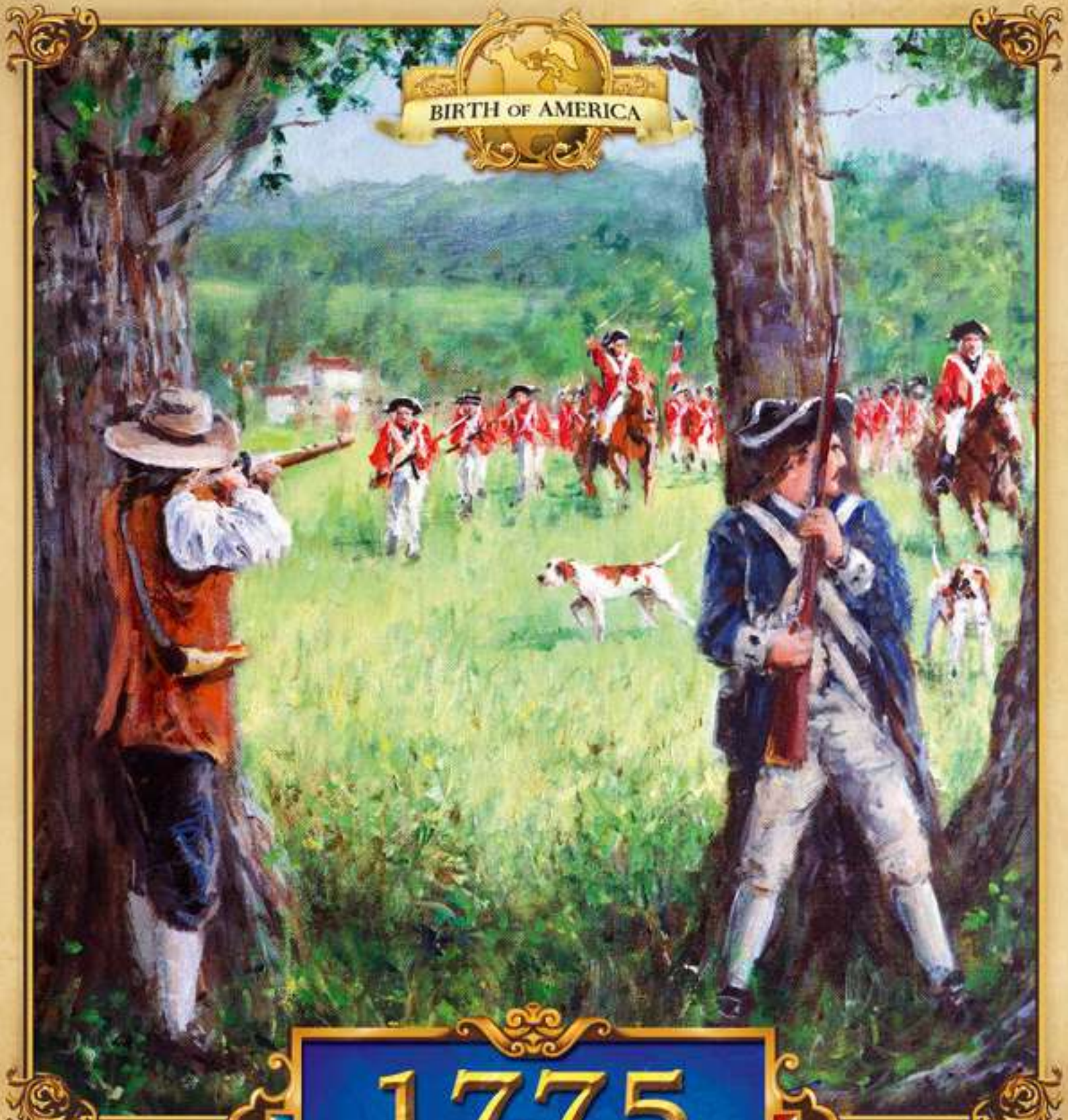


1775
REBELLION

Rule & Scenario Book

ACADEMY GAMES

Version 22

1 Choose a Faction

Each player chooses a Faction to play and takes the corresponding number of Unit Cubes listed, Battle Dice, and Faction Cards.

2 Place Starting Units

Populate the Areas on the map with Units matching the colored squares printed in the corner of that Area.

3 Place Control Flags

Place a British Control Flag ( ) on Delaware, Nova Scotia, and Quebec.

Place an American Control Flag ( ) on Rhode Island and Connecticut.

4 Draw Faction Cards

Separate out your Faction Cards numbered 01-12 (cards above 12 are used in the Siege of Quebec scenario).

Shuffle these cards to form your Draw Deck. Draw a starting hand of three cards.

5 Place Additional Units

Place the 4 Turn Cubes (blank-sided dice) in the Draw Bag and draw one at random.

The Faction whose cube is drawn and the other Faction on the same Side each place 4 Units of their color in any Areas where their Side has Units.

Then the opposing Side does the same.





Faction Cards Draw Deck

1 Loyalist Militia

13 Yellow Faction Cards
45 Yellow Loyalist Unit Cubes
3 Yellow Loyalist Battle Dice



3 Battle Dice



Reinforcements Stockpile



Hand of 3 Cards

A Colonies and Areas

Colonies are large, named regions of one color, such as Virginia. Players must control Colonies to win the game *(pg. 6)*. **Areas** are smaller regions inside Colonies divided by dashed lines.

B City Areas

City Areas have City Icons in them, such as York and Norfolk. Reinforcements must be placed in City Areas *(pg. 7)*.



C Water Areas

Water Areas include lakes, rivers, and the Atlantic Ocean (which is connected to the St. Lawrence River). They may be traversed with Water Movement Cards *(pg. 8)*.

