Washington's War

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1.0 – INTRODUCTION
Washington's War (*WW*) is a two player strategic simulation of the American Revolutionary War. Players initiate, weather, and exploit a number of diplomatic and military events, either to aid the fight for American independence or to preserve the British Empire.

2.0 – COMPONENTS
The game requires the following components:
- 1 rulebook
- 1 gameboard
- 2 differentiable 6-sided dice
- 1 Game Year marker, faces differentiable
- 1 French Alliance marker, faces differentiable
- 1 Continental Congress marker
- 1 French Navy marker (or stand-up)
- 13 leader counters (or stand-ups)
- 52 unit counters (26 orange, 20 blue, 6 green)
- 66 alignment markers, faces differentiable
- 110 cards

The game optionally uses the following components:
- 1 written example of play
- 2 reference cards
- 2 operations queue markers, faces differentiable
- 14 colony control markers, faces differentiable
- 14 plastic bases for stand-ups

2.1 – Rulebook
The text of this rulebook directly addresses "you," the reader and player, who may play *WW* either "as America" or "as Britain"; your designation as one or the other often determines whether or not a rule is applicable to you. Further, the named "America" and "Britain" refer to the respective players of each side.

This rulebook follows a format of stating first a general rule, then, where necessary, exemptions or constrains to either side.

2.2 – Board Map
§ 2.2.1 Locations and Paths
The map on the gameboard depicts the northeast of North America, over which territory the American Revolutionary War was fought. The spaces on the map (circles, squares, and eight-pointed stars) represent the major locations of the war, and are the specific points of contention in the game.

The lines on the map (solid and dashed) represent paths between adjacent locations along which movement over land can occur.

§ 2.2.2 Ports and Fortified Ports
Locations with a nearby anchor symbol are ports, some of which are fortified (depicted as eight-pointed stars). As Britain, you will find that the ports are a key resource, but also that the fortified ports have limited utility until you can realign them to the British flag, which is reflective of their actual historical resilience during the war.

§ 2.2.3 Winter Quarters and the Winter Attrition Line
Fortified ports and other historically populous locations (depicted as squares) are winter quarters. The line of snowflakes coincident with the border between Virginia and North Caroline is the winter attrition line. Units in winter quarters or south of the winter attrition line are afforded some relief against winter attrition.

§ 2.2.4 Colonies
Locations are segregated into colonies. All of the locations within a colony share the same border color and the same two-letter branding. Other features for distinguishing colonies include colony borders (brown), colony names (white), and the number of locations within a colony (yellow diamond).

2.3 – Board Displays
§ 2.3.1 "Game Turn" and "War Ends Card"
The "Game Turn" track (Game Year track) and associated marker (Game Year marker) record the current game year, from 1775 to 1783. Beneath each year, the track also shows the number of British units made available for deployment as reinforcements in that year.

The "War Ends Card" display and associated special cards are used in concert with the Game Year track to end the game with moderate unpredictability.

§ 2.3.2 "French Alliance Track"
The "French Alliance Track" track (French Alliance track) and associated marker (French Alliance marker) record France's political disposition, beginning at 0 (disinterest) and continuing to 9 (allied with America).

§ 2.3.3 Reinforcements and "Reinforcement Cards"

There are three Reinforcements displays, variously named, one each for America, Britain, and France. These displays hold the playing pieces that are, or will be, available as reinforcements.

There are three "Reinforcement Cards" displays (Reinforcement Card display), one for Britain and two for America. These displays hold the cards that are used to deploy reinforcements, as a reminder that a deployment was made.

§ 2.3.4 "Captured Generals"

Generals may be captured. The "Captured Generals" display temporarily holds the counters of captured leaders until they are moved to a Reinforcements display.

§ 2.3.5 "Continental Congress Dispersed"

The Congress may be dispersed. The "Continental Congress Dispersed" display temporarily holds the Continental Congress marker until it is returned to the map.

§ 2.3.6 Blockade Zones

Ports are segregated into seven blockade zones which are shown along the map's eastern coast and in the Massachusetts Bay Colony (not Massachusetts). All of the ports in a blockade zone are blockaded while the French Navy marker occupies that zone.

§ 2.3.7 "Colony Control Schematic"

The "Colony Control Schematic" display affords a convenient summary of colony control. There are no rules concerning this display or its associated colony control markers.

2.4 – Playing Pieces
§ 2.4.1 Unit Counters

The unit counters are the round pieces, each showing a soldier on a colored field: American units on blue, British units on orange, and French units on green. For a given color (nationality), these counters are interchangeable and, if you maintain the correct sum of values at each location, you can freely rearrange them.

§ 2.4.2 Leader Counters

The leader counters are the square pieces, each showing a historical general that fought in the war and three or four numbers: a strategy rating (no border), a battle rating (square border), an agility rating (circular border), and options an agility bonus (with a plus sign). The ratings are explained later, in the context of their application.

§ 2.4.3 Continental Congress Marker

The Continental Congress marker simply marker the current location of the Congress.

§ 2.4.4 French Navy Marker

The French Navy marker simply marks which blockade zone the French Navy currently occupies.

§ 2.4.5 Alignment Markers

The alignment markers are the hexagonal pieces showing the American and British flags on opposite faces. These markers show the political allegiance of individual locations.

