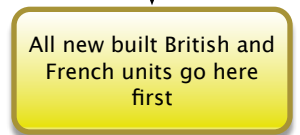
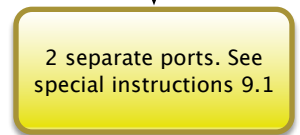
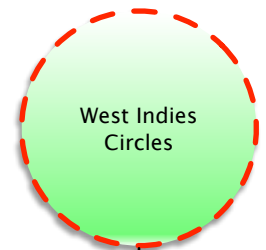
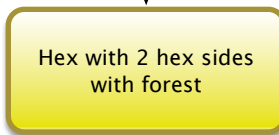
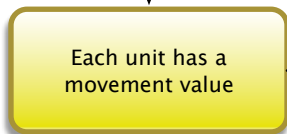
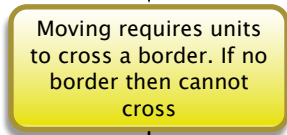
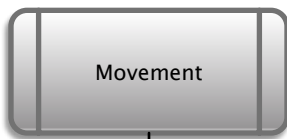
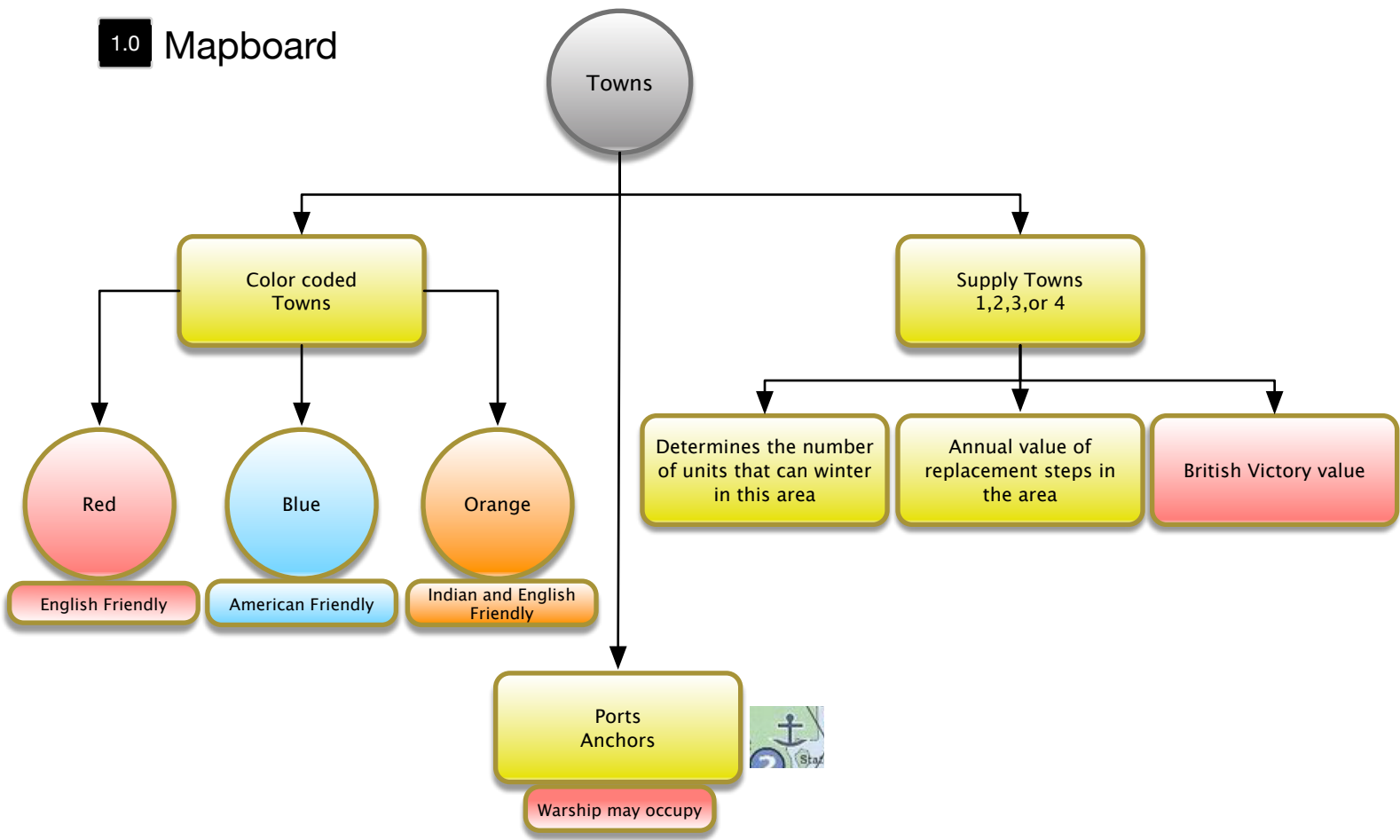


LIBERTY™

The American Revolution 1775-83



1.0 Mapboard





2.0 British, Hessian, Loyalist, & Native American Contingent



Strength= Number of D6 used


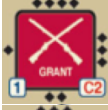


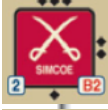
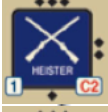
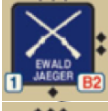

