Washington's War

PLAYBOOK

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WASHINGTON'S WAR
EXAMPLE OF PLAY

I. Setup

Both sides set up their pieces as instructed in 4.0.

Next, the Americans place thirteen "Committees of Correspondence" PC markers, one in each colony which does not contain a British playing piece (Canada is not a colony for this purpose): Savannah, GA; Camden, SC; Charlotte, NC; Alexandria, VA; Baltimore, MD; Wilmington, DE; Bassett Town, PA; New Brunswick, NJ; New York, NY; New Haven, CT; Newport, RI; Falmouth, MA; and Norwich, NH.

Once the Americans finish placing their Committees of Correspondence PC markers, the British player places two "For the King" PC markers in any space which does not contain an American Playing Piece *and* which is adjacent to a British PC marker which was present on the map prior to this step of the setup: Fort Niagara and Ticonderoga, NY are chosen. Note that "For the King" PC markers may be placed in any colony except MA, CT, NH, PA, or VA (see 4.0).

Lastly, the "Declaration of Independence" and "Baron von Steuben Trains the Continental Army" event cards are removed from the deck. The deck is shuffled and play is now ready to begin.

II. 1775 Turn

Reinforcement Phase

The British player places three CUs into his reinforcement box on the map.

Strategy Cards Phase

Both players are dealt a hand of seven cards.

The Americans draw a 3 OPS, a 2 OPS, two 1 OPS, "Joseph Brant Leads an Iroquois Raid," "Nathan Hale, American Martyr," and "North's Government Falls—The War Ends in 1780."
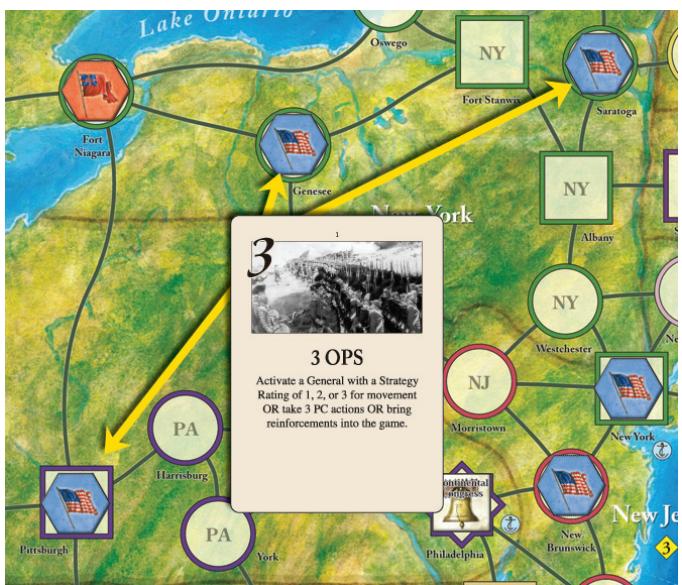
The British Player draws a 2 OPS, a 3 OPS, a 1 OPS, a Minor Campaign, "Mad Anthony Wayne," "Thomas Paine Publishes Pamphlets 'Common Sense' and the 'American Crisis,'" and "Josiah Martin Rallies North Carolina Loyalists."

Strategy Phase

The British player has a Minor Campaign card but does not wish to use it to go first on the opening turn so using his best poker face, declines to go first. The Americans, wanting to solidify their position early in the game, opt to go first.

American Card 1:
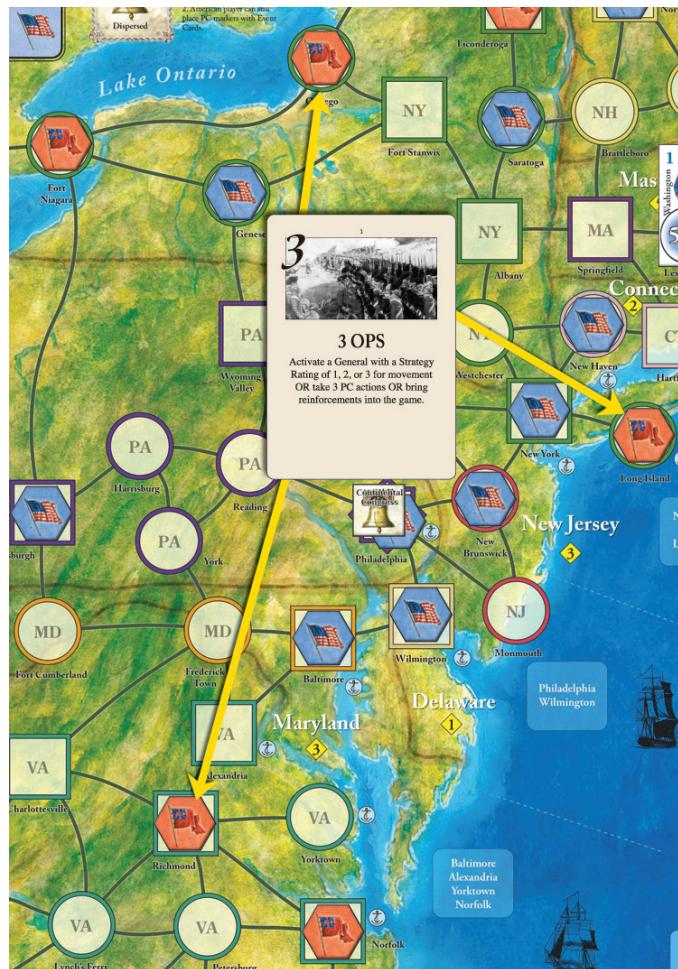
The Americans open with a 3 OPS card and use it to place PC markers. Three PC markers are placed: one in Pittsburgh, PA; one in Genesee, NY; and one in Saratoga, NY. This clever placement effectively blocks the British from placing PC markers in these spaces and keeps them from expanding into New York and Pennsylvania.
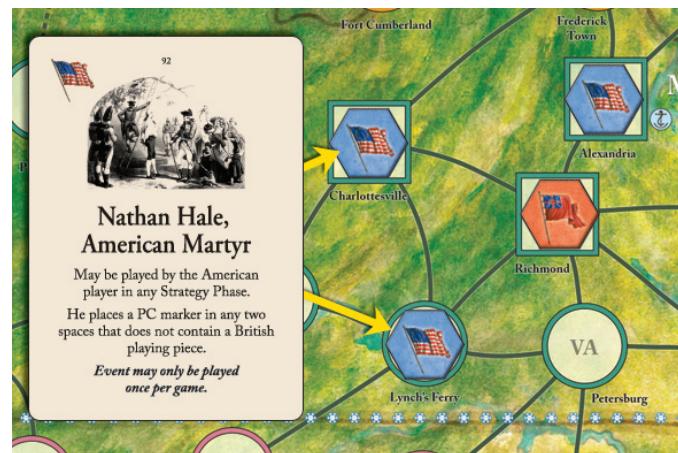
© 2009 GMT Games, LLC
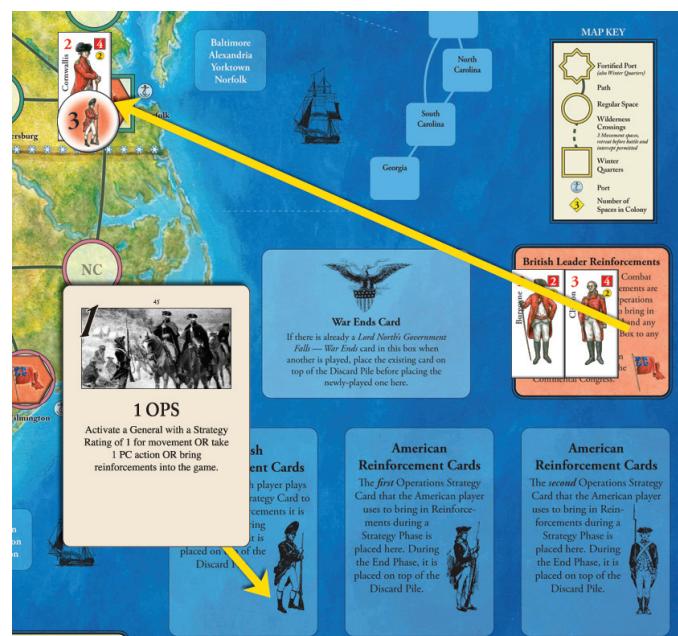
British Card 1:

Not to be undone, the British also play a 3 OPS card and use it to place PC markers. Three PC markers are placed: The first is placed in Oswego, NY. Note that the British cannot then place a PC marker in Fort Stanwix even though it is adjacent to Oswego since the PC marker in Oswego did not preexist this card play. The second is placed in Richmond, VA. The third is placed in Long Island, NY. This is permissible since all ports are considered to be adjacent to one another for all purposes for the British player—a reflection of the naval dominance enjoyed by the Army of His Majesty.


American Card 2:

Out of 3 OPS card, the American now plays "Nathan Hale, American Martyr" as an event. The event allows him to place two PCs: one in Charlottesville and one in Lynch's Ferry, VA. Since this card may only be played as an event once per game, it is now removed from the game and is not discarded as other Strategy Cards.

British Card 2:

The British see their options begin to narrow. Hoping to create some new opportunities in the south, the British use their 1 OPS card to bring Reinforcements into the game. All 3 CUs from the Reinforcement Box are brought into Norfolk, VA. The British player also chooses to bring General Cornwallis into the same space. To remind the British player that he cannot play any more cards this turn for reinforcements, the 1 OPS card is placed into the British Reinforcement Card box on the map.

American Card 3:

Seeing in the British move, a possible threat to Philadelphia, the Americans counter with a reinforcement play of their own, playing their 2 OPS card into the first American Reinforcement Card box on the map. This play allows them to bring two CUs and a General into any empty (neutral) space or a space with an American PC marker. The American player chooses to place both CUs and General Gates into Alexandria, VA. Note that the Americans may play one more OPS card to bring on reinforcements this turn.

British Card 3:

Not willing to have his purpose thwarted, the British player plays a 2 OPS card and uses this to activate Cornwallis. Note that he would not be able to activate General Howe or Carleton with such a card; rather, a 3 OPS card would be needed. Cornwallis may now move with up to 5 CUs four spaces. He takes all 3 CUs stacked in Norfolk, and marches to Alexandria to engage General Gates before more troops can be raised in Gates' Army. Gates cannot intercept when Cornwallis enters Richmond since Richmond contains a British PC marker.

Since the objective of Gates' Army is to delay and block a move on Philly, Gates will attempt to retreat before battle. Only American Armies may intercept or retreat before battle. To successfully retreat before battle, Gates will need to roll less than or equal to his Agility rating. Unfortunately, his Agility rating is only '1.' The die is cast and a '4' is rolled. Gates will have to stand and fight.
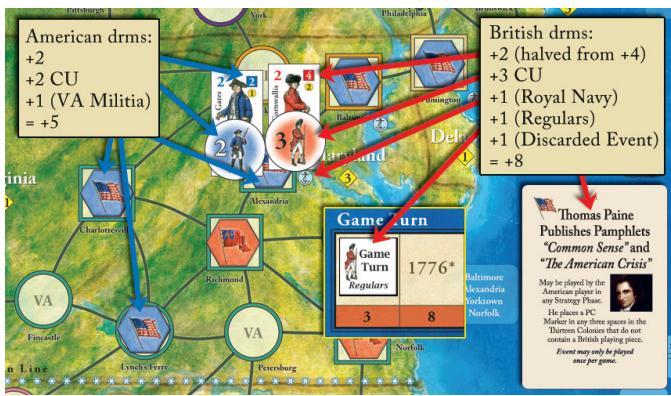
Battle of Alexandria:

The British are the attackers and must declare any Battle Cards (for a +2 drm) or discards of an event card (for a +1 drm). Wanting to rid himself of having to discard the "Thomas Paine" event (with the resultant threat of the American player picking that card up and using it against him), the British player discards it in battle. When discarded in this manner, the American player cannot pick it up.

The American player declines to play any Battle Events (he has none) and declines to discard an event.

Next both players roll a die to determine their General's Actual Battle Rating. Essentially a dr of 1-3 gives the General only half of his Battle Rating (rounded down); whereas a dr of 4-6 gives the General his whole, printed Battle Rating. The British player rolls a '2' and the American rolls a '6.' Cornwallis' Battle Rating is halved from 4 to 2; Gates' however, receives his whole, printed Battle Rating of 2.

Next, the Die Roll Modifiers (drms) are totaled for each side. The British get +3 (3 CUs), +2 (Cornwallis' Battle Rating), +1 (Royal Navy—Alexandria is a port), +1 Regulars, +1 for Event discard for a total of +8. The Americans get +2 (CUs), +2 (Gates' Battle Rating), +1 (Virginia Militia—the Americans control more spaces in Virginia than the British) for a total of +5.

Now each player rolls a die. The Americans roll a '5' which is modified to a die roll of 10. The British roll a '2' which is modified to a 10. The British modified roll is just enough to win the battle, as ties go to the attacker.

Next, both sides determine combat losses. The loser (the Americans) rolls a '3' which results in a loss of a single CU (see 9.5). The winner (the British) rolls a die and check the table in 9.5. Since the losing General, Gates, has an Agility rating of '1,' the British will only lose one CU on a die roll of 1-2. This time the British roll a 5 and so avoid suffering any losses.