2.5 – Operations ("OPS") Cards

Operations cards, when played, offer you a choice of game actions [4.0], of which you choose one. Each operations card has an ops rating of 1, 2, or 3. These cards are identifiable by their "OPS" label and their card ID numbers from 1 to 66.

2.6 – Campaign Cards

Campaign cards, when implemented, have an effect more powerful but more limited than operations cards. They are used primarily to maneuver multiple leaders without allowing your opponent a turn to respond [9.0]. There are three "Minor Campaign" cards and one "Major Campaign" card, each with a card ID number from 67 to 70.

2.7 – Event Cards

Event cards simulate events that occurred, or might have occurred, during the historical conflict. Event card titles have no impact on gameplay, and provide background color and historic texture. The text of the event card dictates what you must do when implementing the event. Event cards have card ID numbers from 71 to 110.

§ 2.7.1 Mandatory Event Cards

Mandatory event cards must be implemented regardless of who holds the cards. A mandatory event card is identifiable by the red text "Mandatory Event Play" above its title.

You are not allowed to choose to discard a mandatory event card. You are not allowed to void a mandatory event card when you play it. If a mandatory event card is discarded by an effect which chooses a card at random, the event is implemented immediately.

► As Britain, after you play the Declaration of Independence[99] or Benjamin Franklin[101] event card and its event is implemented, draw a card and take another turn.

§ 2.7.2 Battle Event Cards

Battle event cards are those whose effects can only be implemented during combat [11.3.7]; outside of combat, such a card can be <u>played</u>, but it must be voided as its effect would be meaningless. A battle event card is identifiable by the red or blue field underlying its title.

►As Britain, you can implement the Banastre Tarleton[82] battle event card outside of combat, as it provides an alternative effect when so implemented.

2.8 – Component Semantics

The word "adjacent" refers to the two endpoint locations of any single path.

The word "stock" refers to the supply of unit counters. A unit counter removed from the map should be returned to the stock, ready to reenter play as reinforcements.

The word "force" refers to a group of pieces which includes at least one of a unit counter, a leader counter, or the Continental Congress marker.

The word "army" refers to a group of pieces which includes one or more unit counters <u>and</u> a leader counter.

►Pieces are in a "group" when they belong to the same player and are in the same location.

The words "unit" and "leader" refer <u>only</u> to unit and leader counters respectively, without regard for any other pieces that may be grouped with them.

The words "friendly," "hostile," and "neutral" refer to the <u>allegiance</u> of locations as designated by their alignment markers or lack thereof. A location is friendly when its marker shows your (American or British) flag, hostile when its marker shows your opponent's flag, and neutral otherwise.

The word "realign" means to apply a <u>friendly</u> alignment marker to a location. If the location is neutral, place a new alignment marker; if the location is hostile, flip the existing alignment marker (or remove it and replace it with another). Removing a marker from a location is not "realigning" it, as the result is a <u>neutral</u> location.

►A "realignment" is the act of realigning a location.

The abbreviation "DR" for "die roll" refers to the act of rolling your die and comparing the result to some value or range of values. A die roll is either <u>successful</u> or <u>failed</u>. Examples of its notation: "DR=1,2,3" is successful on a roll of 1, 2, or 3; "DR<=AR" is successful on a roll of AR or less, where AR is defined by the rule calling for the die roll.

3.0 – PREPARATION

Perform the following steps (in order):
- Shuffle together all cards except Baron von Steuben[86] and Declaration of Independence[99] (these cards have "1776" in their upper right corners).
- Place the Game Year marker on the 1775 space of the Game Year track with its "Regulars" side up.
- Place the French Alliance marker on the 0 space of the French Alliance track with its "French Alliance" side up.
- Place pieces on the map per the "initial setup" sections below.
- Place additional alignment markers per the "Committees of Correspondence" and "For the King" sections below, in that order.

American Initial Setup

Lexington Concord	Friendly	5 units	General Washington
Newport	Friendly	2 units	General Greene
Philadelphia	Friendly		Congress
Charleston	Friendly	2 units	

American Reinforcements
    Generals Arnold, Gates, Lafayette, Lee, and Lincoln

French Reinforcements
    5 units, General Rochambeau, French Navy

British Initial Setup

Quebec	Friendly	2 units	General Carleton
Montreal	Friendly		
Fort Detroit	Friendly	1 unit	
Boston	Friendly	5 units	General Howe
Norfolk	Friendly		
Wilmington, NC	Friendly		
Gilbert Town	Friendly		
Ninety Six	Friendly		

British Reinforcements
    Generals Burgoyne, Clinton, and Cornwallis

Committees of Correspondence

As America, realign twelve <u>neutral</u> locations, one in each colony except Canada and Rhode Island.

For the King

As Britain, realign three <u>neutral</u> locations adjacent to a location designated as friendly in the "initial setup" section above.

4.0 – PLAYING CARDS

WW is a card-driven wargame (CDG), meaning that a player's core skill is determining the most effective use and most effective ordering of the cards dealt to their hand.

When you play an operations card, you choose one of the following options:
- **Realignment** [7.0]: Manipulating alignment markers to gain control of colonies, which is a condition of political victory.
- **Reinforcement** [8.0]: Placing leaders and units on the map.
- **Maneuver** [9.0]: Moving your leaders and armies around the map and engaging the enemy in battle.