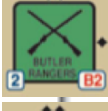

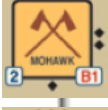
Movement



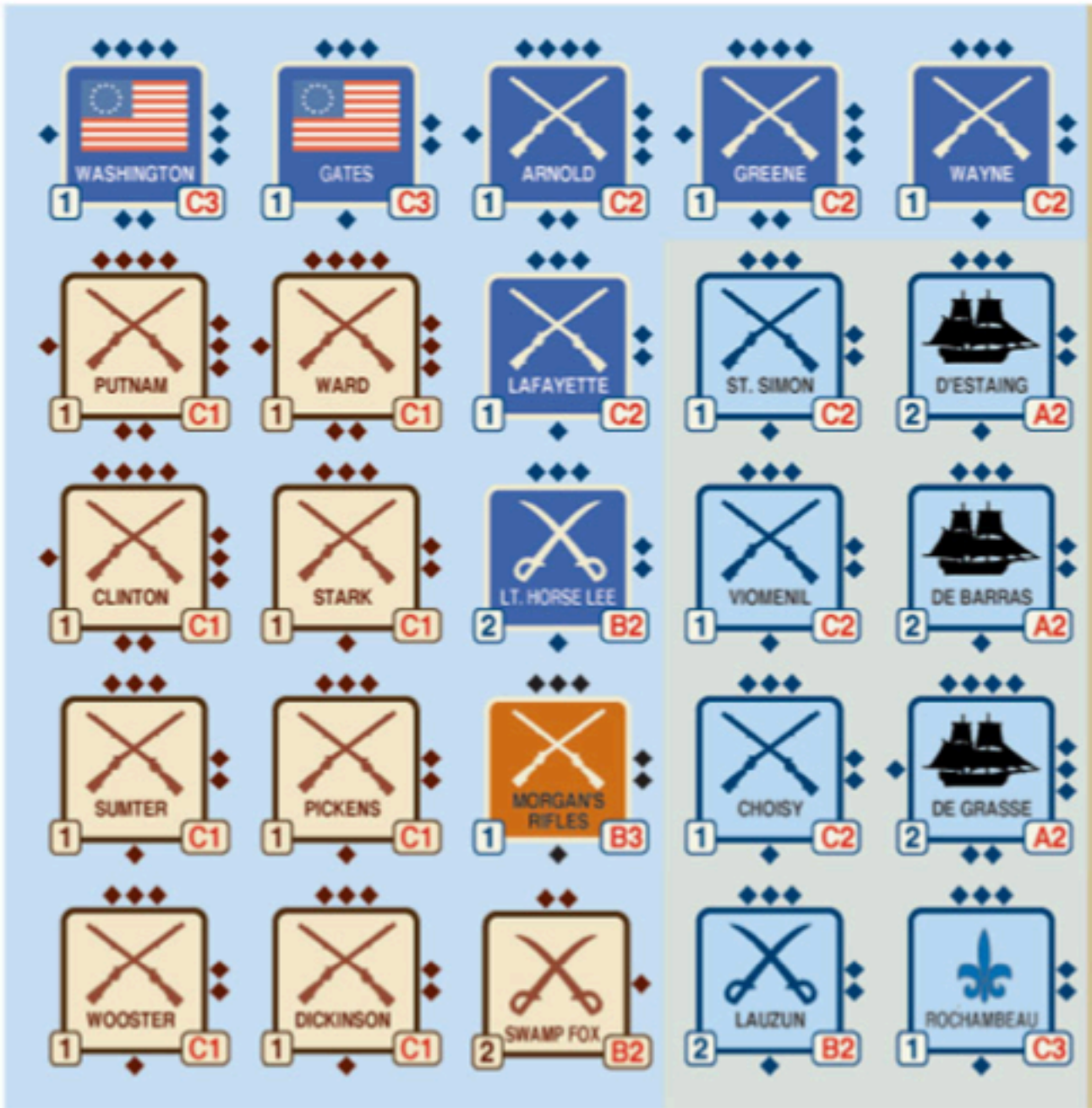
Mathew Guard

Initiative =
Who goes first
A,B,C,D
To hit value
4,3,2,1

BRITISH

	Mix	Block	Color	Move	Combat
	3	Leader	Flag	1	C3
	4	Foot	Red	1	C2
	1	Light Foot	Red	1	B2
	1	Guards	Red	1	C4
	1	Dragoon	Red	2	B2
	3	Hessian Foot	Blue	1	C2
	1	Hessian Jaeger	Blue	1	B2
	3	Loyalist Foot	Green	1	C1
	1	Loyalist Ranger	Green	2	B2
	1	Loyalist Dragoon	Green	2	B2
	3	Indian	Orange	2	B1
	3	Warship	Gray	2	A2

2.0 American & French Contingent



Strength= #D6 rolled


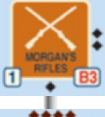





Movement



Initiative

Who goes first
A,B,C,D
To hit value
3,2,1

AMERICAN

	Mix	Block	Color	Move	Combat
	2	Leader	Flag	1	C3
	4	Continental	Blue	1	C2
	1	Dragoon	Blue	2	B2
	1	Rifle Corps	Brown	1	B3
	8	Militia Foot	Buff	1	C1
	1	Militia Dragoon	Buff	2	B2
	1	French Leader	Flag	1	C3
	3	French Foot	White	1	C2
	1	French Dragoon	White	2	B2
	3	French Warship	White	2	A2

1775

3 Turns in 1775
3 cards only

1775

1776

1777

1778

1779

1780

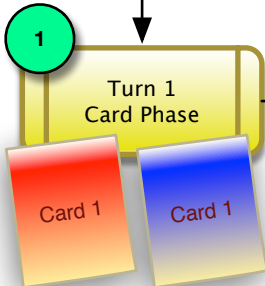
1781

1782

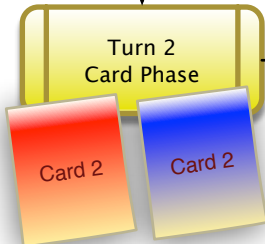
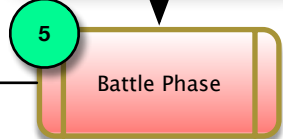
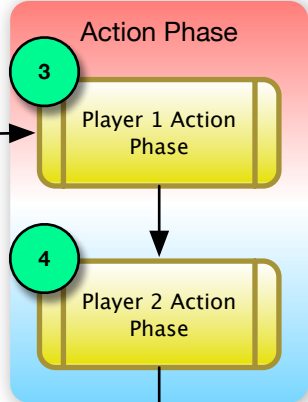
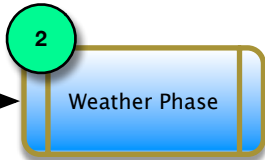
1783

5 Turns per year

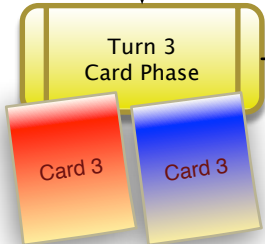
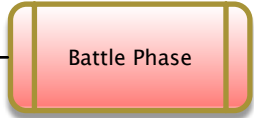
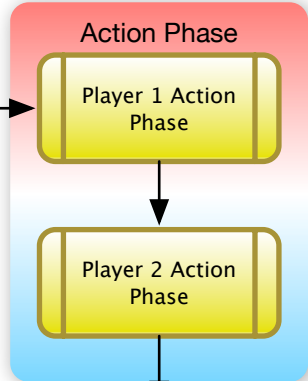
1776-1783



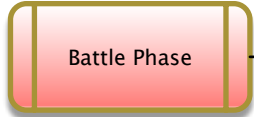
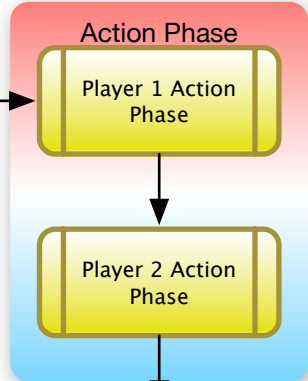
Reveal same time
Tie goes to English to be player 1

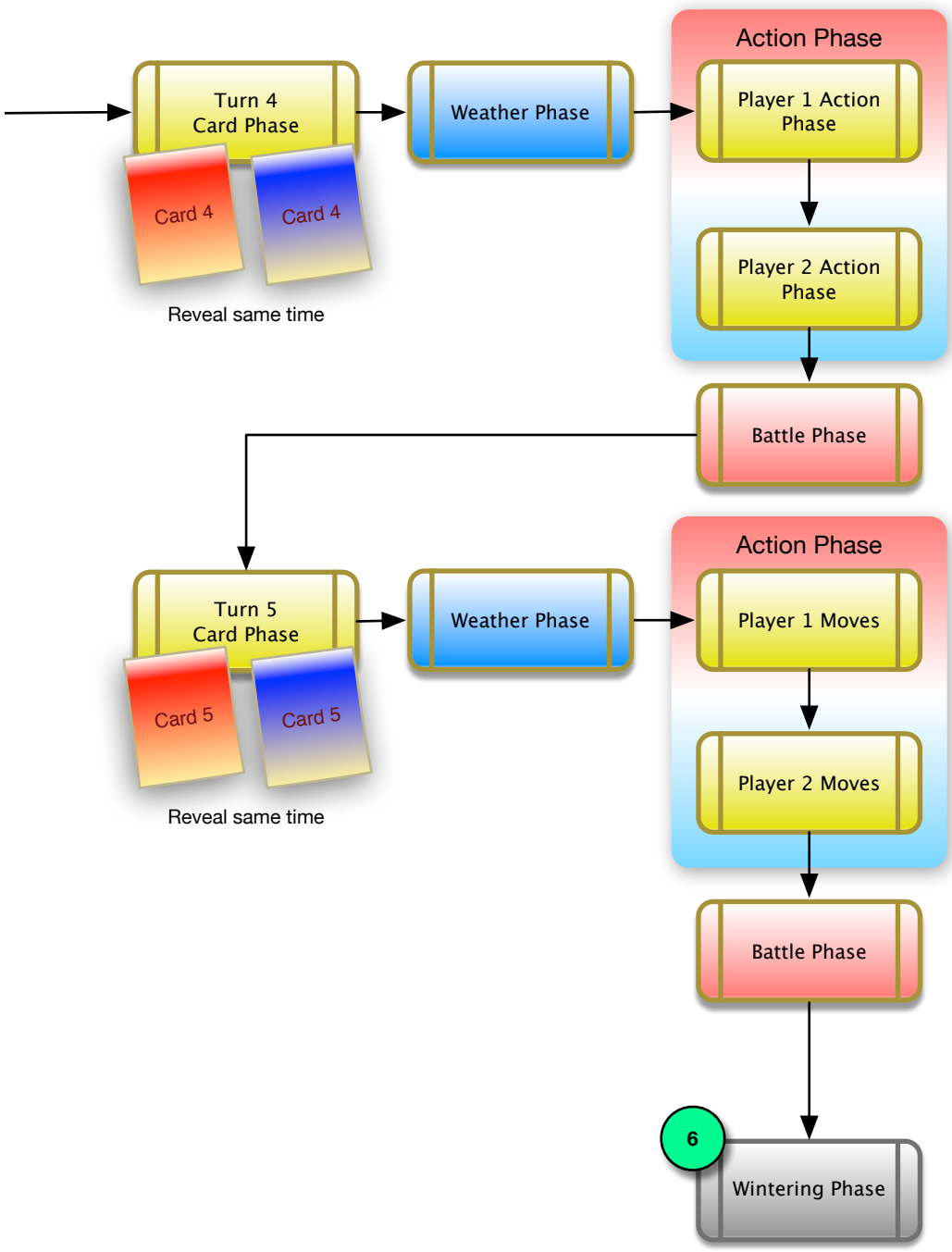


Reveal same time



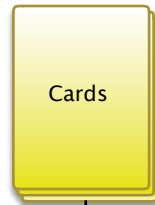
Reveal same time





1
Card Phase

Card Mix
6 Action 1
8 Action 2
6 Action 3



2 (2) Supply
3 (3) Supply

At the beginning of each year take all the cards and shuffle them

Hand 5 cards face down to each player

British
May look at cards

American
May look at cards



Place one of your cards on the table and flip at same time

Place one of your cards on the table and flip at same time

Each player turn

Higher number wins or Supply card wins

Ties go to the English player

Maximum of 1 step reinforcement per block

Can only occur in supply towns or Atlantic box

Supply cards Go first

Winner is always **Player 1** for this turn



Playing action cards (1 Point applied to separate groups)