Now the losing General retreats. Since Gates was not attacking, he can retreat to any adjacent space which does not contain an enemy CU, PC, or the space from which the attacker moved into battle. Gates retreats with 1 CU to Baltimore.

American Card 4:

The road to Philadelphia is open to the north and with several cards left to play, the Americans are unwilling to risk having the Congress dispersed by a British Army entering the space. To cover the capital, the Americans play a 1 OPS card and activate General Greene and 2 CUs. Using the American Mobility Advantage, Greene is able to march five spaces (though in so doing is not permitted to either execute an overrun or enter into battle). Greene marches from Newport to Hartford, to New Haven, to New York, to New Brunswick, and finally to Philadelphia.

British Card 4:

Having discarded a card in battle, the British now realize that they will not get the last card play of the turn. To avoid the American's picking up "Mad Anthony Wayne" in a discard and using it against him, the British player plans to play that card last. The British opt to discard "Josiah Martin Rallies North Carolina Loyalists." The event is playable but not especially useful since the Americans only have one PC marker in NC at the present. By discarding, he may remove an American PC marker from a space adjacent to a British PC marker and not occupied by American CUs, or the Continental Congress. The British choose to remove the PC marker from Pittsburgh.

American Card 5:

The Americans really do not want the British to place a PC marker in Pittsburgh. Reluctantly, they discard the "Joseph Brant" event to place an American PC marker back into Pittsburgh—note that even for the Americans, the space receiving a PC marker placement via an event discard must be adjacent to an American PC marker. This, however, gives the British an opportunity to pick up Joseph Brant by discarding an OPS card of any value. Sadly for the British, they do not have such an OPS card. Again, using his best poker face, the British decline to pick up the event card. The American breathes a sigh of relief.

British Card 5:
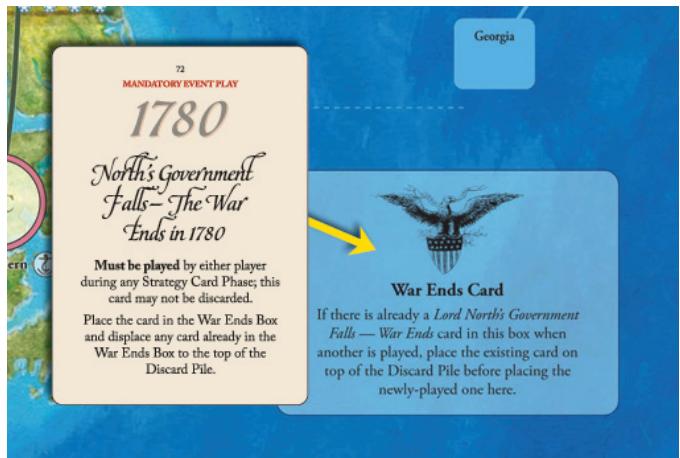
The British now play their Minor Campaign. Cornwallis is the first General to Activate. Taking 3 CUs with him, Cornwallis marches to Frederick Town, MD before marching into Baltimore—his goal. He *could* march directly into Baltimore but that would entail some risk: If he were to lose the battle with Gates in Baltimore, he would be compelled to retreat back to the space he entered Baltimore from—Alexandria. Since Alexandria still contains an American PC marker, his Army would be compelled to surrender! This, in turn would result in the loss of the Regulars drm since 3 CUs would be lost in one battle and the French Alliance marker would move 1 space for American victory, and two more spaces for the loss of the Regulars! Entering battle from Frederick Town is a much safer move. Once again, Gates attempts Fabian tactics and tries to retreat before battle. This time he luckily rolls a '1!' He retreats to Wilmington, DE. Cornwallis must stop movement since he entered a space containing enemy CUs and did not overrun them.

For the second activation of the Minor Campaign, the British activate General Carleton who marches with 2 CUs from Quebec to Albany and stops.

American Card 6:

The Americans decide now is the best time to play their "North's Government Falls—The War Ends in 1780" card which is a must-play event. The card is placed in the War Ends box on the map and signifies that barring the play of another "War Ends" card in the future, the game will end at the end of the year 1780.

British Card 6:

For their last card (normally they would play seven cards, but one card was discarded in battle and no substitute was drawn) the British discard "Mad Anthony Wayne and use the discard to remove the PC marker from Charlottesville, VA. The Americans may opt to pick this card up by discarding a 2 OPS or 3 OPS card, but even if they'd had such a card in their hand, this card would have no use since the Americans only hold one final card. The Americans decline the opportunity.

American Card 7:

For their last card (1 OP) the Americans activate General Washington and his Army of 5 CUs. Needing to go into Winter Quarters (square or star-shaped spaces), the Americans decide to kill two birds with one stone by marching Washington's Army to Albany. Since the British never intercept nor retreat before battle, a battle will be fought:

Battle of Albany:

Neither side has any cards in their hand so no strategy cards will be played or discarded for drms.

The Americans roll a '5' and Washington receives his full Battle Rating. British roll a '4' and normally would receive Carleton's full Battle Rating, but the Battle Rating may never be greater than the number of CUs in the Army—in this case 2—so Carleton gets a Battle Rating of 2 for this battle. Had he rolled a 1-3, his Battle Rating would have been '1' (3 divided in half and rounded down).

The Americans will receive a die roll modifier of +12: +5 (CUs), +5 (Washington's Battle Rating), +2 (Winter Offensive—battle with Washington on last card play of the turn). The British will receive a die roll modifier of +6: +2 (CUs), +2 (Carleton's modified Battle Rating), +1 (Regulars), +1 (NY Militia—British have more PC markers in NY than the Americans). The Americans roll a '2' which is modified to 14. The British roll a '6' which is modified to 11 but even this is not enough. The Americans win.

Carleton rolls a '2' for losses and only loses a single CU. Washington rolls a '2' for his loss check and after comparing Carleton's Agility rating to the table in 9.5, finds he loses a CU as well—a Pyrrhic victory.

Carleton retreats with 1 CU to Fort Stanwix.

Since the Americans won a victory, the French Alliance Marker is moved one space forward on the French Alliance track so some good was accomplished by the Battle of Albany.
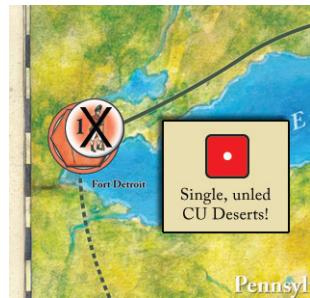
Now we move along to the Winter Attrition Phase.

Winter Attrition Phase:

Though the order does not matter, and indeed both players can resolve winter attrition simultaneously, I prefer to check for and resolve winter attrition starting with the British.

Generals Carleton, Cornwallis, and Howe are all located in square spaces north of the Winter Attrition line which signifies that they are in Winter Quarters (11.0). As such, they do not suffer any losses.

