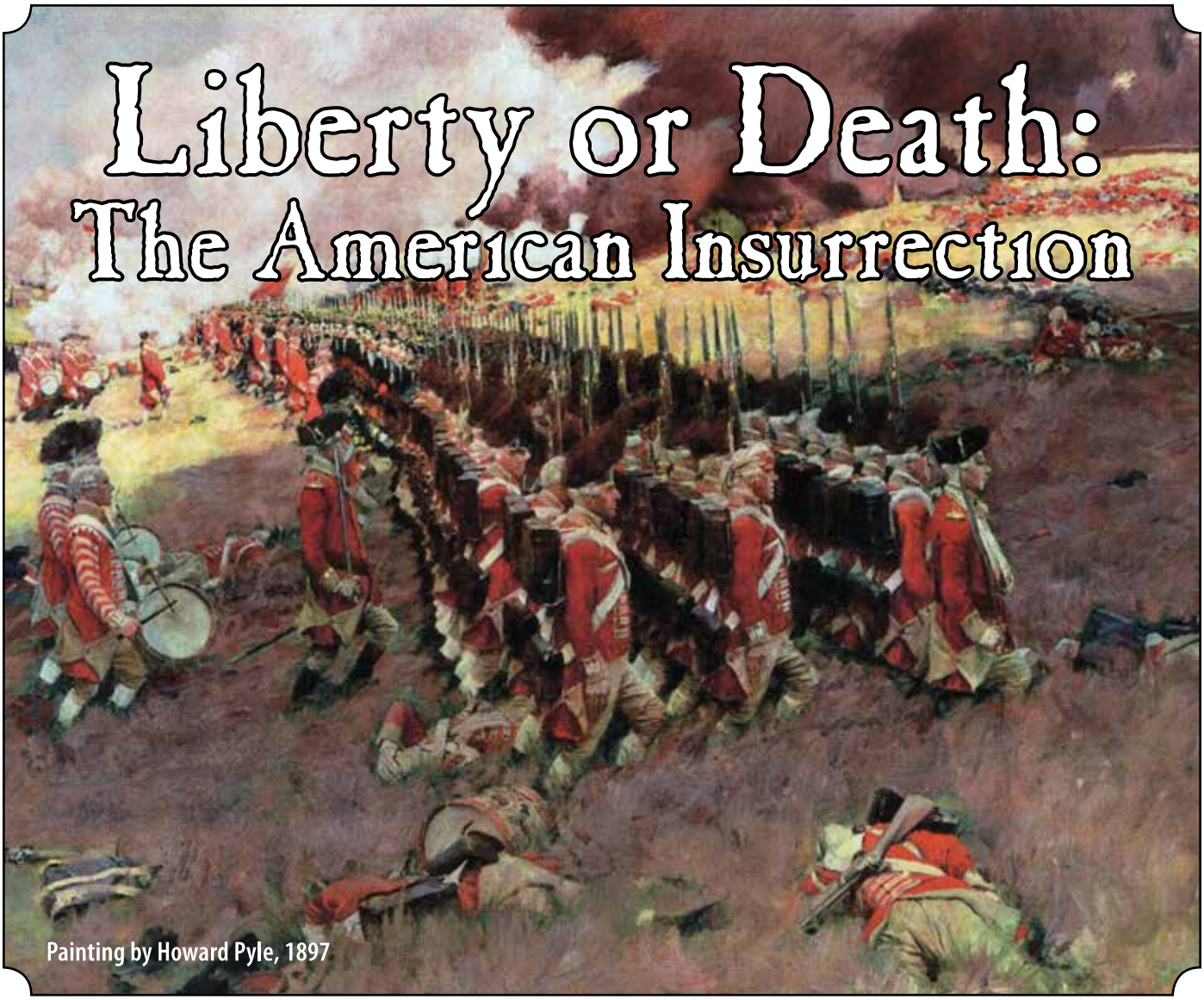


RULES OF PLAY

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RULES OF PLAY

1.0 Introduction

Liberty or Death—The American Insurrection is a board game about the American Rebellion from 1775 to 1783. It adapts GMT Games' *COIN* series game system about modern insurgencies to depict the political, military, and economic affairs of the conflict for the British Colonies in America.

In *Liberty or Death*, one to four players take the roles of one or more Factions in North America: the British attempt to suppress a distant insurrection throughout a massive region and across the sea; the Patriots try to incite rebellion through the population while fighting the British on their own terms; their Indian rivals cooperate with the British to limit the Patriots' growth in and beyond the Colonies; and the French strive to confound the British in North America.

By issuing Commands and utilizing a Faction's Special Activities and various events, players assemble and maneuver forces to influence or control the population of the Colonies, generate Resources, and achieve their Faction's objectives. Cards regulate turn order, events, and victory checks.

The game's most important functions are summarized on several aid sheets. This rule book lists key terms in an index near the end and explains on the final pages how to set up. Players seeking gradual instruction should start with the tutorial in the Playbook.

1.1 General Course Of Play

In *Liberty or Death*, cards are played from the deck one at a time with the current card in play as well as one card ahead revealed to all players. Each Event card shows the order in which the Factions become Eligible to choose either from a menu of Commands and Special Activities or the card's particular Event. Executing an Event or Command renders that Faction Ineligible to do so on the next card. Winter Quarters cards mixed in with the Event cards provide periodic opportunities for instant victory and activities such as collecting Resources.

1.2 Components

A complete game of *Liberty or Death* includes:

- One 22″x 34″mounted game board (1.3)
- A deck of 109 playing cards (5.0)
- 166 red, green, blue, tan, and white wooden playing pieces, some embossed (1.4, 1.8, 2.2)
- Six black and six gray wooden pawns (3.1.1)
- Four 11″x 17″Faction player aid foldouts (3.0, 4.0, 7.0)
- Two 11″x 17″ Non-Player Faction flowchart foldouts (8.4-8.7)
- Four 8½″x 11″ Sequence of Play and Battle Procedure sheets (2.0, 3.6)
- Two 11″x 17″ Random Spaces and Non-player Events foldouts (8.2, 8.3)
- Two sheets of markers
- This rule book
- A background play book
- One black 6-sided dice
- Three blue 6-sided dice marked 1-3 twice
- Three red 6-sided dice marked 1-3 twice
- Nine plastic Leader stands

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1.3 The Map

The map shows the British Colonies of North America and neighboring Provinces divided into various types of spaces.



1.3.1 Map Spaces. Map spaces include rural Provinces (Colonies and Indian Reserve) and urban Cities. All spaces can hold forces.

1.3.2 Provinces. Each Province shows a Population value (Pop) of 0 to 2 (each Population value representing roughly 50,000 Colonists). Population value affects victory by counting toward a Faction's Support for or Opposition to the British (1.6). Population value also affects some Commands (3.0).

1.3.3 Cities. Similarly, each City shows a Population value of 1 to 2 (each Population value representing roughly 50,000 Colonists with adjustments made for economic value).

Note: The Cities of New York and Philadelphia are displaced to the east to improve playability on the map. Their actual location is marked by a smaller circle connected by a white shaded area.

Naming Convention Note: When referring to Quebec City and New York City, the word City always designates those Cities. Otherwise "Quebec" and "New York" always refers to the Province.

1.3.4 Indian Reserve Provinces. The map includes parts of the Indian Reserve Provinces of Quebec, Northwest, Southwest and Florida. These are considered Provinces but not Colonies. They have 0 population.

1.3.5 Colonies. Colonies are Provinces that represent the thirteen British Colonies. Delaware and Maryland are combined into one Colony space, as are Connecticut and Rhode Island; as a result there are only eleven Colony spaces.

1.3.6 Adjacency. Adjacency affects the movement of forces and implementation of certain Events. Any two spaces that border on (touch) one another are adjacent.

1.3.7 West Indies. West Indies (WI) is a holding box that is not in play until after Treaty of Alliance (TOA) is played. It has 0 population.

Note: The West Indies have a number of characteristics detailed in later sections regarding stacking (1.4.2), Squadron/Blockade markers (1.9), Winter Quarters (6.2.2, 6.3.1), and Battle (3.6).



1.3.8 Overflow. Use the two Overflow boxes for pieces that exceed the room in a space on the map; place the associated Overflow counter in that space.

1.3.9 Unavailable. Use the Unavailable French Forces box to hold certain French Regulars and Squadrons/Blockades prior to the French moving them to the Available French Forces box (or the West Indies box in the case of the Squadrons/Blockades). Use the Unavailable British Forces box to hold certain British Regulars and Tories prior to their Release Date as designated by the Scenario Set-up (2.1).

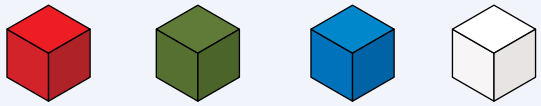
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1.4 Pieces

The wooden pieces represent the Factions' various forces: British Regulars (red cubes) and Tories (green cubes), Patriot Militia (blue hexagonal cylinders), Patriot Continentals (blue cubes), French Regulars (white cubes), Indian War Parties (tan hexagonal cylinders), Indian Villages (tan discs), and all British and Patriot Forts (five-pointed stars). Leaders are represented by either round markers or stand-up markers (players may choose to use one type or the other).

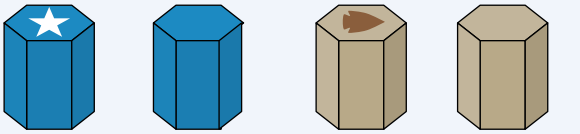
Select Components

Cubes:



British Regulars | *British Tories* | *Patriot Continentals* | *French Regulars*

Patriot Militia: **Indian War Party:**



Active | *Underground* | *Active* | *Underground*

Forts:



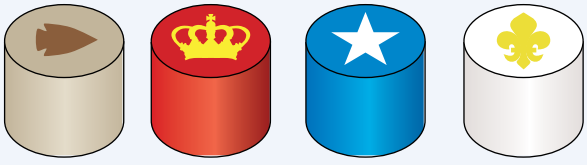
British | *Patriot*

Villages:



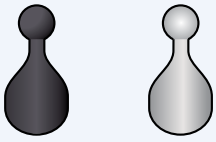
Indian

Resource & Eligibility markers:

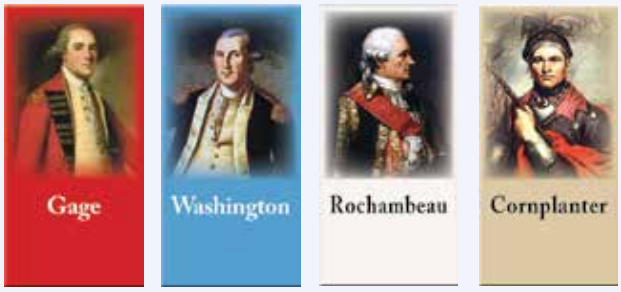


Indian | *British* | *Continentals* | *French*

Wooden Pawns:



Leaders:



British | *Patriots* | *French* | *Indians*

French Navy:



Squadron side | *Blockade side*

Design Note

Forts and Villages represent fortifications, headquarters, training camps, community centers and supply depots as well as capability to organize and project force (both politically and militarily).

1.4.1 Availability and Removal. The Available Forces Table on page 35 lists the number of pieces in the game and Leaders for each Faction. Scenario set up (2.1) specifies units as Available and Unavailable. Keep forces Available for placement in the Available Forces box. Place Indian Villages, Patriot Forts and British Forts in the highest-numbered empty spaces on the Available Indian Villages, Available Patriot Forts or Available British Forts tracks to show the number of on-map Forts and Villages. This also helps track victory (7.0) and calculate Resources added (6.3). Some French and British forces may be Unavailable and will remain in the Unavailable Forces box until moved to the Available Forces box by Special Activity, Event, or during the Winter Quarters Redeployment Phase (6.5.3). British and French may have forces in the West Indies box—neither Available, Unavailable nor on the map—and British, Patriots and French forces can become Casualties (1.6.4). Otherwise, forces removed from the map go to Available.

Unless otherwise instructed (by Event, 5.1), forces may only be placed from or replaced with those in the Available boxes. A piece to be replaced by a piece that is unavailable is simply removed.

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Important: Factions, while executing a Command, Special Activity, or Event to place their own forces, may take them from elsewhere on the map into Available if and only if the desired force type is not Available.

EXAMPLE: Indians without Available War Parties could remove War Parties during a Gather (3.4.1) in order to place them Underground.

EXCEPTION: The British and French may not do so with Regulars but may with Tories and Forts.

1.4.2 Stacking. No more than two Forts/Villages (of any Factions) may occupy a single City or Province. Placing pieces (such as Forts or Villages via Muster (3.2.1, 3.5.3), Rally (3.3.1), Gather (3.4.1) or Event (5.1)) or moving pieces may never violate stacking. The only pieces that may occupy the West Indies (1.3.7) are British and French Regulars, British Forts and French Squadrons. Indian pieces may never occupy a City space.

1.4.3 Underground/Active. Militia or War Parties are either Underground-symbol end down-or Active-symbol end up. Certain actions and Events flip them from one state to the other. Villages, Forts and Cubes are always Active. Always set up and place new Militia and War Parties Underground (including if replacing a piece).

Note: Unless instructions specify "Underground" Militia or War Parties, it is sufficient to "Activate" already Active Militia or War Parties (they stay Active). Also, "moving" or "relocating" Militia or War Parties does not affect Underground status unless specified.

1.5 Players & Factions

The game may have up to four players, each as one or more Factions: the British (red and green), the Patriots (blue), the Indians (tan), and the French (white). In a one-player game, the player may play the British and Indians together, or the Patriots and French, or any one Faction (8.8). Leftover Factions are controlled either by rules section 8 as "Non-Players" or, if preferred with two or three players, as below.

No Non-Player Option. With two or three players, the players (rather than the Non-Player rules, 8.0) may control any leftover Factions:

- With two players, one player controls British and Indians (Royalists), the other Patriots and French (Rebellion).
- With three players, a single player controls British and Indians (Royalists) or, if preferred, Patriots and French (Rebellion).

1.5.1 Side: The Royalist, the British and Indians, are one side. The Rebellion, Patriots and French, are the other side.

Note: Although the Factions on the same side share strategic and tactical affinities, they do not share victory conditions (7.0). When one Faction wins, the other Faction on the same side does not win.

1.5.2 Friends and Enemies. Factions on the same side are Friends with (Friendly to) one another. Factions on opposing Sides are Enemies to one another. Friendly Factions cannot Battle, Skirmish, War Path or Partisans one another.

1.5.3 Negotiation. Factions may make any mutual arrangements within the rules. Factions are not permitted to transfer Resources to another Faction except by Command, Special Activity or Event (per 2.3). All negotiations are open. The rules do not bind Factions to agreements.

1.6 Support, Opposition, Casualties And Forts/Villages

Support and Opposition affect victory and some Commands and Special Activities.

1.6.1 Cities and Provinces with at least one Population (1.3.2-.3) always show 1 of 5 levels of its populace's Support for or Opposition to the British government that can shift during play:

- Active Support
- Passive Support
- Neutral
- Passive Opposition
- Active Opposition

Spaces with 0 Population are always Neutral, never at Support or Opposition.

1.6.2 Active Support/Opposition counts double Population for Total Support/Opposition (1.6.3) affecting victory (7.2, 7.3). Show Support or Opposition with markers placed in each City or Province. Show Neutral spaces by the absence of such markers. The four Indian Reserve spaces and the West Indies are marked as "Always Neutral" and never contain such markers.





1.6.3 Total Support and Total Opposition. Every Faction's victory depends on the total value of population Support or Opposition, respectively. Adjust "Total Support" or "Total Opposition" on the numbered edge track per the box below as any change to Support or Opposition occurs.



Total Support = (2 x Population in Active Support) + (1 x Population in Passive Support)

Total Opposition = (2 x Population in Active Opposition) + (1 x Population in Passive Opposition)

1.6.4 Casualties. British Regulars, Tories, British Forts, French Regulars, Patriot Continentals, and Patriot Forts removed due to certain Commands, Special Activities or as designated by certain Events are placed in the Casualties box. Units in the Casualties box are not available to be used in any manner until the Reset Phase of the Winter Quarters Round (6.7). Exception: Forts are immediately returned to Available and may be built immediately but are still counted toward Cumulative British Casualties or Cumulative Rebellion Casualties. During the

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Reset Phase of the Winter Quarters Round, all units in the Casualties box are returned to Available.



Cumulative British Casualties (CBC) reflects the total British Regular, Tories and Fort Casualties during the entire game and is tracked by accumulating Casualties as they occur on the numbered edge track. Cumulative Rebellion Casualties (CRC) reflects the total French Regular, Continental and Patriot Fort Casualties during the entire game and is tracked by accumulating Casualties as they occur on the numbered edge track.

1.6.5 Forts and Villages. Patriot Forts and Indian Villages placed on the map are tracked to determine victory conditions. British Forts are placed in the Available British Forts track. Available Patriot Forts and Indian Villages are placed on, and removed from, the Available Indian Villages/Patriot Forts track which facilitates calculation of the number placed on the map. The highest value showing in the empty holding space indicates the number of Forts/Villages on the map.

Note: The tracks are offset by three so players can look at the number of Forts/Villages placed and visually determine which Faction is ahead in its second victory condition (7.2).

1.7 Control



The Rebellion Controls a Province or City if the pieces of the two Rebellion Factions (Patriot and French) combined exceed those of the Royalist Factions (British and Indians) combined. The British Control a Province or City if Royalist pieces exceed Rebellion pieces *and* at least one British piece is present in the space. If Indian pieces with no British pieces are in a space and they equal or exceed Rebellion pieces, no Faction Controls the space. Control affects certain activities. Adjust British Control and Rebellion Control markers as Control changes due to placement, removal, or movement of pieces. If no Faction Controls a space then there is no Control marker placed in that space.

1.8 Resources

At any moment, each Faction has between 0 and 50 Resources that it uses to pay for Commands (3.0). Mark Resources on the edge track with a cylinder of the Faction's color (1.5). Factions are not permitted to transfer Resources to another Faction except by Command, Special Activity or Event (per 2.3).

1.9 French Naval Intervention



French Naval Intervention (FNI) represents the commitment of French naval strength to North America. At each level, the French will have that number of Blockades placed on Cities. Both the French and British may adjust the level of FNI through the use of the Naval Pressure Special Activity after the Treaty of Alliance card is played (2.3.9). The FNI level must remain at 0 before the Treaty of Alliance card is played. Blockades are placed by the French as the FNI level is raised. For each level the FNI is lowered the British remove one Blockade to the West Indies and flip the counter to the Squadron side.