2 (2) Step Reinforcements

3 (3) Step Reinforcements

SUPPLY

Distribute THREE (3) steps among blocks in supply towns (or Atlantic). Maximum one step per Block.

Group moves occur first

Separate unit can Build 1 full strength Replacement block (Off map)



2

Weather Phase

Player 2
Roll 1D6

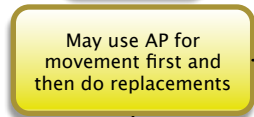
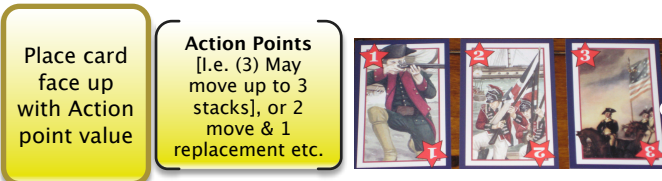
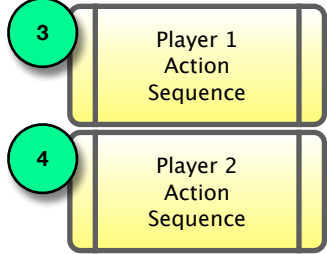
STORMS
1 North
2 South
3+ No storms

1. North
No attacks within
or from the North

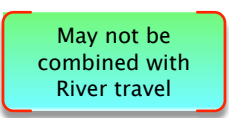
2. South
No attacks within or
from the South
or West Indies

Movement is still allowed



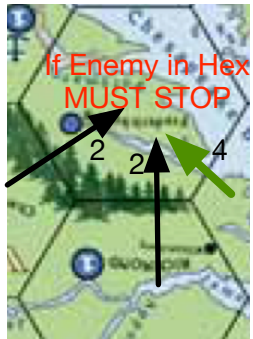
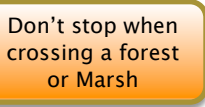
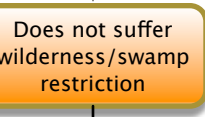
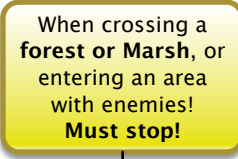
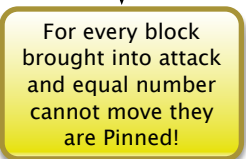
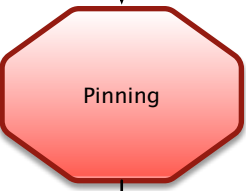
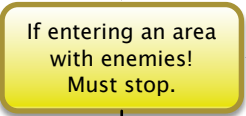
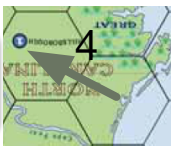
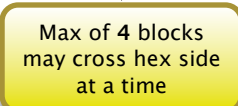
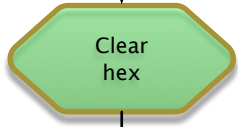
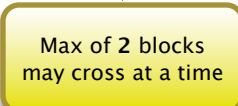
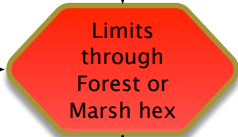
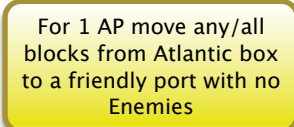
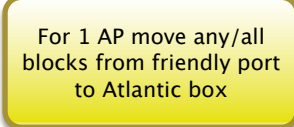
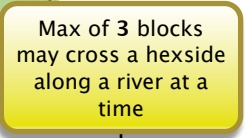
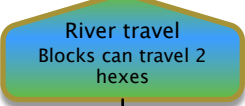
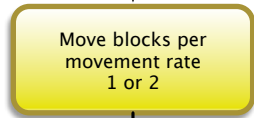
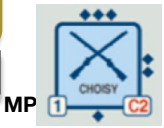
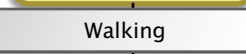
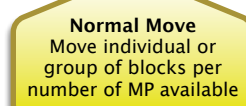
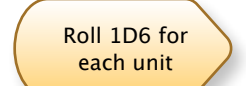
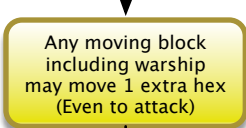
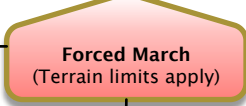