D River Crossings

River Crossings are grayed out spaces where armies may cross rivers without using Water Movement Cards *(pg. 8)*. They also mark the divisions between separate Water Areas.



Faction Cards Draw Deck

1 Patriot Militia

12 White Faction Cards
45 White Patriot Unit Cubes
3 White Patriot Battle Dice



3 Battle Dice



Reinforcements Stockpile



Hand of 3 Cards



Faction Cards Draw Deck

1 British Regulars

15 Red Faction Cards
35 Red British Regulars Unit Cubes
2 Red British Regulars Battle Dice



2 Battle Dice



Reinforcements Stockpile



Hand of 3 Cards

E Control Flags

Control Flags are placed on the Star Icon on Colonies your Side controls *(pg. 6)*. There are 16 double-sided Control Flags.

F Fled Units Space

Units that flee from battle *(pg. 10)* are placed on the Fled Units Space until their Faction's next Reinforcements Phase *(pg. 7)*.

G Round and Turn Tracks

The **Round Track** keeps track of progression through the game and when victory is possible *(pg. 5)*.
The **Turn Track** is where each Faction's Turn Cube is placed when it is their turn to play *(pg. 5)*.



6 Create Reinforcement Stockpiles

Create Reinforcement Stockpiles for each Faction from the Units that were not placed on the map.

Create separate Stockpiles with 4 Native American Units ( ), 12 Hessian Units ( ), and 10 French Units ( ) beside the board, along with the matching Battle Dice.

7 Place Round Pawn

Place the Round Pawn on the "I" space of the Round Track.

Hessian Mercenaries

12 Orange Hessian Unit Cubes
2 Orange Hessian Battle Dice



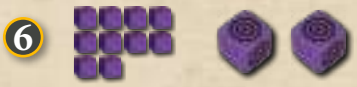
Native Americans

18 Green Native American Unit Cubes
2 Green Native American Battle Dice



French Regulars

10 Purple French Regulars Unit Cubes
2 Purple French Regulars Battle Dice



Control Flags

16 Double-Sided Control Flags



Teaching video available at:
AcademyGames.com/1775



Faction Cards Draw Deck

1 Continental Army

14 Blue Faction Cards
40 Blue Continental Army Unit Cubes
2 Blue Continental Army Battle Dice



2 Battle Dice



Reinforcements Stockpile



Hand of 3 Cards

Overview

The year is 1775. The American colonies have begun to stockpile arms and organize militia in outrage over new taxes imposed upon them by Great Britain. On April 18th, militia members ambush a column of 700 British Redcoats ordered to seize stockpiled arms. 273 British soldiers are killed or wounded before they reach safety in Boston. The American Revolution has begun!

In ***1775: Rebellion***, players control the major factions that participated in the American Revolution. The British players control the British Regulars (Redcoats), Loyalist Militia, and German Hessian Mercenaries; the American players control the Continental Army, Patriot Militia, and French Regulars. Both sides may ally themselves with the Native Americans.

Players for each side work together in order to coordinate their strategies. Each side attempts to control colonies on the map, placing reinforcements in cities they control and moving them into battle.

The game ends when a truce is called, and the side that controls the most colonies wins the game.

If this is your first time playing a game in the ***Birth of America Colonial Trilogy***, we recommend starting with the Introductory Scenario described on page 14.

Table of Contents

Throughout this rulebook, examples appear in red text.

Notes appear in blue text to provide important rules clarifications, designer insights, and historical info.

Setup — pg. 2 — To help you learn the rules, it is suggested that you first set up the game. Several important game terms are introduced during setup.

Overview & Contents — pg. 4 — A broad overview of the game and table of contents.

Game Play — pg. 5
Controlling Colonies & Allied Units — pg. 6 — An explanation of the basic flow of the game and the Phases that make up a Round, as well as several core game concepts.

Reinforcement Phase — pg. 7
Movement Phase — pg. 8
Battle Phase — pg. 10
Draw Cards Phase — pg. 12 — Each of the four Turn Phases is described in its own section with multiple examples.

Event Cards — pg. 12
Card Clarifications — pg. 13 — Rules for playing Event Cards and detailed card clarifications.

Alternate Scenarios — pg. 14 — Rules for playing the Introductory Scenario and the Siege of Quebec Scenario.

Historical Overview — pg. 16 — A detailed historical overview is provided that highlights the fascinating people and events of this critical period of American history.

Game Play



Sides and Factions

In ***1775: Rebellion***, the British ( ) and the Americans ( ) battle for control of the Colonies.

Each **Side** is made up of two partnered **Factions** and their allies, who win or lose together:

British Regulars ( ) **Continental Army ( )**
Loyalist Militia ( ) **Patriot Militia ( )**

Partnered players may show each other their hand of Faction Cards and freely discuss strategy to ensure the downfall of their opponents.

Fewer than Four Players: When playing with fewer than four players, a player may control both Factions on one Side. All Factions must be played.

Rounds and Turns

The game is played over three to eight **Rounds**. Each Round, all four Factions take a **Turn** in random order.

Drawing Turn Cubes: At the start of a Round, place all four Turn Cubes into the Draw Bag.

Blindly draw the first Turn Cube from the bag and place it on the "1st" space of the Turn Track. The Faction whose Turn Cube is drawn takes the first turn.

After each Faction completes their Turn, determine who will take the next Turn by blindly drawing another Turn Cube and placing it on the next open space on the Turn Track.

Round End: The Round ends after all four Factions have had a Turn.

Advance the Round Pawn to the next space on the Round Track and begin a new Round.

