



INTRODUCTION

LIBERTY is a strategic game of the American Revolution 1775-1783. One player commands the American forces and their French allies and the other player commands the British forces. The object of the game is to gain control of sufficient territory to cause the other side to lose heart and make peace.

GAME TURNS

The game is played in a series of years. Within each year are five (5) **GAME TURNS**. Each Game Turn has four (4) **PHASES** as follows:

• Card Phase

Both players start every year with five (5) cards. They each play one (1) card face down. The cards are then revealed and the player with the highest card becomes **Player 1** this turn. Ties go to the *British* player. If a Supply card is played, that player is Player 1. If both players play a Supply card, the British player is Player 1.

• Weather Phase

Player 2 rolls 1 die to determine if any weather effects apply for this Game Turn.

• Action Phase

Cards valued 1, 2, or 3 allow the corresponding number of Actions to be played. *Player 1* first completes all desired Actions and then *Player 2* completes all desired Actions.

• Battle Phase

Battles occur when opposing blocks are in the same hex. They are fought one at a time, in any sequence determined by Player 1. After all battles are resolved, a new Game Turn is played.

WINTER TURN

When the current year ends, a *Winter Turn* is played in which blocks may suffer Winter Attrition. After that, both players receive five new cards and the next year begins.

1.0 MAPBOARD

The mapboard depicts the eastern seaboard of North America from Québec to Georgia. The British player sits at the eastern edge of the mapboard, the American player at the western edge.

1.1 HEXES

The map is divided into hexes which govern the location and movement of blocks. Hexes are divided by hexsides which restrict movement (5.2). Ground blocks cannot cross all-sea hexsides, except by Sea Movement. Warship blocks cannot cross all-land hexsides. Half hexes are fully playable.

1.2 TOWNS

Many hexes have a town designated with a blue, red, or orange circle. Towns with a value of 1, 2, 3, or 4 are called **SUPPLY TOWNS**. These values limit how many blocks can remain in that hex over the winter. The values also determine British victory points.

Blue towns, even if vacant, are friendly to and controlled by the **American** player, except when enemy occupied.

Red towns, even if vacant, are friendly to and controlled by the **British** player, except when enemy occupied.

Orange towns are Indian, friendly to and controlled by the British player, except when enemy occupied.

1.3 PORTS

Ports are towns with an *anchor* symbol. Ports enable Sea Movement (5.7) and may be occupied by Warships.

Note: *Québec is a port, accessible from the Atlantic Box.*

1.4 WILDERNESS

Hexes with at least **two (2)** forest hexsides are defined as *Wilderness*.

1.5 WEST INDIES

This is a special play area with two separate ports. Special rules apply to the West Indies. See 9.1.

1.6 ATLANTIC

This box is used to control Sea Movement and reinforcements from Europe. French and British blocks must be placed in the ATLANTIC box when they are built. Both players may have any number of blocks located in the ATLANTIC box. No combat is allowed.

The Shot Heard Around the World

“Stand your ground. Don’t fire unless fired upon. But if they mean to have a war, let it begin here.”

So said Jonathan Parker on Lexington Green, April 19, 1775. Minutes later, the “shot heard ‘round the world” shattered the morning stillness and sparked a clash between British soldiers and Parker’s Lexington militiamen. Before the day ended, close to three hundred British soldiers and one hundred American colonists were dead or wounded. The ensuing civil war lasted eight years and engulfed most of the eastern half of North America. To crush the American rebels, the British government deployed the largest military force they had yet sent overseas. The American colonists, divided amongst themselves, fought each other, British regulars, German mercenaries, and Indian warriors in a brutal war. Ultimately, George Washington’s embattled Continental Army and the loosely organized local militia forces, with essential help from the French army and navy, prevailed over the most powerful empire of the age. Playing this game will help you understand why this unlikely outcome became possible.

Game Scale

The map scale is approximately sixty (60) miles per hex. Each block represents a brigade of 2,000 to 4,000 men.

States

Kentucky and Ohio were not states at the time of the revolution. Kentucky was organized as a county of Virginia, and Ohio was claimed by Virginia, Pennsylvania, and Quebec. Maine belonged to Massachusetts. Both New York and New Hampshire claimed the area between the Connecticut River and Lake Champlain which is now Vermont.

Fog-of-War

Except when fighting a battle, blocks stand upright facing the owner. Block type and strength are hidden from the opponent. This adds bluff, surprise, and secrecy to the game.

Battle Sites

The locations of the main battles of the war are shown, red for British victories and blue for American victories.