After all movement then can replace if Action Points remain

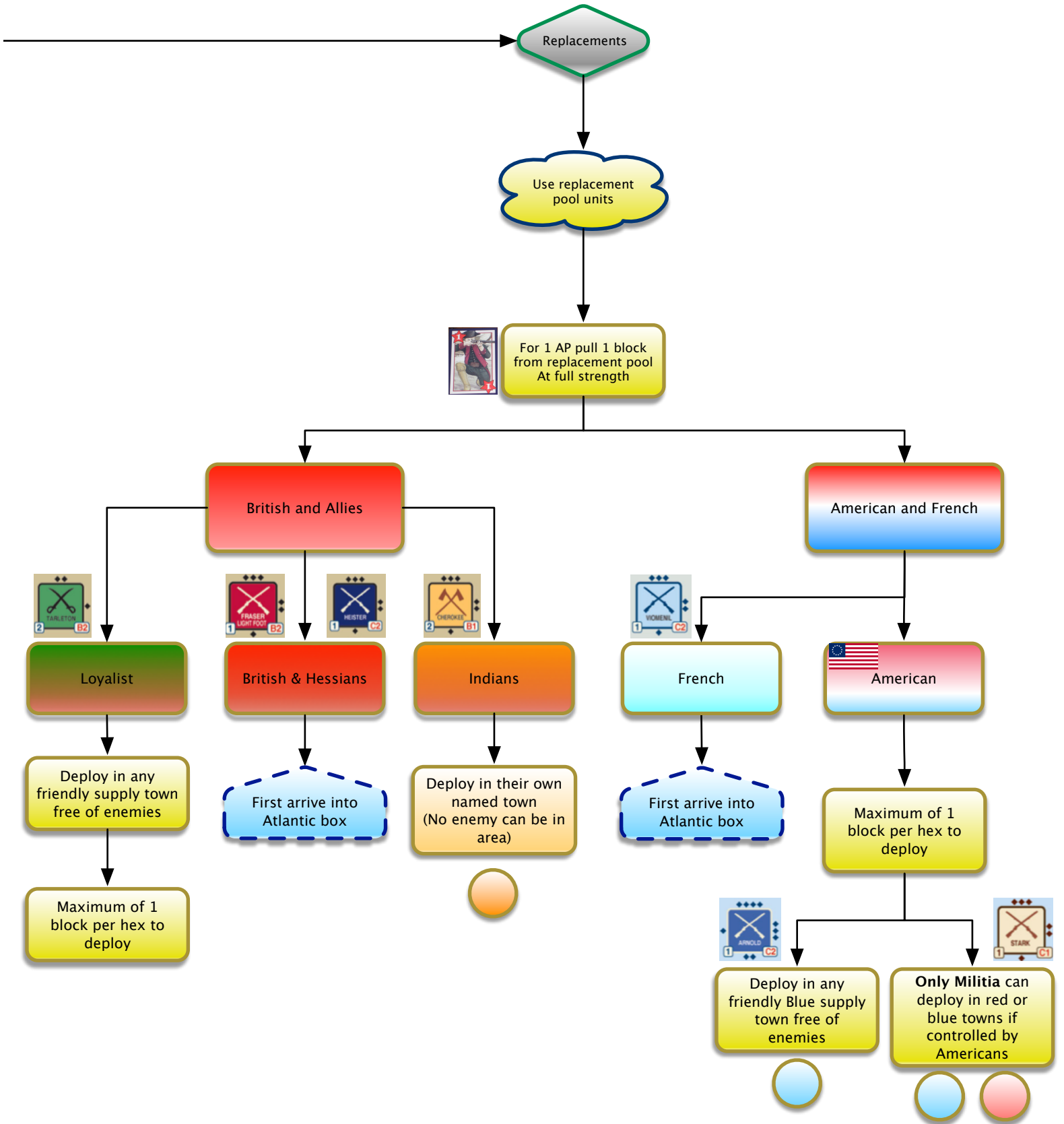


Always move first

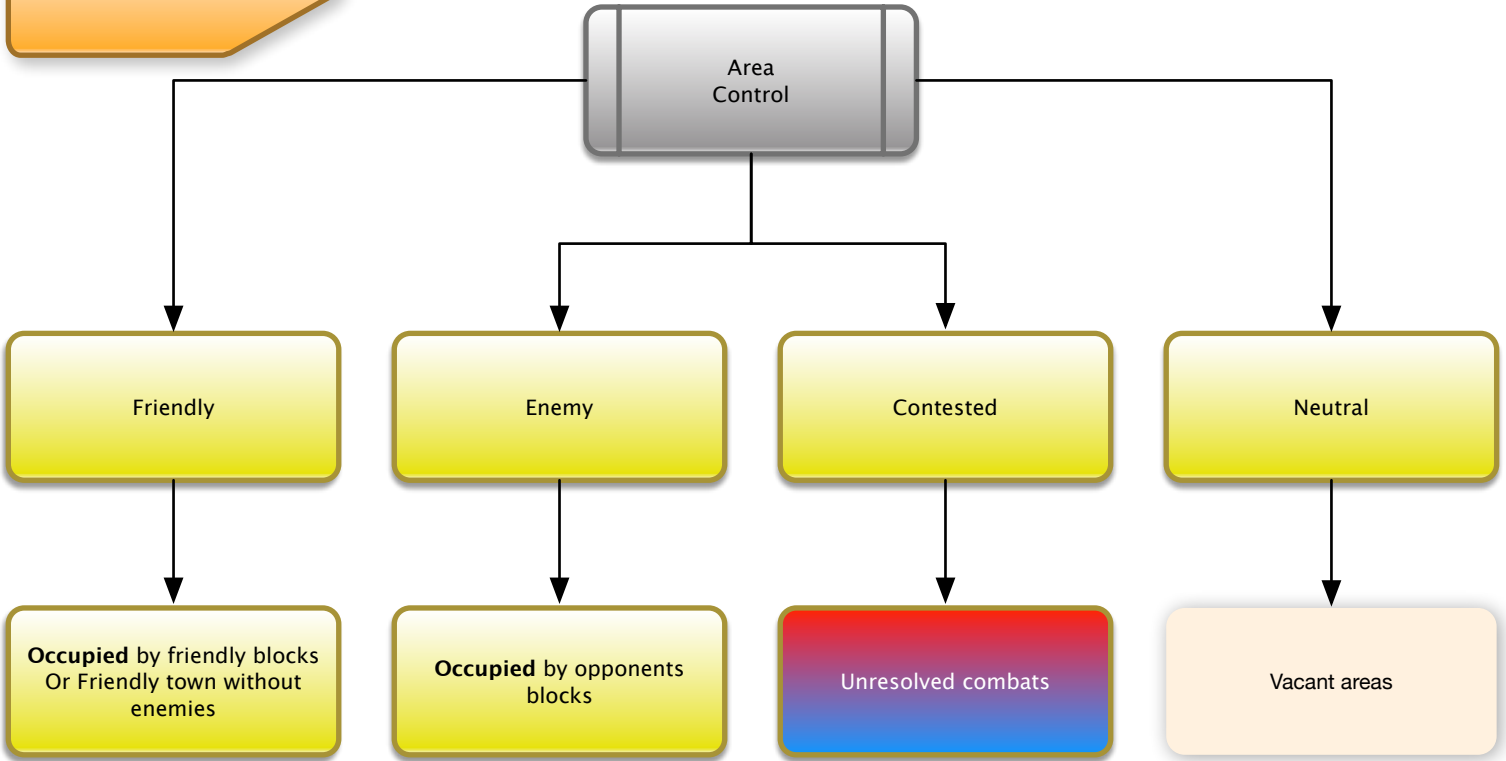
Move



Terrain Type	Hexside Limits
Clear	4
Forest/Marsh	2 and stop (except Indians)
River hex travel	3



Possible States of Control



Total of American Towns = 40

North 18 / 26 Supply points

Value / # / Worth

0 / 5 / 0

1 / 7 / 7

2 / 1 / 2

3 / 3 / 9

4 / 2 / 8

South 22 / 13 Supply points

0 / 13 / 0

1 / 6 / 6

2 / 2 / 4

3 / 1 / 3

West Indies French 3

Total of British Towns = 8

North 8 / 4 Supply points

Value / # / Worth

0 / 4 / 0

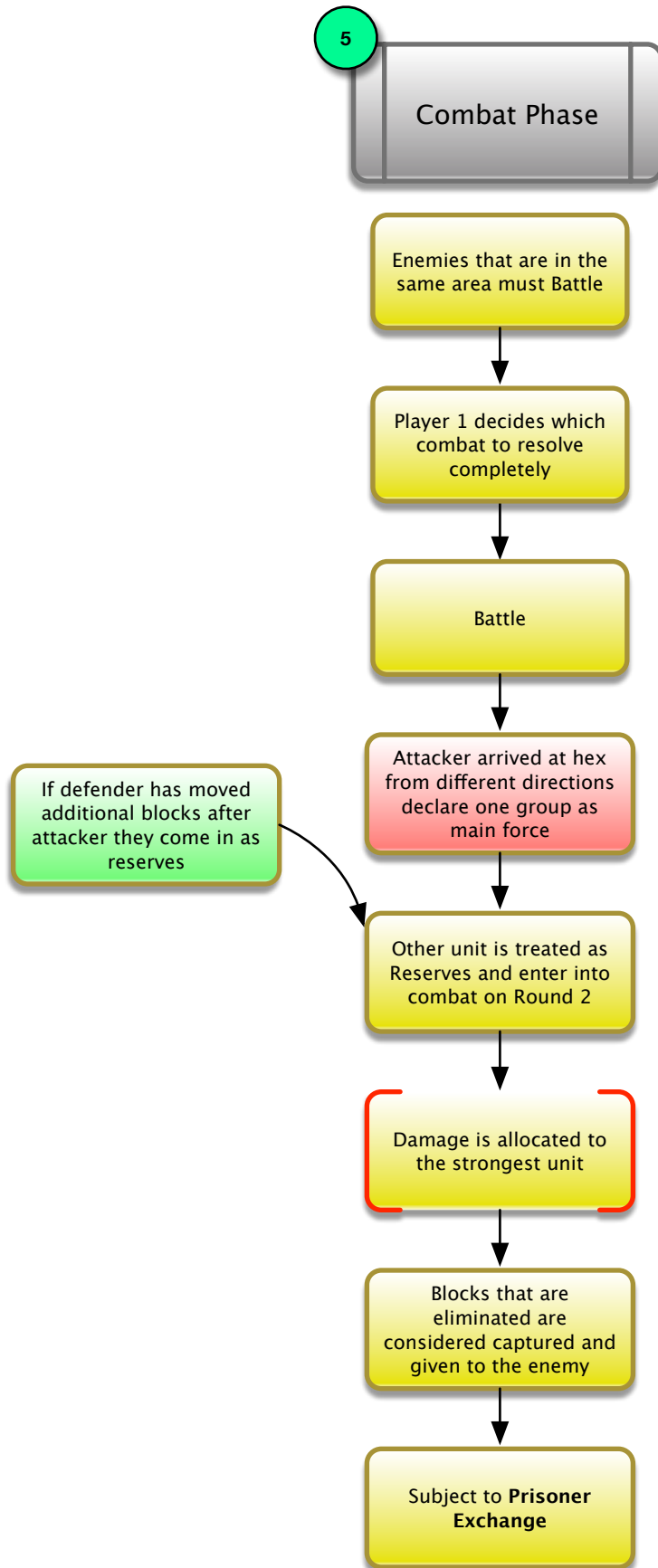
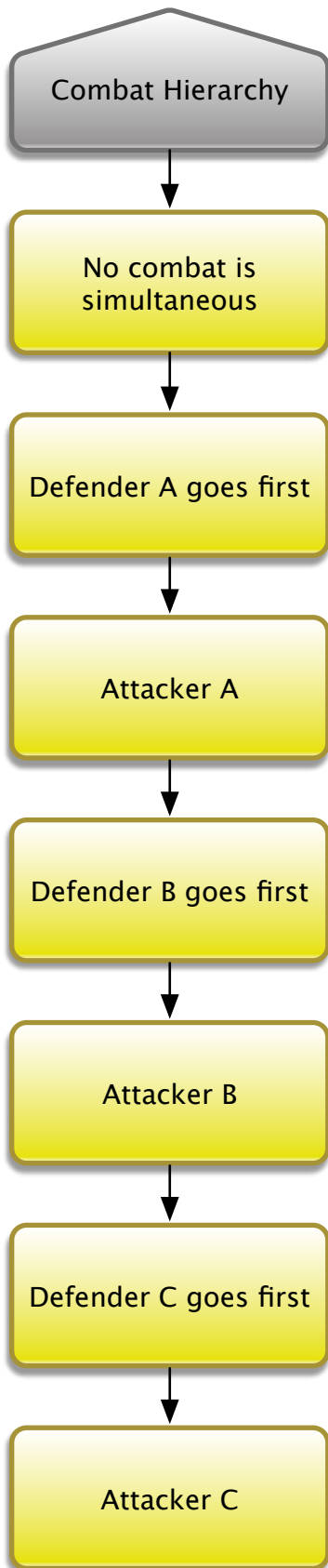
1 / 3 / 3