The single British CU in Detroit would not be vulnerable to winter attrition if a British General was stacked with him. But since he is un-led, he is vulnerable to desertion (11.1). A single die roll determines his fate. On a 1-3 he remains; on a 4-6 he is removed. The die roll is a '1' which removes him.

The Americans are handled differently than the British. All American Armies and CUs are vulnerable to winter attrition anywhere on the map with the exception of 5 CUs led by Washington—the Continental Army—and an army of 5 French CUs (but only if they are not mixed with any American CUs) led by any American General (Rochambeau is considered an American General for all purposes). As with the British, single, un-led CUs are vulnerable to desertion and must dice for their fate.

Generals Greene and Gates as well as the un-led two CUs in Charleston are vulnerable to Winter Attrition. Washington's Army is winter quartered in Albany. CUs subject to winter attrition lose half of their strength with fractions rounded down. Greene has 2 CUs so his army is reduced to 1 CU. The Charleston CUs are likewise reduced to 1 CU. Gates has only 1 CU in his army and as such, winter attrition has no effect on his Army.

The French Navy Phase is skipped since the French Alliance has not come into effect and the French Navy is not yet in play (see 12.0).

So we move along to the Political Control Phase.

Political Control Phase (see 10.2)

The Continental Congress was not dispersed. Had it been, it would be placed in any space in the Thirteen Colonies (Canada is not one of the Thirteen Colonies) that contains an American PC marker but not a British playing piece. Dispersal and replacement is the ONLY way the Continental Congress can be moved.

Next, each player places a PC marker in an uncontrolled space that contains one of his Armies or flips a PC marker to friendly control in any space containing one of his Armies.

Though this can be done simultaneously, I again prefer to do the British first: Carleton's Army in Fort Stanwix, NY places a PC marker in that space. Cornwallis' Army in Baltimore *flips* the American PC marker in that space to British control.

Only Washington's Army in Albany is in a position to place a PC marker and so an American PC marker is placed in Albany to signify American control of that space.

Next, both players check to see if any of their PC markers are isolated. Please read section 10.3 of the rules for a thorough explanation of this procedure. At this point, as is common on the first turn, there are no isolated PC markers for either side.

We now come to the End Phase.

End Phase

Had the French Alliance been triggered, the French Alliance marker would be flipped and placed on the turn track to serve as a reminder that it is during the end phase of that turn that European War breaks out. The effect of European War is that 2 British CUs are removed from the map and a number of Event Cards become playable as events.
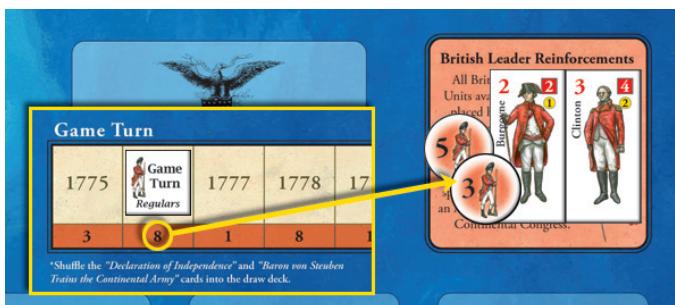
Presently the French Alliance has not yet come into play. This being the case we check to see if the game ends. The current "North's Government Falls—War Ends" card in the War Ends box is the 1780 card. If the current game year was 1780 or later the game would end and a winner be determined. Again, this is not the case so the game continues.

All the cards in the Reinforcement Card boxes on the map are discarded and the game continues to the next turn, 1776.

III. 1776

Reinforcement Phase

The game turn is now 1776. As indicated on the turn track on the map, eight British CUs are placed into the British Reinforcement box on the map.

Strategy Cards Phase

In the 1776 turn, both the "Declaration of Independence" and "Baron von Steuben Trains the Continental Army" event cards are shuffled into the draw pile (note that the cards in the discard pile are *not* shuffled into the draw pile at this time). Both players are then dealt a hand of seven cards.

The Americans draw two 3 OPS, two 2 OPS, a 1 OPS, "Henry Knox Continental Artillery Commander" and "Lord Sandwich Coastal Raids."

The British draw two 2 OPS, two 3 OPS, a Minor Campaign, "Lord North Offers a Royal Amnesty," and "North's Government Falls—The War Ends in 1782."

Strategy Phase:

The British player has once again draws a Minor Campaign card and wanting to use it to put pressure on Philadelphia and maintain the initiative, uses it to go first.

British Card 1:

The Minor Campaign event allows the British player to activate two Generals. Alternately, one action can be used to perform a "Landing Party" action (see 7.2.B). The British player chooses to use the Landing Party capability to flip the PC marker in New York, NY. The second action is used to activate General Howe and his Army. All 5 CUs under Howe's command conduct a naval move from Boston to New York. They could get there by marching overland. I chose to use naval movement to illustrate the deadly capability of Campaign events in the hands of the British.

American Card 1:

Howe's Army in New York poses a deadly threat to Philadelphia. That being the case, the American move is a no-brainer: a 2 OPS card is played to activate Washington. Washington and his army of 4 CUs march from Albany to Philadelphia.

Since only one General may end a move in a space, General Greene is displaced to the American Leader Reinforcement box on the map. Washington's Army absorbs Greene's 1 CU thus bringing his Army back up to full-strength.

British Card 2:

Wanting to press the issue, the British play a 3 OPS card to activate Howe's Army in New York. Howe and all 5 CUs march from New York to Morristown, NJ then to Reading, PA before entering Philadelphia for battle. Washington could try and retreat before battle but if successful that would result in the Congress being dispersed. If the Congress is dispersed, the American player cannot play OPS cards to place PC markers or discard event cards to place PC markers for the duration of the turn.

Battle of Philadelphia:

The British don't have any Battle Events and decline to discard an event card. The Americans, however, opt to play "Henry Knox Continental Artillery Commander" which will provide a +2 drm and grant the American a card draw after the British player's turn.

Both players dice for their battle ratings. Howe rolls a "6" and Washington rolls a "4." Washington gets his full, printed Battle Rating of +5; Howe also gets a Battle Rating drm of +5 but not his full, printed Battle Rating since the Battle Rating drm cannot exceed the General's CUs (Howe can only get a +6 in a defensive battle when stacked with 6+ CUs).

Both players' drms are totaled. The British get +11: +5 (CUs), +5 (Battle Rating), +1 (Regulars). Note that the British do not get the British Navy drm since the Battle is in a fortified port which is not controlled by the British. The Americans get +13: +5 (CUs), +5 (Battle Rating), +1 (PA Militia), +2 (Battle Card).

The British roll a '5' which is modified to '16.' The Americans roll a '4' which is modified to '17.' The British lose the battle; Philadelphia is saved!