Available Blockade markers that have not been placed on a City reside in the West Indies holding box (or in the Unavailable French Forces box depending on the Scenario) on their Squadron side. They increase British Loss Level in the West Indies by one total (during any Battle Command) (3.6.5, 3.6.6). FNI level may never exceed the number of Blockades that are Available.



Blockades may not be placed until after the Treaty of Alliance card is played (2.3.9). After Treaty of Alliance is played, Available Squadrons/Blockades remain in the West Indies on their Squadron side unless placed through increasing FNI.

Squadrons/Blockades have the following impact on play:

- No British Muster of Regulars in that City,
- No British Garrison to or from that City,
- No British March to that City or Provinces adjacent to that City (unless destination space is adjacent to starting space),
- The population of that City is considered 0 for purposes of calculating Support and during the Resource Phase of the Winter Quarters Round, and
- More than one Blockade may be placed on a City but the additional Blockade has no additional impact.

Note: FNI-related events may come up before the Treaty of Alliance card has been played. Factions should ignore all impacts on FNI and may not place Blockades until the Treaty of Alliance card is played and Blockades are available in the West Indies (as Squadrons.)

1.10 Leaders





Leader markers represent political and military figures who may have an impact on Events, Commands and Special Activities. Each Faction receives one Leader in the Scenario Set-Up. Only one Leader per Faction is in play at any time. A Leader can follow any unit of its Faction anywhere it goes on the map during any Command or Event. A Leader in the Available Forces box may be placed on the map or West Indies along with any piece from the Available Forces box. A Leader has the following impact on play:

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- Leader units cannot be eliminated. If at any time the current Leader is in a space with no pieces of its Faction, the owning Faction moves that Leader to any space with the same Faction's pieces or to its Available Forces box.
- During the Redeploy Phase of the Winter Quarters Round, one Faction's Leader may change (6.5.1). Each Faction may move its current Leader to any space with that Faction's pieces in the following order: Indians, French, British, Patriots (6.5.2).
- If a Faction plays a Brilliant Stroke card (5.1.4), the Leader must be in a space involved in at least one of the Limited Commands (including an origination space for a March, Scout, Raid or Garrison Limited Command). If not, the Brilliant Stroke cannot be played. A Brilliant Stroke card may only be played once (unless Trumped by another Faction in which case it is returned for future use).
- Each Leader has a Capability listed in the table below:

Leader Capabilities

Leader	Faction	Capability
Washington No further changes	Patriots	Double Rebellion Win the Day in the space. –1 to Defender Loss Level when Rebellion Defending in the space.
Rochambeau No changes until TOA	French	French March and Battle with Patriot Command at no cost.
Lauzun No further changes	French	Additional +1 to Defender Loss Level when French Attacking in the space.
Gage	British	1st shift: Reward Loyalty is free in the space.
Howe	British	When executing a British SA also lower FNI 1 level.
Clinton No further changes	British	Skirmish removes 1 additional Militia in the space.
Brant	Indians	War Path removes 1 additional Militia in the space.
Cornplanter	Indians	Gather builds Villages for 1 War Party in the space.
Dragging Canoe No further changes	Indians	Raid may move 1 extra space if originated in the space.

"In the space" means the Leader must be in the space benefiting from the Capability.

2.0 SEQUENCE OF PLAY

2.1 Set-Up

Follow the instructions on last four pages of this rule book to choose a Scenario and various play options, assign Factions to players, prepare the draw deck, and set up markers and forces.

2.2 Start

Begin play by revealing the top card of the draw deck and placing it onto a played cards pile. Then reveal the next card and place it on top of the draw deck. The card on the played card stack is played first; the card on top of the draw deck will be played next.

Note: Players will see one card ahead into the deck (2.3.7).

All played cards and the number of cards in the draw deck are open to inspection.

When a Winter Quarters card is turned up, stop play and swap it with the played card. Conduct a Winter Quarters Round immediately (6.0).

Record Steps: As the steps of each Event card play are completed, place a cylinder of the Faction's color (1.5) into the appropriate box on the Sequence of Play track (or, for Winter Quarters Rounds 6.0, advance the Winter Quarters marker).

2.3 Event Cards

When playing an Event card, up to two Factions will execute Commands or the Event.

- Factions whose cylinder is in the "Eligible" box receive these options in the left-to-right order of the Faction symbols shown at the top of the card.
- Factions with cylinders in the "Ineligible" box do nothing.

2.3.1 Eligibility. Factions that did not execute a Command or Event on the previous card are Eligible (their cylinders will start the card in the "Eligible" box per 2.3.6). Factions that did are Ineligible. (All Factions start the game Eligible.) See also Free Commands (3.1.2).

2.3.2 Faction Order. The Eligible Faction with the leftmost symbol (skipping any Ineligible Factions) is the 1st Eligible to execute a Command or Event or to Pass. The next leftmost is the 2nd Eligible.

2.3.3 Passing. If a 1st or 2nd Eligible Faction opts to Pass, it receives +1 Resource if Patriots or Indians, or +2 Resources if British or French, and remains Eligible for the next card. The next leftmost Eligible Faction then replaces the Passing Faction as the new 1st or 2nd Eligible Faction and receives the same options to execute or Pass. If the last (rightmost) Eligible Faction Passes, adjust cylinders (2.3.6) and play the next card.

2.3.4 Options for Eligible Factions.

1ST ELIGIBLE: If the 1st Eligible Faction does not Pass (2.3.3), it may execute either:

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- a Command (Com) (3.0)—with or without a Special Activity (4.0); or
- the Event shown on the card.

OPTIONS FOR 2ND ELIGIBLE: If the 2nd Eligible Faction does not Pass (2.3.3), it also may execute a Command and possibly the Event, but its options depend on what the 1st Eligible Faction executed:

- **Command Only:** If the 1st Eligible Faction executed a Command only, the 2nd Eligible Faction may execute a Limited Command (2.3.5).
- **Command and Special Activity:** If the 1st Eligible Faction executed a Command with a Special Activity, the 2nd Eligible Faction may execute a Limited Command or instead execute the Event.
- **Event:** If the 1st Eligible Faction executed the Event, the 2nd Eligible Faction may execute a Command, with a Special Activity if desired.

For a Command to qualify as executed it must occur within (select) at least one space, with or without effect.

EXCEPTION: The French Command Roderigue Hortalez et Cie (3.5.2) never selects any space, but counts as executed if at least one French Resource is paid.

Note: For ease of reference, these options are illustrated on the Sequence of Play aid sheet and on the game board.

2.3.5 Limited Command. A Limited Command is a Command in just one space with no Special Activity. If the Limited Command involves pieces from multiple spaces, it can only include one destination space. A Limited Command counts as a Command. See also Non-player Commands (8.1).

2.3.6 Adjust Eligibility. After the 1st and 2nd Eligible Factions complete all execution of Commands, Special Activities, and Events (or after Eligible Factions instead have Passed), adjust cylinders on the Sequence of Play track as follows:

- Any Faction that did not execute a Command or Event (and was not rendered Ineligible by an Event) to the "Eligible" box.
- Any Faction that executed a Command (including a Limited Command) or Event to the "Ineligible" box (unless otherwise specified by the Event; see also Free Commands, 3.1.2).
- If a Faction played a Brilliant Stroke card (2.3.8), all Factions to "Eligible".

Play Note: Some Events (5.0) will enable the executing Faction to remain Eligible or render other Factions Ineligible through the next card. As a reminder, mark a Faction thus remaining Eligible by placing its cylinder at the left edge of its Sequence of Play "Event" box. Mark a Faction thus rendered Ineligible by placing its cylinder under the executing Faction's, to show that it will be Ineligible for the next card.

2.3.7 Next Card. After adjusting Eligibility, move the draw deck's top card onto the played card pile face-up and reveal the draw deck's next card. If the just revealed card is a Winter Quarters card, switch it with the played Event card, so that the Winter Quarters card becomes the current played card (2.2, 2.4). Play the played card, proceeding with the appropriate sequence (2.3 or 6.0).

Winter is Coming Option

For more foreknowledge, if all players agree at Set-Up. (2.1) when the Winter Quarters card is exposed, instead of switching the places of the two exposed cards, play the played event and wait until the Winter Quarters card becomes the played card to conduct the Winter Quarters Round. (6.0) This would create an option to play in the manner of prior games in the *COIN* series.



2.3.8 Brilliant Stroke. Each Faction begins the Scenarios with one Brilliant Stroke card (5.1.4) except for the French, who begin with two including the Treaty of Alliance, but the Treaty of Alliance must be played first. Brilliant Stroke cards are a type of Event (5.0). A Faction may play its Brilliant Stroke card to cancel and discard a currently played Event card if:

- the Faction playing the Brilliant Stroke card is Eligible,
- the 1st Eligible Faction has not yet taken an action, *and*
- no Winter Quarters card is showing.

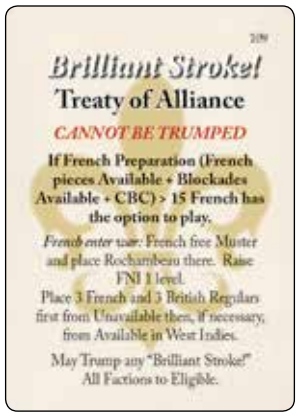
PROCEDURE: The Faction with the Brilliant Stroke card interrupts the usual Sequence of Play by placing the Brilliant Stroke card over the played Event card and executing the instructions on the Brilliant Stroke card. The Brilliant Stroke card stays in the played card pile, as normal. The played Event card under the Brilliant Stroke card remains there and is never played.

BRILLIANT STROKE CARD EVENTS: The Faction playing a Brilliant Stroke card may execute the instructions with no Resource cost. *(EXCEPTION: British must pay for Reward Loyalty).* Each Command and Special Activity is independent and not limited by other actions on this card. All Factions are moved to Eligible after the play of a Brilliant Stroke card including the Faction that played it.

TRUMPING BRILLIANT STROKE CARDS: Trumping is the act of playing a Faction's Brilliant Stroke card to cancel a just-played Brilliant Stroke card. (The Trump card takes the place of the Trumped card and is executed as if it had been played first.) A Trumped Brilliant Stroke card is returned to its owner for possible use later. The Treaty of Alliance Brilliant Stroke card may Trump another Faction's Brilliant Stroke card. The Indian Faction may Trump another Faction's Brilliant Stroke card (excluding the Treaty of Alliance Brilliant Stroke card); The French Faction may Trump the Patriots or British; British may Trump the Patriots; Patriots may not Trump.

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Play Note: The 1st Eligible Faction need not declare what it would execute before a Faction must decide whether to play its Brilliant Stroke card.



2.3.9 Brilliant Stroke - Treaty of Alliance. The French Faction chooses when to play the Treaty of Alliance card subject to the following conditions.

- 

The French have accumulated more than 15 Available French Regulars and Squadrons/Blockades plus Cumulative British Casualties (CBC) (1.6.4, 7.2). This total is also referred to as French Preparations and is tracked on the edge track;
- the French Faction is Eligible;
- the 1st Eligible Faction has not yet taken an action; *and*
- no Winter Quarters card is showing.

Treaty of Alliance replaces and cancels the played Event card as long as no one has acted on that Event card. It can also Trump (2.3.8) any other Brilliant Stroke card from another Faction and it cannot be Trumped by another Faction. This still allows the French Faction to play one Brilliant Stroke later. All Factions are Eligible after this card is played. The French Faction must execute the event and nothing else.

After the French play Treaty of Alliance:

- They have a second Brilliant Stroke card available to use from that point forward.
- They may execute any Commands and Special Activities except those that are limited to before Treaty of Alliance. Before the Treaty of Alliance, the French may execute only Roderigue Hortalez et Cie (3.5.2) and French Agent Mobilization (3.5.1) and the Préparer la Guerre (4.5.1) plus Events from Event cards (5.3).
- French pieces may now be deployed on the map and West Indies (and conversely may not before the Treaty of Alliance).
- They qualify for Victory (7.2).



2.4 Winter Quarters Card

If playing a Winter Quarters card, conduct a Winter Quarters Round (6.0).

2.4.1 Final Winter Quarters. If the Final Winter Quarters card's Support Phase is completed without a victory (6.1), the game ends: determine victory under 7.3.

Play Note: Each series of Event cards up to a Winter Quarters card is a "Campaign," representing one year of war.

3.0 Commands

3.1 Commands In General

The Faction executing a Command chooses one of the Commands listed on its Faction player aid sheet and, if applicable, selects the map spaces (typically several) to be involved. Select a given space only once for a given Command.

Commands usually cost Resources, often per space selected; the paying Faction must have enough Resources to pay for the Command, including in each selected space.

The executing Faction chooses the order of the spaces in which the Command is resolved, the Enemy Factions (1.5) or pieces to be affected (targeted), and the friendly pieces to be placed, replaced, removed, or moved. Actions affecting another Faction's pieces, Friendly or Enemy, do not require that Faction's permission.

3.1.1 Pawns. If desired, mark spaces selected for Commands (3.0), Special Activities (4.0), or other actions with gray and black pawns. The pawns are for convenience, not a limit on play.

3.1.2 Free Commands. Certain Events (5.0) or phases (6.2.2), grant free Commands or Special Activities: they cost no Resources to any Faction involved and, if executed by a Faction other than the one playing an Event, could leave it Eligible (2.3.6). Other requirements and procedures still apply unless modified by Event text (5.1).

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3.2 British Commands

The British chooses from Muster, Garrison, March, and Battle Commands.

3.2.1 Muster. Muster Commands add British forces and can build Support (1.6). Select any qualifying space and pay one Resource per selected space.

- To place British Regulars, the British Faction may select any one City that is not Blockaded or an adjacent Colony, or the West Indies.
- To place Tories, the British Faction may select any Cities or Colonies (not the West Indies) containing or adjacent to British Regulars or British Forts, not at Active Opposition.

PROCEDURE: First, in one selected City (except a Blockaded City), adjacent Colony or the West Indies, place up to six Regulars.

Next, in any selected Cities or Colonies (not at Active Opposition) containing or adjacent to British Regulars or Forts, place two Tories or one if at Passive Opposition.

Then, in up to one selected Muster space (including West Indies if selected):

- Replace any three British cubes (Regulars or Tories) with one Fort, *or*
- Reward Loyalty (6.4.1) to build Support. The British must have one or more British Regulars, one or more Tories, and Control (6.2) in the space and must pay one added Resource per level of Opposition and Support (and Propaganda and Raid marker) (even if Muster was free (3.1.2)). There is no limit to the number of levels shifted when Rewarding Loyalty during Muster.

3.2.2 Garrison. Garrison Commands protect Cities by moving in Regulars and locating and displacing Enemy units there. Pay two Resources total (not per space). If a Limited Command (2.3.5), all moving British Regulars must end in a single destination City. A Blockaded City or units starting there may not be included in any part of a Garrison Command.

PROCEDURE: Move any number of British Regulars from any spaces (not Blockaded Cities) to Cities that are not Blockaded. Then, in each City that is not Blockaded (whether or not a British Regular just moved there), Activate one Militia for every three British cubes there. Then, if desired, in one City (under British Control, no Patriot Fort and not Blockaded) displace all Rebellion units to an adjacent space at no added cost. If executing a Limited Command (2.3.5), the units Activated and/or displaced must be in/from the destination City.

Garrison Example



The Situation before Garrison

British choose to execute a Command and Special Activity. They choose to execute a Garrison Command and pay two Resources total.

The British can "Move any British Regulars from any spaces (not Blockaded Cities) to Cities." Their intention is to use the Command to Control every City on the map in preparation for the upcoming Winter Quarters Round. A Winter Quarters *card will turn up any time now. During the Resource Phase of the Winter Quarters Round the British get Resources based on the population of Cities under British Control. Conversely, the French get Resources for Cities that are not under British Control.*

Only British Regulars may be moved and the only place they may end is a City. That City may be controlled by either Side or may be at any alignment (but not Blockaded). This gives the British great flexibility. Additionally the British will be able to activate one Militia in each space for every three cubes there (British Regulars or Tories). And lastly, "in 1 City (under British Control, no Patriot Fort and not Blockaded) displace all Rebellion units to an adjacent space."

New York City is Blockaded so British Regulars can neither move from or to there. British Regulars will move as follows:

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1 from Quebec Province to Boston

1 from New York Colony to Quebec City

2 from New York Colony to Philadelphia

2 from Norfolk to Charles Town

4 from Norfolk to Philadelphia

1 from South Carolina to Charles Town

1 from South Carolina to Savannah

The British now take Control of every City and mark each City as under British Control. With six cubes in Philadelphia, two Militia are Activated. With three cubes in Charles Town, one Militia is Activated. Now the British can displace all Rebellion units in one City. Even though the British Control Charles Town, a Patriot Fort is in the City so the Rebellion units may not be displaced. That leaves Philadelphia with British Control, no Blockade and no Patriot Fort and the British can choose where to displace the two Active Militia. The Militia can be displaced to any adjacent space. The British choose to displace them to Maryland-Delaware where they can do no further harm.



The Situation after Garrison

3.2.3 March. March Commands may move cubes and locate Militia. Select any spaces (except a Blockaded City) as destinations. Pay one Resource per destination space selected. If executing a Limited Command (2.3.5), all moving pieces must end in a single destination space.

PROCEDURE: Move any British Regulars onto an adjacent space (1.3.6) *or,* if moving units are in or adjacent to a City (not Blockaded), to another City (not Blockaded) or a Province adjacent to it. Tories may only accompany (through the entire process) British Regulars 1 for 1 (Any cubes that move must reach destination spaces paid for).

Then, in selected destination spaces, Activate one Militia (1.4.3) for every three British cubes there (whether they just moved or were already there).

British March Example



The Situation Before the March

British execute a March Command in three spaces and pay three Resources. The destination spaces will be Boston, Philadelphia and Pennsylvania. The British player places a gray pawn in each to mark the location and number of March Commands. The following pieces move through these paths:

Pieces	*Origination Space*	*Destination Space*	*Path*
4 British Regulars & 2 Tories	*Maryland-Delaware*	*Pennsylvania*	*Adjacent Spaces*
2 British Regulars, 1 Tory, & Clinton	*New York City*	*Pennsylvania*	*New York City to Philadelphia to Pennsylvania*
1 British Regular	*Quebec*	*Pennsylvania*	*Quebec to Quebec City to Philadelphia to Pennsylvania*
2 British Regulars	*New York City*	*Philadelphia*	*New York City to Philadelphia*
2 British Regulars & 2 Tories	*Connecticut-Rhode Island*	*Boston*	*Adjacent Spaces*

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In Boston, the one Militia is Activated because there are 3+ British cubes in the space. In Pennsylvania, the one Militia is Activated because there are 3+ British cubes in the space. Note that one Militia is Activated per three British cubes in the space. Given that there are 10 British cubes in Pennsylvania, theoretically that could Activate three Militia if they were in the space.

