHARD MONTGOMERY. No special abilities.

•**DANIEL MORGAN.** Each Winter Strategic Interphase, roll one die and check to see if Morgan's sciatica forces him to retire. Roll one die and on a result of 9 or 10, he is removed from play.

CASIMIR PULASKI. Add one to the movement allowance of units he is in command of.

ISRAEL PUTNAM. May not retreat until after one round of combat.

ARTHUR ST. CLAIR. No special abilities.

•**PHILIP JOHN SCHUYLER.** During the first Strategic Interphase after a British major victory in which Schuyler commanded some of the American units, a die is rolled. On a die roll of 10, Schuyler returns to the American leader pile. He may return when drawn.

•**FRIEDRICH WILHELM LUDOLF GERHARD AUGUSTIN STEUBEN.** During each Strategic Interphase, one Continental Army unit may be promoted to Experienced if commanded by Steuben.

•**JOHN SULLIVAN.** Each Strategic Interphase after a turn in which Sullivan is involved in a major defeat of units he commands a die is rolled. On a roll of 9 or 10, Sullivan's request to be relieved because of "illness" is accepted.

THOMAS SUMTER. May not command Continental Army units. Reduces militia demobilization die roll by one for each unit he is commanding.

ARTEMAS WARD. No special abilities.

•**GEORGE WASHINGTON.** During one Strategic Winter Attrition Phase, two units under the command of George Washington are exempt from attrition, as George does his famous eyeglasses speech.

ANTHONY WAYNE. When attacking, Wayne will always stay for two rounds of combat.

BRITISH LEADER SPECIAL ABILITIES CHART

JOHN BURGOWNE. All units under the command of Burgoyne have their Movement Allowance reduced by one.

- **GUY CARLETON.** Should units commanded by Carleton suffer a major defeat, on the next Strategic Interphase roll one die. On a result of 8—10, Carleton's resignation has been accepted, and Carleton is returned to the British leader box. When drawn again, he may return to play.

HENRY CLINTON. The units he commands may retreat before combat.

- **CHARLES CORNWALLIS.** Beginning in the Fall Strategic Interphase of 1777, roll to see if his wife's illness forces Cornwallis to return to England. He returns on a die roll of 7—10. This is done each Strategic Interphase until a 7-10 is rolled. In game terms, he is placed in the British leader box, and when drawn again, he may return to play.

CHARLES GREY. When attacking, roll one die before combat begins. On a roll of 9 or 10, Grey has surprised the defenders and gets one round of combat before the defender may fire.

JAMES GRANT. No special abilities.

HENRY HAMILTON. When Hamilton is present in an Indian settlement and

the British player is attempting to gain an alliance, subtract one from the die roll.

- **WILLIAM HOWE.** When attempting to move William Howe, roll one die. On a result of 9 or 10, he does not move that turn. A different leader or unit may then use the activation. When the first American major victory occurs, roll one die. On a die roll of 4—10, Howe returns to Great Britain, and command and a three star rating goes to either Cornwallis, Clinton, or Burgoyne. If only one of those is currently in play, the promotion automatically goes to him. If two or all three are present, place all in an opaque container and draw one. That leader becomes the overall leader. Then all leaders are returned to the boxes they were in.

HUGH PERCY. May not stack with William Howe.

- **AUGUSTINE PREVOST.** Beginning during the Fall 1779 turn, roll each Strategic Interphase to see if Prevost is recalled. On a die roll of 10, he is recalled.

BARRY ST. LEGER. All units under his command have their Movement Allowance reduced by one.

BANASTRE TARLETON. The units he commands may not retreat until after the second round of combat.

HESSIAN LEADER SPECIAL ABILITIES CHART

FRIEDRICH BAUM. When attacking roll one die before combat. On a die roll of 6—10, the American forces may fire on the first round, but units under Baum's command may not. It seems that Baum had trouble with the English language and could not figure out who were allies or enemies. This only occurs if Baum is attacking with his command and no other British or Hessian leaders are present.

WILHELM VON KNYPHAUSEN. No special abilities. Just a good solid officer.

- **LEOPOLD VON HEISTER.** Beginning with the Fall 1780 turn, roll each turn to check von Heister's health. On a die roll of 10, he becomes ill and is removed from play.

FRIEDRICH VON RIEDESEL. Units under his command have 1 added to their Movement Allowance.

FRENCH LEADER SPECIAL ABILITIES CHART

MARQUIS DE LAFAYETTE. Begins in the American leader box. May lead French troops. May not stack with Rochambeau.

COMTE DE ROCHAMBEAU. May not stack with Lafayette.

MILITIA TABLE

Region	(Type)	No British In Region	British Presence		
			No Victory Point Towns Controlled	Some Victory Point Towns Controlled	All Victory Point Towns Controlled
Canada	R	—	—	—	—
	T*	8	6	5	3
N. Eng.	R	5	7	8	5
	T	4	3	3	2
Mid. Atl.	R	7	7	5	4
	T	7	6	5	4
S. Cent.	R	6	7	5	4
	T	5	5	3	2
South	R	7	8	6	5
	T	6	5	4	3
NW Ter.	R	3	4	3	3
	T	3	3	2	2

* No Canadian Militia are supplied in the counter-mix; use Experienced Militia.