CREDITS

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2.0 ARMIES

The wooden blocks represent British (red) and American (blue) forces. There are twenty-five (25) blocks of each color.

A sheet of die-cut labels is included. One label must be attached to each block. British labels (tan) go on the red blocks. American and French labels (light blue) go on the blue blocks. Lightly position each label, ensure it is straight, and then press firmly to the block.

2.1 BLOCK DATA

Blocks have numbers and symbols defining movement and combat abilities.

2.11 Strength

The current strength of a block is the number on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block during combat. A block at strength 4 rolls 4d6 (four six-sided dice); a block at strength 1 rolls 1d6.

Blocks can have a maximum strength of 4, 3, or 2. For **each** hit taken in combat, the block's strength is reduced by rotating the block 90 degrees counter-clockwise.

When a block is reduced **below** 1 strength, it is captured by the enemy. Prisoners can be exchanged. See 11.5.

2.12 Combat Rating

The Combat Rating is indicated by a letter and number, such as **A1** or **B2**. The letter determines **when** a block fires. All **A** blocks fire first, then all **B** blocks, then all **C** blocks. The number indicates the maximum roll that will score a hit.

Example: a block rated B1 only scores a hit for each "1" rolled, but a block rated B3 scores one hit for each 1, 2, or 3 rolled.

2.13 Movement Rating

Movement ratings are shown in the lower-left corner of a block. This is the maximum distance a block can move.

2.2 BLOCK TYPES

2.21 Leaders

Leaders are foot blocks supported by artillery, with the special ability to supply extra blocks over the winter. See 11.4.

The American Commander in Chief was George Washington. The other American leader (Gates) represents a variety of secondary leaders. The French have one leader (Rochambeau).



The British Commander in Chief was Sir William Howe, who was replaced by Sir Henry Clinton in 1778. The other two British leader blocks represent a variety of secondary leaders.

2.22 Foot



Blocks with a crossed musket (or rifle) symbol. The central color indicates nationality and type, as noted on the Data Tables (sidebar). Foot move one (1) hex and have combat ratings of C1 or C2. There is also a Light Foot block with B2 combat, a Rifle Corps with B3 combat, and a British Guard with C4 combat.

Hessians were German troops hired by the British. They function as British troops for all rule purposes. *Hessian* light foot were called Jaegers.

*Continental*s were American regulars authorized and funded by the Continental Congress, the federal government of the day.

2.23 Dragons



Blocks with a crossed sabre symbol. The central color box indicates nationality and type, as noted on the Data Tables (sidebar).

Dragoons can move two (2) hexes and have B2 combat.

2.24 Warships



The British player has three warship blocks. The American player has none, but controls three French warships after French entry.

Warships are required for Sea Attacks. They are also used to fight enemy warships and support ground combat with shore bombardment.

2.25 Indians



Indians are Native American nations (*Cherokee*, *Mohawk*, and *Shawnee*) that helped the British. They may force march and use river

movement, but not sea movement. They have B2 combat **attacking or defending** their own town hex, but only B1 combat elsewhere. Indians are **restricted** to Wilderness hexes See 1.4 and 10.0.

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

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

STEP REDUCTION

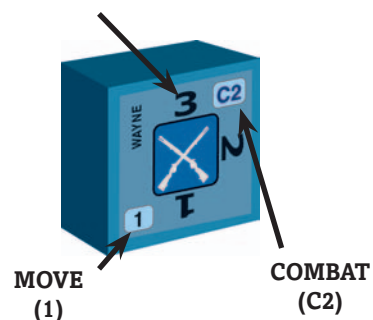
The diagram below shows the same block at strength 3, 2, and 1.



Strength 3 Strength 2 Strength 1

BLOCK DATA

STRENGTH
(Maximum 3)



3.0 CARDS

The game has twenty (20) ACTION and five (5) SUPPLY cards. At the beginning of each YEAR, **all** the cards are shuffled and five are dealt out *face-down* to each player. Players may then examine their cards before play begins for the year.

3.1 ACTION CARDS

Action cards determine the number of Actions a player can perform per Game Turn. Both players choose and play one card (face-down). Neither cards nor Actions can be accumulated for future use.

The highest Action card played (British win ties) is *Player 1* for that Game Turn. The opponent is *Player 2*.

For each Action, a player can make one Group Move (5.1) or build one full strength Replacement block (6.0). For example, playing an Action 2 card allows two Group Moves, or two Replacements, or one of each.

3.2 ACTION SEQUENCE

Actions must be performed in order:

1. Moves
2. Replacements

If you play an Action 2, and wish to do one Move and one Replacement, the Move must occur before the Replacement. This sequence prevents both replacing and moving the same block in one Game Turn.