Turn Phases

When a Faction's Turn Cube is drawn, they become the **Active Faction.**

The Active Faction performs the following Turn Phases in order:

1) **Reinforcements Phase** *(pg. 7)*
2) **Movement Phase** *(pg. 8-9)*
3) **Battle Phase** *(pg. 10-11)*
4) **Draw Cards Phase** *(pg. 12)*

Game End

Starting on Round III and in all subsequent Rounds, you must check whether the British Side or American Side has played both of its **Truce Cards** *(pg. 8)*. If either Side has, the game ends and a winner is determined.

Win Condition: The Side that controls the most Colonies when the game ends is the winner.



Draw

The game can end in a draw if both Sides control the same number of Colonies. In that case, neither Side wins, and America becomes a southern province of French Canada. :)

Controlling Colonies

COLONY CONTROL

You **control** a Colony when **both** of the following conditions are met:

- Your Side has Units in at least one Area in the Colony
- There are no opposing Units or independent Native American Units in any Area in the Colony

Native American Units that are allied with your Side do not prevent control of a Colony. *(pg. 6)*.

Placing Control Flags: When your Side takes control of a Colony, place an American or British Control Flag on the star icon on that Area.

Remove the Control Flag if an opposing Faction has Units in the Colony at the end of a Turn, or if your Side moves all of its Units out of the Colony.



Example A:

Neither Side controls Pennsylvania, because both Sides have Units there and there are independent Native American Units.



Example B:

The Americans now control Pennsylvania, because they have driven the British out of Philadelphia and allied with the Native Americans *(pg. 6)* to the North. Their Control Flag indicates they control it.

Allied Units

HESSIAN AND FRENCH UNITS

Hessian Units ( ): Hessian Mercenaries are Allied Units on the British Side. Their Units enter the game when the British play certain Event Cards *(pg. 12)*.

During the Revolutionary War, the British employed tens of thousands of German Hessian mercenaries.

French Units ( ): French Regulars are Allied Units on the American Side. Their Units enter the game when the Americans play certain Event Cards *(pg. 12)*.

The French were at war with the British almost continuously for the 900 years leading up to the American Revolution. The conflict gave the French an opening to take lucrative territory from Britain in the Caribbean.

Allied Control

French or Hessian Units can control a Colony on behalf of their Side even if neither player Faction on that Side has Units present.

NATIVE AMERICAN UNITS

Native American Units ( ): Native Americans are independent until a Side allies with them. Additional Native American Units can enter the game as a Side's allies when certain Event Cards are played *(pg. 12)*.

While many Native Americans sided with the British hoping to prevent colonial expansion, tribes like the Iroquois and Cherokee were divided between factions that supported opposing sides.

Allying with Native Americans: To ally with independent Native American Units, move your Units into an Area where there are only Native American Units present. The Native American Units in the Area become your Side's Allied Units and can be controlled by your Side.

If Native American Units are ever left alone in an Area, they return to being independent.

The Americans and British may have Native American Allied Units at the same time, in different Areas.

Reinforcement Phase

PLACE REINFORCEMENTS

At the start of the Reinforcements Phase, take 4 Units from your Faction's Reinforcement Stockpile.

Place them in one or more City Areas in Colonies your Side controls.

You must control an entire Colony to place Reinforcements in any City in that Colony.

Reinforcement Limit: Each Faction's Reinforcement Stockpile has a limited number of Units.

If you have fewer than 4 Units in your Stockpile at the start of your Reinforcement Phase, place all of your remaining Units.



PLACE FLED UNITS

The Fled Units Space contains Units that have fled from Battle *(pg. 10)*.

If your Faction has Units on the Fled Units Space at the start of the Reinforcement Phase, take them and place them in one or more City Areas in Colonies your side controls.

You may only place Fled Hessians and Fled Native Americans by playing specific Event Cards.

Unable to Reinforce

If your Side does not control any Colonies at the start of your Turn, you may not place Reinforcements or Fled Units.

The Reinforcements you would have placed return to your Stockpile and your Fled Units stay on the Fled Units Space.



Reinforcement Example A:

George plays the Continental Army ( ). His Turn Cube is drawn from the bag first, so he takes the first Turn.

George has 4 Reinforcements to place. He wants to attack Prince Town to take control of New Jersey. He has units in the Areas adjacent to Prince Town to north and south.

However, he cannot place Reinforcements in the Area north 1 because it is not a City Area, and he cannot place Reinforcements in Trenton 2 because he does not control New Jersey Colony.

He decides to place 3 in Hartford 3, the closest City in a Colony he controls. He places his last 1 in New Port 4.





Reinforcement Example B:

Anne plays the Loyalist Militia ( ).

At the start of her Turn, there are 2 on the Fled Units Space 5.

She adds the 2 Fled to the 4 Reinforcements she may place. She places 5 into Dover 6 to reinforce the 2 stationed there, and 1 into Halifax, Nova Scotia which the British also control.

Movement Phase



PLAY A MOVEMENT CARD

At the start of the Movement Phase, play one (and only one) Movement Card from your hand to command your Units to form Armies and move to new Areas.

FORM ARMIES

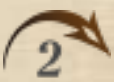


Army Icons: You may form one **Army** per Army Icon on your Movement Card. An Army is a temporary group of Units that move together from one Area to another.

Army Rules:

- An Army may include some or all of the Units in a single Area.
- An Army may include the Active Faction's Units, their partner Faction's Units, and their Allied Units.
- An Army **must** include at least one of the Active Faction's Units.

MOVE ARMIES



Distance Icon: You may move each Army you form by the number of Areas shown under the arrow on your Movement Card.

Movement Rules:

- Each Army and each Unit may only move once per Movement Phase.
- An Army cannot drop off or pick up Units while moving.
- An Army must stop if it enters an Area occupied by opposing Units or independent Native American Units.
- An Army may cross a river at a River Crossing.