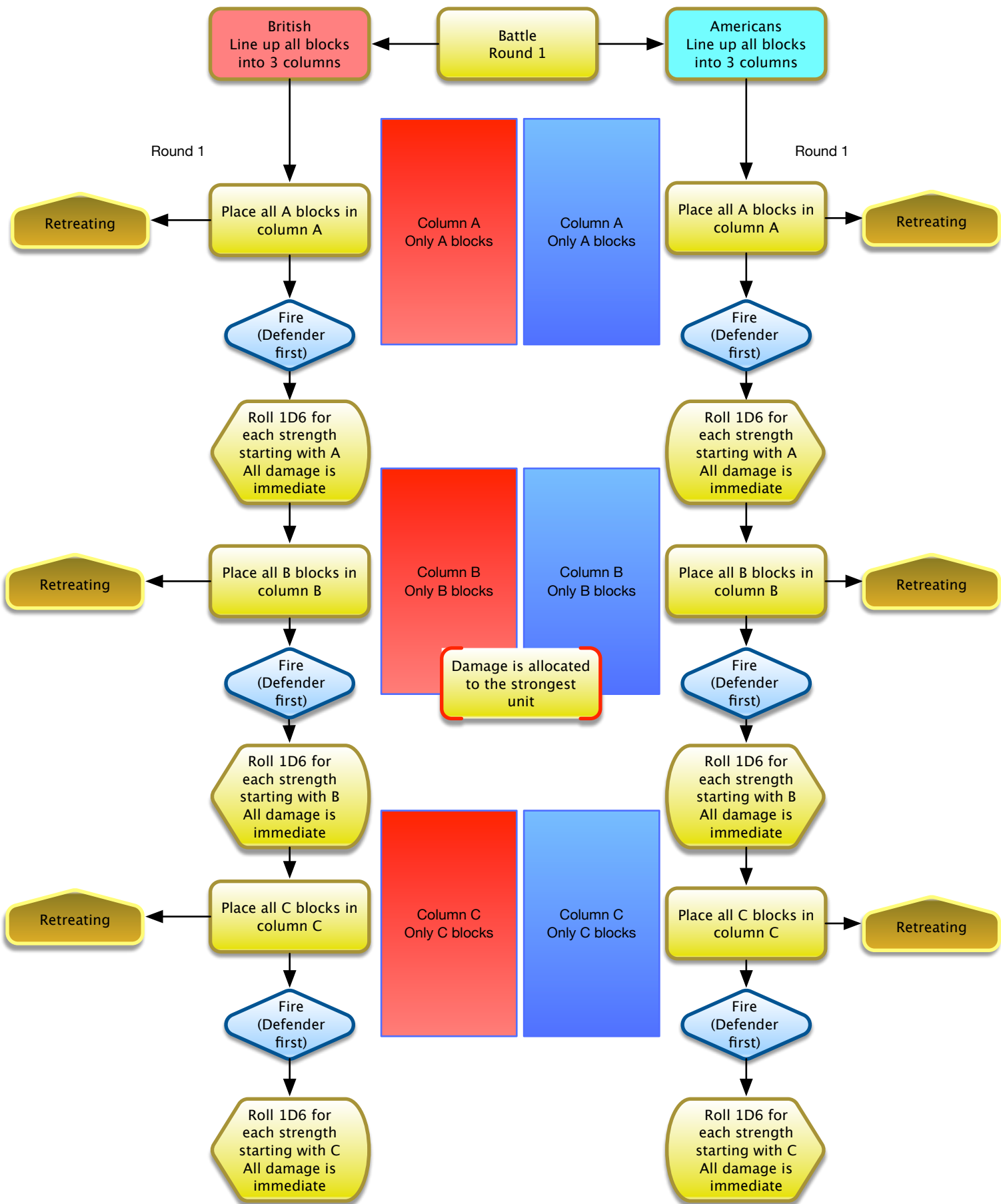
2 / 1 / 1

West Indies British 3

Total of Orange Towns = 3

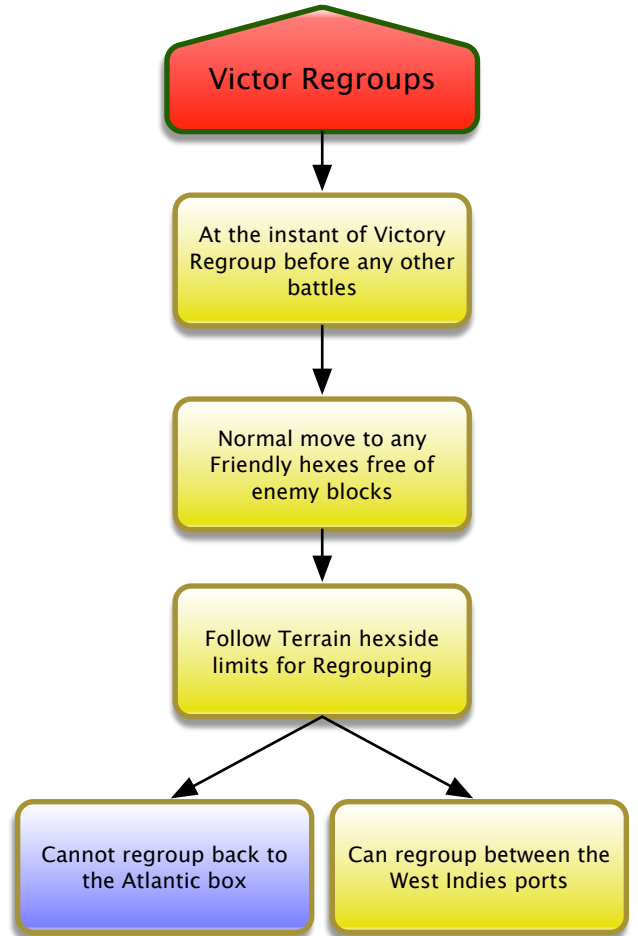
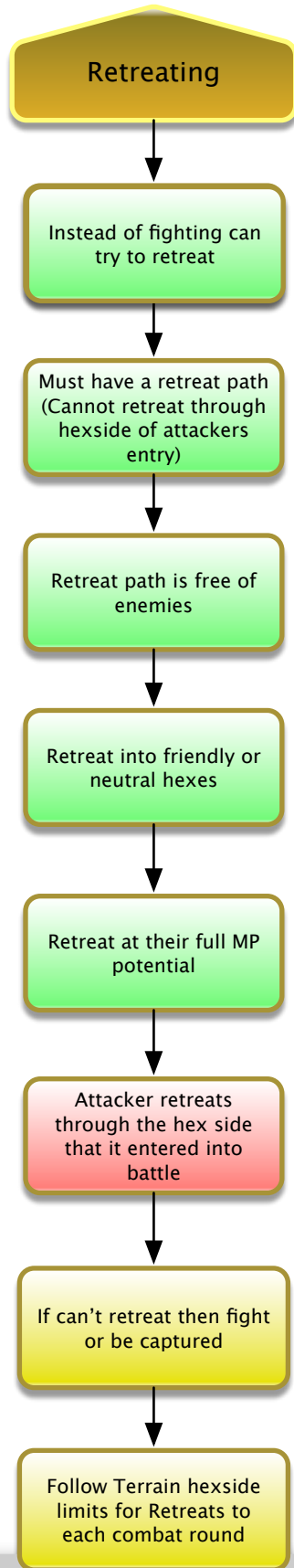
0 Supply points