Change the Control marker in Boston from Rebellion to British Control.



The Situation after the March

3.2.4 Battle. Battle Commands allow the British to fight Rebellion Factions with the possible help of Indians. Select any spaces and/or West Indies with British and Rebellion pieces. Pay one Resource per space selected.

PROCEDURE: In one space or West Indies at a time, execute Battle according to the Battle Procedure Table (3.6).

3.3 Patriot Commands

Patriots choose from Rally, March, Battle and Rabble-Rousing.

3.3.1 Rally. Rally Commands add or recover Patriot forces. Select any spaces without Active Support (1.6) and pay one Resource per space selected. Militia may not be placed in an Indian Reserve space or the West Indies.

PROCEDURE: In each selected space, place one Available Militia or replace two units with one Fort. If the space already has at least one Patriot Fort, may instead either:

- Place a number of Militia up to the number of Patriot Forts there plus the space's Population value (1.3.2-.3), *or*
- Move any Militia from any adjacent spaces to there and flip all Militia there Underground (whether they moved or not) (1.4.3).

The Patriots may select any one Rally space with a Patriot Fort and replace any Militia with Continentals.

No Militia may be placed in Indian Reserve spaces.

3.3.2 March. March Commands may move Militia, Continentals and French Regulars and locate War Parties. Select any spaces as the destinations of the moving units. Pay one Resource per destination selected. For each destination space French enter (Patriot's choice), the French must also pay one Resource. If a Limited Command (2.3.5), all moving units must end in a single destination space.

PROCEDURE: The Patriot moves any of its units desired into adjacent spaces (1.3.6). No unit moves more than once. French Regulars may accompany Continentals 1 for 1 at the Patriot's option. Units moving from one space to another move as a single group. Activate one War Party for every two Continentals in the destination space. Set Militia of a moving group to Active (1.4.3) if:

- The destination is a British Controlled City before the move, *and*
- The moving group's number of units plus the number of British cubes in the destination space exceeds 3.

EXAMPLE: A group of two Underground Militia March from Virginia to Norfolk, which is British Controlled and where there are two Tories. Because the destination is a City with British Control and the total of two Tories and moving Militia involved exceeds 3, the two moving Militia flip to Active.

Note: March often Activates Militia, but moves by Event (5.0) do so only if specified.

3.3.3 Battle. Battle Commands allow the Patriots to fight Royalist Factions with the possible help of the French. Select any spaces with Patriot and Royalist pieces. Pay one Resource per space. For each space French pieces are involved, French must also pay 1 Resource.

PROCEDURE: In one space at a time, execute according to the Battles Procedure Table (3.6). For each space French Regulars are involved in the Battle (at the Patriot's option if the French have one or more Resources), the French must also pay one Resource.

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3.3.4 Rabble-Rousing. Rabble-Rousing Commands in Provinces or Cities build Opposition (1.6) and place Propaganda markers that hinder future Royalist efforts to influence it. Select any spaces with Rebellion Control and Patriot pieces or at least one Underground Militia. Pay one Resource per space selected.

PROCEDURE: Place a Propaganda marker and shift one level toward Active Opposition. Unless Rebellion Control with a Patriot piece, activate one Underground Militia in each selected space.

NOTE: Do not place a Propaganda marker if all are already on the map (there are 12). Adjust Total Support or Opposition (1.6).

Note: The 12 Propaganda markers have a different historical character on each. This is provided as historical color only. The Patriots select which Propaganda marker to use.

3.4 Indian Commands

Indians choose from Gather, March, Scout and Raid.

3.4.1 Gather. Gather Commands add or recover Indian forces. Select any Provinces at Neutral, Passive Opposition or Passive Support (not Active Opposition or Active Support.) Pay one Resource per Province selected. Pay 0 for the first if an Indian Reserve Province.

PROCEDURE: In each selected Province, place one Available War Party or replace two War Parties with one Village. If the Province already has at least one Village, instead either:

- Place a number of Available War Parties up to the number of Villages there plus one *or*
- Move any War Parties from any adjacent spaces to there and flip all War Parties there Underground (whether they moved or not) (1.4.3).

3.4.2 March. March Commands move War Parties. Select any Provinces (not Cities) as destinations of the moving pieces. Pay one Resource per destination Province. Pay 0 for the first if all War Parties are originating from Indian Reserve Provinces. If a Limited Command (2.3.5), all moving War Parties must end in a single destination Province.

PROCEDURE: Move any War Parties into adjacent Provinces (1.3.6). No War Parties move more than once. War Parties moving from one Province to another move as a single group. Set Underground War Parties moving to Active (1.4.3) if:

- The destination space is a Colony Controlled by the Rebellion before the move, *and*
- The moving group's number of pieces plus the number of Militia in the destination Province exceed 3.

EXAMPLE: A group of two Underground Indian War Parties March from Northwest to New York Colony, which is Rebellion Controlled and where there are two Militia. Because the destination is a Province with Rebellion Control and the total of two units and moving War Parties involved exceeds three, the two moving War Parties flip to Active.

Note: March often Activates War Parties but moves by Event (5.0) do so only if specified.

3.4.3 Scout. Scout Commands allow War Parties to move British cubes into an adjacent Province and Skirmish. Pay one Resource. British also pay one Resource.

PROCEDURE: From one selected Province, the Indians move at least one War Party into an adjacent Province (not City) (1.3.6). Activate all moving War Parties. At least one British Regular must (and Tories up to the number of Regulars may) move with the War Parties. All choices as to who to move is made at the Indians' option. All pieces move from one Province to another as a single group. Activate all Militia in the destination space. Then the Indians may use British Regulars to Skirmish (4.2.2) in the destination Province.





3.4.4 Raid. Raid Commands shift Opposition in up to three Provinces one level toward Neutral (1.6) and place Raid markers that hinder future efforts to influence it. Select up to three Provinces with (or adjacent to Provinces with) at least one Underground War Party and at Opposition; pay one Resource per Province.

PROCEDURE: In up to three Provinces, move in up to one adjacent War Party. Then in each selected Province, Activate one Underground War Party to place a Raid marker and shift Opposition one level toward Neutral. Each effected Province must have a newly-Activated War Party that either just moved in or was already there. Do not place a Raid marker if all are already on the map (there are 12). Adjust Total Opposition (1.6).

Note: The 12 Raid markers have a different Indian tribe on the back of each. This is provided as historical color only. The Indian player selects which Raid marker to use.

3.5 French Commands

French choose from French Agent Mobilization and Roderigue Hortalez et Cie before the Treaty of Alliance. After the Treaty of Alliance, the French may choose Roderigue Hortalez et Cie, Muster, March and Battle.

3.5.1 French Agent Mobilization. French Agent Mobilization Commands allows the French to utilize its agents in North America to place Patriot units before the Treaty of Alliance card has been played. Select one of the following: Quebec, New York, New Hampshire, or Massachusetts. The space may not be at Active Support. Pay one Resource.

PROCEDURE: In the selected Province, place two Available Militia or one Continental.

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3.5.2 Roderigue Hortalez et Cie. Roderigue Hortalez et Cie was a Spanish trading company used as a front for funneling gunpowder, equipment and currency to the Patriots. The French may use this Command to increase Patriot Resources before *and* after the Treaty of Alliance card has been played.

PROCEDURE: The French pays one or more Resources as they choose. Patriot Resources are increased by that amount plus 1.

3.5.3 Muster. Muster Commands augment French forces after the Treaty of Alliance card has been played. Select any one Colony or City with Rebellion Control or the West Indies. Pay two Resources.

PROCEDURE: In the selected Colony, City or West Indies, the French may place up to four Regulars. Then, if desired in the selected Colony or City and if Patriots have one or more Resources, replace two French Regulars with one Patriot Fort and Patriots pay one Resource.

3.5.4 March. March Commands move French Regulars and potentially Continentals after the Treaty of Alliance card has been played. Select any spaces as the destination that already have Patriot pieces or any space if bringing along one or more Continentals. Pay one Resource per destination space selected. For each destination space Continentals enter (French choice), the Patriots must also pay one Resource. If a Limited Command (2.3.5), all moving pieces must end in a single destination space.

PROCEDURE: Move any French Regulars into an adjacent (1.3.6) space containing a Patriot piece *or*, if moving units are in or adjacent to a Rebellion Controlled City, to another Rebellion Controlled City or a Province adjacent to it (similar to British March (3.2.3) except that Cities must be Rebellion Controlled). Continentals may only accompany (through the entire process) French Regulars 1 for 1 (any cubes that move must reach destination spaces paid for). Continentals accompany French Regulars at the French's option.

3.5.5 Battle. Battle Commands allow the French to fight Royalist Factions with the possible help of the Patriots after the Treaty of Alliance card has been played. Select any spaces and/or West Indies with French and Royalist pieces. Pay one Resource per space or West Indies. For each space Patriot pieces are involved, Patriot must also pay 1 Resource.

PROCEDURE: In one space or West Indies at a time, execute according to the Battle Procedure Table (3.6). For each space Patriot pieces are involved in the Battle (at the French's option if the Patriots have one or more Resources), the Patriots must also pay one Resource.

3.6 Battle Procedure

Whenever a Faction initiates Battle, whether proceeding from a Battle Command (3.2.4, 3.3.3, 3.5.5), by Event (2.3.4), or Winter Quarters Round (6.2.2), this Battle procedure is used (also following the common Battle Procedure Table in the player aids).

3.6.1 Factional Cooperation. Decisions in the Battle Procedure are always made by the executing Faction unless otherwise specified. See Definitions in 3.6.2 below for additional detail.

When Attacking: The Faction executing the Battle Command makes all choices in the Battle for that side. French may only use Patriot pieces and Leader if Patriots pay. Patriots may only use French pieces and Leader if French pay. British may always use Indian pieces and Leader if a War Party is in the space during the Battle. Indians are not capable of executing a Battle Command.

When Defending: British or Patriots make all choices for combined Defending Royalist or Rebellion side respectively. If solely French or Indian pieces are Defending, then that Faction makes all choices. All Leaders are applicable when Defending.

3.6.2 Definitions. Attacker is the Faction and side executing the Battle Command. Defender is the enemy of the Attacker. Force Level refers to the total of each side's cubes that can participate and half Active Militia or War Parties if they can participate (rounding down). Loss Level refers to the result of the enemy side's dice roll plus modifiers for the side taking the losses.

Battle Example



British Attacking in Pennsylvania

The British execute a Battle Command in Pennsylvania and pay one Resource.

The British / Royalists are the Attacker and the British make the Activation decisions.

The Patriots / Rebellion are the Defender and the Patriots make the Activation decisions.

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3.6.3 Force Levels. Attacker then Defender calculates their own Force Level.

- Choose whether or not to Activate any of its own side's Underground units, War Parties (if British Attacking or either British or Indians Defending) or Militia (if Patriots paid or either Patriots or French Defending).
- Add half (rounding down) Active War Parties (if British Attacking or Royalist Defending) or Militia (if Patriots paid or either Patriots or French Defending) to own cubes.
  - o If British Attack, include Tories only up to the number of British Regulars.
  - o If Rebellion Attack, if that Faction paid, add French Regulars or Continentals up to the number of own Faction's cubes.
  - o If Defending, include all that Side's cubes, Forts and half of Active Militia or War Parties.

Calculate Royalist Force Level:

- *British player chooses to Activate two Indian War Parties. (Need one Underground to get Underground modifier. Activating three gets no benefit over 2.)*
- *Five British Regulars (+5)*
- *Two British Tories (+2) (up to the number of British Regulars since British Attacking)*
- *Two Active War Parties (+1)*
- *Force Level 8 (8 divided by 3 rounding down is 2) to roll 2D3*

Calculate Rebellion Force Level:

- *Patriot player chooses to Activate one Militia. (Need one Underground to get Underground modifier. Already have one Active and this makes 2.)*
- *Three Continentals (+3) (do not have to pay since Defending)*
- *Two French Regulars (+2) (do not have to pay since Defending)*
- *Two Active Militia (+1) (do not have to pay since Defending)*
- *One Fort (+1) (Fort is added on Defense)*
- *Force Level 7 (7 divided by 3 rounding down is 2) to roll 2D3*

Continued below.

3.6.4 Enemy Loss Level. Attacker rolls and adds modifiers to the roll to determine their Enemy's (Defender) Loss Level. Then, Defender rolls and adds modifiers to the roll to determine their Enemy's (Attacker) Loss Level.

- Divide the Force Level by 3, rounding down, to determine how many D3s to roll (not more than 3). If Force Level is two or less, then roll no dice and consider the die roll 0.
- Roll the dice.
- Adjust the dice roll per the modifiers below in 3.6.5 and 3.6.6. The modified total is the Enemy Loss Level.

3.6.5 Defender Loss Level modifiers (cumulative)

At least half Attacking pieces Regulars	+1
At least one Attacking side piece Underground	+1
At least one Attacking Leader	+1
Attacking including French with Lauzun	+1
British Attacking in Blockaded City	–1
British Attacking in West Indies and at least one Squadron is present	–1
Per Defending Fort	–1
Indians Defending in Indian Reserve	–1
Patriots/French Defending with Washington	–1

3.6.6 Attacker Loss Level modifiers (cumulative)

At least half Defending pieces Regulars	+1
At least one Defending side piece Underground	+1
At least one Defending Leader	+1
British Defending in Blockaded City	–1
British Defending in West Indies and at least one Squadron is present	–1
Per Defending Fort	+1

Calculate Defender (Rebellion) Loss Level

- *British roll 2D3*
  - *o Result is 2, 3 = 5*
  - *o Add modifiers*
- *Defender Loss Level modifiers (+1 net)*
  - *o Half Attacking pieces Regulars (+1)*
  - *o At least one Attacking side Underground (+1)*
  - *o At least one Attacking Leader (+1)*
  - *o Per Defending Fort (–1)*
  - *o Defending with Washington (–1)*
- *The Defender's modified Loss Level is 6 (Roll (5) +modifiers (+1))*

Calculate Attacker (Royalist) Loss Level

- *Patriots roll 2D3*
  - *o Result is 1, 2 = 3*
  - *o Add modifiers*
- *Rebellion modifiers (+3 net)*
  - *o At least one Defending side Underground (+1)*
  - *o At least one Defending Leader (+1)*
  - *o Per Defending Fort (+1)*
- *The Defender's modified Loss Level is 6 (Roll (3) + modifiers(+3))*

3.6.7 Removal. Attacker then Defender must remove own pieces with values totaling their modified Loss Level or more (none if negative). For purposes of determining the number of pieces to be removed, Regulars, Continentals and Forts each count as two losses and all other pieces count as one loss each.

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Loss Value Table	
Counts as two losses	British Regulars, French Regulars, Continentals and Forts
Counts as one loss	Tories, Militia, War Parties and Villages

Pieces are removed subject to the priorities below.

- Royalists alternate removing one each British Regulars then Tories. Once exhausted, remove Active War Parties. Once exhausted, if and only if Royalists Defending, Villages then Forts.
- Rebellion alternate removing one each French Regulars then Continentals then Active Militia. Once exhausted, if and only if Rebellion Defending, Forts.
- Ignore Underground War Parties and Underground Militia.
- Place all removed British Regulars, Tories, French Regulars, and Continentals into the Casualties box. Forts also count as Casualties but return to Available immediately. Adjust the CBC and CRC markers accordingly. Other removed pieces to Available.

Rebellion removal:

- *Remove six loss points since Defender Loss Level is 6.*
- *Remember that a French Regular, Continental, then Active Militia, continuing to alternate, are removed one at a time until the required number of loss points. Once no more, remove Forts (since Defender).*
- *Remove four pieces:*
  - *Remove one French Regular (counts as 2).*
  - *Remove one Continental (counts as 2).*
  - *Remove one Active Militia (counts as 1). Underground Militia are not removed.*
  - *Remove one French Regular (counts as 2).*
- *Note that this adds up to 7 losses even though the Defender Loss Level is 6 but the last French Regular is necessary in that "pieces equal to their modified Loss Level or more must be removed."*
- *2 French Regulars and one Continental removed to Casualties and one Active Militia removed to Available. CRC increased by 3.*

Royalist removal:

- *Remove 6 loss points since Attacker Loss Level is 6.*
- *Remember that a British Regular then a Tory, continuing to alternate, are removed one at a time until the required number of loss points or more. Once no more, remove Active War Parties. Note Attacker does not remove Villages or Forts.*
- *Remove four pieces:*
  - *Remove one British Regular (counts as 2).*
  - *Remove one Tory (counts as 1).*
  - *Remove one British Regular (counts as 2).*
  - *Remove one Tory (counts as 1).*
- *Note that British and Regulars and Tories must be completely removed before removing Active War Parties.*
- *2 British Regulars and two Tories Removed to Casualties. CBC increased by 4.*

Battle Example



The situation after removal of losses



The Casualties Box

3.6.8 Win the Day. Battle winner potentially adjusts Support/Opposition.

- Win the Day occurs only in Battles with loser removing a cube or a Fort, loser removing 2+ pieces, and not in West Indies.
- Winner is the side losing the fewest pieces unless one side is eliminated (excluding Underground War Parties and Underground Militia), in which case the surviving side is the winner. Defender is the winner if equal. If both sides are eliminated (excluding Underground War Parties and Underground Militia), there is no winner or loser.
- Shift Support/Opposition levels in the Battle space by half the number of pieces the Loser removed (rounding down) to a maximum of three levels. (If Rebellion is the winner, Washington can double to no more than six.)
  - If all shifts are not possible in the Battle space, British (if Royalist winner) or Patriots (if Rebellion winner) may use remaining shifts in adjacent spaces.
- If Rebellion winner, Patriots may free Rally in any one eligible space, and French may move any Blockades from the Battle City to another City.