3.3 SUPPLY CARDS

There are five (5) Supply cards that provide either two (2) or three (3) steps of Reinforcements. These may be added to friendly blocks located in Supply Towns (or in the ATLANTIC box) with a **maximum of 1 step per block**. Supply cards may also be used on Indians in their own town hex. Supply cards are the only way to increase the strength of blocks already on the map. When a Supply card is played, it is always resolved first.

Note: *The Player who plays a Supply card is Player 1 for rule purposes.*

4.0 WEATHER

After cards have been revealed, *Player 2* rolls to determine weather effects (if any). Roll one die.

- [1] **North:** no attacks within or from the North. Other movement allowed.
- [2] **South:** no attacks within or from the South (or West Indies). Other movement allowed.
- [3+] **No weather effects.**

5.0 MOVEMENT

5.1 GROUP MOVEMENT

One or more blocks located in a single hex are referred to as a GROUP. For one Action, a player can move any number of blocks in one Group to all hexes within their maximum movement rate.

All blocks, including warships, may pass freely through friendly blocks, but must stop and fight when they move into a hex containing enemy block(s).

Blocks move **once** per Game Turn, except to RETREAT (7.4) or REGROUP (7.5).

5.2 HEXSIDE LIMITS

The maximum number of blocks that **each** player can move through any hexside in one Game Turn depends on terrain:

CLEAR: 4 FOREST/MARSH: 2

Blocks crossing a Forest/Marsh hexside must stop (except Indians). If a river runs through a Forest/Marsh hexside, the limit increases to 3 and blocks do **not** have to stop.

Once the maximums are met for any hexside section, it is closed to movement by **that** player this Game Turn.

Hexside limits are applied to **each** player, meaning both players can move four blocks across the same Clear hexside.

Example: *no more than four blocks in SPRINGFIELD can move to BOSTON. However, four blocks in NEWPORT could also move to BOSTON.*

5.3 HEX CONTROL

Hexes can either be *Neutral*, *Friendly*, or *Enemy*. Hexes with no Town are *Neutral* if vacant. *Friendly* hexes contain a friendly Town or are occupied by friendly blocks. *Enemy* hexes are those occupied by enemy blocks or with an enemy Town.

Important: *Hex control does not change until the end of a Game Turn. Moving through a hex does not change control.*

5.4 PINNING

Attacking blocks prevent an equal number of defending blocks from moving. This is called *Pinning*. The defending player chooses which blocks are pinned. The "unpinned" blocks may (if desired) move normally, **except** they cannot move across any hexside used by the pinning block(s). Pinned blocks cannot be substituted for other blocks.

Card Mix

- 6 Action 1
- 8 Action 2
- 6 Action 3
- 5 Supply

Supply Cards

The play of a Supply card by both players does **not** end the year early as in *Hammer of the Scots*. The British player allocates supply first in this case and then play continues.

Stacking

There are no stacking limits in *Liberty*. There are, however, *wintering limits* which make it impractical to form large armies in a single hex.

Naval Choke Points

A ground or naval block in YORKTOWN stops the enemy entering (or leaving) Chesapeake Bay via Sea Movement. Ground blocks in this hex are considered to be in Yorktown and cannot cross the Chesapeake Bay to the hex north of Cape Charles, and vice versa. Warships cannot cross the peninsula above Cape Charles.

DOVER is similarly positioned to block the entrance to the Delaware River and protect Philadelphia. Ground blocks in the Dover hex are south of the river estuary and cannot move to the Monmouth hex, or vice versa.

In both Yorktown and Dover, ground blocks can easily be trapped with no ground retreat.

Storms in the south do NOT prevent a **sea attack** into Baltimore or Philadelphia because the destination hex is in the north.

Attacking

Moving into an enemy occupied hex or enemy town is attacking, even if that town is vacant. Hence, when the weather prevents attacking, occupation of vacant enemy towns is not permitted.

Hexside Limits

Hexside Limits always apply, not just for attacks.

Hex Control

It is important to understand hex control, which changes only at the end of a Game Turn. These include:

- The Attacker must Retreat into a friendly or neutral hex that contains no enemy units.
- Retreat into an enemy hex is prohibited even if vacant.
- Player 2 cannot deploy a Replacement in a town just vacated by Player 1.

Pinning Example

If two blocks attack five, two defenders are pinned, but up to three (defender choice) may move and even attack elsewhere.

British Initiative Option

If the action cards played are equal, the British get their **choice** of going first or second.