Limits through Forest or Marsh hex 2 Blocks only	River travel 3 Blocks only + Must of come into battle using River travel	Clear hex 4 blocks
---	---	-----------------------

Naval

Warship Movement 8.1

May move from any port to Atlantic Box
Spend 1AP

May move from Atlantic box to any port
Spend 1AP

May move 2 hexes from 1 port to another
Spend 1AP

Warship by itself
Can reinforce an attack



Naval Battles 8.2

Both sides with Warships in common hex

Naval Battle only until 1 side destroyed or retreat

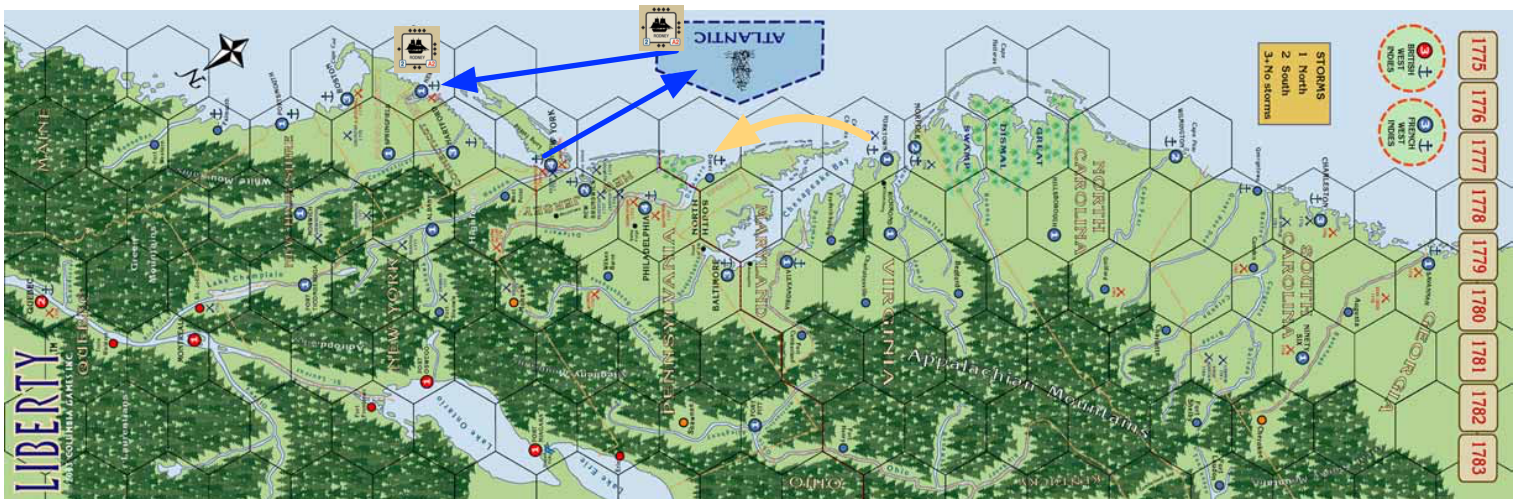
Excess hits apply to land units



Shore Bombardment 8.3

Fire as a normal unit

Cannot destroy land units but can damage them down to 1 SP



Sea Attacks 8.4

Naval Invasion

Attack starts from Atlantic Box to a port

Minimum 1 Warship
Max 3 Land units

Other units may not combine attack with Sea attack
Cannot reinforce an attack

If enemy hex has warships must proceed with Naval Battle

Cannot land Land units until Naval battle won

Sea retreats 8.5

Retreat ground units with Warship back to Atlantic box

Cannot retreat more than 3 land units at a time

Warship Control 8.6

Can control hex as long as no enemy Land unit

If enemy land unit enters hex must retreat after battle ends

Attacker retreats

Defender wins
Reduce all attacking units 1 SP and then return to Atlantic Box