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Win the Day

- *The Rebellion is the Winner since the Royalists (the loser) and Rebellion lost the same number of pieces (4). Defender wins ties.*
  - *Note that the number of pieces removed will frequently be different than the Loss Level.*
- *Since Royalists lost four pieces, the Patriots can shift Support 2 levels toward Active Opposition (4 pieces removed divided by 2, rounding down).*
  - *Pennsylvania increases one level to Active Opposition.*
  - *The Patriots choose to shift Maryland-Delaware from Active Support one level to Passive Support (an adjacent space is shifted if no further shifts are possible in the Battle space).*
- *Note that not all pieces removed count as Casualties or go to Casualties.*
- *Since the Patriots Win the Day, they may free Rally in any one eligible space. The Patriots Rally in Maryland-Delaware, place one Underground Militia.*
  - *French may move any Blockades from the Battle City to another City but, since the space is a Colony, nothing changes.*

4.0 SPECIAL ACTIVITIES

4.1 Special Activities in General

When a Faction per the Event card sequence of play (2.3) executes a Command in at least one space (3.0), it may also execute one of its Special Activities (Exception: Limited Commands, 2.3.5). Some Events grant free Special Activities (3.1.2). There is no added Resource cost for the Special Activity. As with Commands, the executing Faction selects spaces, Factions, or pieces affected and the order of actions. Select a given space only once as a location for a given Special Activity. Events may grant free Special Activities (not further affecting Eligibility, 3.1.2, 5.3).

Important: A Faction may execute its Special Activity at any one time immediately before, during, or immediately after the execution of its Command.

EXAMPLE: Indians with 0 Resources uses Plunder or Trade to pay for the necessary accompanying Commands thereafter (4.1.1).

Play Note: If the 1st Eligible Faction uses a Special Activity, the 2nd Eligible will have the option of executing the card's Event (2.3.4).

4.1.1. Accompanying Commands. Some Special Activities specify that they may only accompany certain types of Commands (3.0). Certain Special Activities either must occur or may not occur where their Accompanying Commands occurred. If not otherwise specified, Special Activities may accompany any Commands and take place in any otherwise valid spaces.

4.2 British Special Activities

The British may choose from Common Cause, Skirmish or Naval Pressure Special Activities.

4.2.1 Common Cause. Common Cause allows the British to utilize War Parties as if they were Tories. It may take place in any spaces with British pieces and War Parties. It may accompany March or Battle.

PROCEDURE: In a Command space, the British may utilize one or more War Parties as if they were Tories. War Parties may never move into or between Cities. Activate War Parties utilized.

4.2.2 Skirmish. Skirmish uses British Regulars to make a limited strike on Rebellion pieces. It may accompany any Command but not in a Battle, Garrison destination or Muster space.

PROCEDURE: In any one space or West Indies with both British Regulars and Rebellion pieces and no Battle, Garrison destination, or Muster in the space (cubes and Forts are removed to Casualties):

- Remove one Rebellion cube/Active Militia, *or*
- 2 Rebellion cubes/Active Militia and one British Regular, *or*
- If no Rebellion cubes or Active Militia, remove one Patriot Fort and one British Regular.



4.2.3 Naval Pressure. Naval Pressure produces Resources or decreases the level of French Naval Intervention (FNI). It may accompany any Command.

PROCEDURE: Before TOA, add 1D3 to British Resources. After TOA, if FNI is 0, then add 1D3 to British Resources. If FNI > 0, lower FNI one level. British removes any one Blockade to the West Indies.

4.3 Patriot Special Activities

Patriots may choose from Persuasion, Partisans or Skirmish Special Activities.



4.3.1 Persuasion. Persuasion enables Patriots to gain Resources from Colonies/Cities that are Rebellion Controlled. Patriots may Persuade in up to three Colonies/Cities with Rebellion Control (1.7) and Patriot pieces including Underground Militia. It may accompany any Command.

PROCEDURE: For each selected Colony/City, Activate one Underground Militia there (1.4.3) and add one Patriot Resource (1.8). Place one Propaganda marker in each unless none available (there are 12).

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4.3.2 Partisans. Partisans is a limited strike on Royalist pieces in one space. The space must include Royalist pieces and at least one Underground Militia (1.4.3). It may accompany any Command but not in a Battle space.

PROCEDURE: In one space with Underground Militia and Royalist pieces and no Battle (cubes and Forts are removed to Casualties):

- Activate one Underground Militia and remove any one Royalist unit, *or*
- Activate two Underground Militia, remove one of the two Militia and remove any two Royalist units, *or*
- If no War Parties there, Activate two Underground Militia and remove one of the two Militia and remove one Village.

4.3.3 Skirmish. Skirmish uses Continentals to make a limited strike on British pieces in one space. The space must include British pieces and Continentals. It may accompany any Command but no Battle in the space.

PROCEDURE: In any one space with both Continentals and British pieces and no Battle (cubes and Forts are removed to Casualties):

- Remove one British cube, *or*
- Remove two British cube and one Continental, *or*
- If no British cubes, remove one British Fort and one Continental.

4.4 Indian Special Activities

The Indians may choose from Trade, War Path, or Plunder Special Activities.

4.4.1 Trade. Trade exposes War Parties for mercantile activity to generate Resources. Trade may occur in any one Province with an Underground War Party and a Village. It may accompany any Command.

PROCEDURE: The British chooses an amount (or none) of Resources to transfer to the Indians. If greater than 1, then transfer that amount of Resources from the British to the Indians and Activate one Underground War Party in selected Province.

if not, then Activate one Underground War Party in the selected Province and add one Resource.

4.4.2 War Path. War Path is a limited strike on Rebellion pieces in one space. The space must include Rebellion pieces and at least one Underground War Party (1.4.3). It may accompany any Command.

PROCEDURE: In any one space with Underground War Parties and Rebellion pieces (cubes and Forts are removed to Casualties):

- Activate one Underground War Party and remove one Rebellion unit, *or*
- Activate two Underground War Parties, remove one of the two War Parties and remove two Rebellion units, *or*
- If no Rebellion units, remove one Patriot Fort, Activate two Underground War Parties and remove one of the two War Parties.

4.4.3 Plunder. Plunder takes Resources from the Patriots. Plunder may only occur where War Parties exceed Rebellion pieces. It may only accompany a Raid Command.

PROCEDURE: In one Province where there is a Raid Command and War Parties exceed Rebellion pieces, remove Resources equal to that Province's population from the Patriots. Add that number of Resources to the Indians. Indians remove one War Party from that Province.

4.5 French Special Activities

French may choose only Préparer la Guerre before Treaty of Alliance. After Treaty of Alliance the French may choose from Préparer la Guerre, Skirmish, or Naval Pressure Special Activities.

4.5.1 Préparer la Guerre. Préparer la Guerre allows the French to make preparations for war and make French Regulars and Squadrons/Blockades Available. It may accompany any Command.

PROCEDURE: Move either one Squadron/Blockade marker to West Indies or three Regulars from the Unavailable Forces box (1.3.9) to the Available Forces box. The French may alternatively add two Resources to French Resources.

4.5.2 Skirmish. After Treaty of Alliance, Skirmish uses French Regulars to make a limited strike on British pieces. It may accompany any Command but French Agent Mobilization, and not in a Battle or Muster space.

PROCEDURE: In one space or the West Indies with both French Regulars and British pieces and no Battle or Muster (cubes and Forts are removed to Casualties):

- Remove one British cube, *or*
- Remove two British cubes and one French Regular, *or*
- If no British cubes, remove one British Fort and one French Regular.

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4.5.3 Naval Pressure. After Treaty of Alliance, Naval Pressure increases the level of French Naval Intervention (FNI). It may accompany any Command but French Agent Mobilization.

PROCEDURE: Raise FNI one level. FNI may not be higher than the number of Squadron/Blockade available to place on Cities. The French either:

- Remove a Squadron marker from the West Indies and place it on any City on its Blockade side, *or*
- If no Squadron/Blockade markers are in the West Indies, rearrange Blockade markers already on Cities to any Cities.

Note: There is no limit to the number of Blockades that may be placed on one City.

5.0 Events

Each Event bears a title, card number, Period Event years, italicized flavor text, and Event text. Flavor text provides historical interest and has no effect on play.

5.1 Executing Events

When a Faction executes an Event, it carries out the Event text literally (sometimes involving actions or decisions by other Factions). Unless otherwise specified, the executing Faction makes all selections involved in implementing the text, such as which pieces are affected or which Faction will execute a Free Command (5.3). If another Faction is specified or selected to take an action, that Faction decides the details of the action.

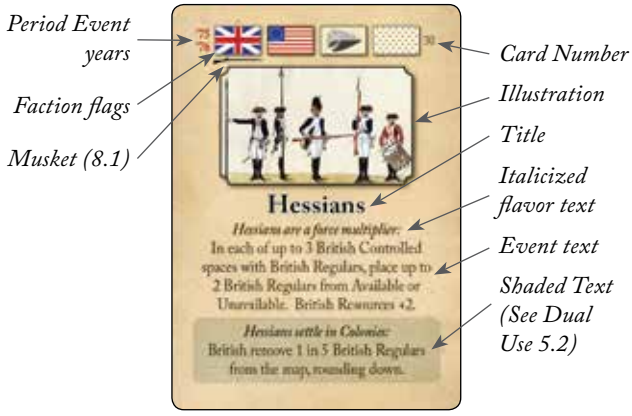
5.1.1 Where Event text contradicts rules, the Event takes precedence. However:

- Events may not violate stacking (and so never place Forts/Villages where there are already two nor place French pieces on the Map before the Treaty of Alliance card has been played (2.3.9)).
- Events place only Available pieces (1.4.1) and markers unless specifying from Unavailable, Casualties or West Indies; they remove rather than replace if the replacement is not Available or if stacking (1.4.2) would be violated.
- Events may not raise a Faction's Resources beyond 50 or below 0 (1.8).

5.1.2 If two Events contradict, the currently played Event takes precedence.

5.1.3 An executed Event's text that can be implemented must be. If not all of its text can be carried out, implement that which can.

5.1.4 Brilliant Stroke cards are Events held by a Faction and may have preconditions for play. They Trump other Event cards, including Faction order. The executing Faction must execute the Event described on the card (2.3.8).



Note: Muskets or Swords below Faction symbols regard Non-player instructions (8.1).

5.2 Dual Use

Many Events have both unshaded and shaded Event text. The executing Faction may select either the unshaded or shaded text to carry out (not both). The unshaded text helps the British and/or Indians while the shaded text often favors the Patriots and/or French. A Faction may select either text option regardless of Faction.

Design Note

Dual-use events represent opposed effects of the same cause, forks in the historical road, or instances subject to alternative historical interpretation.

5.3 Free Commands

Some Events allow the Executing or another Faction an immediate Command or Special Activity that interrupts the usual sequence of play and typically is free: it bears no Resource cost to any Faction involved and does not affect Eligibility (3.1.2, 2.3.1), though other requirements remain unless Trumped by Event text (5.1.1).

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6.0 Winter Quarters Round



When a Winter Quarters card is turned up, stop play and swap it with the played card. Conduct a Winter Quarters Round in the sequence of phases below for each Winter Quarters card. The Sequence of Play sheet and board also list this sequence. Note that each Winter Quarters card has an event that will take effect at the end of the Reset Phase of the Winter Quarters Round.

6.1 Victory Check Phase

If any Faction has met its victory conditions (all victory conditions are positive for at least one Faction), the game ends (exceptions: Non-player option; one-player). See victory (7.2) to determine winner and rank order. Otherwise, continue with the Winter Quarters Round. After conducting the final Winter Quarters card's Winter Quarters Round Support Phase (6.4.3), determine victory per 7.2.

6.2 Supply Phase

6.2.1 Extended Supply Lines: Check each Faction's units to see if they are in supply:

British: British cubes are in supply if they are in a space with a British Fort or in a City with British Control.

If not, the British must:

- Pay one Resource, *or*
- Remove cubes to Available, *or*
- Shift the space one level toward Active Opposition. If no shift possible and no Resource paid, remove to Available.

Note: This does not apply to British Regulars in the West Indies.

Patriots: Patriot Militia and Continentals are in supply if they are in a space with a Patriot Fort, or a Colony or City with Rebellion Control.

If not, the Patriots may either pay one Resource per space or remove one for every two total Patriot units there (rounding down) to Available.

French: French Regulars are in supply if they are in a space with a Patriot Fort, or a Colony or City with Rebellion Control.

If not, French may either move those units to the nearest space with a Rebellion Fort or pay one Resource. If not possible, return these French Regulars to Available.

Note: This does not apply to French Regulars in the West Indies.

Indians: If no Villages are on the map, Indians place one Village in any one Indian Reserve Province. Indian War Parties are in supply if they are in a space with a Village or in an Indian Reserve Province.

If not, the Indians may either pay one Resource or move the War Parties to the nearest Province with a Village.

6.2.2 West Indies Battle: French must conduct a free Battle in the West Indies if French and British pieces are present, per the Battle Procedure (3.6). French then British may return any friendly remaining units to Available and/or pay one Resource if any remain.

6.3 Resources Phase

Add Resources to each Faction as follows, to a maximum of 50:

6.3.1 British Earnings: Add to Resources the number of British Forts plus population of non-Blockaded British Controlled Cities. +5 if British Control West Indies.

6.3.2 Indians Earnings: Add to Resources half the number of Villages on the map (rounding down).

6.3.3 Patriots Earnings: Add to Resources the number of Patriot Forts plus half the number of Rebellion Controlled spaces not including the West Indies (rounding down).

6.3.4 French Earnings: ***Before TOA:*** Add to Resources two times Squadron/Blockade markers in West Indies. ***After TOA:*** Add to Resources FNI level plus population of Cities not British Controlled. +5 if Rebellion Controls West Indies.

6.4 Support Phase

The British then the Patriots may spend Resources to affect Support and Opposition. The game ends if this is the final Winter Quarters Round.

6.4.1 Reward Loyalty. The British may spend Resources to build Support in British Controlled spaces with both one or more British Regulars and one or more Tories. Every one Resource spent removes one Raid or Propaganda marker—once no Raid or Propaganda is in a space—shifts it one level toward Active Support to a maximum of two levels per space.

6.4.2 Committees of Correspondence. The Patriots may spend Resources to encourage Opposition in Rebellion Controlled spaces with Patriot pieces. Every one Resource spent removes one Raid marker or—once no Raid is in a space—shifts it one level toward Active Opposition to a maximum of two levels per space.

6.4.3 Game End? If this the final Winter Quarters Round (2.4.1), the game ends. See Victory (7.3). If not, continue with the Redeployment Phase.

Note: The final round omits Redeployment Phase, Desertion Phase, and Reset Phase (6.5-6.7).

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6.5 Redeployment Phase

6.5.1 Leader Change. Consult the Event card on deck. If possible, the first Faction on that card must make a Leader Change. The Leader Change Summary below shows the Leader progression from the current Leader. If no further changes can be made for that Faction, then no action is taken. The French do not make Leader Changes until after the Treaty of Alliance has been played. If the Leader is changed, set aside the current Leader marker and replace it with the new Leader marker.

Leader Change Summary
British: • If Gage, replace with Howe. • If Howe, replace with Clinton. • If Clinton, no further Leader Changes.
French • No changes before Treaty of Alliance. • If Rochambeau, replace with Lauzun. • If Lauzun, no further Leader Changes.
Indians • If Joseph Brant, replace with Cornplanter. • If Cornplanter, replace with Dragging Canoe. • If Dragging Canoe, no further Leader Changes.
Patriots • No Leader Changes.

6.5.2 Leader Redeployment. Each Faction may redeploy its Leader marker to a space with same Faction's pieces or Available in the following order: Indians, French, British and Patriots.

6.5.3 British Release Date. British move pieces from Unavailable box to Available box on the British Release Date Schedule in the Scenario instructions. If there are fewer units in the Unavailable box than are to be moved to the Available box, then move only those that are in Unavailable.

6.5.4 French Naval Intervention (After Treaty of Alliance). Lower FNI one level. Remove one Blockade to West Indies. The French may rearrange any remaining Blockades on Cities.

6.6 Desertion Phase

6.6.1 Patriot Desertion. Remove 1 in 5 Militia and 1 in 5 Continentals from the map (rounding down). Indians choose the first Militia and first Continental to desert, then Patriots choose the remainder.

6.6.2 Tory Desertion. Remove 1 in 5 Tories from the map (rounding down). French choose the first Tory to desert, then British choose the remainder.

6.7 Reset Phase

Prepare for the next card as follows:

- Remove all Raid and Propaganda markers.
- Mark all Factions Eligible.
- Move cubes from the Casualties box to their Available box.
- Flip all Militia and War Parties to Underground.
- Reveal the draw deck's new top card.
- Resolve any applicable Event on the Winter Quarters card.

7.0 Victory

Each Faction has two victory conditions. These victory conditions are specified below and on the Faction player aid sheets.

7.1 Ranking Wins and Breaking Ties

During the Winter Quarters Round Victory Check Phase (6.1, 7.2), both of a Faction's victory conditions must have a positive victory margin in order to win the game. The victory margin is the amount a Faction is beyond or short of its condition set forth below. During the final Winter Quarters Round Support Phase victory calculation (6.4.3, 7.3), both measures are netted together and the highest net measure wins (neither victory margin needs to be positive).

If any Non-player Faction passes a victory check (7.2), all players lose equally. Whenever a player Faction passes a victory check (6.1), the Faction on that side with the highest victory margin takes first place and the other Faction on that side takes second. The Faction on the other side that reached the highest victory margin takes 3rd place, and the other Faction on that Side takes 4th. Also, if the Treaty of Alliance Event was not played, the French come in last place (regardless of their margin or whether they are a Non-player).

Ties are resolved in order of Non-players, the Patriots, British, French and Indian Factions.

If playing solitaire, see also One-Player Victory (8.8).

7.2 During The Victory Check Phase

Check victory at the start of each Winter Quarters Round (6.1). In order to win, both of a Faction's victory conditions must have a positive victory margin (otherwise there is no winner, in which case play continues). For the French to win, Treaty of Alliance also must have been played.

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Victory conditions are:

- **British:** 1. Support exceeds Opposition by more than 10 *and* 2. Cumulative Rebellion Casualties (CRC) is greater than Cumulative British Casualties (CBC).
- **Patriots:** 1. Opposition exceeds Support by more than 10 *and* 2. Patriot Forts plus 3 is greater than Villages.
- **French:** 1. Opposition exceeds Support by more than 10 *and* 2. Cumulative British Casualties (CBC) is greater than Cumulative Rebellion Casualties (CRC). Treaty of Alliance must have been played.
- **Indians:** 1. Support exceeds Opposition by more than 10 *and* 2. Villages less 3 is greater than Patriot Forts.