WATER MOVEMENT CARDS

A Water Movement Card allows you to move each Army from an Area adjoining a Water Area to any other Area adjoining the same Water Area.

River Crossings: Gray River Crossings mark the "end" of a Water Area. Armies moving by water may not move past a River Crossing.



Warship Cards: Warships allow you to form one or two Armies (according to the number of Army Icons shown) and move each of them individually across any Water Area.

The British Regulars ( ) and Continental Army ( ) have Warship Movement Cards.

Boat Cards: Boats allow you to form two Armies of up to 3 Units each, in one or two Areas adjoining the **same** Water Area. Both Armies must move across the water to the **same** Area.

The Loyalist Militia ( ) and Patriot Militia ( ) have Boat Movement Cards.



St. Lawrence River

The St. Lawrence River is considered part of the Atlantic Ocean during Water Movement (up to the River Crossing south of Quebec City).

Example: The British Regulars ( ) play a Warship Card and move an Army from Quebec City to Savannah, Georgia.

4.3 TRUCE CARDS

Each Faction has one Truce Card *(pg. 5)* in their deck. A Truce Card is a Movement Card and is played during the Movement Phase.

If you have only one Movement Card in your hand, you ***must*** play it, even if it is your Truce Card!

Movement Examples

Movement Example (A):

Anne, playing the Loyalist Militia ( ), plays a Movement Card that allows her to move one Army up to three Areas.

She forms an Army in New York made up of 2 , 2 , 1 , and 3 . She then moves this Army south through Pennsylvania to reach Baltimore.

Anne's Army can move through empty Areas and Areas where her Side has Units, but must stop in an Area with opposing Units.





Movement Example (B):

George, as the Continental Army ( ), plays a Movement Card that allows him to move three Armies up to two Areas each.

He forms an Army of 1 and 4 in Hartford (1) where he placed some Reinforcements, and moves it northwest into Prince Town. He chooses to leave 1 behind.

Next, he forms an Army of 1 and 2 in Newport (2) and a third Army of 2 and 2 in the Area north of Newport (3) and moves them both into Boston.

All of George's Armies must include at least 1 from his own Faction.

Movement Example (C):

On her next Turn, Anne ( ) plays a Boat Movement Card.

She forms an Army of 2 and 1 in Dover (4) and an Army of 1 and 2 in New York City (5). She moves both Armies across the Atlantic to Hartford.

When moving by boat, Anne's Armies can have at most 3 Units and must have at least 1 Unit from her own Faction.



Battle Phase

Battles

If both the British and Americans have Units in an area at the end of a Movement Phase, a Battle must be fought there.

Battle Roles: The Active Faction's Side is always the **Attacker**, and the opposing Side is the **Defender**.

Multiple Battles: If there are Battles in multiple Areas, the Active Faction chooses the order in which they are resolved.

Roll Battle Dice

Defender Rolls: The Defenders have the initiative and roll first.

Each Defending Faction rolls 1 Battle Die of their color for each of their Units in the Battle, up to the maximum number of Battle Dice they have. They then apply the results of their rolls.

Attacker Rolls: Next, each Attacking Faction rolls Battle Dice for their Units in the same fashion, and applies the results of their rolls.

Continuing Battle: If both Sides have Units in the Area after the Attackers roll, the Defenders roll again. The Defenders and Attackers continue alternating rolls until there are Units of only one Side remaining (or no Units remaining).

Rolling for Allies: Each Side rolls Battle Dice for their Allied Units, using the Battle Dice of that Ally's color, at the same time as they roll for their Faction Units. Either player may roll for their Side's Allied Units.

Native Americans in Battle

Native American Units may never fight one another. If Native American Units are on opposite sides at the start of a Battle, 1 Native American Unit must flee from both Sides. Repeat this until only one Side has Native American Units, or neither Side does.

Example: An Army of 2 and 3 move into an Area defended by 2 and 2. Before Battle Dice are rolled, 2 flee from each Side, leaving 2 and 1 to fight 2. The 4 that flee are placed on the Fled Units Space.

Apply Battle Dice Results

After your Side rolls Battle Dice, apply the results in the following order:



1. Flee Results: For each Battle Die showing a Flee Icon, remove 1 Unit of that color from the Battle and place it on the Fled Units Space.



2. Hit Results: For each Battle Die showing a Hit Icon, the opposing Side must choose 1 of their Units to remove from the Battle and return to its Reinforcements Stockpile.



3. Command Results: For each Battle Die showing a blank face, the player that rolled it may choose to make a Command Move with 1 Unit of that color.

Command Movement

Each Command Move allows you to move 1 Unit out of Battle to an Area adjacent to the Battle.

Command Movement Rules:

- You may Command Move into an empty Area.
- You may Command Move into any adjacent area where your Side has Units, even if another Battle will take place there this Turn.
- You may Command Move into an area occupied by independent Native American Units. They become your Side's Allied Units, as if you had moved in during the Movement Phase *(pg. 6)*.
- You may **not** Command Move into an Area where there are **only** opposing Units.
- You may **not** Command Move across Water Areas (except at River Crossings).
- If all Areas surrounding the Battle have only opposing Units, you may **not** make any Command Moves.

If you attack a well-defended Area by sea, you can't use Command Moves to retreat the way you came.

Battle Examples



Battle Example A:
George ( ) moves an Army of 1 and 4 into Prince Town on his Turn. He and his friend Betsy ( ) begin a battle against the British.

Defenders' Roll

The British are the Defenders and roll first. Anne ( ) rolls 1 and her friend Will ( ) rolls 1 , resulting in 1 Hit and 1 Command.