When you play a card that is not an operations card, you choose to void it (doing nothing) [4.1], or implement it (performing the instructions on the card).

After all decisions consequent to the play of a card are made, place that card face-up in a common discard pile, unless:
- You must place it in a board display or operations queue.
- You implement an event whose text contains "once per game," in which case that card is removed from the game.

Cards which have been played, in the discard pile or elsewhere, are shared information and you may review them at any time. The number of cards in the draw pile and the numbers of cards in players' hands are also shared information, but the identities of cards in these zones are secret.

4.1 – Voiding Cards

Voiding a card means to play a campaign card or an event card without implementing the campaign or the event. You cannot void an operations card.

Discarding a card is not voiding a card. You must play a card to void it.

When you void a card, it has no effect. As compensation for your lost card, you may take a specially modified realignment action [7.2].

§ 4.1.1 Mandatory Voiding

An event card may indicate with an American or British flag that it is owned by one side. You cannot implement an event card your opponent owns. An event card may have a prerequisite pertaining to the French alliance or European war which must be met before the event can be implemented.

You must void event cards whose effects you cannot implement.

4.2 – Redeeming Cards

Redeeming a card means to, on your turn, add to your hand a card that was voided in the preceding turn, this game year, by your opponent. If you redeem a card on a turn, you must do so before you play a card.

To redeem a card, add it to your hand and discard from your hand an operations card (it will have no effect).

►As America, you cannot redeem cards with 1OPS cards.

Example: Britain voids the Henry Knox[76] battle event card and realigns a neutral location. On America's next turn that game year, before playing a card, America discards a 2OPS card from hand to redeem the Henry Knox card. America then plays a card as usual.

5.0 – PLAYING THE GAME

WW is played in a series of game years. The current game year is the number under the Game Year marker on the Game Year track.

Each game year is broken into seven phases. You must complete all the instructions for each phase before beginning the next phase.

5.1 – Supply Phase

In this phase, restock the Reinforcements displays.

Move all of the leader counters from the Captured Generals display to their corresponding Reinforcements display (American or British).

►After entering play, Rochambeau is an American leader and does not return to the French Reinforcements display.

As America, add units from the stock to your Reinforcements display until six are present.

As Britain, add units from the stock to your Reinforcements display in number equal to that indicated on the Game Year track below the current game year.

5.2 – Draw Phase

In this phase, <u>reset</u> the draw pile if any of the following occurred in the previous game year:

- The French alliance was implemented [5.3.5].
- The Declaration of Independence[99] event was implemented.
- The William Pitt[95] event was implemented.
- The Hortelez et Cie[96] event was <u>voided or discarded</u> [10.2.7].

Deal the top card of the draw pile to America, then alternate until each player has received seven cards.

§ 5.2.1 Reset of the Draw Pile

You must reset the draw pile any time a card would be drawn or dealt from it and it is empty, or when a reset is required in the draw phase, above.

To reset the draw pile, combine the discard pile with the draw pile and shuffle thoroughly, then resume play (finishing a card draw or card deal if one was interrupted). Cards not in the discard pile should not be reset into the draw pile.

§ 5.2.2 Game Year 1776

In the draw phase of game year 1776, the two cards that were set aside during preparation (Baron von Steuben[86] and Declaration of Independence[99]) must be added to the draw pile.

If a draw pile reset is required in this draw phase, above, add these cards to that reset. If one is not required, shuffle only these two cards into the draw pile.

5.3 – Strategy Phase

In this phase, determine who will take the first <u>turn</u>, then you and your opponent take alternate turns until, at the <u>end</u> of a turn, neither player holds any cards.

§ 5.3.1 Turns

A turn is the <u>play</u> of one card, and resolution of <u>all</u> decisions and game effects consequent, including the implementation of events or discard of cards.

When it is your turn, if and only if you hold no cards, you may and must <u>pass</u> instead. Your opponent then takes a turn.

§ 5.3.2 Turn Initiative

As Britain, you may take the first turn of each strategy phase if you play and <u>implement</u> a campaign card. If you do

not, the player with initiative decides who takes the first turn.

As Britain, you have initiative if the Continental Congress was dispersed in the previous game year; a British alignment marker will be in the "Continental Congress Dispersed" display to indicate this situation (remove it now). Otherwise, America has initiative.

§ 5.3.3 Unambiguous Leadership

When you <u>end</u> a reinforcement action, a maneuver, or a retreat with two of your leaders in the same location, you must remove one of them to your Reinforcements display.

► As America, you cannot choose to remove General Washington, and must always choose the other leader.

§ 5.3.4 Adjustments to the French Alliance Marker

Adjust the position of the French Alliance marker as any of the following occur:

- +1 each time Britain loses a battle.
- +1 each time Britain loses a <u>unit</u> to an overrun.
- +2 each time the Hortelez et Cie[96] event is implemented.
- +2 once, when Britain loses the Regulars Advantage modifier.
- +4 once, when the Benjamin Franklin[101] event is implemented.
- -3 once, when General Washington is captured.

If more than one of these conditions is met simultaneously, perform the adjustments in the order they are listed. An adjustment cannot move the marker beyond a 1 or 9.