EXAMPLE: It is the Victory Check Phase (6.1) of the first Winter Quarters Round of the 1776 Medium Duration Scenario. The relevant side track markers are as follows:

Support: 17

Opposition: 5

Cumulative British Casualties (CBC): 5

Cumulative Rebellion Casualties (CRC): 4

Patriot Forts: 3

Indian Villages: 5

*French have **not** played Treaty of Alliance card*

The following is the victory check by Faction:

***British:** Support does exceed Opposition by more than 10 (17–5=12) but CRC (4) is **not** greater than CBC (5) so the British do not meet their victory conditions.*

***Patriots:** Opposition does **not** exceed Support by more than 10 (5–17= –12) but Patriot Forts plus 3 (3+3=6) is greater than Villages (5) so the Patriots do not meet their victory conditions.*

***French:** Opposition does **not** exceed Support by more than 10 (5–17= –12) but CBC (5) is greater than CRC (4). In any case, the Treaty of Alliance card has not been played so the French do not meet their victory conditions.*

***Indians:** Support does exceed Opposition by more than 10 (17–5=12) but Villages less 3 (5–3=2) is **not** greater than Patriot Forts (3) so the Indians do not meet their victory conditions.*

Since no Faction has achieved all positive victory conditions, there is no winner and play continues.

Combined Victory: A player running both Factions of one side achieves a combined Royalist or Rebellion win at victory check if all of both the player's Factions' victory conditions are fulfilled.

7.3 During The Support Phase

If the *final* Winter Quarters Round (2.4.1) Support Phase is completed without a victory check win (7.2), the victory margin for the two victory conditions for each Faction are added together to determine the total victory margin. The victory margin is the amount a Faction is beyond or short of its condition set forth below. The highest total margin wins.

Note: Positive victory margins are not required to win at Game End. (6.4.3) A player running both Factions of one side uses the worse of the two Faction's margins. The French cannot win without having played the Treaty of Alliance card.

Victory conditions are:

- **British:** Support less Opposition plus Cumulative Rebellion Casualties (CRC) less Cumulative British Casualties (CBC).
- **Patriots:** Opposition less Support plus Patriot Forts plus 3 less Villages.
- **French:** Opposition less Support plus Cumulative British Casualties (CBC) less Cumulative Rebellion Casualties (CRC). Treaty of Alliance must have been played.
- **Indians:** Support less Opposition plus Villages less 3 less Patriot Forts.

EXAMPLE: It is the Support Phase (6.4) of the fourth (last) Winter Quarters Round of the 1776 Medium Duration Scenario and it is the Game End (6.4.3). The relevant side track markers are as follows:

Support: 24

Opposition: 27

Cumulative British Casualties (CBC): 12

Cumulative Rebellion Casualties (CRC): 16

Patriot Forts: 6

Indian Villages: 8

French have played Treaty of Alliance card

The following is the victory margin calculation by Faction:

***British:** Support (24) less Opposition (27) plus CRC (16) less CBC (12) = 1.*

***Patriots:** Opposition (27) less Support (24) plus Patriot Forts (6) plus 3 less Villages (8) = 4.*

***French:** Opposition (27) less Support (24) plus CBC (12) less CRC (16) = –1. Treaty of Alliance **was** played.*

***Indians:** Support (24) less Opposition (27) plus Villages (8) less 3 less Patriot Forts (6) = –4.*

As it is the Support Phase (6.4) of the final Winter Quarters Round (2.4.1), the Faction with the highest victory margin is the winner and teams place in descending order.

***First place:** Patriots with a 4 victory margin.*

***Second place:** British with a 1 victory margin.*

***Third place:** French with a –1 victory margin.*

***Fourth place:** Indians with a –4 victory margin.*

STOP!

You have read all rules needed for four players or the No Non-Player option with two or three players. (1.5, recommended for first-time play)

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8.0 Non-Player Factions

This section governs actions by any Factions beyond those represented by a player, for solitaire or as an alternative to the No Non-Player option for two or three players (1.5). See also the Playbook's Non-Player Examples of Play.

Each Non-player Faction has a flowchart determining its actions. Due to space constraints, the instructions on the flowcharts are often heavily abbreviated. They are also described in more detail in rule sections 8.4 - 8.7, so whenever the flowcharts seem unclear, please refer to the rulebook.

Note: In the flowcharts, the short-hands "Rebel" and "Pop" are used instead of "Rebellion" and "Population" respectively.

Note: Non-player Factions may not act only in their own direct interest. Like players, they sometimes help, sometimes harm, one another.

Important: If playing solitaire, be sure to read the special one-player victory conditions (8.8) before you start!

8.1 Non-Player Sequence of Play

Non-Players must follow all rules as if players, except for the following:

- **Commands Not Limited.** Whenever a Non-player Faction by the Sequence of Play (2.3.4) is to execute a Limited Command (2.3.5), it instead executes a full Command and Special Activity. Non-players execute free LimComs granted by Event (5.3) normally as LimComs, using the flowchart to select the Command but executing it in a maximum of one space (or with a maximum of one destination space, as appropriate for the Command selected) and with no Special Activity (unless the Event grants that too).
- **No voluntary removal.** Non-player Factions never use the 1.4.1 option to take their own forces from the map in order to place them elsewhere when they have no appropriate pieces Available.
- **Event, Command or Pass?** If a Non-player Faction has the option to execute an Event, look at that Faction's symbol on the card. If it is underlined by a sword icon (——), the Faction will automatically ignore the Event and continue with the flowchart, otherwise the conditions listed in the "Event or Command?" box on the flowchart determines whether or not the Non-player will opt for the Event. If the Faction's symbol is underlined by a Brown Bess Musket icon (——), there are special Event Instructions (8.3.1) on the back of the Random Spaces sheet that can affect this decision. If the Faction does not play the Event, follow the flowchart to see whether it Passes (2.3.3) or executes a Command and Special Activity.
- **Paying Resource Costs.** A Non-player Faction that has too few Resources to pay even the minimum amount possible for the selected Command (e.g., Non-player French attempting to Muster with only 1 Resource to spend) immediately follows the flowchart instructions as if the Faction were unable to execute any of the instructions for the Command, until another Command that it can afford to execute is found. The same applies if an allied Faction is unable to pay for a combined Command (e.g., if Non-player Indians attempt to Scout (3.4.3) but the British are unable to pay). If it has sufficient Resources to execute at least some instructions of the selected Command, it pays the appropriate Resource cost when it selects each space, or as soon as any instruction of the Command itself is executed (i.e., not counting any accompanying Special Activity) in case the Command is of a type that does not select any specific space (e.g., Garrison (8.4.1) or Roderigue Hortalez et Cie (8.6.1, 8.6.3)).
- **Brilliant Strokes.** Non-player French plays the Treaty of Alliance as soon as they are Eligible (even if not 1st or 2nd Eligible), *and* the sum of Squadrons in WI + Available French Regulars + half of Cumulative British Casualties exceed 15, and no Winter Quarters card is showing. Non-player Factions will not play any other Brilliant Stroke Events until the Treaty of Alliance has been played, and then only when certain Faction-specific conditions apply (8.4.11, 8.5.8, 8.6.11, 8.7.8). Rule 8.3.7 describes Non-player execution of these Brilliant Stroke Events.

  Note: While the entire CBC counts towards allowing the Treaty of Alliance for players, Non-player French only count only half of it in order to ensure that they have a reasonable number of Regulars in play before entering the war.

- **Non-player Leader Movement.** During Campaigns, Non-player Leaders follow the largest group of units from their own Faction that moves from (or stays in) their origin space. If two or more such groups are of the same size, select which one the Leader joins randomly.

8.1.1 Events, Commands, and Special Activities

To execute an Event with a Non-player, follow the section below about Non-player Events and any individual Event instructions on the reverse of the Random Spaces sheet (8.3.1). To execute a Non-player Faction's Commands and Special Activities, see the Non-Player flow charts and the rules section below governing that Faction's actions.

Guidelines:

Unless otherwise specified, carry out whatever actions apply to the maximum extent (such as in the most spaces or with the most pieces allowed and only as long as needed pieces and Resources are available). Normal Resource costs, requirements, and procedures apply.

EXAMPLE: Non-player Indian Raid Activates one Underground War Party and costs one Resource per Colony, per 3.4.4.

EXAMPLE: When Non-player French execute Roderigue Hortalez et Cie, it spends "up to 1D3 French Resources", meaning that it will spend Resources equal to the number rolled if it has at least that many Resources, otherwise it will spend all the Resources it has.

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Play Note: To more easily implement Commands that move pieces (March, Garrison, Raid, Scout, 8.4-8.7), first identify which pieces can move, then their destinations.

8.1.2 Pieces and Resources. The Random Spaces sheet summarizes the following. Unless otherwise specified, once spaces involved are selected, Non-player Factions:

- As far as possible, place friendly Forts and Villages, then Militia or War Parties, then alternating Regulars and Continentals/Tories beginning with whichever is fewest in the space (Regulars if even).
- Remove friendly pieces, first alternating Regulars and Continentals/Tories, beginning with whichever is most in the space (Regulars if even) but if possible without removing the last Tory/Continental in any space, then Active before Underground Militia or War Parties, and finally Forts and Villages.
- Move friendly pieces from Unavailable first if possible, then from Available. Move Unavailable or Casualty pieces and markers to Available or the map in this order: Blockades, Forts, Continentals/ Tories, then Regulars.
- As far as possible, target or remove enemy Forts and Villages, then Militia or War Parties, then alternating Regulars and Continentals/Tories beginning with whichever is fewest in the space (Regulars if even). Within that, target enemy Underground Militia or War Parties before Active ones.
- Remove enemy pieces to be replaced even if no pieces are available to replace them. (For friendly pieces, see 8.3.3.)
- March so as to get as many Underground Militia or War Parties as possible to the destination (3.3.2, 3.4.2). Within that requirement, March Active Militia or War Parties first.

8.1.3 Selecting Spaces. When executing Commands and Special Activities by the priorities on the Non-Player flowcharts (8.4 to 8.7), select spaces for each listed priority in order until there are no more legal candidate spaces or actions for that priority, or until any space limit within that priority is reached. Then move on to the next priority and do the same, until any overall space limit for the Command or Special Activity is reached, or until the Faction runs out of Resources (if applicable). Break ties within each priority by selecting equal candidates randomly as described below (8.2), unless a subsequent priority explicitly modifies the selection (using a "within…" or similar statement).

8.2 Random Spaces

If several candidate Province or Cities have equal priority for a Non-player Command, Special Activity, or Event, select one using the Random Spaces table:

- Roll 1D3 to find the column on the table, and 1D6 to find the row. If the box names two spaces, choose the top space first if possible.

  Note: The boxes show Population of each space.

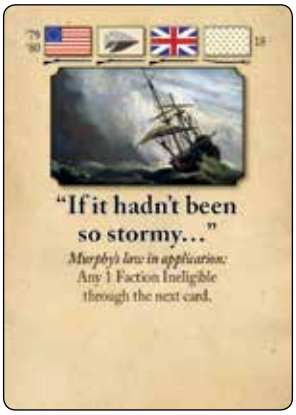
  EXAMPLE: Choose Florida before South Carolina.

- If the resulting space is not a candidate, move down the column until one is reached. Follow the arrows, moving from the bottom of one column to the top of the next and from Massachusetts to Quebec City (or just follow the arrows on the Random Spaces Map).
- Carry out as much of the action as possible in the candidate space reached, then roll again to select another space only if needed.

Play Note: If players agree, choose among a few spaces by equal chance die roll instead.

8.3 Non-Player Events

Note: Events will not always benefit the executing Non-player Faction directly.



8.3.1 Event Instructions. If the Faction Symbol is underlined by a Brown Bess Musket icon (▬▬), there are special instructions for that Event on the reverse side of the Random Spaces sheet. These instructions can affect whether the Faction plays the Event or continues with the flowchart, e.g., by making the Event Ineffective (8.3.3).

When a Faction plays an Event that gives free Commands or Special Activities (5.3) to another Non-player Faction, or forces it to make other choices (e.g., to remove some of its pieces), the 2nd Faction's Event instructions (if any) apply to how it executes those actions.

8.3.2 Dual-Use Events. Unless Event Instructions (8.3.1) say otherwise, Non-player Patriot and French executing a Dual-Use Event (5.2) use the shaded text, while Non-player British and Indian use unshaded text. If there is only one Event Text, all Factions use it.

8.3.3 Ineffective Events. If an Event, after any Event Instructions (8.3.1) are taken into account, would have no effect at all (not even manipulating Eligibility), or where the only effect would be to remove one or more friendly pieces without replacing them with other friendly pieces, or the Event shifts the difference between Support and Opposition in favor of the enemy side, a Non-player Faction will consider it to be Ineffective and choose a Command and Special Activity instead.

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EXAMPLE: Non-player British are 1st Eligible for card #62 Charles Michel de Langlade. The British symbol on this card is underlined with a musket, and the Event Instructions specify that the British will only place Tories in New York Colony if it is at Active Opposition and there are no Tories there already. At the moment New York Colony is at Passive Support, so the British will not place any Tories there. Following the Event Instructions the Event would have no effect, so the British execute a Command and Special Activity instead.

EXAMPLE: Non-player Indians are 1st Eligible for card #73 "Sullivan Expedition vs Iroquois and Tories". There are Indian Villages and British Forts in New York, Northwest and Quebec, but no Patriot Forts. Since all pieces that could be removed by the Event text are all friendly to the Indians, Non-player Indians will treat the Event as Ineffective and choose a Command and Special Activity instead.

8.3.4 Event Placement. Place, remove, or relocate as many pieces (per 8.1.2) as Events, availability (1.4.1), and stacking (1.4.2) allow. When allowed and unless otherwise specified, Non-player Factions place or move friendly pieces from out of Unavailable then from Available.

8.3.5 Events: Who, What, and Where. Unless otherwise specified:

- When there is a choice of who gets Event benefits (such as Resources, free Commands, or placing pieces), select the executing Faction, then the other friendly Faction, then a random enemy, Non-player first. If the Event effects are harmful (such as removing pieces, Activating War Parties or Militia, or similar), select a random enemy, player first.
- For any choices as part of free Commands (including Limited Commands) or Special Activities, use that Faction's priorities (8.4-8.7). For multiple free Commands (such as "March then Battle"), use the priorities for the first. Where the priorities are not applicable, choose pieces per 8.1.2 and spaces randomly (8.2).

  Note: If there is a choice among free Commands, use the Faction's flowchart to select one, ignoring any flowchart instructions to play Events or Pass. If there is a choice among free Special Activities without a Command, follow the flowcharts to see which Command and Special Activity is selected, but execute only the Special Activity.

- If a Non-player Faction executes an Event due to one of the "Event or Command?" questions on the flowchart, select as many spaces as possible that match that question before selecting other spaces (if any).
- Select spaces for shifts in Support or Opposition per 8.3.6 below.
- Within the above (if applicable), select Event spaces to ensure that as many Forts and Villages then other pieces as possible are placed, removed, or replaced. When removing enemy pieces, use the priorities in 8.1.2 above. If friendly pieces are to be removed and there is a choice, remove the other Faction's pieces.
- Otherwise, select spaces randomly (8.2).

EXAMPLE: There is a British Regular but no Tories in Active Support North Carolina. Non-player British are eligible to play Event #43 "HMS Russian Merchant with 4,000 Muskets", which allows it to place up to two Tories in each of three spaces with British Regulars. This meets the "Event or Command?" condition "The Event places Tories in an Active Opposition space with none already, a British Fort in a Colony with none already, or any Regulars.", so the British play the Event and select North Carolina as the first space in which to place Tories.

8.3.6 Events that Shift Support/Opposition. Unless otherwise specified, Non-player Factions select spaces for Event effects that shift Support or Opposition as follows:

- Royalist Factions for the highest gain in Support, then the highest loss in Opposition. If the difference between Support and Opposition would shift in favor of the Rebellion, the Royalist Non-player Faction instead executes a Command and Special Activity.
- Rebellion Factions for the highest gain in Opposition, then the highest loss in Support. If the difference between Opposition and Support would shift in favor of the Royalists, the Rebellion Non-player Faction instead executes a Command and Special Activity.

8.3.7 Brilliant Stroke. Non-player British, Indians and French holding a Brilliant Stroke card other than the Treaty of Alliance will play when the Treaty of Alliance has been played, that Faction is Eligible, no Winter Quarters card is showing, and the Faction's specific conditions for playing the card are met (8.4.11, 8.5.8, 8.6.11, 8.7.8). If two or three Non-players play Brilliant Stroke at the same time, they trump one another normally.

To execute a Brilliant Stroke Event other than the Treaty of Alliance, follow the executing Faction's flowchart to select the first Limited Command that both matches the flowchart priorities *and* can involve that Faction's Leader. If no such Limited Command is possible, the Brilliant Stroke play is aborted. Use the flowchart to select the Special Activity to match the first Command, but if possible execute it independently (e.g., ignoring what spaces were selected for a LimCom Muster or Garrison Command when executing a Skirmish Special Activity). Then use the flowchart again to select the second Limited Command.

Note: This is less flexible than a human player's execution of a Brilliant Stroke, but ensures that the Non-player's Brilliant Stroke play will be legal. An example of Non-player British execution of a Brilliant Stroke Event can be found in the Playbook.

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8.3.8 Other Event Choices. When a Non-player Faction while executing an Event has a choice that is not otherwise covered above, choose randomly among the possibilities.

8.4 Non-Player British Actions

When Non-player British are 1st or 2nd Eligible, they will ignore the Event if the British Faction Symbol is underlined with a sword. Otherwise, if they are Eligible to play the Event, check any relevant Event Instructions (8.3.1), and execute the unshaded Event text if at least one of the following conditions are met:

- Opposition exceeds Support, and the Event will shift Opposition and/or Support in favor of the Royalist side (including by removing a Blockade from a Support City by reducing FNI).
- The Event places any British pieces from Unavailable.
- The Event places Tories in an Active Opposition space with none already, a British Fort in a Colony with none already, or any Regulars in a City or Colony.
- The Event inflicts Rebellion Casualties (including a free Skirmish or Battle, applying any additional conditions in 8.4.4 or 8.4.1).
- The British Control at least five Cities, the Event is Effective (8.3.3), and a D6 rolls "5" or higher.

If the British do not play the Event, they execute a Command and Special Activity if British Resources exceed 0, otherwise Pass (2.3.3).