Howe rolls for losses and groans as he rolls a '6.' This results in the loss of 3 CUs as well as the loss of the Regulars drm for the remainder of the game. Washington rolls a '3' which when compared to Howe's Agility Rating, results in the loss of a CU.
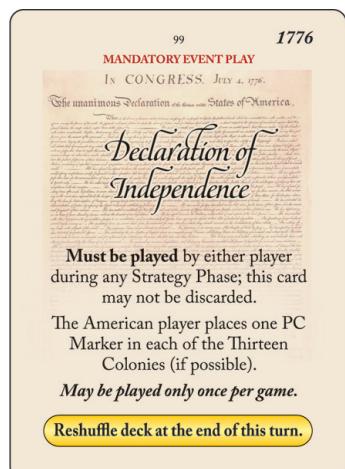
But the big effect of the battle takes place on the French Alliance track. The American victory moves the track one space. The loss of the British regulars moves the track two spaces! The French Alliance Marker is on space '4.' The danger of French intervention is now very real. The play of "Benjamin Franklin, Minister to France" would move the French Alliance marker four spaces. Once into space '9' on the track, the French enter the game and give the Americans a much-needed boost.

Howe retreats back to Reading, PA.

As per the Battle Event played, the American player now draws a card from the draw pile. His draw is none other than the "Declaration of Independence!"

American Card 2:

Figuring the present to be an opportune time to play it, the Americans play "Declaration of Independence." As per the event text, one PC marker is placed in one empty space in each of the 13 colonies: St. Mary's, GA; Fort Prince George, SC; Salem, NC; Abingdon, VA; Frederick Town, MD; York, PA; Monmouth, NJ; Westchester, NY; Hartford, CT; Springfield, MA; and Battleboro, NH. Since this event can only be played as an event and the event can only be placed once per game, the card is removed from the game and is not placed in the discard pile, and the deck will be shuffled at the end of the turn.

British Card 3:

The British, feeling boxed in by American PC markers, attempt to regain the initiative by playing "Lord North Offers a Royal Amnesty." As per the event text, four American PC markers are removed: Charlotte, NC; Camden, SC; Alexandria, VA; and Frederick Town, MD. Since this card also stipulates that it may only be played as an event once per turn, it too is removed from the game.

American Card 3:

The Americans play a 3 OPS card to place three PC markers in Charlotte, NC; Camden, SC; and Frederick Town, MD.

British Card 4:
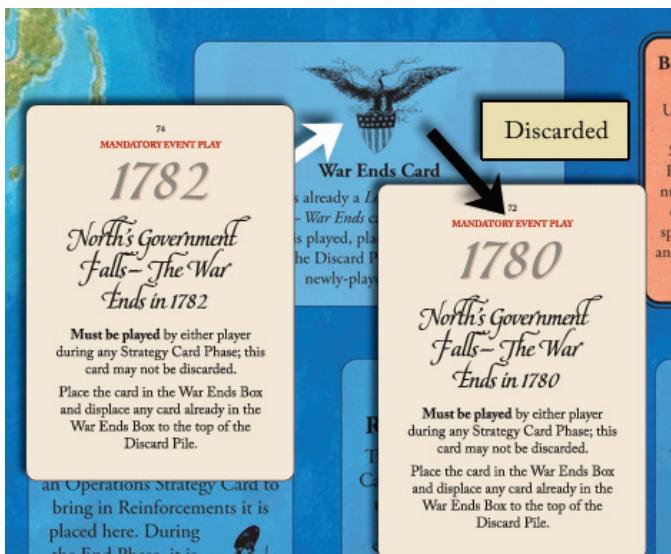
The British play a 2 OPS card to place two PC markers in Charlottesville, VA and Morristown, NJ.

American Card 4:

The American play a 2 OPS card to place two PC markers in Fincastle, VA and Wyoming Valley, PA.

British Card 5:

Boxed in, the British play "North's Government Falls—The War Ends in 1782." The "North's Government Falls—The War Ends in 1780" card in the War Ends box is discarded; "North's Government Falls—The War Ends in 1782" is placed in the War Ends box.

American Card 5:

The Americans play a 2 OPS card into the first American Reinforcement box on the map. Two CUs are placed in Augusta, GA. Lafayette is taken from the American Leader Reinforcements box and placed with the reinforcements in Augusta, GA.

British Card 6:

The British, not liking Howe's exposed position, opt to play their last 3 OPS card to place him into Winter Quarters by moving him and all 3 CUs with him to Hartford, CT.

American Card 6:

The Americans discard "Lord Sandwich Coastal Raids" to place a PC marker in Concord, NH. The British, despite wanting to bring Reinforcements into the game, opt to discard their last OPS card to bring the "Lord Sandwich Coastal Raids into his hand.

British Card 7:

The British now play "Lord Sandwich Coastal Raids" as an event to flip the PC marker in Savannah, GA.

American Card 7:

The Americans use their final 3 OPS card to place three PC markers into Wake (Raleigh), NC; Cheraw, SC; and George-town, SC.

Now we move along to the Winter Attrition Phase.

Winter Attrition Phase

All of the British are in Winter Quarters spaces. Washington's Army is in winter quarters in Philadelphia (star-shaped spaces are also winter quarters spaces). Gates' Army only has 1 CU so he does not suffer any ill effect. Lafayette's small, 2CU Army in Georgia is reduced to 1CU. The lone CU in Charleston, SC must dice for his fate. The roll is a '5' which means he stays on the map and does not desert.

Again, the French Navy Phase is skipped since the French Alliance has not come into effect and the French Navy is not yet in play (see 12.0).

Again, we move along to the Political Control Phase.

Political Control Phase (see 10.2)

The Continental Congress was not dispersed so we can again skip the Continental Congress placement step.

As in the previous turn, each player places a PC marker in an uncontrolled space that contains one of his Armies or flips a PC marker to friendly control in any space containing one of his Armies.

Howe's Army in Hartford, CT flips the PC marker in that space. Lafayette's Army places a PC marker in Augusta, GA.

Next, both players check to see if any of their PC markers are isolated. Unlike the previous turn, there are a number of PC markers which are isolated. Isolated American PC markers are removed first—thus, it is possible that such removal may cause isolated British PC markers to no longer be isolated.