§ 5.3.5 Effects of the French Alliance

As America, implement the effects of the French alliance [13.0] at the end of <u>any</u> turn in which the French Alliance marker reaches the 9 space of the French Alliance track (even if it falls again in the same turn). Flip the French Alliance marker to its "European War" side and place it on the Game Year track one space to the right of the Game Year marker, as a reminder to implement the effects of the European war [5.7.1] in the next year-end phase. Make no adjustments to the French Alliance track for the remainder of the game.

5.4 – Winter Attrition Phase

In this phase, identify which units are subject to attrition, determine the effects of attrition on those units, and remove from the map any units that are lost.

§ 5.4.1 Effects of Winter Attrition

Each group of units which is subject to attrition is reduced in number by half (rounded down). The unit counters are printed to accommodate attrition losses: five units reduce to three, which reduce to two, which reduce to one.

A single, leaderless unit which is subject to attrition is lost only when DR=1,2,3 (roll for each such unit). A single unit in an army is never lost.

§ 5.4.2 American Units Subject to Attrition

As America, your units are always subject, excepting:
- up to five units in an army led by General Washington, and
- only if that army is south of the winter attrition line or in winter quarters.

If Washington's army includes more than five units, subject the excess units to attrition as though they were leaderless.

Example: General Washington and seven units are in winter quarters at Philadelphia, PA. You exempt five units from attrition, but must reduce the other two by half (to one). If the situation remained unchanged into the next winter attrition phase, you would then roll for the fate of the sixth unit.

§ 5.4.3 British Units Subject to Attrition

As Britain, your units are never subject to attrition unless:
- they are north of the winter attrition line, and
- they are outside winter quarters.

§ 5.4.4 French Units Subject to Attrition

As America, assess your French units as American units when they are in a group with one or more American units, and assess them as British units otherwise. If a mixed group takes attrition losses, you decide which units are lost.

Example: A leaderless group in winter quarters comprises one American unit and three French units. The group is therefore subject to attrition and loses two units. If the losses include the American unit, then no loss occurs during the next winter attrition phase.

5.5 – Relocation Phase

In this phase, as America, choose a location for the Congress (if dispersed) and a zone for the French Navy.

§ 5.5.1 Relocation of the Congress

If the Congress is not dispersed, you cannot relocate it. You will have initiative in the next strategy phase.

If the Congress is dispersed, you must relocate the Congress to a qualified location: one that is friendly, is not in Canada, and does not contain an enemy force. Britain will have initiative in the next strategy phase; place a British alignment marker in the "Continental Congress Dispersed" display to indicate this situation.

§ 5.5.2 Relocation of the French Navy

If the French alliance is in effect, choose a blockade zone (you may choose the one containing the French Navy). Move the French Navy to the blockade zone you chose.

5.6 – Political Phase

In this phase, update alignment markers to reflect the political effects of actions taken during the strategy phase.

Perform the following steps (in order):
- Realign every location containing one of your armies.
- Remove alignment markers from politically pressured American-friendly locations.
- Remove alignment markers from politically pressured British-friendly locations.

§ 5.6.1 Political Pressure

Political pressure is a situation which causes a location to waver in its allegiance and revert to neutral. The situation occurs when friendly locations find themselves surrounded by hostile locations and without political support.

§ 5.6.2 Locations Subject to Political Pressure

A pressured location is one that does not provide, and has no connection to a location which provides, political support.

A connection is any number of contiguous paths that, if traversed, would require passing through only friendly locations, regardless of the presence of enemy forces. The endpoints of a connection do not have to be friendly, as they are not passed through.

As defined below, neutral locations can provide political support. Thematically, this represents free debate over the merits of the revolution, keeping tensions from reaching violence. Thus, a single neutral location can sometimes relieve political pressure on both sides of the conflict.

§ 5.6.3 American Political Support

As America, your friendly locations receive political support from:

- Friendly or neutral locations which contain American <u>forces</u>.
- Neutral locations which do not contain enemy <u>units</u>.

►The French Navy neither provides political support to America nor denies it from Britain.

§ 5.6.4 British Political Support
As Britain, your friendly locations receive political support from:
- Friendly ports (via the Royal Navy).
- Friendly or neutral locations which contain British <u>units</u>.
- Neutral locations which do not contain enemy <u>forces</u>.

►British leaders neither provide political support to Britain nor deny it from America.

5.7 – Year-End Phase
Perform the following steps (in order):
- If applicable, implement the effects of the European war [5.7.1].
- Check for political victory [6.0].
- Discard any cards in Reinforcement Card diplays.
- Discard any cards remaining in operations queues [9.4.1].
- Advance the Game Year marker one space.

§ 5.7.1 Effects of the European War
If the French alliance began this game year, European war breaks out. The French Alliance marker, "European War" side up, should be on the Game Year track to indicate this situation.

As Britain, remove the French Alliance marker from the game and return to the stock two British units from any one or two locations on the map (not from the Reinforcements display).

6.0 – Victory
During the year-end phase of the <u>final turn</u>, a political victory occurs. A military victory may occur before this if one side completely loses its foothold in the colonies.

6.1 – Military Victory
As America, you win a military victory any time there is no British unit outside of Canada.

As Britain, you win a military victory any time there is no American or French unit on the map.