8.4.1 Garrison. If the British are to execute a Command and have a total of 10 or more Regulars in all Cities and Provinces on the map combined, and a City without a Patriot Fort is Rebellion Controlled, the British Garrison (3.2.2) as follows:

- First execute Naval Pressure, or if that is not possible, Skirmish.
- Then Garrison. When executing movements per the bullets below, leave two more Royalist than Rebellion pieces in each origin space with British Control, and remove the last Regular only from spaces with Population 0 or Active Support. Do not move Regulars to any City where a Skirmish has been executed.
  - o Move just enough Regulars to add British Control of Cities, first where there are the most Rebellion pieces without a Patriot Fort, then to New York City, then random.
  - o Then move additional Regulars, first to give each British Controlled City without Active Support at least one Regular, then to give each British Controlled City at least three British cubes of any types beginning with those Cities that have Underground Militia.
- If no Regulars have moved yet, abort the Garrison Command and execute a Muster (8.4.2) instead.
- If any Regulars did move, Activate Underground Militia everywhere possible, then displace the largest possible number of Rebellion pieces, first to a Province with the most Opposition then with least Support, within that to the lowest Population possible.

NAVAL PRESSURE: Execute Naval Pressure as follows:

- If FNI > 0 and Gage or Clinton is the British Leader, remove one Blockade, first from a City selected for Battle, then from the City with most Rebellion pieces without a Patriot Fort, then from the City with the most Support.
- Otherwise, if FNI is 0, add +1D3 British Resources.
- If neither of the above is possible, instead Skirmish.

SKIRMISH: Execute Skirmish as follows:

Skirmish first in the West Indies, then where there is exactly one British Regular, then per the highest priority possible in the bullets below:

- Remove as many Rebellion cubes as possible, first whichever type is least in the space, removing one British Regular if necessary.
- If it is not possible to remove any Rebellion cubes, instead remove one Rebellion piece, first where there is only one Rebellion piece in a space, within that first in a City.
- If Clinton is in the space, remove one additional Militia if possible.
- If no Skirmish is possible, instead execute Naval Pressure. If that is not possible either, the British execute no Special Activity.

8.4.2 British Muster. If the British did not select Garrison and a D6 roll is less than the number of British Regulars Available, *or* if the British selected a Garrison or March Command but were unable to execute any of the instructions, they Muster (3.2.1) in up to four spaces as follows:

- Place as many Regulars as possible, first in spaces that are Neutral or at either Passive Opposition or Passive Support, then elsewhere; within that first to add British Control, then where Tories are the only British units present, then randomly; within each of those first in the spaces with highest Population.
- Then place Tories, first where Regulars are the only British units (within that, first where Regulars were placed above), then to change Control of the most Population, then in Colonies with less than five British Cubes and no British Fort.
- Then Reward Loyalty or place a Fort, if possible in one of the spaces already selected above, otherwise if fewer than four spaces have been selected yet in one additional Muster space:
  - o If Opposition exceeds Support + 1D3 or if no British Forts are Available, Reward Loyalty in one space per 8.4.5.
  - o If no Reward Loyalty was executed, place a Fort in a Colony with no British Fort already, five or more British cubes and room. Remove British cubes per 8.1.2.
- If any of the Muster instructions above were executed and no Special Activity has been used yet, also Skirmish (8.4.1) or, if that is not possible, Naval Pressure (8.4.1).

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IF NONE: If no Muster is possible, then March (8.4.3) or, if that is not possible either, Pass (2.3.3).

8.4.3 British March. If the British did not select either Garrison or Muster, and there is no space (nor WI) with both Rebellion and British pieces where British Regulars plus Leader outnumber all Rebellion pieces plus Leaders, *or* if the British selected a Battle or Muster Command but were unable to execute any of the instructions, then March (3.2.3) in or into up to four destination spaces as follows:

- When executing the bullets below, do not move any pieces needed for British Control of the origin space, nor remove the last Tory or War Party from any space, nor the last British Regular from a space with British Control but no Active Support.
  - o First identify all groups of British units able to March.
  - o Moving the largest groups first, add British Control to Cities, then Colonies (but not Indian Reserve Provinces), for a total of up to two spaces; within each first where there are Rebellion cubes, then with the highest Population. Stop moving groups into each destination space once British Control is established. Use Common Cause to include War Parties (Active first) if this would increase the size of a Marching group moving into an adjacent Province.
  - o Then March to spaces with Population one or two that are not at Active Support, first to add Tories where Regulars are the only British units, then to add Regulars where Tories are the only British units; within each, move first to March destinations already selected above.
  - o Then March in place to Activate Militia, first in spaces with Support.

If no Common Cause was used during the March, instead Skirmish or Naval Pressure per 8.4.1.

IF NONE: If no March is possible, the British instead Muster (8.4.2) or, if that is not possible, Pass (2.3.3).

COMMON CAUSE: If the British either March to add British Control or Battle, they use Common Cause to make up the difference between the number of Regulars and Tories in the group, except as follows:

- If March, do not use the last War Party (Underground if possible) in the space.
- If Battle, do not use the last Underground War Party in the space.

8.4.4 British Battle. If the British did not select either Garrison or Muster, and there is at least one space (including WI) with at least two Rebellion pieces that are outnumbered by British Regulars+Leader, Battle (3.2.4) as follows:

- Select all spaces (and WI) with Rebellion Forts and/or cubes where the Royalist Force Level plus modifiers exceeds the Rebellion Force Level plus modifiers, first where there are most British pieces. Use Common Cause (8.4.3) wherever possible to increase the British Force Level.
- If Common Cause cannot increase the Force Level in any Battle space, instead Skirmish (8.4.1) in a space not selected for Battle, or if that is not possible, Naval Pressure (8.4.1). If that is not possible either, execute no Special Activity.
- Then resolve Battles in all selected spaces.

IF NONE: If no spaces are selected for Battle, the British instead March per 8.4.3 above.

8.4.5 Reward Loyalty. If more than one space is eligible to Reward Loyalty, first select the space or spaces with the lowest total of Raid and Propaganda markers, within that where the largest change in (Support – Opposition) is possible. Do not Reward Loyalty in a space if only Raid and/or Propaganda markers would be removed.

8.4.6 Indian Trade Special Activity. If the Indians request Trade and Indian Resources are less than British Resources, roll 1D6: if the result is < British Resources, offer to transfer half the number rolled (rounding up) from British Resources to Indian Resources.

8.4.7 British Supply. In each City and Colony where British cubes are out of supply (6.2.1), pay for supply the cubes are needed to allow Reward Loyalty or prevent Committees of Correspondence during the Support Pase (6.4), otherwise remove them to Available. Pay with Resources as far as possible, first in spaces with highest Population. For each remaining space that needs Supply, shift one level towards Active Opposition in the space itself if not already at Active Opposition, otherwise in the adjacent space with the lowest Population not already at Active Opposition.

8.4.8 West Indies Battle. If the British Control the West Indies after the Supply Phase Battle (6.2.2), pay one Resource to keep the Regulars there. Otherwise return all British Regulars from the West Indies to Available.

8.4.9 British Leader Redeployment. Redeploy the British Leader (6.5.2) to the space with the most British Regulars.

8.4.10 Loyalist Desertion. Remove Tories so as to change the least Control possible, if possible without removing the last Tory from any space.

8.4.11 British Brilliant Stroke. Non-player British will use its Brilliant Stroke card if the Treaty of Alliance Event has been played, the British Leader is in a space with four or more British Regulars, and a Rebellion player Faction is 1st Eligible or the Patriots play their Brilliant Stroke card.

8.5 Non-Player Patriot Actions

When Non-player Patriots are 1st or 2nd Eligible, they will ignore the Event if the Patriot Faction Symbol is underlined with a sword. Otherwise, if they are Eligible to play the Event, check any relevant Event Instructions (8.3.1), and execute the Event if at least one of the following conditions are met:

- Support exceeds Opposition, and the Event will shift Opposition and/or Support in favor of the Rebellion side (including by increasing FNI).
- The Event places Underground Militia in at least one Active Support or Village space that has none already.
- The Event places a Patriot Fort or removes an Indian Village.

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- The Event adds at least three Patriot Resources.
- The Patriots have at least 25 pieces on the map, the Event is Effective (8.3.3), and a D6 rolls "5" or higher.

If the Patriots do not play the Event, they execute a Command and Special Activity if Patriot Resources exceed 0, otherwise Pass (2.3.3).

8.5.1 Patriot Battle. If any space has both Royalist pieces and Rebellion cubes, and the total number of Rebellion cubes and Leaders there outnumber all Active Royalist pieces combined, the Patriots execute Battle (3.3.3) as follows:

- Select all spaces where the Rebellion Force Level (including as many French as possible) plus modifiers exceeds the Royalist Force Level plus modifiers. If Patriot Resources are too low to pay for all such spaces, select the space with Washington first, then the spaces with highest Population, then with the largest number of Villages, then randomly.
- For each Battle space selected, if French Regulars are present and French Resources exceed 0, pay one French Resource to include as many French Regulars as possible.
- Then resolve all Battles.

If no spaces are selected for Battle, the Patriots instead Rally (8.5.2).

For each space where the Rebellion side Wins the Day (3.6.8), the Patriots execute a free Rally Command (8.5.2) in one space. For each City where the Rebellion side Wins the Day, the French may move any Blockades from that City to another City with more Support.

If any Battles were resolved, execute a Partisans Special Activity per below, or if that is not possible, Skirmish, or if that is not possible, Persuasion. If none of these are possible, execute no Special Activity.

PARTISANS: If Patriot Resources are 0, instead execute Persuasion if possible. Otherwise, execute a Partisans Special Activity (4.3.2) in a space with Underground Militia and enemy, first to remove a Village, then to remove the most War Parties, then the most British units (in both cases per the priorities in 8.1.2); within each first to add most Rebellion Control, then to remove most British Control, then random.

SKIRMISH: If Patriot Resources are 0, instead execute Persuasion if possible. Otherwise, execute a Skirmish in a space with Continentals and enemy, first to remove a British Fort, within that first to add the most Rebellion Control, then to remove the most British Control, then random.

PERSUASION: In up to three spaces with Rebellion Control and Underground Militia, first spaces with Patriot Forts, Activate one Militia per space to add Patriot Resources.

8.5.2 Rally. If the Patriots did not select Battle, and Rally would place a Patriot Fort or 1D6 rolls higher than the number of Underground Militia on the map, *or* the Patriots selected a Battle or Rabble-Rousing Command but were unable to execute it, the Patriots Rally (3.3.1) in up to four spaces as follows:

- If Patriot Resources reach 0 during the Rally, the Patriots immediately execute a Persuasion Special Activity (8.5.1) before continuing the Rally Command.
- Place a Fort in each space with 4+ Patriot units and room, first Cities, within that first in the spaces with highest Population.
- Then place Militia, first at each Patriot Fort with no other Rebellion pieces, then if any Continentals are Available at the Fort with the largest number of Militia already.
- In the Patriot Fort space with most Militia of those already selected for Rally, replace all Militia except one Underground with Continentals.
- Then, if any Patriot Fort is Available, place Militia in the space with most Patriot units already, but no Patriot Fort.
- Then place Militia, first to change Control, then in spaces not at Active Opposition, within each first in Cities, within that first in the highest Population.
- Then, in one Fort space not already selected above, move in all Active Militia from adjacent spaces that can be moved without changing Control of their origin spaces, then flip all Militia at the Fort Underground.

Then, if no Persuasion was used during the Rally, the Patriots execute a Partisans Special Activity per 8.5.1, or if that is not possible Skirmish, or if that is not possible, Persuasion. If none of these are possible, execute no Special Activity.

IF NONE: If no Rally is possible, the Patriots instead execute Rabble-Rousing (8.5.3), or if that is not possible either, Pass (2.3.3).

8.5.3 Rabble-Rousing. If the Patriots did not select Battle or Rally, and Rabble-Rousing could shift any space towards Active Opposition, *or* they selected a Rally or March Command but were unable to execute it, the Patriots execute Rabble-Rousing (3.3.4) as follows:

- If Patriot Resources reach 0 during Rabble-Rousing, the Patriots immediately execute a Persuasion Special Activity (8.5.1) before continuing the Command.
- Use Rabble-Rousing in each space that can be shifted towards Active Opposition, first in spaces with Active Support, within that first in the space with highest Population.

IF NONE: If no Rabble-Rousing is possible, the Patriots instead Rally (8.5.2), or if that is not possible either, Pass (2.3.3).

Then, if no Persuasion was used during Rabble-Rousing, the Patriots execute a Partisans Special Activity per 8.5.1, or if that is not possible, Skirmish, or if that is not possible, Persuasion. If none of these are possible, execute no Special Activity.

8.5.4 Patriot March. If the Patriots did not select Battle or Rally, and Rabble-Rousing could not shift any space towards Active Opposition, the Patriots March (3.3.2) as follows:

- While executing the bullets below, lose no Rebellion Control, leave an Active Patriot unit with each Patriot Fort, and leave a Patriot unit (if possible an Underground Militia) in each space that is not already at Active Opposition.
  - o First identify all groups of Patriot units able to March.
  - o Moving the largest groups first, add Rebellion Control to

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two spaces, first with Villages, then Cities, then elsewhere; within that first to the spaces with largest Population. Stop moving groups into each destination once Rebellion Control is established. If French Resources exceed 0, include as many French Regulars as possible in the moves.

- o Then March to get one Militia (Underground if possible) into each space with none, first to change the most Control, then random.

Then execute a Partisans Special Activity per 8.5.1, or if that is not possible, Skirmish, or if that is not possible, Persuasion. If none of these are possible, execute no Special Activity.

IF NONE: If no March moves can be executed, the Patriots instead execute Rally (8.5.2).

8.5.5 Patriot Supply. The Patriots pay one Patriot Resource for each space where removing Patriot pieces would change Control, within those first where the British would otherwise be able to Reward Loyalty, then in the spaces with most Villages, then with highest Population. In all other spaces where Supply is needed, remove Patriot pieces per 8.1.2.

8.5.6 Patriot Leader Redeployment. Redeploy Washington to the space with most Continentals.

8.5.7 Patriot Desertion. Remove Militia and Continentals so as to change as little Control as possible, within that first without removing the last Patriot unit from any space.

8.5.8 Patriot Brilliant Stroke. Non-player Patriots will use its Brilliant Stroke card if the Treaty of Alliance Event has been played, Washington is in a space with four or more Continentals, and a player Faction is 1st Eligible.

8.6 Non-Player French Actions

If Non-player French are 1st or 2nd Eligible, they will ignore the Event if the French Faction Symbol is underlined with a sword. Otherwise, if they are Eligible to play the Event, check any relevant Event Instructions (8.3.1), and execute the Event if at least one of the following conditions are met:

- Support exceeds Opposition, and the Event will shift Opposition and/or Support in favor of the Rebellion side (including by increasing FNI and placing a Blockade to reduce Support).
- The Event moves French Regulars or Squadrons from Unavailable.
- The Event places Available French pieces on the map.
- The Event inflicts British Casualties (including a free French Battle, applying any additional priorities in 8.6.6. or 8.6.3).
- The Event adds French Resources.
- The Treaty of Alliance has been played, the Event is Effective (8.3.3), and a D6 rolls "5" or higher.

If the French do not play the Event, they execute a Command and Special Activity if French Resources exceed 0, otherwise Pass (2.3.3).

8.6.1 Roderigue Hortalez et Cie (before ToA). If the Treaty of Alliance has not been played, and a D3 roll exceeds Patriot Resources or the French were unable to execute French Agent Mobilization (8.6.2), execute Roderigue Hortalez et Cie (3.5.2) by spending up to 1D3 French Resources to increase Patriot Resources.

Then execute a Préparer la Guerre Special Activity.

Préparer la Guerre (Before Treaty Of Alliance). Move one Blockade marker from Unavailable to the West Indies. If no Blockade markers are Unavailable, instead move up to three French Regulars from Unavailable to Available. If neither of these is possible, Non-player French executes no Special Activity.

8.6.2 French Agent Mobilization (Before Treaty Of Alliance). If the Treaty of Alliance has not been played and the French did not execute Roderigue Hortalez et Cie, execute French Agent Mobilization (3.5.1) by placing two Militia or, if that is not possible, one Continental, in one of Quebec, New York Colony, New Hampshire or Massachusetts, first to add most Rebellion Control, then where there are most Patriot units already.

Then execute a Préparer la Guerre Special Activity (8.6.1).

IF NONE: If no French Agent Mobilization was possible, instead execute Roderigue Hortalez et cie (8.6.1).

8.6.3 Roderigue Hortalez Et Cie (After Treaty Of Alliance). If the Treaty of Alliance has been played and the French were unable to execute a Muster (8.6.4), execute Roderigue Hortalez et Cie by spending up to 1D3 French Resources to add Patriot Resources.

If any Resources were transferred to the Patriots, execute a Special Activity per the instructions below: Skirmish, or if that is not possible, Préparer la Guerre, or if that is not possible either, Naval Pressure. If none of these are possible, execute no Special Activity.

SKIRMISH: Skirmish in the West Indies if possible, otherwise in one space with both French and British that is not selected for Battle or Muster. In the selected space, remove a British Fort if possible, otherwise as many British cubes as possible.

PRÉPARER LA GUERRE (after Treaty of Alliance): If 1D6 rolls equal to or less than the number of Unavailable French Regulars+Blockades, move one Blockade marker from Unavailable to the West Indies, or if that is not possible, move up to three French Regulars from Unavailable to Available. If no Blockades or French Regulars were moved from Unavailable but French Resources = 0, add +2 French Resources.

NAVAL PRESSURE: Add one Blockade, first to a City selected for Battle, then the City with most Support.

8.6.4 French Muster. If the Treaty of Alliance has been played and a D6 roll is less than the number of Available French Regulars, the French Muster (3.5.3) as follows:

- If fewer than four French Regulars are Available and WI does not have Rebellion Control, place as many Regulars as possible in WI.
- Otherwise, place as many Regulars as possible in a City

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or Colony with Rebellion Control, first a space with Continentals, then random.

Then execute Skirmish (8.6.3), or if that is not possible Préparer la Guerre (8.6.1), or if that is not possible either Naval Pressure (8.6.3). If none of these are possible, execute no Special Activity.

IF NONE: If the Muster instructions cannot be executed, instead execute Roderigue Hortalez et cie (8.6.3).