The American PC marker in St. Mary's GA is isolated since it cannot trace to an empty space, or an American/French CU,
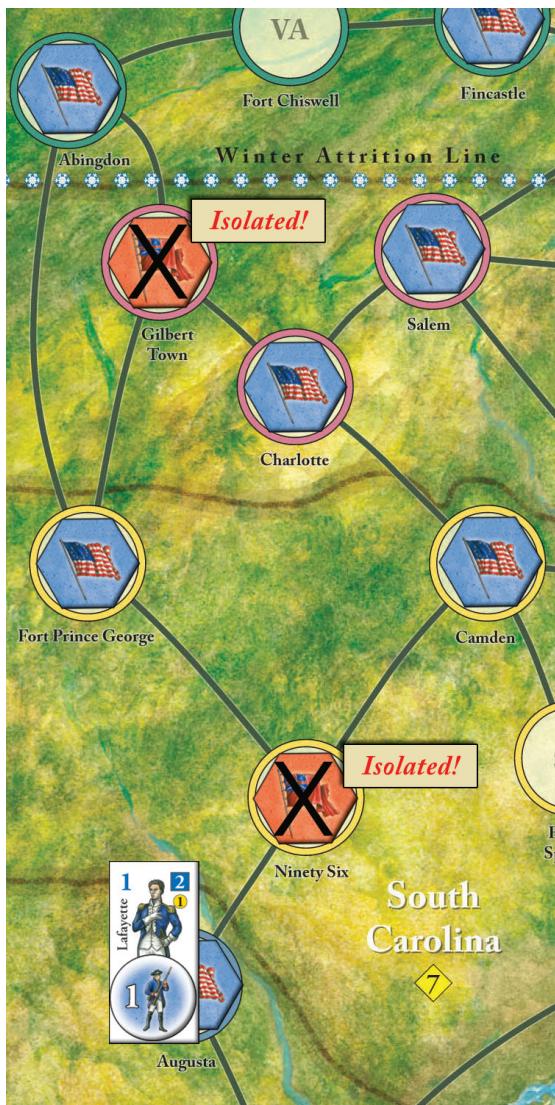
General, or the Continental Congress; the British PC marker in Savannah, GA blocks the American PC marker in St. Mary's from tracing to Lafayette in Augusta or the CU in Charleston.

But that's not the real damage. The real damage is up north. The Americans made a huge mistake on their last card play, not realizing that all the PC markers north of the Morristown – New York line are isolated! Yes, that's right, excepting Genesee, NY, every American PC marker in New York, Connecticut, Massachusetts, and New Hampshire is isolated! Had the Americans not placed a PC marker into Concord, NH, then all these isolated PC markers would have been able to trace to that empty space in Concord. Alternately, the Americans could have used their last OPS card to bring reinforcements into any one of those American-controlled spaces to avoid isolation en masse.

The Americans are not the only ones with isolated PCs. The British PCs in Ninety Six, SC and Gilbert Town, NC are both isolated.

All isolated PC markers are removed. The effect of this is to open up the game considerably. Fortunately for the Americans, the rules regarding PC marker placement will enable them to regain some ground in the next turn. The ability to choose whether to go first will also serve them well to try and recover some ground.

We now come to the End Phase.

End Phase

Again, the French Alliance has not yet come into play. This being the case we check to see if the game ends. The current "North's Government Falls—War Ends" card in the War Ends box is the 1782 card. If the current game year was 1782 or later the game would end and a winner would be determined. Again, this is not the case so the game continues.

All the cards in the Reinforcement Card boxes on the map are discarded and the game continues to the next turn, 1777.

WASHINGTON'S WAR
PLAYER'S NOTES
by Joel Toppen

War and Politics

Like the American Revolution that the game models, *Washington's War*, is both a political conflict as well as a military conflict. In my opinion, the biggest challenge that players will face in this game is balancing political initiatives with military action. If too much emphasis is placed on one dimension to the neglect of the other, you will lose the game. Before rushing your redcoats or patriots into a pitched battle, you'd better have a greater purpose than "killing the enemy." Conversely, if all you do is place PC markers, sooner or later you will either lack spaces to place PC markers, or you will find yourself the victim of mass isolation and removal of PC markers.

The successful player is the one who uses his military forces (his armies) in coordination with his political initiatives to gain control of as many colonies as possible while at the same time preventing his opponent from doing the same.

Play To Your Strengths

Washington's War is a game of asymmetrical warfare. That is to say the British will need to be played completely differently from how the American side will be played. Each side has certain intrinsic strengths. In any such asymmetrical conflict, it is essential that you play to your strengths and try to force your opponent to "play your game."

The British strengths are pretty obvious at the start of the game:

- They control the sea and may use Naval Movement to move from port-to-port. The most extreme example of this incredible mobility is a British Naval move from Montreal or Quebec to St. Mary's, Georgia or vice-versa.
- British-controlled ports cannot be isolated.
- For the British, all ports are considered to be adjacent to each other for *all purposes*. This enables the British to place PC markers into a neutral port anywhere on the map so long as they control at least one port of their own. Conversely, they may remove American PC markers from un-garrisoned ports by discarding an Event Card.
- British Armies in un-blockaded ports (whether attacking or defending) and friendly-controlled fortified ports (like Charleston), gain a +1 drm in battle for the presence of the Royal Navy.
- The British may use Landing Parties with the play of a Campaign Card to suddenly descend upon an enemy controlled but un-garrisoned port with an entire army—ala Long Island, 1776. The effect of this and the above two points is that it is very, very difficult for the Americans to exercise anything resembling firm control over the coast.

- The British Army is composed of trained regular troops at the start of the game. This gives the British a +1 DRM in any battle until this advantage is lost due to high casualties in a defeat or the play of the Von Steuben event. Winning battles does much to keep the French from entering the war and changing the complexion of the game.

- On several game turns, the British get reinforcements in large quantities. This allows a sudden concentration of enemy troops to appear in a friendly or neutral port.

- British Armies may enter Winter Quarters to avoid any Winter Attrition. This allows the British to *maintain* large armies in the field, something the Americans, with the exception of Washington and perhaps Rochambeau simply cannot do.

- Lastly, the British Generals, though fewer in number than the Americans, are in all but one case (Burgoyne), at the least equal, and usually superior in battle to any American (or French) General.

The British Player will want to harness these advantages to master his opponent.

The American advantages seem slender to the inexperienced eye, but in fact, they can be quite formidable:

- They may exercise rapid marches overland. Provided they don't conduct an overrun or initiate a battle, American armies may move five spaces instead of the usual four spaces. Furthermore, the John Glover Event allows an American army to move six spaces, *and engage in Battle*. This capability can be used to outmaneuver the British inland or to counter a sudden naval descent upon the coast.

- The Americans have more Generals than the British (7 to the British 5; 8 to 5 when the French enter the game). This allows the Americans to field more (though smaller) Armies. If well handled, many very small armies, like a horde of ants, can bring down the British elephant.

- The American Generals have low Strategy Ratings. This allows them to be moved with the play of any OPS card. Only Gates, Lincoln, and Rochambeau have Strategy Ratings of "two." No American General has a Strategy Rating of "three."