Attacker wins
Proceed with Land attack



French Entry

After 1775

American rolls 2D6

=> 8 French enter War

Place French troops into draw pool

When picked place in Atlantic box



West Indies

British cannot attack West Indies

Before French entry

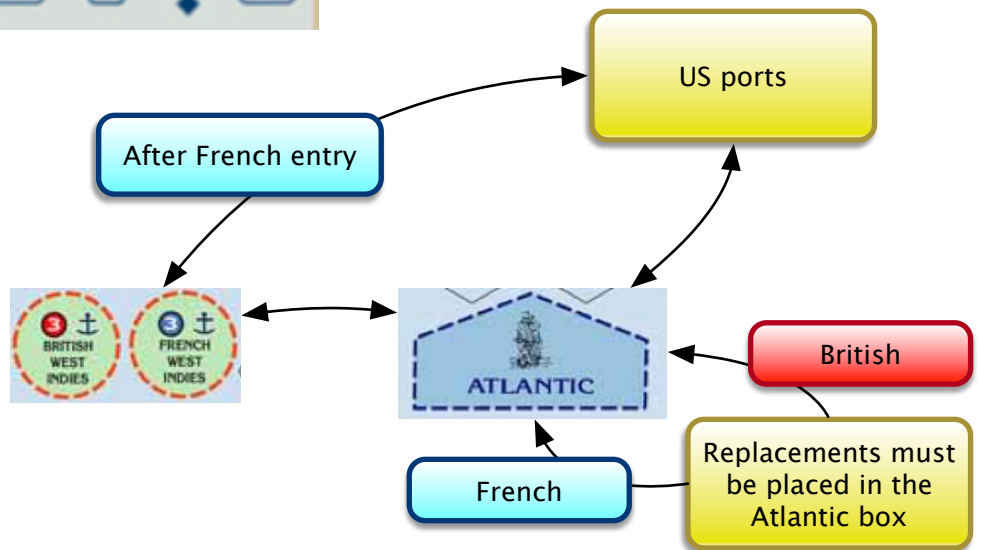
After French entry

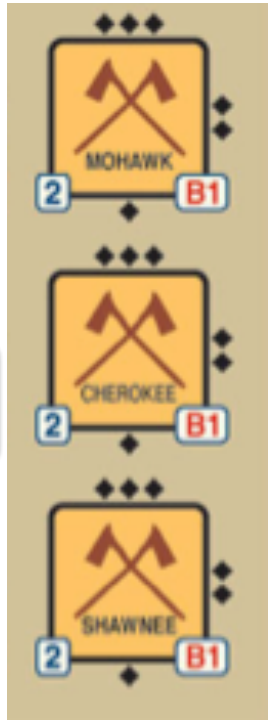
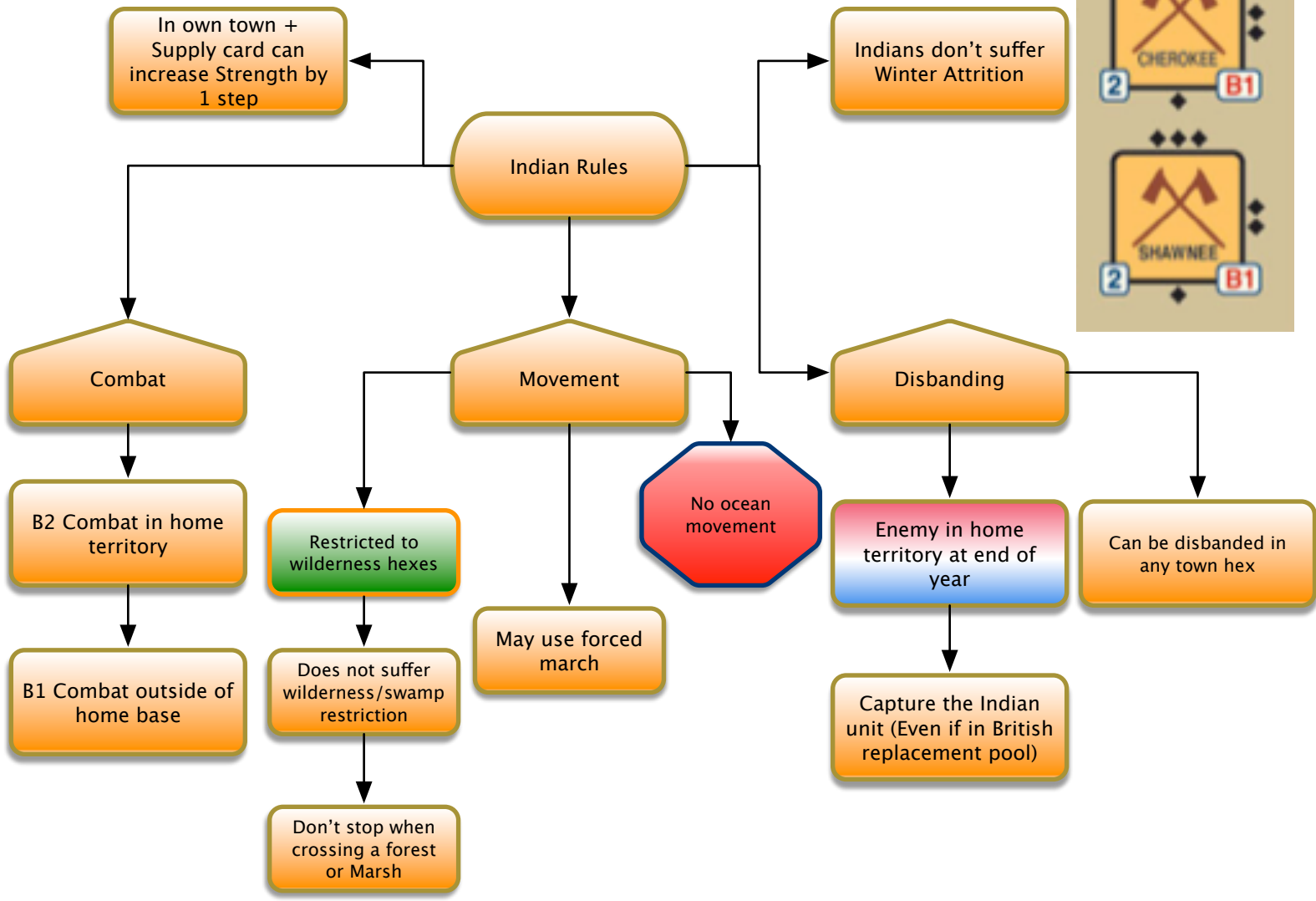
Limit of 2 units in the West Indies

No limit

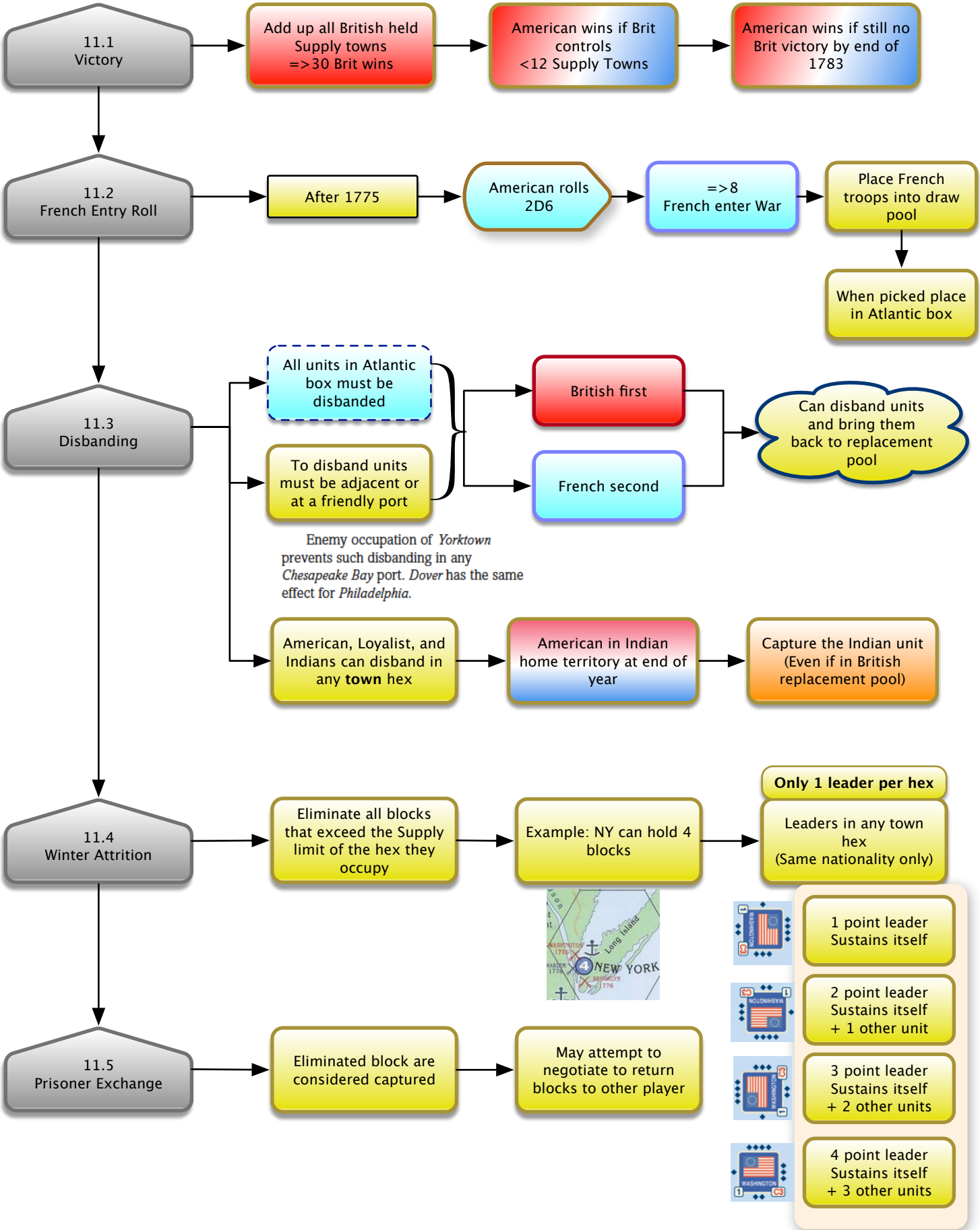


Replacements must be placed in the Atlantic box





6
Wintering Phase



British Setup



BRITISH: 1775

Name	Type	Strength	Location
Howe	Leader	3	Boston
Grey	Foot	3	Boston
Grant	Foot	3	Boston
Howe	Warship	3	Boston
Carleton	Leader	2	Québec
Fraser	Light Foot	2	Québec
Peters	Loyalist	2	Montreal
Cunningham	Loyalist	2	Norfolk
Butler	Loyalist Ranger	2	Fort Oswego
Tarleton	Loyalist Dragoon	2	Wilmington
Ferguson	Loyalist	2	Augusta
Hood	Warship	3	West Indies
Rawdon	Foot	4	West Indies
Cherokee	Indian	2	Cherokee
Mohawk	Indian	2	Mohawk
Shawnee	Indian	1	Shawnee

American blocks not used in the initial setup are placed *face-down* and shuffled. These blocks constitute the American Replacement Pool. British blocks not used in the initial setup are placed *face-down* in a separate group and shuffled. This is the British Replacement Pool.