8.6.5 French March. If the Treaty of Alliance card has been played, the French did not select Muster or Roduerige Hortalez et cie, and Rebellion cubes + Leaders do not outnumber British pieces in a space with both, the French March (3.5.4) as follows:

- While executing the bullets below, lose no Rebellion Control.
- Within that restriction, March with as many French Regulars and Continentals as possible to add Rebellion Control, first in Cities, then Colonies, within that first to spaces with British pieces.
- Then March any French Regulars that are not in or adjacent to a space with British pieces towards the nearest British.
- If neither of the above are possible, March one French Regular to a space with both Patriots and British pieces.

Then execute a Special Activity: Skirmish (8.6.3), or if that is not possible Préparer la Guerre (8.6.3), or if that is not possible either Naval Pressure (8.6.3). If none of these are possible, execute no Special Activity.

IF NONE: If no March moves are possible, the French Muster (8.6.4).

8.6.6 French Battle. If the Treaty of Alliance has been played and the French did not select Muster, March or Roderigue Hortalez et cie, and Rebellion cubes plus Leader outnumber British pieces in at least one space with both, the French Battle (3.5.5) as follows:

- Select all spaces with both French and British pieces where the Rebellion Force Level (including Continentals if possible) plus Battle Modifiers exceeds the Royalist Force Level plus Battle Modifiers. Within that, select the space with highest Population first. If there are no such spaces, abort the Battle Command and instead execute a March (8.6.5).
- Then execute a Special Activity: Naval Pressure (8.6.3), or if that is not possible Skirmish (8.6.3) in a space not selected for Battle, or if that is not possible either Préparer la Guerre (8.6.3). If none of these are possible, execute no Special Activity.

  Note: The order in which the Special Activities are attempted is different for Battle than for the other French Commands.

- Then resolve Battle in all selected spaces.

For each space where the Rebellion side Wins the Day (3.6.8), the Patriots execute a free Rally Command (8.5.2) in one space. For each City where the Rebellion side Wins the Day, the French may move any Blockades from that City to another City with more Support.

8.6.7 French Supply. The French pay one Resource for each space where moving French Regulars would change Control. Within each of these, pay first where the British would otherwise be able to Reward Loyalty, then with highest Population. In all other spaces where Supply is needed, move French pieces to the nearest Patriot Fort (or if none, to Available).

8.6.8 West Indies Battle. If any French Regulars remain in the West Indies after the Supply Phase Battle (6.2.2), pay one Resource to keep them there if possible, otherwise return them to Available.

8.6.9 French Leader Redeployment. Redeploy the French Leader (6.5.2) to a space with both French Regulars and Continentals if possible, within that to the space with most French Regulars.

8.6.10 Loyalist Desertion. Remove a Tory so as to change the most Control possible, then to remove the last Tory in the space with most Population that is not already at Active Support, then random.

8.6.11 French Brilliant Stroke. Non-player French will use their Brilliant Stroke card if the Treaty of Alliance Event has been played, the French Leader is in a space with four or more French Regulars, and any player Faction is 1st Eligible or the British play their Brilliant Stroke card.

8.7 Non-Player Indian Actions

When Non-player Indians are 1st or 2nd Eligible, they will ignore the Event if the Indian Faction Symbol is underlined with a sword. Otherwise, if they are Eligible to play the Event, check any relevant Event Instructions (8.3.1), and execute the Event if at least one of the following conditions are met:

- Opposition exceeds Support, and the Event will shift Opposition and/or Support in favor of the Royalist side (including by reducing FNI).
- The Event places at least one Indian Village or grants a free Gather. (If so, place the Village in a space that already has War Parties if possible.)
- The Event removes a Patriot Fort.
- There are at least four Indian Villages on the map, the Event is Effective (8.3.3), and a D6 rolls five or higher.

If the Indians do not play the Event, they execute a Command and Special Activity.

8.7.1 Raid. If the Indians are to execute a Command and Support plus 1D6 does not exceed Opposition, Raid (3.4.4) up to three spaces as follows:

- Raid Colonies at Opposition with or adjacent to Underground War parties (or within two spaces of Dragging Canoe), first where Plunder will be possible after the Raid movement, then elsewhere, within each in the spaces with the highest Population.
- While executing the following bullets, do not remove the last War Party from any Village space.

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- Move an Underground War Party into each Raid target that doesn't already have at least one, or where War Parties do not outnumber Rebellion pieces.
- If Resources fall to zero during the Raid Command, Plunder (or if that is not possible, Trade) before completing the Raid Command.
- If no Raid is possible, instead execute Gather (8.7.2).

If no Special Activity was used during the Raid, instead War Path after the Raid, or if that is not possible, Trade.

PLUNDER: Execute Plunder (4.4.3) in a Raid space with more War Parties than Rebellion pieces, within that in the highest Population.

WAR PATH: If Indian Resources are 0, execute Trade instead if possible. Otherwise War Path in one space, first to remove a Patriot Fort, then to remove the most Rebellion pieces possible per 8.1.2, within that first in a province with at least one Village then random.

TRADE: If there are Underground War Parties at any Village, first request Resources from the British (if Non-player British, see 8.4.6 for results). If the British give no Resources, then Trade in the Village space with the most Underground War Parties to gain one Resource.

8.7.2 Gather. If the Indians did not select Raid, and Gather would place two or more Villages or a D6 roll is less than the number of War Parties Available, *or* if the Indians selected a Raid or March Command but were unable to execute it, Gather (3.4.1) in up to four spaces as follows:

- Place a Village in each space with room for one and at least three War Parties (at least two War Parties if Cornplanter is in the space), first in the space with the Indian Leader.
- Then place War Parties at Villages, first where there are enemy pieces, then where there are no Underground War Parties, then with the Indian Leader, then random.
- Then, if any Villages are Available, place War Parties in up to two spaces with room for a Village, first where there are exactly two War Parties already, then where there is exactly one War Party, then random.
- Then, if no more War Parties are Available but fewer than four Gather spaces have been selected, Gather in one additional Village space to move in all adjacent Active War Parties possible without adding any Rebellion Control, then flip all Active War Parties in that space Underground.

After the Command, execute a War Path Special Activity (8.7.1) or, if that is not possible, Trade. If neither is possible, do not execute any Special Activity.

IF NONE: If no Gather is possible, the Indians instead March (8.7.3), or if that is not possible either, Pass (2.3.3).

8.7.3 March. If the Indians did not select Raid or Gather and no space has both a War Party and British Regulars, *or* if the Indians selected a Scout or Gather Command but were unable to execute it, the Indians March (3.4.2) into up to three spaces as follows:

- March first with Underground then with Active War Parties, without moving the last War Party from any Village space or adding any Rebellion Control.
- If at least one Village is Available, first March to get 3+ War Parties in one additional Neutral or Passive space with room for a Village (without losing any such existing spaces).
- Then March to remove the most Rebellion Control possible, first in spaces with no Active Support.

IF NONE: If no March is possible, the Indians instead Gather (8.7.2), or if that is not possible either, Pass (2.3.3).

If any March moves were made, execute War Path (8.7.1), or if that is not possible, Trade.

8.7.4 Scout. If the Indians did not select Raid or Gather, and at least one space has both British Regulars and at least one War Party, they Scout (3.4.3) into one space as follows:

- Move one War Party and the most Regulars and Tories possible without losing British Control or adding Rebellion Control in the origin space, first to a space with a Patriot Fort, then to a Village space with enemy pieces, then to remove the most Rebellion Control possible.
- Skirmish in the destination space to remove to remove a Patriot Fort if possible, otherwise to remove the largest number of enemy pieces possible.

If a Scout move was made, execute War Path (8.7.1), or if that is not possible, Trade.

IF NONE: If no Scout move is possible, instead execute a March (8.7.3).

8.7.5 Indian Supply. For each Colony with War Parties but no Village, pay one Resource for Indian Supply first if moving the War Parties would add Rebellion Control, then where Gather could place a Village. If Indian Resources run out or neither of the above conditions are met, move the War Parties in that Colony to the nearest Village space.

8.7.6 Patriot Desertion. Remove the first Patriot Militia and Continental first from spaces with Villages, then to remove Rebellion Control, then to remove the last Patriot of that type in a space, then random.

8.7.7 Indian Leader Redeployment. Redeploy Brant or Dragging Canoe to the space with most War Parties. Redeploy Cornplanter to a Neutral or Passive Province with two or more War Parties and room for a Village; if there is no such Province, Redeploy him to the space with most War Parties.

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8.7.8 Indian Brilliant Stroke. Non-player Indians will use its Brilliant Stroke card if the Treaty of Alliance Event has been played, the Indian Leader is in a space with three or more War Parties, and any player Faction is 1st Eligible or a Rebellion Faction plays a Brilliant Stroke card other than Treaty of Alliance.

8.7.9 Defending in Battle. If the Indians are Defenders in a Battle in a space with at least one Village, Activate all but 1 Underground War Party.

8.8 One-Player Victory

A lone player plays either any one Faction against three Non-players, or British and Indian together, or Patriot and French together (1.5), with the remaining Factions controlled by Non-players. A player playing two Factions together uses the lower victory margin (7.3) of those two Factions.

To succeed, the player must avoid a win by any Non-player through each Winter Quarters Round and have the highest victory margin(s) after the final Round. The lone player never wins during a Victory Phase (6.1, 7.2).

One-Player Difficulty Option

For greater challenge regardless of scenario or Period Events Option (2.1) selected, beginning with the second Winter Quarters Round, the player also must avoid having a lower victory margin with any player Faction than any Non-player Faction during each Victory Phase.

Non-Player Victory: If the player fails to avoid such an outcome, the Non-player with the highest victory margin (ties to French then Indian then Patriot) wins the War of Independence:

- **If French:** Vive la France! Although France's treasury is almost empty, the successful French intervention in America has cost Britain even more dearly. France replaces Britain as the leading power both in Europe and in the colonies …at least until domestic unrest grows too strong.
- **If Patriot:** Freedom is ours! The United States of America have won their independence and crushed their Indian neighbors. In coming years, they will sweep across the width of the entire continent and eventually even replace the British as the leading power of the world—but that time is still far in the future.
- **If Indian:** Proclamation Line confirmed! With the colonies brought under firm control by the combined efforts of British and Indians, King George and his Parliament guarantees the rights of the native nations of America in the territories west of the Proclamation Line of 1763. While skirmishes and raids will continue, the frontier will remain stationary in the Appalachians for several decades before population pressure starts to force it westward again.
- **If British:** John Bull triumphant! With both the French and the Patriots thoroughly defeated, Britain is indeed Great and takes its rightful place as the leading power in the world. Its Indian allies are soon forgotten and the colonists will press westward once more—but under the Union Jack, not the Star-Spangled Banner.

Player Draw or Victory: If the player does survive to the final Round, subtract the highest Non-player victory margin from the lowest player victory margin to gauge the outcome. A difference of 5 or less is a stalemate; six or more a victory for the player's Faction(s):

- **1 to 5:** The struggle continues! Although all sides are economically exhausted, none are willing to surrender. The war in the Americas will continue until one of the European powers becomes embroiled in a war closer to home and is forced to withdraw its forces.
- **6 or more, Player as Patriots and/or French:** Secession successful! The United States is recognized as an independent state and will soon expand far to the west at the expense of both native nations and other Europeans.
- **6 or more, Player as British and/or Indians:** Rebellion defeated! The British Crown re-establishes firm control over all its colonies. Expansion westward is slowed down by treaties both with native nations and other European colonies.

EXAMPLE: A solo British/Indian player using the one-player Difficulty Option avoids Non-player victory by keeping both British and Indian victory margins equal to or above both Patriot and French margins upon each Victory Phase beyond the first Winter Quarters card. At game end, Support is 27, Opposition is 24, CBC is 10, CRC 14, and the Indians have seven Villages and the Patriots five Forts on the map. The victory margins are:

British: 27–24+14–10 = 7

Indians: 27–24+(7–5–3) = 2

Patriots: 24–27+(5+3–7) = –2

French: 24–27+10–14 = –7

Since the player controls two Factions, he compares the lowest of his two victory margins (the Indians' 2) to the highest Rebellion victory margin (the Patriots' –2). The difference is 4, so the result is a stalemate: although the British have decisively defeated the French on the world stage, the Patriots are only temporarily subdued and will revolt again the next time the British are distracted by new international conflicts.

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KEY TERMS INDEX

Accompanying: Command required for Special Activity. (4.1.1)

Activate: Flip or leave Militia or War Party Active. (1.4.3)

Active: Militia or War Party symbol end up: vulnerable to Battle. Cubes, Forts and Villages are always Active. (1.4.3)

Adjacent: Spaces next to each other for movement or Events. (1.3.6)

Always Neutral: The four Indian Reserve spaces and the West Indies are never at Support or Opposition. (1.6.2)

Attacker: The Faction initiating the Battle. (3.6.2)

Available: Force pieces in holding boxes that may be placed. (1.4.1)

Battle: Command that may remove Enemy pieces at the potential cost of losing Friendly pieces. (3.6, 3.2.4, 3.3.3, 3.5.5)

Blockade: French Naval Intervention impact on a City, reducing population to zero in certain circumstances, and limiting certain Commands while in effect. (1.9)

Brilliant Stroke: Event card that a Faction holds and may use to Trump the active Event card. (2.3.8)

British: A Faction that represents the forces and interests of the British Empire who governed the Colonies. (1.0, 1.5)

Campaign: Event card series leading up to a Winter Quarters Round. (6.0)

Casualties: French Regulars, British Regulars, Tories, Forts and Continentals eliminated due to Battle, Skirmish, Partisans, War Path and certain events. (1.6.4)

City: Type of space: urban areas. (1.3.3)

Colony: Provinces that represent the thirteen British Colonies. (1.3.5)

Command (Com): Core action Faction performs with its Forces. (3.0)

Common Cause: British Command allowing the British to use War Parties as if they were Tories. (4.2.1)

Continental: Patriot Controlled Force piece specializing in March, Battle and Skirmish. (1.4)

Control: Possession of more pieces in a Province or City by a Side than the other Side, marked for British or Rebellion instantly during the Control Phase (Indians alone cannot Control). (1.7)

Cost: Resources given up for a Command. (3.1)

Cube: Regular, Continental or Tory piece. (1.4)

Cumulative British Casualties (CBC): Cumulative total British cubes and British Forts removed to Casualties. (1.6.4)

Cumulative Rebellion Casualties (CRC): Cumulative total French Regulars, Continentals and Patriot Forts removed to Casualties. (1.6.4)

Cylinder: Token to mark a Faction's Resources or Eligibility. (1.4, 2.2)

Defender: The Side opposite of the Attacker. (3.6.2)

Deployment: Initial set up of Forces. (2.1, pages 36-39)

Desertion: Winter Quarters Round phase when certain pieces may be removed to Available. (6.6)

Dual Use: Event with two alternative effects. (5.2)

Eligible: Faction able to execute Event or Command: per Faction order, 1st and 2nd Eligible. (2.3.1-.2)

Enemy: Assets of the other Side from the executing Faction. (1.5.2)

Event: Card with Faction order and text a Faction may execute. (2.3, 5.0)

Execute: Implement Event or conduct Command or Special Activity. (2.3)

Faction: Player or Non-Player role: British, Patriots, French, Indians. (1.5)

Faction Order: Card symbols determining 1st and 2nd Eligible. (2.3.2)

Final: Last (as defined by the scenario) Winter Quarters Round, game end. (2.4.1, 7.3)

Flip: Switch Militia or War Party between Underground and Active. (1.4.3)

Force Level: A calculation of pieces for one Side during a Battle that determines how many dice are rolled to determine Loss Level. (3.6.3)

Forces: Regulars, Tories, War Parties, Continentals, Militia, Villages and Forts (pieces). (1.4)

Fort: Mostly-immobile Force pieces that affect Muster, Rally, Resources, and Victory, among other functions. (1.4)

Free: Command or Special Activity via Event that does not cost Resources from any Faction involved or affect Eligibility. (2.3.6, 3.1.2, 5.3)

French: A Faction that represents the forces and interests of the Kingdom of France. (1.0, 1.5)

French Agent Mobilization: French Command to place certain Patriot pieces. (3.5.1)

French Naval Intervention: Table that tracks the level of French Naval Intervention (FNI) and Blockades. (1.9)

French Preparations: Available French Regulars and Squadrons/Blockades plus CBC. If greater than 15, the French may play TOA. (2.3.9)

Friendly: Assets of the executing side. (1.5.2)

Garrison: British Command to deploy into Cities. (3.2.2)

Gather: Indian Command to place or regroup pieces. (3.4.1)

In the space: Requirement for some Leader Capabilities that the Leader must be in the space benefiting from the Capability. (1.10)

Indian Reserve: Provinces outside the Colonies (Quebec, Northwest, Southwest, and Florida). (1.3.4)

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Indians: A Faction that represents the many Indian Tribes active during the American Revolution. (1.0, 1.5)

Ineffective Events: Non-player avoidance of Events without effect. (8.1, 8.3.3)

Ineligible: Faction skipped in Faction order. (2.3.1-.2)

Leader: Factional Leaders who may impact Commands or other activities. (1.10, 6.5.1)

Leader Capability: Capability possessed by each Leader potentially impacting play. (1.10)

Level: Support/Opposition status of a space. (1.6.1)

Limited Command (Lim Com): A player Command in just one (destination) space, with no Special Activity. (2.3.5)

Loser: The Side in a Battle opposite the Winner. (3.6.8)

Loss Level: Total of dice rolled for Battle and Modifiers included for the Enemy Side. (3.6.4)

March: Command to move units and flip Militia or War Parties to Active. (3.2.3)

Militia: Patriot-led Force pieces. (1.4)

Modifiers: Adjustments to pieces removed in a Battle Command. (3.6.4, 3.6.6)

Muster: British and French Command to place or regroup pieces. (3.2.1, 3.5.3)

Naval Pressure: British and French Special Activity to Change French Naval Intervention (FNI) level. (4.2.3, 4.5.3)

Neutral: Space not in Support nor Opposition. (1.6.1)

Non-Player: Faction controlled by the game. (1.5, 8.0)

Opposition: Status of space's population against the British. (1.6)

Overflow: Boxes and markers to help manage cases of overcrowding. (1.3.8)

Partisans: Patriot Special Activity that removes Enemy pieces. (4.3.2)

Pass: Decline to execute an Event or Command when Eligible. (2.3.3)

Passive: City or Province in reserved Support or Opposition. (1.6.1)

Patriots: A Faction that represents the forces and interests of the people in the Colonies who are in rebellion. (1.0, 1.5)

Pawn: Token to designate spaces selected for Command (black) or Special Activity (gray). (3.1.1)

Persuasion: Patriot Special Activity to raise Resources. (4.3.1)