►Should these conditions be met simultaneously, Britain wins a military victory.

6.2 – Political Victory
During the year-end phase, if the current game year is the year indicated on a North's Government[71-75] card in the War Ends Card display, is after the year so indicated, or is 1783, this game year is the final year.

You now win the game if you control sufficient colonies (Canada is a colony).

You control a colony other than Canada if and only if your friendly locations in the colony outnumber those of your opponent (neutral locations are not considered).

You control Canada if and only if Quebec <u>and</u> Montreal are friendly to you.

As America, you win a political victory if you control <u>no fewer</u> than seven colonies and Britain controls <u>no more</u> than five. Otherwise, Britain wins a political victory.

7.0 – Action: Realignment
A <u>realignment action</u> is a game action consisting of either:
- One or more <u>realignments</u> [2.8].
- Removing an alignment marker from a location.

The primary distinction between American and British realignment actions is where they can occur. While American patriotism can spring up anywhere, British loyalty is limited to spreading from political strongholds.

7.1 – Realignment Actions via Operations Cards
When you play an operations card, you may choose to take realignment actions [4.0]. If you do, you perform a number of realignment actions up to the ops rating of your card.

►Realigning a location containing an enemy leader does not capture that leader.

7.2 – Realignment Actions via Voided Cards
When you void a card, you can choose a location adjacent to a friendly location [4.1].

►As Britain, you may instead choose a port.

If that location is hostile and does not contain enemy <u>forces</u>, you can remove its alignment marker.

If you do not, and you could normally take a realignment action in that location [7.3, 7.4], you do so.

7.3 – American Realignment Actions
As America, you can take a realignment action in a location if it:
- contains one of your <u>leaders</u>, or
- is <u>neutral</u> and does not contain enemy <u>units</u>.

§ 7.3.1 Realignments without Congress
If Congress is dispersed, your realignment actions are constrained to hostile locations only; you cannot place markers into neutral locations. This constraint does not extend to realignments caused by events.

7.4 – British Realignment Actions
As Britain, you can take a realignment action in a location if it:
- contains one of your <u>armies</u>,
- is <u>neutral</u>, does not contain enemy <u>units</u>, and is a <u>port</u>, or
- is <u>neutral</u>, does not contain enemy <u>units</u>, and is adjacent to a location which was friendly to you at the start of your turn.

§ 7.4.1 Landing Parties
A landing party is a special realignment of a port. As Britain, when you implement a campaign, you can forfeit one of your maneuvers and instead realign any port that is not blockaded, is not fortified, and does not contain enemy <u>forces</u>.

8.0 – Action: Reinforcement
A reinforcement action deploys some combination of your leaders and units to the map.

A location is eligible to receive reinforcements if it is not hostile and does not contain enemy <u>units</u>.

► When you deploy a <u>unit</u> to a location containing an enemy leader, you capture that leader [12.2].

8.1 – Reinforcements via Operations Cards
When you play an operations card, you may choose to perform a reinforcement action [4.0], unless your Reinforcement Card displays each already contain a card, in which case you may not.

If you choose to perform a reinforcement action with an operations card, put that card in one of your empty Reinforcement Card displays instead of in the discard pile, then deploy forces [8.2, 8.3] to an eligible location.

8.2 – American Reinforcements
As America, you can perform two reinforcement actions per game year, as you have two Reinforcement Card displays.

When you do, you can deploy <u>from your Reinforcements display</u> up to one leader and a number of units up to the ops rating of your card.

8.3 – British Reinforcements
As Britain, you can perform one reinforcement action per game year, as you have one Reinforcement Card display.

When you do, you can deploy <u>from your Reinforcements display</u> up to one leader and any number of units.

Your reinforcement location is constrained to a port that is not blockaded, in addition to other requirements.

9.0 – Action: Maneuver
A <u>maneuver</u> is the movement of a single leader, possibly with units, possibly resulting in combat.

9.1 – Basic Maneuvers
A leader may <u>step</u> along contiguous paths for up to four paths. They may bring up to five units with them on each step, and may change which and how many units accompany them on each step.

Each step of a maneuver must be communicated clearly to your opponent so that they can execute interceptions [9.6.1] and retreats [11.1, 11.6].

§ 9.1.1 Maneuvers of Leaders Without Units
Leaders without units cannot step into a hostile location or a location containing enemy <u>units</u>. Further, they can only step into a location containing an enemy <u>leader</u> if they can and do step into another location immediately thereafter.

► A leader can step through multiple locations containing enemy leaders in a row, as long as they eventually reach a location which does not contain an enemy leader.

§ 9.1.2 Maneuvers of Armies
Armies can step into any location, but every step they take may cause an engagement [9.3].

9.2 – Wilderness Paths

A wilderness path, depicted as a dashed lined on the map, is one over which travel is difficult and slow. During ordinary maneuvers (*i.e.* not interceptions or retreats), you can only step a leader along a wilderness path if they are till allowed at least three steps on this maneuver, and doing so counts as three steps.

§ 9.2.1 Canada-Massachusetts Wilderness Path

The wilderness path depicted between Quebec and Falmouth is for the sole purpose of allowing America to maneuver General Arnold (and his army) between these locations. The path does not indicate adjacency or connection under any other circumstance.