5.5 FORCE MARCHING

Any moving block (even warships) may force march to move **one extra hex**, including to attack or join a battle.

After **all** movement is completed, roll one (1) die for each force-marching block:

1-3: Lose 1 step

4-6: No Loss

In either case the move is made. Blocks must still halt if they cross a Forest or Marsh hexside (except Indians). Blocks cannot force march on a Retreat (7.4) or Regroup (7.5). Force marching cannot be combined with river movement.

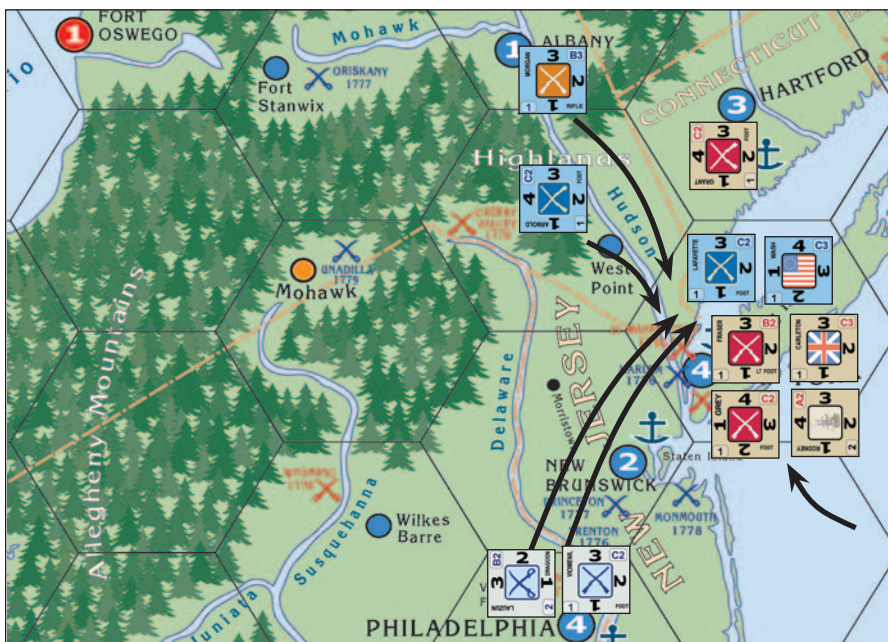
5.6 RIVER MOVEMENT

Blocks can move two hexes up or down a river, and **can** attack or join a battle with such a move. The start hex and the end hex must be connected by the same river, hence a player may not river move through the hex separating Fort Ticonderoga and Albany. River movement is also permitted along lake shores, except past Niagara Falls. River movement negates Forest or Marsh hexside stopping requirements.

5.7 SEA MOVEMENT

All sea movement by ground blocks is conducted via the ATLANTIC box. For one (1) Action, a player can move any/all blocks from a **friendly** port to the ATLANTIC box, or from that box to a **friendly** port containing no enemy blocks. American & Indian blocks **cannot** move by sea. Player 2 can move unpinned blocks from an embattled hex by sea. Also see SEA ATTACKS, 8.4.

MOVEMENT DIAGRAM



6.0 REPLACEMENTS

Each player maintains a separate Replacement Pool of blocks. These blocks are always kept face-down, and shuffled before drawing. You may use each Action Point to draw one (1) block, and deploy it **at full strength** as below. Blocks cannot be deployed into Battle Hexes.

6.1 BRITISH DEPLOYMENT

Loyalists are deployed in any *friendly* supply town free of enemy blocks, maximum of one block per hex.

Indians are deployed in their own named town if friendly and unoccupied by enemy blocks. See 10.0.

British must be deployed in the ATLANTIC box.

6.2 AMERICAN DEPLOYMENT

American blocks are deployed in any *friendly* supply town free of enemy blocks, maximum of one block per hex. Only *Militia* can be deployed in a friendly Red supply town free of enemy blocks.

French blocks must be deployed in the ATLANTIC box.

Force Marching

Blocks that force march remain subject to hexside limits and Combat Reserves rules. Only blocks that enter through the same hexside as the Main Attack will be available on Combat Round 1.

Force marching ground troops means longer marches, shorter rests, and laxer discipline, all of which tended to produce high rates of desertion and stragglers. Force marching ships implies hoisting extra sail and steering riskier courses.

Force March rolls should not be made until a player has completed all movement. If a Strength 1 block fails a force march roll, it is captured.

Sea Movement

As with normal movement, a group in the Atlantic box can split and sea move to multiple ports for one Action. Sea Attacks are limited by warships, but can also be split if more than one warship block is available.