The Americans must decide which of their Units takes the Hit. They agree to remove one of George's and return it to his Reinforcements Stockpile.

Will decides not to use his Command to move his out of the Battle.



Attackers' Roll

Next it is the Americans' turn to roll. They have 1 and 3 remaining. Betsy rolls 1 and George rolls 2 , since the Continental Army may roll a maximum of 2 Battle Dice.



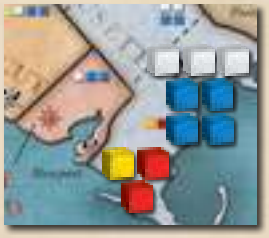
George rolled a Flee, so one of his is sent to the Fled Units Space. However, he and Betsy also rolled two Hits, which are enough to remove the British Units and win the Battle.

The Americans now control New Jersey, since there are no remaining British Units. They place a Control Flag on it.



Hint: Choosing to lose a instead of a allows the Americans to roll 2 and 1 , instead of just 2 .

Battle Example B:
In Boston, George ( ) moves a total of 3 and 4 to try to take control of Massachussetts. The British are again the Defenders.



Defenders' Roll



Anne ( ) rolls 1 and Will ( ) rolls 2 , resulting in 2 Hits and 1 Command.



George and Betsy decide to lose 2 from the British Hits.

Will uses his Command to move 1 out of the Battle into the now-empty Area north of Boston.

Attackers' Roll



On the Americans' roll, George ( ) and Betsy ( ) roll 3 Hits and 2 Flees. 1 and 1 are sent to the Fled Units Space, and both remaining British Units are removed.



The Americans have successfully driven the British out of Boston, but since there is still 1 north of Boston, they have failed to take control of Massachussetts.

Hint: Don't leave a key Area empty if your opponent can reach it!

Draw Cards Phase

DISCARD PLAYED CARDS

Discard the Movement Card you played in the Movement Phase, as well as any Event Cards *(pg. 12)* you played on your Turn.

Discarded cards are not used again for the rest of the game.

Manage your cards carefully. Once you have played a unique card, you will not draw it again.

DRAW NEW CARDS

After discarding, draw back up to a hand of 3 Faction Cards.

No Movement Cards: If at any time you have a hand with three Event Cards, show it to the other players. Then shuffle your hand back into your Draw Deck and draw three new cards.

If you draw no Movement Cards at the start of the game, you must also show your hand and draw new cards.



Discarding Truce Cards

If your Movement Card was a Truce Card, place it beside the board face-up, so all players can see when both of a Side's Truce Cards have been played and the game will end *(pg. 5)*.

Each Faction has eight Movement Cards in its Draw Deck including the Truce Card, and you must play one Movement Card per turn. This means every player will inevitably play their Truce Card within the eight Rounds allotted for the game.

Event Cards







PLAYING EVENT CARDS

Each Faction has four unique Event Cards in its deck, representing pivotal events and individuals that changed the course of the War.

You may play any number of Event Cards from your hand on your Turn.

You may only play Event Cards when you are the Active Faction, including Battle Event Cards.

When to Play Events: Each Event Card's text states the Turn Phase it should be played in:

- **Reinforcement Event Cards:** These allow you to add extra Reinforcements or to distribute them differently. They may also bring Allied Units *(pg. 6)* into play.
- **Movement Event Cards:** These allow you to move additional Armies or move your Armies further.
- **Battle Event Cards:** These give special abilities in all Battles fought this turn.

Card Clarifications

General Clarifications

Placing Units in Enemy Areas: If you use an Event Card to place Units in an Area occupied by opposing Units, you may not move the Units you placed out of the Area. You must fight a Battle there in the Battle Phase.

Example: The British Regulars player places 2 and 4 into New York City, which is occupied by 2 and 2. The British Units may not move into Prince Town, as they are immediately engaged in Battle.

Placing Allied Units: If you use an Event Card to place Units that do not belong to your Faction, you must still have at least 1 Unit in the Area to form an Army there.

Example: The Continental Army player places 4 in Savannah, which was previously taken by the Patriot player and is currently occupied by 2.

Even though there are no opposing Units, the Continental player does not have a of their own present, so they may not form an Army in Savannah to move the French. However, the Patriot player has a present, so they may move the French on their next Turn.

Patriot Militia ( ) Cards

Paul Revere (09): You need not control the Colony containing the City Area where you place 2 Patriot .

Sons of Liberty (11): May be used on a Truce Card, but not a Water Movement Card.

Betsy Ross (12): For each Flee Result rolled on the Loyalist Battle Dice , return 1 Loyalist to their Reinforcements Stockpile and place 1 new Patriot in the Battle. Then apply any Hits rolled by the British players.

Continental Army ( ) Cards

Colonel Louis (12): Take **all** Native American Units ( ) on the Fled Units Space, even those that were previously Allied Units on the opposing Side.

Montgomery (13): The Continental Army may move some or all of the Units in the winning Army. They must move at least 1 Continental Army Unit ( ).

Loyalist Militia ( ) Cards

John Butler (09): Roll Battle Dice for all of your Side's Units and Allied Units, as if you were rolling in a normal round of Battle.

Example: The British attack with an Army of 1 , 3 , and 2 . They roll an entire round of Battle Dice: 1 , 2 , and 2 . They score 3 Hits, 3 Flees, and 2 Commands. The Americans remove 3 Units. No British Units flee or make Command Moves.

British Loyalties (10): To redistribute Units in a Colony, it must meet **both** the following conditions:

- Your Side controls the Colony.
- There is at least 1 Loyalist in the Colony.

If a Colony meets these conditions, you may move any Units in the Colony to different Areas in the **same** Colony.

Queen's Rangers (11): May be used on a Truce Card, but not a Water Movement Card.