9.3 – Engagements

An engagement occurs when an army maneuvers into a location containing enemy forces. Most engagements result in a battle, but they can result in an overrun when the engaging forces are severely mismatched.

§ 9.3.1 Battles

A battle is an engagement in which combat [11.0] is expected to occur, in particular, any engagement with an enemy army.

If a battle commences, the moving army must end its maneuver in the location of the battle. This is true even if combat does not subsequently ensue.

► Exception: As Britain, if you implement Benedict Arnold's Treason[100] during combat, and as a result the battle changes to an overrun, you may continue your maneuver.

§ 9.3.2 Overruns

An overrun is an engagement in which the defending force surrenders [12.0] without combat, and which usually allows the maneuvering leader (and army) to continue.

You overrun enemy forces when:
  * Your army engages any force that has no units.
  * Your army of four or more units engages any force with one unit and no leader.

9.4 – Maneuvers via Operations Cards

When you play an operations card, you may choose to maneuver with a single leader [4.0]. The leader you choose cannot have a strategy rating (no border) which exceeds the ops rating of your card.

§ 9.4.1 Operations Queues

An operations queue is a way to combine cards with low ops ratings to a sufficient value to maneuver a high-rating general.

When you play an ops card, you may put it into an operations queue instead of performing an action. After doing this, you may discard all cards in your operations queue, then maneuver as though you had played a single operations card of ops rating equal to the combined ops ratings of all the cards in your queue.

► When you play a card while you have an operations queue, if you do not play it into the operations queue, all cards in your operations queue are discarded without effect.

9.5 – Maneuvers via Campaign Cards

When you implement a campaign card, you can maneuver leaders without regard for their strategy ratings. You can maneuver two leaders with a Minor Campaign[67-69] card and three leaders with the Major Campaign[70] card.

Complete each maneuver before beginning the next. The same leader cannot maneuver twice in the same campaign. A leader cannot step with (*i.e.* must leave behind) a unit which another leader stepped with earlier in the same campaign.

► As Britain, you can forfeit one maneuver in a campaign to send a landing party to a location [7.4.1].

9.6 – American Maneuvers

As America, you can maneuver a leader for five steps instead of four, provided that none of these five steps result in engagements with enemy units.

Additionally, you can perform interceptions.

§ 9.6.1 Interceptions

An interception is a special maneuver that forces a moving army into an unexpected battle. America may make an interception attempt (a die roll) ***any*** time an eligible army is adjacent to an eligible location.

A location is eligible for an interception attempt if:
  * a British army has just stepped into it,
  * no British units were in it prior to that step,
  * it is American-friendly, and
  * America has not yet made a successful interception into that location during this maneuver.

►One step of a British maneuver may cause America to make multiple interception attempts. America should make these one at a time, as a location loses eligibility when an interception succeeds.

►The presence of American forces does not disqualify a location from interception attempts.

An American army is eligible to make an interception attempt if its leader has not yet this turn been in an army which has made an interception attempt.

An interception attempt succeeds when DR<=AR, where AR is your intercepting leader's agility rating (circular border). You move the entire intercepting army to the interception location, unless it contains more than five units, in which case you move five units. Remove an American leader if necessary [5.3.3].

If an interception attempt succeeds, a battle always follows by definition, and the British maneuver therefore ends [9.3.1]. If that battle results in combat, America receives the ambush modifier [11.3.5].

9.7 – British Maneuvers
As Britain, you can maneuver by sea.

§ 9.7.1 Maneuvers by Sea
A maneuver by sea is a special maneuver between two ports as though there were exactly four paths connecting them. The endpoints of such a maneuver must not be blockaded, must not contain enemy units, and must not be hostile.

10.0 – Event Cards
When you play a campaign event card, you choose either to void it [4.1] or to implement it. To implement a campaign card, maneuver leaders [9.5]; to implement an event card, follow the instructions on the card. A card's instructions supersede the rules, should a contradiction arise.

If a card's instructions cannot be completed, complete as much of the instructed effect as possible.

►When one of the conditions is met which causes a reset of the draw pile [5.2], place an alignment marker on the draw pile as a reminder to perform that draw pile reset during the next game year.

10.1 – Standard Event Effects
Most event cards cause one of the following effects.

§ 10.1.1 Remove Alignment Markers
Ten events allow you to remove alignment markers from the map.

§ 10.1.2 Realign Locations
Five events allow you to realign one or more locations. Realignments allowed by an event are not constrained by the dispersal of the Congress [7.3.1].

§ 10.1.3 Discard a Card
Five events require you to discard a random card from your opponent's hand. If you discard a mandatory event card this way, you must also immediately implement the event (this does not constitute your opponent's turn).

►America always implements the Declaration of Independence[99] no matter who plays or discards it.

§ 10.1.4 Remove Units
Three vents allow you to remove units from the map The units are returned to the stock, not a Reinforcements display.

§ 10.1.5 Advance French Alliance
Two events allow you to advance the French Alliance marker on the French Alliance track.

10.2 – Unique Events
The following cards have effects explained here.

§ 10.2.1 Banastre Tarleton[82]
This battle card has a standard event that can be implemented outside of battle.

§ 10.2.2 Baron von Steuben[86]
This event removes the Regulars Advantage modifier.