MOVEMENT DIAGRAM

The British have made a Sea Attack into New York with a warship and three blocks. The British block in Hartford cannot move to New York, as combining Sea Attacks with any other type of attack is prohibited.

The American player reacts by moving four blocks to help defend New York. Arnold moves from West Point. Morgan moves two hexes from Albany by river. Two French blocks move from Philadelphia – the foot must force march.

All reinforcing blocks do not arrive at New York until the beginning of Combat Round 2 and will not arrive at all if the British player destroys the two defending blocks in New York on Combat Round 1.

Assuming the British player had sufficient moves available, the block at Hartford could have moved to West Point to pin Arnold and interdict Morgan's river move.

7.0 BATTLES

7.1 BATTLE SEQUENCE

Battles must be fought one by one, after all movement is completed. Player 1 determines which battle is fought first, which second, and so on, **before** examining any enemy blocks. Each battle must be completed before fighting the next battle. Reveal blocks in battles by tipping them forward to maintain current *strength*.

7.2 BATTLE TURNS

Battles are fought for a maximum of **three (3)** combat rounds. The **attacker** must retreat if a battle is not concluded by the end of the third round.

Exception: see 8.6.

Note: Because both players move before combat, in some battles the American player is the defender, while in others, the British player is defender.

7.21 Combat Rounds

Each block has one Combat Turn per Combat Round. In its Combat Turn, a block may **either** FIRE or RETREAT. The sequence of Combat Turns depends on combat ratings. All "A" blocks go before all "B" blocks, which go before all "C" blocks. Defending "A" blocks go before Attacking "A" blocks, and so on.

After all blocks have taken their Combat Turn, Combat Round 1 has been fought. Repeat the sequence for Combat Rounds 2 and 3 as necessary.

7.22 Combat Reserves

Players may move into the same battle hex via **different** hexsides. One hexside is declared the Main Attack. The blocks crossing other hexside(s) are placed in *Reserve* and may not fire/retreat or take hits until the second combat round.

Important: Blocks moved by Player 2 to reinforce a battle started by Player 1 are always placed in *Reserve*.

Reserve blocks are not revealed until the beginning of Combat Round 2. Thereafter they may fire (or retreat) like any other block. Reserve blocks **must** retreat, subject to all retreating rules, if the battle ends in Combat Round 1.

7.3 COMBAT RESOLUTION

7.31 Fire Combat

To fire, roll as many dice as a block's current *Strength*. A hit is scored for each roll equal to or lower than the block's Combat Rating.

7.32 Hit Allocation

Enemy blocks cannot be targeted individually. **Each hit** is applied to the *strongest* enemy block. When two or more blocks share the highest *Strength*, the owner chooses which to reduce.

Note: Combat is not simultaneous. All hits are applied immediately.

Blocks eliminated in combat are subject to *Prisoner Exchange*. See 11.5.

7.4 RETREATS

Each block may Retreat in its normal battle turn (but must stay and fight or be captured if retreat is impossible).

Retreat Hexes: Blocks retreat their full move, but only into/through Friendly or Neutral hexes free of enemy blocks, and never into/through an existing Battle Hex.

The **Attacker** can only retreat via hexside(s) used to attack into the hex.

The **Defender** may not retreat through hexsides that were used by the Attacker to enter the hex. If both players use the same hexside, only the last player entering may retreat via this hexside.

Terrain hexside limits for Retreats apply to **each** Combat Round. Eg. 3 blocks can Retreat along a river crossing a forest hexside per Round. Only blocks that enter a battle by river can retreat by river.

7.5 REGROUPING

When a battle ends, the Victor may **REGROUP** at the **instant of Victory**. A regroup is a normal move for any/all blocks in the victory hex to **Friendly** hexes free of enemy blocks. Hexside Limits **do** apply for a Regroup. Players cannot Regroup to the ATLANTIC box, but may Regroup between the West Indies ports. Only blocks that enter a battle by river can regroup by river.

8.0 NAVAL

8.1 WARSHIP MOVEMENT

Warships may move from any port to the ATLANTIC (or vice-versa). They can also move two hexes on the map, but must end their move in a port. Hexside limits **do not** apply to warships for movement or retreat, but they cannot cross all-land hexsides.

8.2 NAVAL BATTLES

If **both** players have warships in a battle, they engage each other and all warship hits are applied **only** to enemy warships. If one side's ships are destroyed, excess hits carry over to land units and the surviving warships are normal targets for the rest of the battle.