- American Armies may intercept moving British Armies. This is something the British cannot do. Even if the Americans lose the impending battle, the moving British Army must stop and end its move.

- American Armies may retreat before battle—but not if they intercept. Washington and Greene are especially adept at this technique. Withdrawing on a die roll of 1-4, they have a 66% chance of success every time a British Army engages them. If successful, the British Army cannot pursue and must stop movement. What this, and the above points mean is the Americans are very, very maneuverable. Like a slippery fish, they are hard to fix and destroy. Their constant presence can be a real pest to the British. If you can keep the British chasing ghosts as it were, you will succeed in making the British play *your game.* Remember, it only takes an Army of one Combat Unit to flip a PC marker at the end of a turn or establish a blocking position to isolate one or more British PC markers.

- The Americans have a potential ally in the French. The British must avoid losing battles lest the French Alliance come into being. The establishment of a French Alliance will change the complexion of the game in that the French will be able to blockade ports with their navy—thus greatly hindering the British naval advantages noted above. The French Alliance will also bring in a capable General (Rochambeau) and five Combat Units of French Troops which, when kept separate from Americans, may go into Winter Quarters and pose a real threat to the British Armies.

- The Americans can play two cards each turn to bring in reinforcements. The Americans will never run out of reinforcements (they don't have a finite 'pool' of reinforcements like the British) while the British reinforcement pool has the very real potential to run dry. If the game is going long and the British reinforcement pool is running dry, the Americans can begin to try to wear down the remaining redcoats by repeatedly attacking them and dwindling their numbers.

- Lastly, unless the British preempt with the play of a Campaign Event, the American player will be able to decide whether to go first or second in the turn. By going first, the player will have the initiative. But going last has some very powerful benefits in that he will be able make a move to which his opponent cannot respond.

The American player will want to play to these strengths to gain success against British combinations.

Some General Maxims

"For Every Action…"

Maintain the strategic initiative. That is to say, when possible, make card plays which force your opponent to respond to your play. If your opponent tries this against you, if you can, raise the stakes and play a card that forces him to choose whether to continue on his present course or respond to your play.

"He Who Laughs Last, Laughs Best."

Going last is almost always best. Before deciding to go first, you'd better have a very good reason for it. Going last with a Campaign event has the potential to isolate and remove a number of enemy PCs.

"When in Doubt, Isolate."

Isolating enemy PCs is a powerful tactic since isolated PCs are removed at the end of a turn. If you can isolate large numbers of enemy PCs, you can turn the tide of a game completely around. So when you are unsure of what you should be doing, strive to isolate enemy PCs.

"A Colony is a Colony."

In terms of victory conditions, Delaware and Rhode Island are every bit as valuable as New York and Virginia. In fact, they might be even more valuable since they each consist of one space and that one space equates to one Colony towards your victory conditions. So, as the prophet said, "Don't despise the day of small things."

"One Man's Junk is Another Man's Treasure."

Be careful what you throw away. In discarding an enemy Event Card, be aware that your opponent *could* bring that card into his hand and use it against you. If you time things carefully, however, you can mitigate against potential calamity.

"I'd rather be Fishing."

A Battle Event has one very lovely bonus: it allows the player to draw a replacement card. If you've got a weak hand, sometimes it's worth fighting a battle so that you can use this card to draw another card. Of course it is entirely possible that the card drawn puts you in a worse position. But I've also drawn a card in this way that really helped me.

Lastly, have fun!

Joel Toppen

WASHINGTON'S WAR
DESIGN NOTES
by Mark Herman

Fifteen-Year CDG Journey

When I designed *We The People* (hereafter *WTP*) back in the mid-nineties I was intent on showing the American Revolution as a political-military struggle. To support this goal I wanted a design that focused on uncertainty and its impact on having and maintaining the strategic initiative. Somehow I hit on the **Card Driven Game** (hereafter CDG) mechanic whereby the player had to choose between political or military options.

The big surprise for me was how quickly the CDG mechanic caught on and spawned a new games genre with over twenty designs in the catalog. Early on I decided to forgo applying for a patent and instead chose to open the concept to the hobby. I have never regretted this decision as it opened the concept to evolution and expansion. Toward that end I would like to acknowledge the talents of Mark Simonitch (*Hannibal*), Ted Raicer (*Paths of Glory*), Mark McLaughlin (*The Napoleonic Wars*), Ananda Gupta (*Twilight Struggle*), Jason Mathews (*1960: The Making of A President*), Charlie Vasey (*Unhappy King Charles*), and Ed Beach (*Here I Stand*) to name a few who have made significant contributions to the CDG mechanic. So, here I stand, fifteen years later with the original in the series about to be re-published in a significantly transformed design.

We the People: The Good, the Bad and the Ugly

The difficulty for me with the *We The People* design was appreciating how much more complex the cards made a wargame that was already grappling with the interactions of rules, pieces and board position. Even a simple wargame like *WTP* was difficult to playtest as each play through seemed to create another unique set of positions and narrative. Even more surprising was how the CDG genre reinvigorated competitive play. The combination of these two features created a tension between achieving play balance in a more complex mathematical design.

When confronted with the opportunity to re-publish the *WTP* design over a decade after the last copies were sold retail I had to choose between a straight re-print or a transformed design. Over the last fifteen years and two additional CDG designs under my belt (*For The People* and *Empire of the Sun*) I had learned what I did and did not like about *WTP*. The good was how the game viewed the war as a political struggle for the hearts and minds of the American populace in a fast playing format. Charlie Vasey and I had an interesting conversation in London many moons back while drinking some excellent wine. Due to the second bottle of wine I do not remember the entire conversation, but I do remember that we discussed and agreed that the *WTP* singularity of card use, event or operations, was a good model for pre-19th century warfare, which I note he maintained in his recently published *Unhappy King Charles* CDG.

Another CDG distinction that has arisen over the last fifteen years was the issue of unscripted single deck designs versus scripted temporally segregated deck designs. I prefer the more open narrative that is enabled by a less scripted environment and the broader range of plausible historical narratives thereby created. There is no correct answer, but I remain committed to a less scripted CDG environment in my designs and this held true in *Washington's War* (hereafter *WW*).

The things that I would rate as bad with *WTP* were the occasional hand where most of the player's cards were enemy events. This problem has been handled in different ways by other CDGs and we now have another option added to the genre. I combined the *Washington's War* discard mechanic with my desire to enhance the guerrilla war dimension of the design, but more on that later.

The ugly part of the *WTP* design was the battle cards. Many people lamented the fact that *Washington's War* eliminates this *WTP* feature. For me it was a good idea with a flawed implementation. What I did not realize fifteen years ago was that the battle outcomes that I wanted to occur most often (e.g., Frontal Assault) had to have the least number of copies in the deck and vice a versa for more rare outcomes (e.g., Double Envelopment). Unfortunately the original version of the battle deck is constructed in the opposite, which is a bit counter-intuitive. One thing that I was going to do was eliminate the battle deck. Once that decision was made then I had set my foot on the path of a transformed design vice a straight re-print.