§ 10.2.3 Benedict Arnold's Treason[100]
This event removes the General Arnold counter from the game; see [11.2.1].

§ 10.2.4 Benjamin Franklin[101]
This event advances the French Alliance marker on the French Alliance track. However, if the French alliance has already been implemented, this card is without effect.

§ 10.2.5 D'Estaing[81]
This event lifts the blockade of the French Navy. Remove the French Navy from its blockade zone and place it on the Game Year marker until the next relocation phase [5.5].

§ 10.2.6 Declaration of Independence[99]

This event causes a potentially dramatic increase in the number of American-friendly locations. As America, realign one neutral location in each of the colonies except Canada. You must place the markers if you can, even if it seems likely to cause disadvantageous political pressure [5.6.1].

§ 10.2.7 Hortelez et Cie[96]

This event advances the French Alliance marker on the French Alliance track. It also causes a reset of the draw pile only if it is voided or discarded (for any reason).

§ 10.2.8 John Glover[93]

This event allows special maneuvering. As America, you can maneuver a leader without regard for strategy rating for up to six steps or until engaging in battle (you may continue to maneuver after overrunning a unit).

§ 10.2.9 North's Government[71-75]

This event, which appears on five card, changes which year is the final year [6.2]. Discard the card currently in the War Ends Card display (if any) and place this card face-up in the display.

§ 10.2.10 Pennsylvania and New Jersey[94]

This event imposes constraints on American realignments as though the Congress had been dispersed [7.3.1], although the Continental Congress marker is not removed from its location and will not be relocated as a result of this event. Place an American alignment marker in the "Continental Congress Dispersed" display to indicate this situation.

11.0 – Combat

When an army maneuvers into a location containing enemy units, an engagement occurs. An engagement always results in either an overrun or a battle.

► An engagement is not the only circumstance which can lead to an overrun, but is the only circumstance which can result in battle.

A battle always results in combat, unless:
- the defending force is an American army and it successfully retreats before combat [11.1], or
- the battle changes to an overrun because Britain implements Benedict Arnold's Treason[100].

11.1 – Retreat Before Combat

As America, your armies can attempt to retreat before combat from battles in which they are defending. Notably,

they can do this in any number of battles every turn, possibly frustrating the entirety of a British campaign.

► An American leader which is used to attempt interception [9.6.1] forfeits the right to retreat before combat for the remainder of the turn.

Your attempt to retreat before combat succeeds when DR<=AR where AR is your retreating leader's agility rating (circular border) plus your retreating leader's agility bonus (with a plus sign if present). Retreat as thought combat had just ended [11.6], except that units in excess of five are left behind instead of retreating.

If your retreat attempt is unsuccessful or if any of your units are left behind, your remaining force will either proceed to combat or be overrun. If it is overrun, the British maneuver still ends in this location.

11.2 – Combat Resolution

When combat occurs, perform the following steps (in order):
- Determine all modifiers except Discard Bonus and Battle Rating Bonus [11.3.1-11.3.6].
- Determine the Discard Bonus modifiers [11.3.7].
- Determine the Battle Rating modifiers [11.3.8].
- Each side rolls a die and a winner is determined; the attacker wins ties [11.4].
- Determine and remove unit casualties [11.5].
- The loser retreats [11.6] or surrenders [12.0].

§ 11.2.1 Benedict Arnold's Treason

If Britain implements the Benedict Arnold's Treason[100] card in combat [11.3.7], you must immediately remove the General Arnold counter from the game. Remove the counter regardless of its location.

If removing General Arnold causes the engagement to qualify as an overrun, abort combat resolution (before America discards a card [11.3.7]) and the battle does not occur.

► As Britain, if an overrun results, you can continue to maneuver your army as though a battle had not begun. This exception is unique to this event card.

11.3 – Die Roll Modifiers

During combat resolution, identify from the list in this section the modifiers to your die roll in this battle, as well as their values. Sum them.

§ 11.3.1 Unit Count

You receive a modifier equal to the number of your units in the combat.

§ 11.3.2 Militia Support

You receive a +1 modifier for controlling the militia if the battle is in a colony you control [6.2].

§ 11.3.3 Royal Navy Support

As Britain, you receive a +1 modifier if the battle is in a port which is not blockaded and which is not <u>both</u> fortified and hostile to you.

§ 11.3.4 Regulars Advantage

As Britain, you receive a +1 modifier for superior training. This modifier applies to every battle until it is <u>permanently lost</u>, either when the Baron von Steuben[86] event is implemented <u>or</u> when you lose three or more units in a single battle (casualties and surrendered units are counted together).

§ 11.3.5 Ambush

As America, you receive a +1 modifier in any battle to which any of your units arrived by interception.

§ 11.3.6 Winter Offensive

As America, you receive a +2 modifier while <u>attacking</u> if General Washington leads your army and it is the last turn of the game year (*i.e.*, neither player holds any cards).

► You cannot discard your last card in combat to gain the Winter Offensive modifier, even if the discard occurs in one maneuver of a campaign and General Washington attacks in another.

§ 11.3.7 Discard Bonus

Beginning with the attacking player, each player may discard a campaign card or event card.

If a player discards a battle card showing their flag, they <u>implement</u> that event, which always grants them a +2 modifier and always allows them to draw a card at the end of the current <u>turn</u> (see also [11.2.1]).