Combat Reserves Example

A player has four blocks in Springfield and two in Newport. Both groups (two moves) attack Boston. The Attacker declares the Springfield group as being the Main Attack and Combat Round 1 involves only these blocks. The two blocks from Newport enter the battle at the beginning of Combat Round 2.

Combat Example

A leader 4 rolls 4 dice. Leaders have C3 combat, meaning all rolls of 1, 2, & 3 are hits. Rolls of 4, 5, & 6 are misses. If the dice rolled are 1, 2, 4, & 5, the leader scores two hits and two misses.

Combat Round Example

A British Leader (C3) and Light Foot (B2) attack an American Militia (C1) and Continental Foot (C2). The combat sequence is:

1. British Light Foot (B2)
2. American Continental Foot (C2)
3. American Militia Foot (C1)
4. British Leader (C3)

This sequence is one Combat Round. The two American blocks do not necessarily have to fight in the order above. Any block may Retreat *instead* of Firing.

Retreats

Because retreats are limited to Friendly or Neutral hexes, the British player can be trapped without a retreat more easily than the American. Be aware that Player 2 may move and occupy potential retreat hexes for Player 1, and may even follow Player 1 into a battle through the *same hexside*, thus eliminating that hexside for Player 1 retreats. Securing a retreat hex with a block is the safest way to ensure a retreat path.

OPTIONAL RULES

Militia and Loyalist Firepower

Militia could not generally stand up to trained troops and fled often without firing a shot. Clever commanders found that the militia performed best if they were given permission to withdraw after firing a couple of volleys. Hence, *Defending Militia* and *Loyalist foot* have the option to fire at C2 on Round 1. They *must* then Retreat on Round 2 unless their side wins the battle. The player must declare this option (default is normal C1 combat) at the start of the battle and all Militia must adopt the same option. The option is unavailable to reserves since they cannot fire in Combat Round 1.

Bayonet Charges

British, Hessian and French regular foot blocks may conduct a bayonet charge at **C3** on Combat Round 2 (only), but must then Retreat in Combat Round 3 unless their side wins the battle. All Foot need not adopt the same option. British *Guards* have **C5** on a bayonet charge. Other block types cannot charge.

Pursuit Combat Round (4th Round)

A fourth Combat Round is played as a pursuit round. In this round the Defender fires, but the Attacker **must** Retreat in the normal sequence. Indians on pursuit fire have **B3** combat.

8.3 SHORE BOMBARDMENT

If no **enemy** warships are present, friendly warships in a battle hex attack and receive hits from ground blocks at normal firepower.

Warships cannot *eliminate* enemy ground blocks with Shore Bombardment. When reduced to strength 1, ground blocks are immune to loss from shore bombardment.

8.4 SEA ATTACKS

Sea Attacks are Sea Moves by ground and warship blocks **together** to an Enemy controlled hex (including a vacant enemy hex). Such attacks must originate in the ATLANTIC box (except as noted in 9.1) and must include at least one (1) attacking warship. The maximum number of **ground** blocks permitted for any one Sea Attack is three (3) units.

Sea Attacks can **never** be combined with any other attack nor can they reinforce a friendly hex under attack. **Moves by warships only are not restricted in this way.**

If the target hex contains enemy warships, no Shore Bombardment can be done, and no **attacking or defending** ground blocks can fire, or take hits, until the enemy warships have been defeated. See 8.2.

If the Attacker defeats all enemy warships, the ground blocks “land” immediately and normal combat (see 8.3) resumes.

If the Defender **defeats all enemy warships**, each Attacking ground block is reduced by one step, and **is then returned to the ATLANTIC Box** (exception 9.1).

Important: *Dragoons that participate in a Sea Attack have a “C” combat rating in the first Combat Round after they land.*

8.5 SEA RETREATS

Sea retreats are retreats by ground and warship blocks together. Blocks retreating by sea go to the ATLANTIC box (exception 9.1).

Sea Retreats cannot exceed three (3) ground blocks. If the ground blocks are on land, a friendly and **unopposed** warship must retreat on the **same** combat round to allow the ground blocks to retreat. If the ground blocks are **at sea** they may SEA RETREAT if a friendly warship retreats on the **same** combat round (it need not be unopposed).

Warships themselves can retreat whether opposed or not even via a sea hexside used by enemy warships to enter the battle.

8.6 WARSHIP CONTROL

Warships control the hex they occupy, but cannot maintain control against enemy ground blocks and must retreat from ground blocks after a battle ends.