AMERICAN: 1775

Name	Type	Strength	Location
Washington	Leader	2	Springfield
Pickens	Militia	3	Springfield
Ward	Militia	3	Springfield
Putnam	Militia	3	Hartford
Gates	Leader	3	Fort Ticonderoga
Wooster	Militia	2	Newport
Stark	Militia	3	Portsmouth
Clinton	Militia	3	New York
Dickinson	Militia	3	New Brunswick
Sumter	Militia	2	Charleston
French			
de Barras	Warship	3	West Indies
St. Simon	Foot	3	West Indies

Special Rules

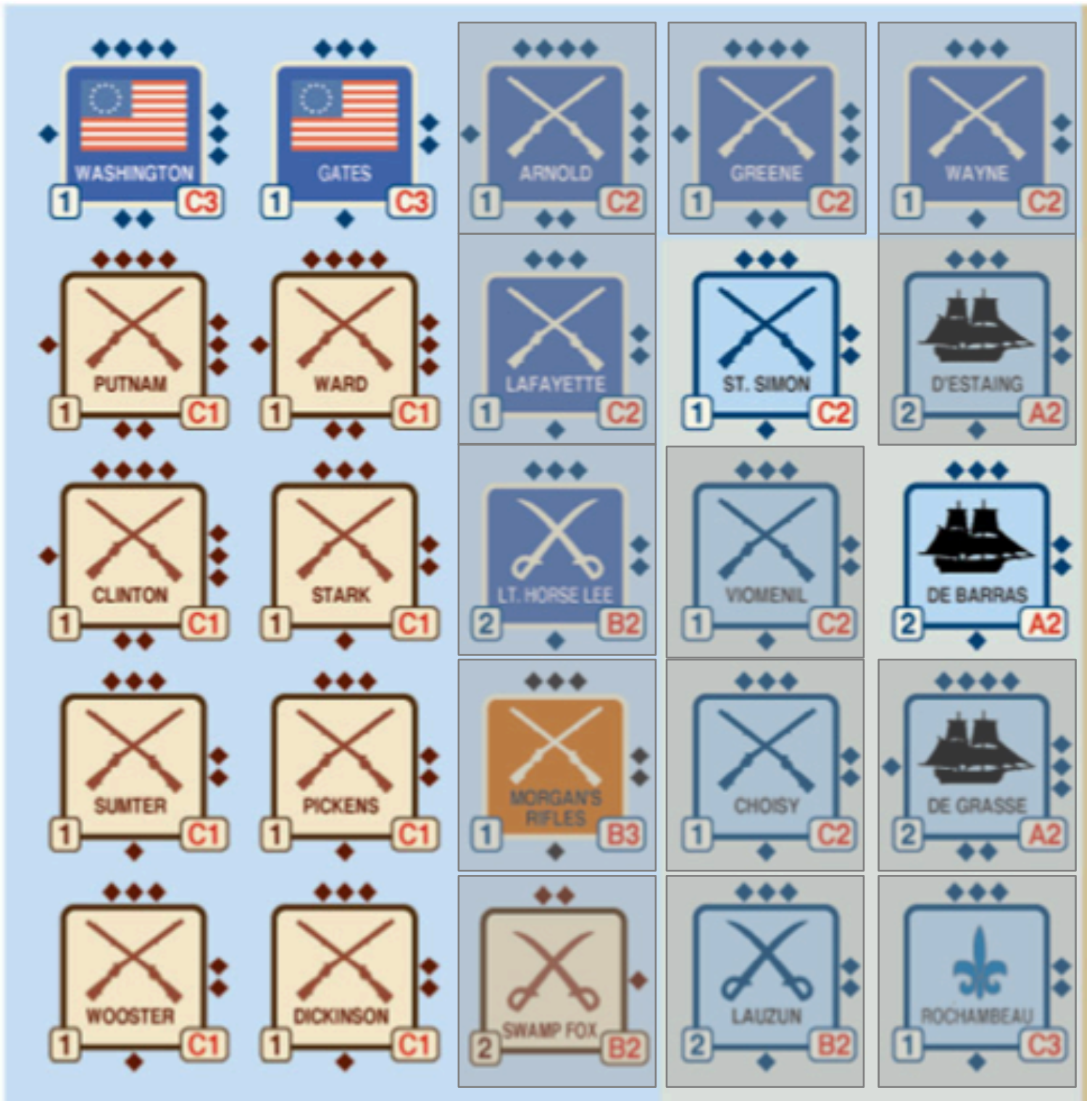
Each player receives only 3 cards in 1775.

British player cannot draw replacements in 1775.

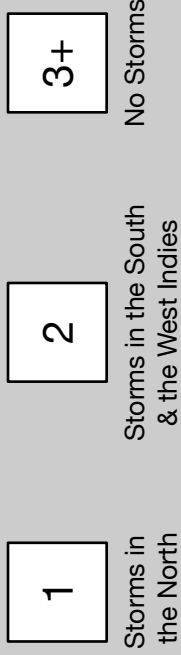
American blocks not used in the initial setup are placed *face-down* and shuffled. These blocks constitute the American Replacement Pool. British blocks not used in the initial setup are placed *face-down* in a separate group and shuffled. This is the British Replacement Pool.

French entry has not occurred. French blocks, except those listed in the set-up, are kept *face-up* in a separate French Replacement Pool. With French entry into the war, these blocks are added to the American Replacement Pool *face-down* and drawn normally.

American Setup



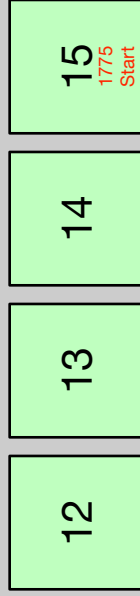
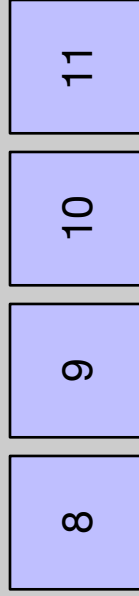
Weather Track for Game Turn



Victory Point Track British VPs determine winner

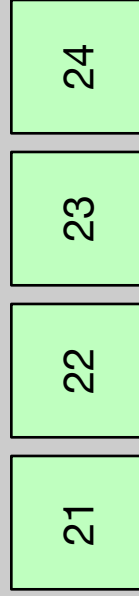
Add all British supply points

American Victory

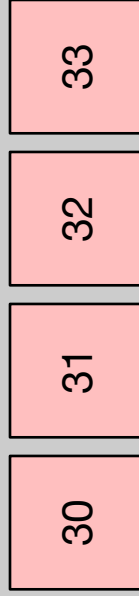


1775 Start

American Victory at end of 1783



British Victory



Total of American Towns = 40
North 18 / 26 Supply points
Value / # / Worth

0 / 5 / 0
1 / 7 / 7
2 / 1 / 2
3 / 3 / 9
4 / 2 / 8

South 22 / 13 Supply points

0 / 13 / 0
1 / 6 / 6
2 / 2 / 4
3 / 1 / 3

Total of British Towns = 8
North 8 / 4 Supply points

Value / # / Worth
0 / 4 / 0
1 / 3 / 3
2 / 1 / 1

West Indies British 3

North

Fort Western	0	Portsmouth	1
Faimouth	0	Norwich	1
Fort Stanwix	0	Fort Ticonderoga	1
West Point	0	Springfield	1
Wilkes Barre	0	Albany	1
		Newport	1
		Fort Pitt	1

New Brunswick 2

Boston	3
Hartford	3
Baltimore	3

New York	4
Philadelphia	4

British Controlled

Quebec	2
Montreal	1
Fort Oswego	1
Fort Niagara	1

Trois Rivières	0
St Johns	0
Fort Frontenac	0
Erie	0

West Indies 3

South

Augusta	0	Bedford	0
Georgetown	0	Charlottesville	0
Camden	0	Fort Henry	0
Fort Laudon	0	Fredericksburg	0
Fort Shelby	0	Fort Cumberland	0
Charlotte	0	Dover	0
Guilford	0		

Savannah 1

Wilmington	2
Norfolk	2

Charleston 3

Ninety Six	1
Hillsborough	1
Yorktown	1
Richmond	1
Alexandria	1