January 1, 1776 (13):

Example: The Americans have 3 in Montreal and 2 in the unnamed Area north of Montreal. 2 flee from Montreal and 1 from the Area north of Montreal.

British Regulars ( ) Cards

Benedict Arnold (11): The Continental Army Unit ( ) you remove returns to the Continental Army player's Reinforcements Stockpile.

Joseph Brant (12): Take **all** Native American Units ( ) on the Fled Units Space, even those that were previously Allied Units on the opposing Side.-ch

Light Dragoons (14): Armies may move through Areas occupied by opposing Units or independent Native American Units without stopping.

The Army may only start a Battle in the Area where its movement ends, not in the Areas it passes through.

Introductory Scenario

INTRODUCTORY SCENARIO RULES

Use the rules from the standard game, with the following exception:

Game End Condition: The game ends at the end of Round 2, and the Side that controls the most Colonies is the winner. Truce Cards are removed from all Factions' Draw Decks during setup.

INTRODUCTORY SCENARIO SETUP

Follow the standard scenario setup on page 2-3, but substitute the following for steps 4 and 5.

4 Draw Faction Cards

Create Draw Decks for each Faction with the following cards:

Loyalist Militia ( ):
01, 02, 03, 04, 09, 11

British Regulars ( ):
01, 02, 03, 07, 10, 12

Continental Army ( ):
02, 03, 04, 07, 09, 12

Patriot Militia ( ):
01, 02, 03, 04, 09, 11

Each Faction shuffles their Draw Deck and draws a starting hand of three cards.

5 Place Additional Units

Each Faction places 4 Units from their Reinforcements Stockpile on the map in the following Areas (shown on the map below):

Loyalist Militia ( ):
- Savannah, GA
- Boston, MA
- East of Baltimore, MD
- West of Albany, NY

Continental Army ( ):
- Augusta, GA
- North of Wilmington, NC
- York, VA
- West of Boston, MA

British Regulars ( ):
- Savannah, GA
- Norfolk, VA
- Dover, DE
- North of Portsmouth, NH

Patriot Militia ( ):
- Augusta, GA
- Trenton, NJ (x2)
- Newport, RI



Siege of Quebec Scenario

In late 1775, the Americans decided to invade Quebec to capture the important British supply ports and fortresses of Montreal and Quebec. Brigadier General Richard Montgomery captured Montreal by November 13th. He could now rendezvous with Colonel Benedict Arnold on the outskirts of Quebec City as planned. In the mean time, British General Guy Carleton was hastily gathering militia and British Regulars for the defense of the city. The fate of the northern colonies of America would depend on the outcome of this battle...

This scenario is recommended as a 2-player game for experienced players.

SIEGE OF QUEBEC SCENARIO RULES

In this Scenario, players score victory points for controlling **City Areas**, rather than entire Colonies. Controlling **Quebec City** is worth 2 points.

Game End Condition: The game ends at the end of the Round if both Factions on one Side have played their Truce Cards. Unlike the standard scenario, players should check for game end every Round.

Win Condition: The winner is the player with more Control Flags on City Areas when the game ends.

Controlling a City Area: All City Areas start under the control of the British or Americans. Quebec City has 2 British Control Flags to indicate it is worth 2 points.

If a Side leaves or is forced to retreat from a City Area it controls, the Side loses control of the City Area.

In order to place a **new** Control Flag, the **Active Faction** must have Units in the City Area at the **start** of its turn. Each Faction checks for control of City Areas at the start of its Turn.

It is possible to win a Battle in a City and remove an opposing Control Flag on your Turn, but fail to take control of the City before the game ends. In this case neither Side scores the City.

Reinforcements Phase: Each Faction places **3 Units** from their Reinforcements Stockpile, plus their Fled Units, according to the following rules:

- **Loyalist Miltia ( ):** You may place Units in any City Areas the British Side controls.
- **British Regulars ( ):** You may may place Units in any City Areas your Side controls that adjoins the Atlantic Ocean (but not the St. Lawrence Seaway).
- **Patriot Miltia ( ):** You may place Units in any City Areas the American Side controls.
- **Continental Army ( ):** You may place Units in any Area in Massachussetts that is not enemy-occupied. *It need not be a City Area.*



SIEGE OF QUEBEC SCENARIO SETUP

Place Starting Units: Populate Colony Areas north of New Jersey and Pennsylvania using the printed Unit icons on the map, with the exception of Ft. Ticonderoga and the two southern Areas in Quebec. Instead of placing printed Units in those Areas, place 3 Patriots and 1 Continental Army on each of the sourthern Areas in Quebec and 1 Patriot and 1 Continental Army in Ft. Ticonderoga.

Place Control Flags: Place a Control Flag on every City each Side controls. The British begin with 6 Control Flags (2 on Quebec City) and the Americans begin with 7 Control Flags .

Create Draw Decks: Each Faction creates their Draw Deck from all of their Faction Cards marked with a **fleur-de-lis icon** in the top right corner, then draws three cards.

Place Additional Units: Instead of placing additional 4 Units each, the British place 6 Loyalists and 6 Regulars , and the Americans place 3 Patriots and 3 Continental Army . As in the standard game, draw Turn Cubes to determine which Side places first.

Place Round Pawn: Place the Round Pawn on the "III" space on the Round Track.

Historical Overview

Seven Years War and British Taxation

In 1607, the first permanent English settlement was established at Fort James (near York), Virginia. By 1760, the population in the English colonies had grown to over 1.5 million, stretching from Maine in the north to Georgia in the south. These colonists were considered English citizens, subject to the rule of the Crown.

The Seven Years War, during which Britain fought France and Spain for trade and colonial control, ended in 1763. This was a true world war, encompassing America, Europe and India. The North American theater of this war became known as the "French and Indian War," and mainly took place in what is now known as Canada.