9.0 FRENCH ENTRY

Starting at the end of 1776 (not 1775), if neither player has won and the French have not yet entered the war, the American player rolls two six-sided dice. A roll of 8 (or more) triggers French Entry.

After entry, add the French blocks (except those in the West Indies) to the American Replacement Pool. When drawn, French blocks are deployed in the ATLANTIC box.

9.1 WEST INDIES

The West Indies are two separate ports, one British and one French. They can be occupied only by French or British blocks. Before French entry, stacking in each West Indies port is limited to two (2) blocks. The British player **cannot** initiate French Entry by attacking them but can move the blocks that start in the West Indies to the ATLANTIC (and then elsewhere from there).

Players can move Warships, Sea Move, or Sea Attack, Sea Retreat, or Regroup directly between the two West Indies ports.

Players can move Warships, Sea Move, Sea Attack, or Sea Retreat to either port from the ATLANTIC box and vice versa.

Replacement may **not** be deployed directly in the West Indies. Existing blocks may receive steps from Supply Cards as normal.

10.0 INDIANS

Three blocks represent the CHEROKEE, MOHAWK, and SHAWNEE warriors who fought for the British. They begin the game in their own towns and can be built-up with Supply Cards normally. There are several special rules that apply to Indians.

- Restricted to Wilderness hexes.
- Do not have to stop when crossing a Forest hexside.
- Combat increased to B2 when attacking or defending their own town.
- If an enemy block ends the year occupying an Indian town, the corresponding Indian block is captured (even if the Indian is in the British Replacement Pool). The occupying block is then disbanded.
- Indians are not subject to winter attrition, but can be Disbanded if desired. A Indian, when redrawn, must be deployed in its own town if possible, otherwise in any *neutral* adjacent hex.
- An Indian block can receive a step from a Supply card in their own town.

Sea Attacks

During a Sea Attack, an attacking ground block remains aboard its transports until enemy naval opposition (if any) is defeated. This may delay a landing for one or more combat rounds (there are only three rounds of battle). In a Sea Attack, ground blocks, at sea or ashore, cannot fire until a landing is made.

Sea Retreats

Ground units cannot make a Sea Retreat if no friendly warship is present, nor when an enemy warship is present. The friendly warship rated A2 may retreat first, and then the ground blocks can follow in the same round.

Naval Support

Warships ignore hexside limits for movement. If they can enter a battle through the Main Attack hexside they can fire in the first Combat Round.

Shore Bombardment means more than just firing naval guns. Warships always had a contingent of marines aboard to maintain discipline and conduct shore attacks.

Warships can capture and hold a vacant enemy town, but must retreat from ground blocks after three rounds of combat. This means that an attacking ground block displaces a warship even if it does not eliminate the ship in combat.

Franco-American Operations

French and American blocks can move and fight together normally, *except* that American blocks can never move by sea. American leaders cannot supply French blocks, and the French leader cannot supply American blocks.

French Entry

Officially, the French entered the war in February 1778, although they had secretly financed and supplied the revolution since 1776. French entry was not something either side knew would happen, or when. Hence, French entry is controlled by a random die-roll.

The West Indies

Throughout the 1700s, these islands produced great wealth for British, French, Dutch, and Spanish sugar barons. These men were the equivalent of today's oil and computer barons, and naturally had great political influence. When the French & Indian War ended in 1763, to make peace the British debated whether to give the French back Québec or the tiny island of Martinique. They kept Québec, but only just. Similarly, in the alliance formed with America, the French made no claim on Québec, insisting only on keeping any of the British West Indies they captured. Once the French entered the war in 1778, the British detached significant forces to defend their islands. Four years of move and countermove resulted in the final defeat of the French fleet in 1782, but not before it had intervened to force a British surrender at Yorktown in 1781.

11.0 WINTERING

A game year ends when all five cards have been played. Cards cannot be saved or carried forward into the next year. Perform the winter actions in the exact order below:

11.1 VICTORY

Determine if the war has been won or lost. Add up the values of all Supply Towns controlled by the British.

The British player wins if he controls **30** (or more) Supply Points. The American player wins if the British player controls less than **12** Supply Points. The American player also wins if 1783 ends without a British victory.

11.2 FRENCH ENTRY ROLL

The American player now rolls for French Entry, *except* in the first year of the game (1775). See 9.0.

11.3 DISBANDING

Players may disband blocks (British first), returning them to the Replacement Pool. Disbanding British and French blocks must be located on, or be adjacent to, a *friendly port*, or be located in the ATLANTIC box. **All units in the ATLANTIC box must be disbanded.**

Enemy occupation of *Yorktown* prevents such disbanding in any *Chesapeake Bay* port. *Dover* has the same effect for *Philadelphia*.