The new battle system attempts to hew closely to the concepts of the original battle card system. One of the unintended benefits of the new dice system is it significantly reduced playing time. If you think about it there is on average two battles per turn in *WTP*. Most games go for 7 turns or so, resulting in 14 battles per game. It takes at least 5 minutes to shuffle the battle cards, deal them out, and then play out the battle. This adds up to almost an hour of battle adjudication playtime. Not that the battle cards were not fun, but in today's 'Euro' focused gaming environment, *Washington's War* now takes about 90 minutes to play with experienced players and no more than two hours unless you are really dragging things out. This makes *WW* a real option when time is short or you are at a convention and looking for a fast playing game. The new dice system is also very Internet friendly.

Strategic Asymmetry

If there was a theme that I wanted to enhance in *WW* vice *WTP* it was to increase the level of historical asymmetry. I wanted the design to better reflect the competing sides' relative strengths and weaknesses. This would inevitably increase the *WTP* experience whereby the path to victory for the two sides is different. The new asymmetrical emphasis fell into three areas: enhanced Guerrilla warfare, the difficulties of maintaining American military power, and British Naval superiority.

The original *WTP* GO mechanic was very successful in portraying the key struggle for the hearts and minds of the American populace as a parallel struggle to the conventional war of army maneuver. The new discard mechanic was created to kill two birds with one rule. The ability to discard event cards to place a PC marker solved the 'dead' card phenomena of *WTP*, while adding more resources to the guerrilla war. The 'remove' discard option introduced the ability for the shadow guerrilla forces, as represented by the PC markers, to launch limited offensive operations where enemy conventional forces were absent. The side benefit of this 'remove' option was it neutralized one of the downsides of the GO mechanic whereby losing your last 'liberty' had a remedy whereby a surrounded group of PC markers could eliminate an unsupported enemy PC creating an uncontrolled space.

One of the things that was absent from *WTP* was the historical American conventional force retention challenge. Prudent maneuver in *WTP* could ameliorate or avoid winter attrition effects. In a well played *WTP* game the Americans rarely suffered a shortage of soldiers, which was a regular feature of the historical experience. The new rule whereby all American forces melt away during the winter attrition phase forces the American player to continuously put resources into recruitment. This new *WW* design feature also allowed me to add additional weight to the unwritten Continental Army rule that is centered on his Excellency, George Washington.

I hope that these next few sentences are not viewed as politically incorrect, but I think something has to be said for not mutilating historical facts on the altar of political correctness. Slavery has always been a morally disgusting practice that unfortunately still persists into the present day. Many of our founding fathers were slave owners and it was their failings as people and politicians to rectify this wrong that led to my second CDG *For the People*. What this says about our founding fathers is they were creatures of their time and unable to take more than the first step on the path to true national freedom. I think that Shakespeare was correct when Marc Anthony states during his eulogy of Caesar, "The evil that men do lives after them; the good is oft interred with their bones." What has been lost due to their collective sin of failing to end slavery was their enormous positive impact on the world and the first amongst equals was George Washington. It is my view that Washington was truly the father of the United States of America. We have to find a balance in our history textbooks where his failings regarding slavery are balanced by his significant impact on the character and values of the new Republic.

In a recent visit to the French War Museum in Paris, I rediscovered the room off of one of the main galleries, which is devoted to the French experience in the American Revolution, but feels like a shrine to Washington. The room has a central focus on his Excellency and there are many rare portraits of our first Commander-in-Chief. The Washington exception to the new winter attrition rules creates a stronger focus on the role of the Continental Army as the premier American force. This balance of a conventional force supported by seasonal local forces strikes the right historical note when playing the American side. More for play balance than history, I have significantly reduced the impact of losing the Continental army, but even with this change the American player will rarely survive Washington's capture in a competitive game.

The last enhancement was in increasing the operational impact of the British navy. I must tip my hat to the playtesters for this one. I was reasonably happy with the *WTP* naval rules, but the drumbeat of the playtesters was to enable more aggressive British naval maneuvers. This resulted in the Landing Party rule that allows the British to open up a new front usually to the dismay of the American player. Basically the American coastal regions are always vulnerable to a British naval descent and add another dimension to the *WW* play experience.

While I am on the topic of the playtesters, I want to thank the Consimworld *Washington's War* board led by Keith Wixson. Keith and the boys have been running a continuous tournament playtest over the course of this re-design. Their collective wisdom, input, and competitive spirit have had a major impact on how this design has evolved and the completeness of the rules. All I have to say is, "free games for everyone." Thanks guys for all your hard work and good cheer.

In closing I would like to thank Kate Ross, esquire, of Wizards of the Coast, without whom this game would not have gotten back into print. I want to thank her for her professionalism and good humor. I also want to thank my friend Mike Delurey, whose counsel untangled a Gordian knot that I could not unravel for over a decade. I would be remiss if I did not acknowledge my developer on this project Joel Toppen, who has been a pleasure to work with and has done a tremendous job in managing my chaotic design process. Lastly, I would like to tip my hat to the GMT graphics gang of Rodger MacGowan, Charlie Kibler and Mark Simonitch, who continue to make me look much better in print than I deserve; thanks guys.

I dedicate this game to my wife Carole of 30 years. Without her I never could do what I do and any success that I have achieved is due to her.

I hope you enjoy *Washington's War*… anon…

Mark Herman
New York City
October, 2009

Game Setup Instructions

British

Quebec (Canada): General Carleton, 2 CU, PC

Montreal (Canada): PC

Ft Detroit (Canada): 1 CU, PC

Boston (MA): General Howe, 5 CU, PC

Norfolk (VA): PC

Gilbert Town (NC): PC

Wilmington (NC): PC

Ninety Six (SC): PC

British Reinforcement Box: Generals Burgoyne, Clinton, Cornwallis

American

Lexington and Concord (MA): General Washington, 5 CU, PC

Newport (RI): General Greene, 2 CU

Charleston (SC): 2 CU, PC

Philadelphia (PA): Continental Congress, PC

American Reinforcement Box: Generals Arnold, Lincoln, Gates, Lee, and Lafayette

French Reinforcement Box: General Rochambeau, 5 French CUs, French Navy

Committees of Correspondence

The American player places 1 PC Marker in each of the Thirteen Colonies in any space that does not contain a British Playing Piece.

For The King

After the Americans place their Committees of Correspondence the British can place 2 PC markers within all restrictions for British PC marker placement (10.11.B) in any colony except MA, CT, NH, PA, or VA.

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