1 — Begin Year

Shuffle and deal each player five cards (three in 1775).

Begin Game Turns

Conduct five Game Turns (three in 1775) following steps 2 through 6, below:

2 — Card Phase [3.0]

Both players secretly select a card and reveal them simultaneously.

3 — Determine Weather [4.0]

This turn's Player 2 rolls for storms.

4 — Player 1 Turn [5.0 & 6.0]

Player 1 performs Action or Supply card activities.

5 — Player 2 Turn [5.0 & 6.0]

Player 2 performs Action or Supply card activities.

6 — Resolve Battles [7.0]

Player 1 determines the order that battles will be conducted. *See Battle Sequence.*

Battle Sequence

For each battle that occurs, conduct the following steps:

6a — Honorable Shot [Opt.]

All non-reserve defending Militia / Loyalist foot *may* fire in Round 1 at C2 but must retreat [7.4] in Round 2 unless their side wins the battle in Round 1.

6b — Round 1 [7.22]

- Attacker's "Main Attack" hexside units *only* (other blocks in Reserve).
- Defender's non-reinforcing blocks *only* (other blocks in Reserve).

6c — Round 2

- Commit Reserves [7.22].
- Honorable Shot [Opt] retreats [7.4].
- [Opt.] Bayonet Charges by British, French & Hessian foot at C[+1].

6d — Round 3

- [Opt.] Blocks that Bayonet Charged must retreat [7.4] unless their side won the battle in Round 2.
- If attacker hasn't won, he loses [7.2].

6e — Round 4 [Opt]

Defender (*only*) fires (Indians at B3). Attacker must retreat all units in the normal sequence [7.4].

6f — Regrouping [7.5]

Any or all of the winner's blocks in the victory hex may regroup at the instant of victory. *No Forced Marching.*

Wintering

After the year's final cards have been played and battles resolved, conduct the following steps:

7a — Victory [11.1]

British win if they have 30 or more Supply Points; lose if 11 or fewer, or at end of game.

7b — French Entry [11.2]

American player must roll an 8+ on two dice to trigger French Entry (starting in 1776).

7c — Disbanding [11.3]

Players may disband blocks (British first), returning them to their Replacement Pool.

7d — Winter Attrition [11.4, 11.5]

Both players must *eliminate* all blocks that exceed the Supply Limit of their hex and Leaders.

7e — Prisoner Exchange [11.6]

Eliminated blocks can be traded and returned to their respective Replacement Pools.

7f — Advance Year Marker

If the game was not won at 7a, advance the Year marker and play the next year.