If a player discards any other campaign card or event card, they receive a +1 modifier and the event is neither <u>voided</u> nor <u>implemented</u>.

§ 11.3.8 Battle Rating

If you have a leader in the battle, roll a die. When DR=1,2,3, you receive a modifier equal to the <u>lesser</u> of (a)

the number of your units in the battle or (b) half, rounded down, of the <u>battle rating</u> (square border) of that leader. When DR=4,5,6, you receive a modifier equal to the <u>lesser</u> of (a) the number of your units in the battle or (b) the <u>battle rating</u> (square border) of that leader.

11.4 – Combat Result

After you and your opponent have determined the sum of your respective die roll modifiers, roll a die and add that summed modifier, creating a <u>battle result</u>.

You win the battle if you have the higher battle result, or if you are attacking and the battle results are tied.

11.5 – Combat Casualties

Both participants in the battle roll a die to determine how many units they lose as casualties.

§ 11.5.1 Combat Winner Casualties

As the winner, you cannot suffer more than one unit loss. You lose one unit when DR<=AR+1, where AR is the losing leader's agility rating (circular border). AR is zero if the losing force has no leader.

► Your leader must surrender if he is left without accompanying units in a hostile location, combat victory notwithstanding.

§ 11.5.2 Combat Loser Casualties

As the loser, you will suffer between one and three unit losses. Three casualties result when DR=6, two result when DR=5,4, and one results when DR=3,2,1.

► As Britain, you permanently lost the Regulars Advantage modifier [11.3.4] if you suffer at least three unit losses in a single battle. This total includes units which surrender [12.1].

11.6 – Retreat After Combat

If you lose a battle, your force, excepting the Congress, must retreat (even if it has no leader). If you have one or more qualified retreat locations [11.6.1], choose one and move your entire remaining force there.

If you have <u>no</u> qualified retreat locations, your force must surrender [12.0]. You cannot voluntarily surrender so long as you can retreat.

► If the losing force includes the Congress, the Congress is dispersed [12.3] even if the rest of the force retreats.

§ 11.6.1 Qualified Retreat Locations

As the attacker, you are permitted to retreat only to the location from which you maneuvered to the location of the battle, and then only if it is a qualified retreat location. As the defender, you are permitted to retreat to any location other than the one from which the attacker maneuvered, but only if it is a qualified retreat location.

A location is a qualified retreat location if:
- it is adjacent to the location of the battle,
- it does not contain enemy units,
- it is not hostile, and
- your remaining force could end a maneuver there.

§ 11.6.2 Retreats by Sea

As Britain, you can retreat by sea from a port in which you are defending to another port.

You cannot retreat by sea from a port if it is blockaded or if it is fortified and not friendly.

You cannot retreat by sea to a port if it is blockaded or if it is not, adjacency excepting, a qualified retreat location.

12.0 – Surrender

12.1 – Surrender of Units

If a unit must surrender, place the unit counter in the stock. A unit must surrender if it is in a force which is overrun or when it is in a force which must but cannot retreat.

12.2 – Surrender of Units

If a leader other than General Washington [12.2.1] must surrender, place the leader counter in the Captured Generals display. A leader must surrender when he is in a force which must but cannot retreat, when enemy units are deployed to his location, or when he wins a battle in a hostile location and loses all of his units as casualties.

§ 12.2.1 Surrender of General Washington

As Britain, if you capture General Washington, remove the General Washington counter from the game. Then remove (not flip) the alignment markers of any five hostile locations which do not contain enemy forces, but do not remove more than one marker from each colony. Then adjust the French Alliance marker [5.2.6].

12.3 – Surrender of the Congress

If the Congress must surrender, place the Continental Congress marker in the Continental Congress Dispersed display. The Congress must surrender when it is in a force that is overrun, when it is in a force that must retreat (whether or not that force can retreat), or when it is the sole remaining member of a force that lost a battle (even if the attacking leader must also surrender).

The Congress is dispersed while the Continental Congress marker is in the Continental Congress Dispersed display, constraining American realignment actions [7.3.1].

13.0 – French Support

When the French Alliance marker reaches the end of its track, the French enter the war and provide the Americans with army and navy support as explained below. The French remain allied with America for the remainder of the war.

13.1 – French Navy and Blockade

Place the French Navy marker in any blockade zone, immediately blockading the corresponding ports. You can move the French Navy during each subsequent relocation phase [5.5.2].

While the French Navy is in a blockade zone, all the ports in that zone are blockaded. A blockade prevents landing parties [7.4.1], British reinforcements [8.3], maneuvering by sea [9.7.1], Royal Navy support [11.3.3], and retreating by sea [11.6.2].

13.2 – French Army

Place the French army of General Rochambeau and five units into a port that does not contain enemy units and is not hostile.

If such a port does not exist, the arrival of the French army is delayed; place the General Rochambeau counter on step 9 of the French Alliance track as a reminder. On any later turn, you can play any operations card to one of your empty Reinforcement Card displays to deploy General Rochambeau and his five units to such a port.

After deployment, and except for attrition [5.3.4], treat General Rochambeau and the French units as Americans. If General Rochambeau is captured, he is returned in the supply phase of the next game year to the American Reinforcements display, and can be deployed accordingly.