The Seven Years War drove Britain into heavy debt, requiring half of the tax income from British subjects to pay just the massive interest alone. This debt payment forced the British Parliament to turn away from territorial control and focus on matters of finance.

The British felt that the American colonists should share in the burden of paying for this crippling war, so several acts were passed by the British to generate additional tax revenue in the American colonies. The Stamp Act, for example, required the colonists to purchase government stamps for all printed legal documents, newspapers, licenses, and even playing cards. The Stamp Act, the Currency Act, and the Sugar Act were all passed by a British Parliament that had no colonial representation.



Colonial outrage grew over these new taxes, and merchants stopped importing British goods in protest. In Boston, a group of Patriots organized themselves as the Sons of Liberty, and in August 1765 took to rioting in the streets.

The violent encounters came to a head on March 5, 1770, when a crowd gathered outside of customs office in Boston. The mob began throwing snowballs and rocks at British soldiers on guard duty. The troops were ordered to fix bayonets and push the crowd back. Then either a soldier slipped and fell discharging his musket, or antagonists in the crowd fired a shot. Believing that the order to fire had been given, the remaining soldiers fired into the crowd, killing five civilians and wounding six. The event became known as the Boston Massacre.



Between 1770 and 1773, the relationship between the colonies and Britain remained relatively calm, but this was to be the calm before the storm.

England's largest corporation, the East India Company, was on the verge of bankruptcy. Colonists were purchasing cheaper Dutch tea, leaving the warehouses of the East India Company full of unsold tea. Parliament's solution to saving the East India Company was to impose the Tea Act of 1773, giving the East India Company a monopoly on tea sales in the colonies, as well as exempting the Company from trade duties.

In port cities across the colonies, the Sons of Liberty threatened merchants of the East India Company with violence and convinced them to return to England with their cargoes. On December 16, 1773, the Sons of Liberty in Boston took action. A group of men disguised as Indians boarded East India Company ships and dumped several tons of tea into the harbor. British and Americans alike were shocked at the protest, which was later called "The Boston Tea Party."

The destruction of British property and insult to British authority enraged British Parliament. In the spring of 1774, Parliament passed the Coercive Acts, a series of repressive measures taken against the colonies.

Matters were approaching a crisis. Britain had adopted harsh policies in response to the Boston Tea Party. Colonies in New England were creating

Committees of Safety, tasked with stockpiling arms and organizing militia. Tensions between colonists and the Crown grew, and it became dangerous to express favor for Britain. King George III declared the colonies of New England to be in a state of rebellion, threatening that "blows must decide whether they are to be subject to this Country or independent."

The Revolution Begins

On the night of April 18, 1775, General Thomas Gage organized 700 British troops for a march on the towns of Lexington and Concord, Massachusetts. Gage was ordered to seize stockpiled arms and arrest Samuel Adams and John Hancock.



Gage hoped to surprise the Americans, but throughout the night riders spread the warning across the countryside. It was on this night that Paul Revere set out on his famous "Midnight Ride," warning colonists of the approaching British troops. The warnings allowed both Samuel Adams and John Hancock time to escape.

The British troops routed an armed group of militiamen in Lexington, Massachusetts. They then proceeded on to Concord, where they were confronted and defeated by over 500 militiamen. As the British withdrew to Boston, they were attacked repeatedly by American militia. 273 British soldiers were killed or wounded by the time the column reached safety.

The news of the Battle of Lexington and Concord spread quickly across the colonies and signaled the start of the American Revolutionary War.

With the rebellion underway, leadership became a concern in the Colonies. The Continental Congress convened for the second time on May 10, 1775, and in effect became a national government. Congress organized the war effort by printing currency for expenses, entered into diplomatic relations with Native Americans, created a navy, and,





most importantly, took command of the Continental Army. George Washington was asked to lead it.

More fighting broke out in 1775, when General Washington took control of Boston. In the fall, Continental Army forces under the command of Richard Montgomery and Benedict Arnold began to advance into the province of Quebec. By November, they had taken Montreal and prepared to siege Quebec City.

The British general Guy Carleton snuck past the American attackers and prepared the city's defences before the Americans arrived. Knowing their militiamen's enlistment expired on January 1, 1776, the Americans led an attack on Quebec City in a blinding snow storm on December 30. The attack failed, and the Americans gave up the siege in early 1776.

The idea of independence rather than reconciliation with Britain was rising. In the spring of 1776, Thomas Jefferson began a draft of the Declaration of Independence, and presented the document to Congress on June 28. Congress approved the draft, and on July 4, 1776 the Declaration of Independence was ratified.

By 1776, Thomas Gage had been replaced by William Howe as commander in chief of the British forces. Washington moved his troops to New York in the spring of 1776 in an effort to blockade Howe. During the summer, a massive British Fleet arrived in the New York harbor, bringing 30,000 German Hessian mercenary soldiers to crush the rebellion. In August, British troops landed on Long Island and fought American forces at the Battle of Brooklyn Heights, driving them back to Manhattan Island. The British continued to push back the Continental Army, and Washington was forced to retreat across New Jersey into Pennsylvania.

The possibility of an American victory seemed bleak, and Washington realized how dangerously close to defeat the Continental Army was. He had to take action. So on the night of December 25, 1776, Washington led his forces across the Delaware River and launched a surprise attack against a Hessian outpost in Trenton, New Jersey. Only 3 Americans were killed, while Hessian provisions were plundered and over 1000 prisoners were taken — a tremendous morale boost for the American rebels.