American, Loyalist, or Indian blocks can be disbanded in any **town** hex.

Indians are eliminated if their town is occupied by an enemy block at the end of any year. See 10.0.

11.4 WINTER ATTRITION

Both players **must** now eliminate all blocks that **exceed** the Supply Limit of the hex they occupy. That is, Boston can supply three blocks for the winter. All extra blocks are immediately eliminated (captured). Small (unnumbered) towns do not provide supply.

Leaders provide **extra** wintering capacity, but only in a **town** hex, including a small unnumbered town. A leader 1 can only support itself, a leader 2 can support one extra block, a leader 3 can support two extra blocks, etc. Only one leader in a hex can provide supply.

French blocks receive town supply normally, but cannot receive American Leader supply, nor can American blocks receive French Leader supply.

11.5 PRISONER EXCHANGE

Blocks can be eliminated due to Combat, Force-Marching, and Winter Attrition. Eliminated blocks are considered to be prisoners. Place them face-up off to the side. Players may negotiate to exchange blocks for **any** agreed bargain at any time. Exchanged blocks are added to a player's Replacement Pool. If no agreement can be reached, no exchange is made.

Disbanding

Supply Cards are the only way to increase the strength of a block already in play. Players may disband understrength blocks and redraw them later at full strength as normal. Disbanding also avoids winter elimination, but there are location restrictions.

Disbanding is far preferable to being eliminated by Winter Attrition since disbanded blocks simply return to the Replacement Pool and can be drawn again as soon as the next card play, while Winter Attrition victims are prisoners.

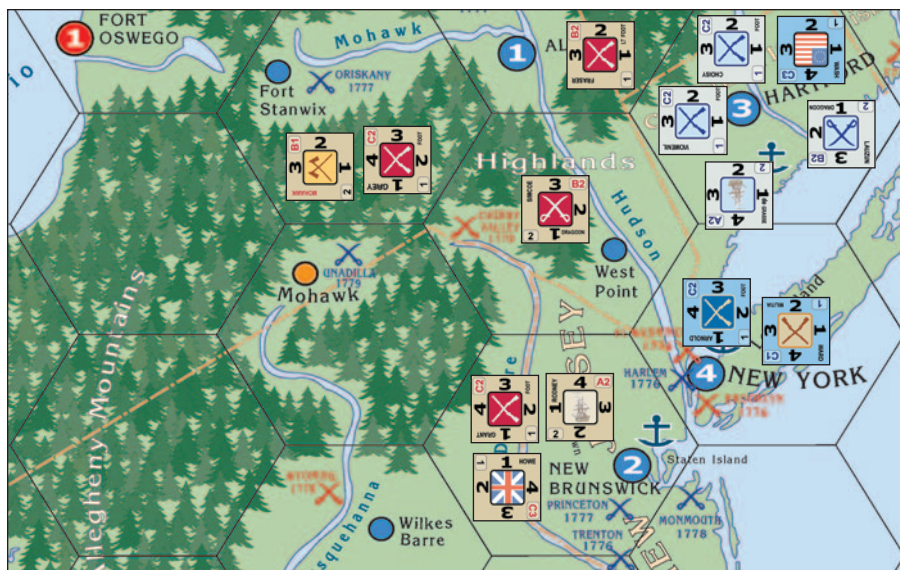
Eliminated Blocks

Blocks are never permanently eliminated. Any block that loses its last step is captured by the enemy and can be exchanged.

Leader Supply Example

If Washington (at Strength 2) is in Boston (town value 3), the hex can support a total of 5 blocks including Washington.

WINTERING DIAGRAM



WINTERING DIAGRAM

New Brunswick: the town has a supply value of 2. The third block is possible because a leader 1 may support himself. If the leader was strength 2, another block could winter here. At maximum strength (4), the leader and five other blocks could winter here.

West Point: the town has no supply value. The British block can **disband** here because it is *adjacent* to a friendly port (New Brunswick).

Fort Stanwix: the town has no supply value. The Indians require no winter supply, but the British foot block is **eliminated** by winter attrition. Since Fort Stanwix is not adjacent to a port, the block cannot disband.

Albany: the town can supply one block.

New York: the town can supply four blocks.

Hartford: the town can supply three blocks. The American leader cannot provide leader supply to the French blocks but does supply himself. Hence, one French block has to be disbanded. Hartford is a port so the block is not eliminated.

12.0 GAME SET-UP

Place blocks in the hexes indicated below at the given strength (steps).

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.

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: 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.

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