Phase: Segment of a Winter Quarters Round. (6.0)

Piece: Force unit: Regulars, Tories, War Parties, Continentals, Militia, Villages and Forts (not a marker like Leaders or Blockades). (1.4)

Place: Move a piece from Available to map. (1.4.1)

Plunder: Indian Special Activity to take Resources from the Patriots following a Raid Command. (4.4.3)

Population (Pop): Representation of the populace of a Province or City, 50,000 to 100,000 people per point. (1.3.2-.3)

Préparer la Guerre: A French Special Activity allowing the French to move pieces from Unavailable to Available. (4.5.1)

Priorities: Rules guiding Non-player Factions. (8.0)

Propaganda: Marker left after Rabble-Rousing Command in City or Province. (3.3.4)

Province: Type of space representing rural areas. (1.3.2)

Rabble-Rousing: Command that places Propaganda marker in a City or Colony while shifting it toward Active Opposition. (3.3.4, 6.4.1)

Raid: Indian Command to reduce Opposition. (3.4.4)

Rally: Patriot Command to place or regroup pieces. (3.3.1)

Rebellion: Patriots and French Factions. (1.5)

Redeployment: Winter Quarters Round phase in which British moves cubes. (6.5)

Regular: British and French Force pieces specializing in March, Battle and Skirmish. (1.4)

Release Date: The Winter Quarters Round during which certain British units are moved from Unavailable to Available per Scenario instructions. (6.5.3)

Remove: Take from map (Forces to Available). (1.4.1)

Replace: Exchange pieces between Available and map. (1.4.1)

Reset: Winter Quarters Round phase to ready for next card. (6.7)

Resources: Factions' wherewithal for Commands and other actions. (1.8)

Reward Loyalty: British action to increase Support. (3.2.1, 6.4.1)

Roderigue Hortalez et Cie: French Command to provide Resources to the Patriots. (3.5.2)

Royalist: British and Indians Factions. (1.5)

Scout: Indian Command allowing the Indians to move British units with Indian War Parties. (3.4.3)

Select: Choose an action's locations or targets. (3.1, 3.1.1, 4.1, 5.1)

Shaded: Second text choice of Dual-Use Event, often pro-Rebellion. (5.2)

Shift: Change a space's Support/Opposition. (1.6.1)

Side: Either Rebellion (Patriots and French) or Royalists (British and Indians). (1.5)

Skirmish: A Special Activity to eliminate Enemy pieces. (4.2.2, 4.3.3, 4.5.2)

Space: Map area that holds pieces in play: Province or City. (1.3.1)

Special Activities: Actions accompanying Commands; most are cost-free and unique to a Faction. (4.0)

Squadron: Back side of the Blockade counter; used when counter is placed in the West Indies. (1.9)

Stacking: Limits on pieces that can occupy a space. (1.4.2)

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Support: Status of space's population favoring the British. (1.6)

Target: Enemy Side, Faction or piece that is the object of a Command, Special Activity, or Event. (3.1, 4.1)

TOA: Abbreviation for Treaty of Alliance. (2.3.9)

Tory: British-led force pieces representing local forces Loyal to the King. (1.4)

Total Opposition: Passive Opposition Population plus twice Active Opposition Population. (1.6.3)

Total Support: Passive Support Population plus twice Active Support Population. (1.6.3)

Trade: Indian Special Activity to provide Resources. (4.4.1)

Treaty of Alliance (TOA): The card played by the French to enter the war. It is treated as a Brilliant Stroke card and can be played under certain conditions. (2.3.9)

Trumping: Trumping is the act of playing a Faction's Brilliant Stroke card canceling a just played Brilliant Stroke card. (2.3.8)

Unavailable: Space for certain British and French units before the British move theirs according to the Release Date schedule or the French move theirs to Available with Préparer la Guerre. (1.3.9, 1.4.1, 4.5.1)

Uncontrolled: A City or Province with neither British nor Rebellion Control. (1.7)

Underground: Militia or War Party, symbol end down: capable of Raid or Rabble-Rousing for example. (1.4.3)

Units: Regulars, Tories, War Parties, Continentals and Militia but not Forts or Villages. (1.4)

Unshaded: First text choice of Dual-Use Event, often pro-Royalist. (5.2)

Victory Margin: Calculation, unique to a Faction, of closeness to its Victory condition. (7.2)

Village: Mostly-immobile Indian Force pieces that affect Gather, Resources, and Victory, among other functions. (1.4)

War Party: Indian-led force pieces. (1.4)

War Path: Indian Special Activity that removes Enemy pieces. (4.4.2)

West Indies: A holding box that is not in play until after Treaty of Alliance (TOA) is played. (1.3.7)

Win the Day: A shift in Support or Opposition for the winning Side in a Battle. (3.6.8)

Winner (Battle): The Side in a Battle losing fewest pieces, unless one Side eliminated then surviving Side is the winner. Defender is the winner if equal. None if both Sides eliminated. (3.6.8)

Winter Quarters: Cards triggering stop of play and Rounds of the same name that include victory checks, Resource acquisition, and several other periodic functions. (2.4, 6.0)

AVAILABLE FORCES (1.4.1)

(Total, before set up)

	BRITISH	INDIANS	PATRIOTS	FRENCH
Regulars	25			15
Tories	25			
War Parties		15		
Continentals			20	
Militia			15	
Forts	6		6	
Villages		12		
Squadrons/Blockades				3
Leaders	Gage Howe Clinton	Brant Cornplanter Dragging Canoe	Washington	Rochambeau Lauzun

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SET-UP (2.1)

General

Choose a Scenario and any Non-player (1.5, 8.0), Winter is Coming (2.3.7), or Period Events options desired. Prepare the deck per the instructions below and per the Scenario. Give each player a Faction foldout, and assign players their Factions (1.5 or see 8.0 Non-Player option).

2-Player: British and Indians (Royalists) versus Patriots and French (Rebellion).

3-Player: British and Indians (Royalists) versus Patriots versus French or, Patriots and French (Rebellion) versus British versus Indians.

4-Player: A Faction each: British, Indians, Patriots and French.

Play Note: In the 1775 and 1776 Scenarios, the French Faction plays differently than any other *COIN* series Faction – if any player is not prepared to build up off the map, finance and impact events for one or two Campaigns, they should not play the French or should choose the 1778 Scenario.

Place each player's Available/Unavailable Forces in the appropriate holding boxes (1.4.1) and all markers in a pile or receptacle within easy reach. Keep the remaining aid sheets at hand.

Set up the game board per the Scenario, placing forces and markers onto the board as listed.

Deck Preparation

Separate out the eight Winter Quarters cards, the five Brilliant Stroke cards (one for each Faction plus the Treaty of Alliance card for the French), and shuffle the other 96 Event cards. Place or remove Winter Quarters cards as instructed. Unless instructed otherwise by the Scenario instructions, pass the five Brilliant Stroke cards to the relevant player.

- Shuffle and randomly deal 10 Event cards (by Period, if desired) into equal piles as specified in the Scenario. Shuffle one Winter Quarters card into the bottom 4 cards of each pile and put those five cards on the bottom of the pile. Stack one pile onto the other to form a face-down draw deck in easy view of all players. The 1775 deck will be the first deck in the 1775 Scenario, the 1776 deck will be the first deck in the 1776 Scenario and the 1778 deck will be the first deck in the 1778 Scenario.
- Set aside the remaining Event cards. They will not be used and may not be inspected.

Period Events Option

If desired, for events more akin to the historical Periods covered, select Event cards by Scenario as follows:

Long: 1775-1780

A People Numerous and Armed. Deal event cards into two 10-card piles only from those marked "'79-'80", then two 10-card piles only from those marked "'77-'78", and then two 10-card piles only from those marked "'75-'76". Randomly select one Winter Quarters card for each stack and shuffle it into the bottom four cards of each pile and place those five cards on the bottom of the pile. Prepare each stack individually then stack the six of them, latest dates on bottom, and finally the first '75-'76 stack on top.

Medium: 1776-1779

British Return to New York. Deal event cards into one 10-card pile only from those marked "'79-'80", then two 10-card piles only from those marked "'77-'78", and then one 10-card pile only from those marked "'75-'76". Randomly select one Winter Quarters card for each stack and shuffle it into the bottom four cards of each pile and place those five cards on the bottom of the pile. Prepare each stack individually then stack the four of them, latest dates on bottom, and finally the first '75-'76 stack on top.

Short: 1778-1780

The Southern Campaign. Deal event cards into two 10-card piles only from those marked "'79-'80", then one 10-card pile only from those marked "'77-'78". Randomly select one Winter Quarters card and shuffle it into the bottom four cards of each pile and put those five cards on the bottom of the pile. Prepare each stack individually then stack the three of them, latest dates on bottom, and finally the first '77-'80 stack on top.

Note: There are 32 "'79-'80" cards, 32 "'77-'78" cards, and 32 "'75-'76" cards.

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SCENARIOS (2.1)

A People Numerous and Armed

1775 to 1780; ***Long Duration***

Deck Preparation: The Treaty of Alliance Brilliant Stroke card (#109) has not been played and is available to the French. The remaining Brilliant Stroke cards are distributed.

Prepare and stack the 1775, 1776, 1777, 1778, 1779 and 1780 Campaigns. (Refer to page 36 for deck preparation.)

Resources: British 6, Patriots 3, French 5, Indians 0

Support: 4

Opposition: 4

Cumulative British Casualties: 0

Cumulative Rebellion Casualties: 0

French Preparations: 0

Available:

British: 7 Regulars, 7 Tories, 3 Forts
Patriots: 19 Continentals, 11 Militia, 5 Forts
French: *Rochambeau*
Indians: 9 War Parties, 12 Villages

Unavailable:

British: 12 Regulars, 12 Tories
French: 15 Regulars, 3 Squadrons/Blockades

British Release Date Schedule:

First Winter Quarters Round (After 1775)
- 6 Regulars, 6 Tories

Second Winter Quarters Round (After 1776)
- 6 Regulars, 6 Tories

Quebec City: British Control, Passive Support
British: 1 Regular, 1 Tory

Boston: British Control, Passive Support
British: 3 Regulars, 1 Fort, *Gage*

New York City: British Control, Passive Support
British: 1 Tory

Philadelphia: Rebellion Control
Patriots: 1 Militia

Quebec: British Control
British: 2 Tories, 1 Fort
Indians: 1 War Party

Northwest:
Indians: 2 War Parties, *Brant*

Southwest:
Indians: 1 War Party

Florida: British Control
British: 1 Regular, 1 Fort
Indians: 1 War Party

Massachusetts: Rebellion Control, Active Opposition
Patriots: 1 Continental, 1 Militia, 1 Fort, *Washington*

New York: British Control
British: 1 Regular, 2 Tories
Patriots: 1 Militia
Indians: 1 War Party

Virginia: Rebellion Control
Patriots: 1 Militia

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British Return to New York

1776 to 1779; ***Medium Duration***

Deck Preparation: The Treaty of Alliance Brilliant Stroke card (#109) has not been played and is available to the French. The remaining Brilliant Stroke cards are distributed.

Prepare and stack the 1776, 1777, 1778 and 1779 Campaigns. (Refer to page 36 for deck preparation.)

Resources: British 5, Patriots 2, French 5, Indians 0

Support: 3

Opposition: 5

Cumulative British Casualties: 1

Cumulative Rebellion Casualties: 3

French Preparations: 9

Available:
British: 7 Regulars, 10 Tories, 3 Forts
Patriots: 12 Continentals, 10 Militia, 4 Forts
French: 6 Regulars, *Rochambeau*
Indians: 7 War Parties, 10 Villages

Unavailable:
British: 6 Regulars, 6 Tories
French: 9 Regulars, 1 Squadron/Blockade

British Release Date Schedule:
First Winter Quarters Round (After 1776)
- 6 Regulars, 6 Tories

Quebec City: British Control, Passive Support
British: 1 Regular, 1 Tory

Boston: Passive Opposition

New York City: British Control, Passive Support
British: 6 Regulars, 1 Fort, *Howe*
Patriots: 1 Continental

Philadelphia: Rebellion Control
Patriots: 1 Militia

Charles Town: Rebellion Control
Patriots: 2 Continentals, 1 Fort

Quebec: British Control
British: 1 Regular, 1 Tory, 1 Fort
Patriots: 1 Militia
Indians: 1 War Party, 1 Village

Northwest:
Indians: 1 War Party

Southwest:
Indians: 1 War Party, 1 Village

Florida: British Control
British: 1 Regular, 1 Fort
Indians: 2 War Parties

Massachusetts: Rebellion Control, Active Opposition
Patriots: 1 Continental, 1 Militia, 1 Fort

New York: British Control
British: 3 Regulars, 3 Tories
Patriots: 3 Continentals, *Washington*
Indians: 2 War Parties, *Brant*

Virginia: British Control
British: 2 Tories

North Carolina: Rebellion Control
Patriots: 1 Continental, 1 Militia
Indians: 1 War Party

South Carolina: British Control
British: 2 Tories

Georgia: Rebellion Control
Patriots: 1 Militia

West Indies:
French: 2 Squadrons

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The Southern Campaign

1778 to 1780; ***Short Duration***

Deck Preparation:

The Treaty of Alliance card (#109) is considered played and is not available to the French. The remaining Brilliant Stroke cards are distributed.

Prepare and stack the 1778, 1779, and 1780 Campaigns. (Refer to page 36 for deck preparation.)

Resources: British 6, Patriots 3, French 8, Indians 2

Support: 17

Opposition: 16

Cumulative British Casualties: 10

Cumulative Rebellion Casualties: 12

French Preparations: 28 French at War side (but not necessary as the French have already played the Treaty of Alliance card (#109)).

Available:

British: 7 Regulars, 8 Tories, 3 Forts
Patriots: 11 Continentals, 1 Militia, 2 Forts
French: 8 Regulars
Indians: 8 War Parties, 6 Villages

Unavailable:

British: none
French: none

Quebec City: British Control, Active Support
British: 2 Regulars, 2 Tories

Boston: Rebellion Control, Passive Opposition
Patriots: 2 Continentals

New York City: British Control, Active Support
British: 5 Regulars, 3 Tories , 1 Fort, *Clinton*

Philadelphia: British Control, Active Support
British: 4 Regulars, 2 Tories

Norfolk: Rebellion Control
Patriots: 1 Militia

Charles Town: Rebellion Control, Active Opposition
Patriots: 2 Militia, 1 Fort

Savannah: British Control, Passive Support
British: 2 Tories

Quebec: British Control
British: 2 Regulars, 2 Tories, 1 Fort
Indians: 1 War Party, 1 Village

Northwest:
Indians: 1 War Party, 1 Village, *Cornplanter*

Southwest:
Indians: 1 War Party, 1 Village

Florida: British Control
British: 1 Regular, 1 Fort
Indians: 1 War Party, 1 Village

New Hampshire: British Control, Active Support
British: 2 Tories

Massachusetts: Rebellion Control, Active Opposition
Patriots: 1 Fort

Connecticut-RI: Rebellion Control, Active Opposition
British: 2 Tories
Patriots: 1 Fort
French: 4 Regulars, *Rochambeau*

New York: British Control, Active Support
British: 4 Regulars, 2 Tories
Patriots: 1 Militia
Indians: 1 War Party, 1 Village

New Jersey: Rebellion Control, Passive Opposition
Patriots: 2 Continentals, 4 Militia

Pennsylvania: Rebellion Control, Passive Opposition
Patriots: 5 Continentals, 2 Militia, 1 Fort, *Washington*
Indians: 1 War Party

Maryland-Delaware: Passive Support

North Carolina: Rebellion Control, Passive Opposition
Patriots: 2 Militia

South Carolina:
Patriot: 2 Militia
Indians: 1 War Party, 1 Village

West Indies: Rebellion Control
French: 3 Regulars, 3 Squadrons

Optional Sprint Scenario

Set up as the Southern Campaign Scenario with the following exceptions:

Prepare the deck for two Campaigns only.

Deck Preparation:

Shuffle 20 Event cards and stack in two piles of 10 Events and one Winter Quarters card each. (Period recommended but not required: ten '77-'78 cards (First Campaign) and ten '79-'80 cards (Second Campaign).) In each stack, shuffle the Winter Quarters card into the bottom four cards.Stack the Campaigns.

All Brilliant Stroke cards are removed from play.

Ignore the Victory Check Phase (6.1) during each Winter Quarters Round. The game ends at the end of the Support Phase of the second Winter Quarters Round (6.4.3, 7.3).

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Spaces List

Type	*Name*	*Pop*
City	Quebec City	1
	Boston	1
	New York City	2
	Philadelphia	1
	Norfolk	1
	Charles Town	1
	Savannah	1
	Cities Total Population:	*8*
Colony	New Hampshire (NH)	1
	Massachusetts (MA)	2
	Connecticut-Rhode Island (CT)	2
	New York (NY)	2
	New Jersey (NJ)	1
	Pennsylvania (PA)	2
	Maryland-Delaware (MD)	2
	Virginia (VA)	2
	North Carolina (NC)	2
	South Carolina (SC)	2
	Georgia (GA)	1
	Colonies Total Population:	*19*
Indian Reserve	Quebec (QC)	0
	Northwest (NW)	0
	Southwest (SW)	0
	Florida (FL)	0

Force Pool

Type	*British*	*Indians*	*Patriots*	*French*
Regulars	25			15
Tories	25			
War Parties		15		
Continentals			20	
Militia			15	
Forts	6		6	
Villages		12		
Squadrons/ Blockades				3
Leaders	3[1]	3[2]	1[3]	2[4]

Notes:

[1] Gage, Howe, Clinton
[2] Brant, Cornplanter, Dragging Canoe
[3] Washington
[4] Rochambeau, Lauzun

Leader Capabilities

Leader	Faction	Capability
Washington No further changes	Patriots	Double Rebellion Win the Day in the space. –1 to Defender Loss Level when Rebellion Defending in the space.
Rochambeau No changes until TOA	French	French March and Battle with Patriot Command at no cost.
Lauzun No further changes	French	Additional +1 to Defender Loss Level when French Attacking in the space.
Gage	British	1st shift: Reward Loyalty is free in the space.
Howe	British	When executing a British SA also lower FNI 1 level.
Clinton No further changes	British	Skirmish removes 1 additional Militia in the space.
Brant	Indians	War Path removes 1 additional Militia in the space.
Cornplanter	Indians	Gather builds Villages for 1 War Party in the space.
Dragging Canoe No further changes	Indians	Raid may move 1 extra space if originated in the space.

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