The War intensified in 1777. The British mounted increased efforts to end the Rebellion. Another British contingent was formed in Canada, commanded by General John Burgoyne. In an attempt to overwhelm the American forces, the British planned to send Burgoyne's army down the Hudson River from Canada to rendezvous with Howe in New York City, segregate New England and end the Rebellion there. Five thousand British, three thousand Hessians, and a Native American force under Joseph Brant captured Fort Ticonderoga on July 5, 1777.



In October, however, Burgoyne's army clashed with an American force of Continental Army and Patriot Militia units south of Saratoga, New York. Greatly outnumbered and unable to break through the American line, Burgoyne was forced to surrender his army on October 17, 1777.



Ignoring the plan to rendezvous with Burgoyne, Howe sailed for Philadelphia in July 1777. Howe planned to capture the city and defeat General Washington. The British met Washington's army at Brandywine Creek, near the border between Pennsylvania and Delaware. Washington was outflanked by Howe and suffered a severe defeat.

Howe captured Philadelphia, giving the British control of the city for the winter. The Continental Army established a winter camp at Valley Forge, now famous for the terrible conditions suffered by the American troops wintering there.

America Allies with France

Since 1776, American diplomats, including Benjamin Franklin, had been in Paris negotiating an alliance. The American victory at Saratoga, New York, in October 1777 convinced France that the United States had a viable future.



Eager to see an American victory over their long-time enemy Britain, French officials moved quickly to support the American cause. On February 6, 1778, France struck a commercial treaty and a military alliance with the United States. French assistance in the American Revolution proved to play a valuable role in the success of American Independence. Some historians believe that without French support in the form men and money, the American Revolution would have failed.

The entrance of France forced Britain to change its war strategy. The British now aimed at controlling the southern regions of the American colonies, and in November 1778, British troops took control of Georgia. In the fall of 1779, American and French troops laid siege to Savannah, Georgia. The British held them off, forcing the Americans and French to retreat in defeat.

In December 1779, the British sailed from New York to South Carolina, encircled the city of Charles Town, and forced the Americans to surrender on May 12, 1780. The British were now poised to sweep through the South, and many Patriots believed that the American Revolution was over.



Conflict continued in the South through the fall of 1780 and the winter of 1781. By the summer of 1781, British dominance in the South had diminished. In an attempt to cut off American supply lines, the British planned to take control of Virginia and moved troops to

occupy York Town. The Continental Army, joined by French troops, surrounded York Town and laid siege to the city. The British army of 6,000 was outnumbered by 8,800 Americans and 7,800 French soldiers, and were cut off from retreat by sea thanks to the French Fleet's victory over the British Navy. With nowhere to go, and reinforcements too far away, the British army was forced to surrender on October 19, 1781.

The British surrender at York Town marked the end of all major conflict in the American Revolution. King George III wanted to maintain the war effort, fearing that defeat threatened British rule elsewhere in the empire, but Parliament voted to end the war, believing that enough money and men had been lost.

The American Revolutionary War officially ended on September 3, 1783, with the signing of the Treaty of Paris. The treaty granted the United States of America vast regions of western lands and declared that Great Britain recognized the United States as "free, sovereign and independent." The last of the British forces departed from New York in December of 1783.



Native Americans

At the early onset of the war, Native Americans sought to remain neutral; however, the approximately 200,000 Native Americans living east of the Mississippi River were a valuable fighting force that both the American and British coveted.

Forced to choose, many Native Americans sided with the British, believing a British victory would most likely safeguard their land claims. Native American tribes, including those of the Cherokees, began raiding the southern frontier in 1776. Southern colonists in turn devastated Cherokee settlements, forcing the chiefs to seek peace. The younger members of the tribes formed a militant group in northern Georgia and continued to fight.

Many Native American tribes were caught between the British and Americans. The Iroquois Confederation, under the leadership of Joseph Brant, became divided, which led to many Native Americans migrating to Canada. In the Treaty of Paris in 1783, Britain surrendered the territory it controlled east of the Mississippi River, betraying the Native Americans living there. The Native Americans were not part of the negotiations in Paris, nor did they surrender to the Americans, but their land was now subject to United States claim.



The American Revolutionary War was a disaster for the Native Americans, who now faced a flood of white settlers into their land.

United Empire Loyalists

The American Revolution was more than just a war of independence. It caused civil division, splitting families and setting neighbor against neighbor.

An estimated half a million colonists (20 percent of the population) sided with Britain during the American Revolutionary War. The Loyalists included farmers, merchants, and settlers throughout the colonies. The Declaration of Independence made these citizens enemies to the Revolution. Refusing to swear allegiance to the American nation was a crime, as was taking up arms for Britain.



Even though the punishment was harsh, up to 19,000 Loyalists fought with the British. Many other Loyalists were prosecuted by colonial state legislatures and became refugees, losing their homes to raids and seizure by patriotic colonials.

The United Empire Loyalists became an important part of Canadian history. As many as 70,000 Loyalists fled to Nova Scotia and Upper Canada, bringing together loyal subjects of Britain and forming the foundation for what would become Canada.

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Components List

- **Game Map**
- **2 Reference Sheets**
- **1 Round Pawn**
- **16 Control Flags**
- **Draw Bag**
- **4 Turn Markers**
- **54 Faction Cards**
  - 13 Loyalist Militia
  - 15 British Regulars
  - 12 Patriot Militia
  - 14 Continental Army
- **205 Unit Cubes**
  - 45 Yellow
  - 35 Red
  - 45 White
  - 40 Blue
  - 12 Orange
  - 10 Purple
  - 18 Green
- **16 Battle Dice**
  - 3 Yellow
  - 2 Red
  - 3 White
  - 2 Blue
  - 2 Orange
  - 2 Purple
  - 2 Green

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Version 22 Rules

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