

Washington's War

RULE BOOK

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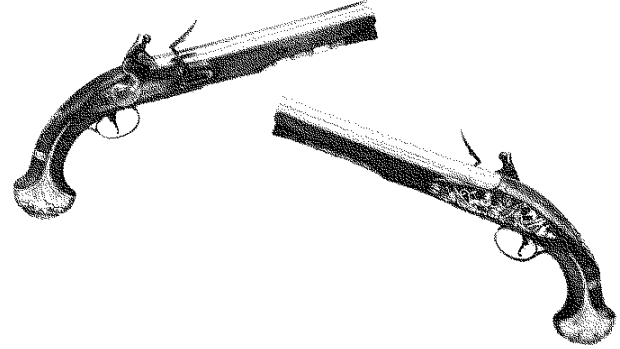
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WASHINGTON'S WAR

RULES OF PLAY



1.0 INTRODUCTION

Washington's War is a two player, strategic level simulation of the American Revolution. By way of the game mechanics, the players attempt to initiate, control, weather or exploit a wide variety of diplomatic, political, cultural and military events in order to either help the United States win its independence or to retain the 13 colonies as British dominions.

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2.0 GAME COMPONENTS

A complete game of *Washington's War* includes:

- One 34"x 22" Map
- Two Six-Sided Dice
- 52 Round Playing Pieces
- 14 Rectangular Playing Pieces
- 68 Hexagonal Playing Pieces
- 32 Square Playing Pieces
- Two 8 1/2"x 11" Player Reference Cards
- One Rules Booklet
- One Playbook
- 110 Strategy Cards
- 14 Plastic Stands for Generals and the French Navy

2.1 The Game Map

A. The map for *Washington's War* covers the area of eastern North America over which the Revolutionary War was fought. The circles, squares and eight-point stars—called *Spaces*—represent the major locations, and players move among, fight over, and take control of these spaces. Armies may move between adjacent spaces, i.e., the spaces joined by lines, and movement takes place along those lines. The map is sub-divided into *Colonies*, and the color coding of the spaces helps players keep track of which spaces belong to each colony.

B. Square spaces and eight-point star spaces serve as Winter Quarters spaces. The line of snowflake symbols coincident with the Virginia-North Carolina border is the Winter Attrition Line. Both the Winter Attrition Line and Winter Quarters spaces play a role in resolving Winter Attrition (11.0).

Game design based on *We The People: The American Revolution* from Avalon Hill. Used with permission.

C. Spaces bearing a Port symbol are known as Port Spaces. Quebec, Montreal, Charleston SC and Philadelphia PA are depicted as eight-point stars. Such star-shaped spaces are defined as fortified ports. Each of these ports historically was able to resist naval actions in their vicinity. British Landing Parties (7.2.B) are not allowed in these spaces, and British Royal Navy Support (9.42) and Retreat by Sea (9.62) is possible only if the port is British Controlled (i.e., contains a British PC marker).



D. The Political Control (PC) markers are shaped like hexagons and are placed in individual spaces on the map to denote control of that space. They are double-sided, representing American control on one side and British control on the reverse; they are flipped when control of a space changes hands.

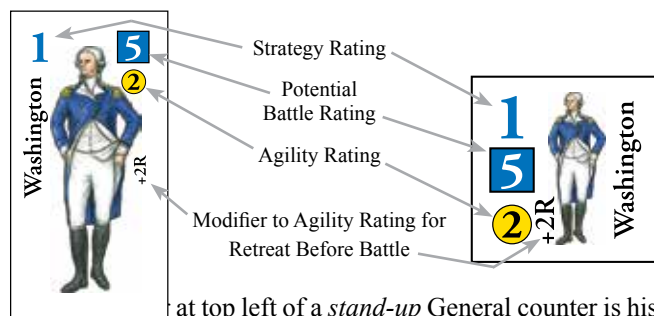
2.2 The Playing Pieces (Counters and Markers)

Washington's War uses two kinds of playing pieces: counters and markers. The counters represent Combat units and Generals. The markers provide a host of additional information.

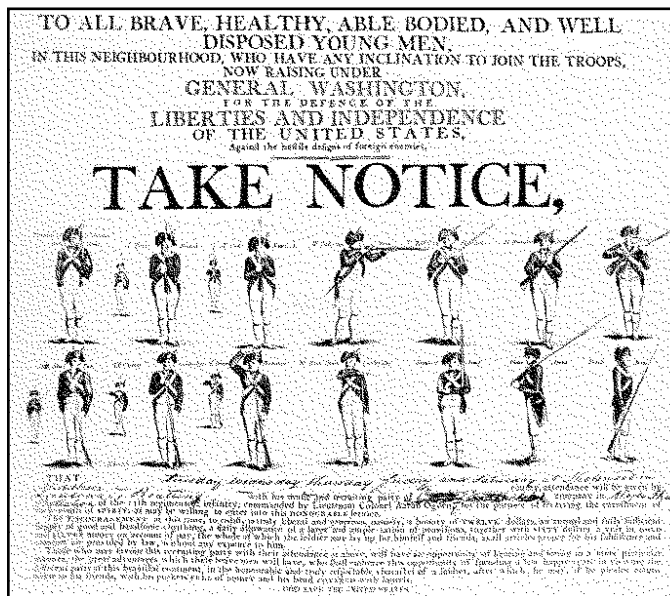


A. The round playing pieces are combat units (CUs), colored and pictured to represent American (blue), British (red), or French (green) fighting forces. The number on these counters represents that number of combat units for that nationality, in denominations of 1, 2, 3 or 5. Feel free at any time to "make change" freely with these counters: for example, you may replace a "5" combat unit with two "2"s and a "1", or with five "1"s.

B. The large rectangular pieces are the Generals, which are placed in the plastic stands included in the game so that they stand up on the map. Each depicts a General important to the conflict—American, British, or French. CUs may only move when stacked with a General. For players who prefer them, smaller square pieces are included for each General to be used in lieu of the rectangular stand-up pieces.



at top left of a *stand-up* General counter is his Strategy Rating. Strategy Ratings range from 1-3, and are used in conjunction with the OPS Cards to activate Generals (and their CUs) for movement (7.0). The number at top right is the Generals Potential Battle Rating and are used in the Combat Resolution Procedure (9.2). Potential Battle Ratings vary from 1-6 and are used as the basis for determining the General's Actual Battle Rating (and DRM) during combat resolution (9.3). The number in the lower right is the General's Agility Rating. Agility Ratings vary from 1-3. The Agility Rating impacts the possible losses the enemy may take during combat resolution (9.5). For American Generals, the Agility Rating is also used to resolve interception (7.8) and retreat before battle (7.9) attempts. (Washington and Greene enjoy a special modification to their Agility Rating when attempting retreat before battle.)



3.0 TERMINOLOGY

The following terms are used throughout the rules and on Strategy Cards:

Adjacent: Two spaces are said to be adjacent when they are connected by a line. There are two types of lines which connect spaces: normal, solid lines and dashed Wilderness Connections; see 7.3.D. If the American General, Arnold is in either Falmouth, MA or Quebec, Canada, the other space is adjacent to Arnold only, traced along the dashed Wilderness Connection. For purposes of PC Isolation, British controlled ports are all considered adjacent to each other.

Agility Rating: An expression of a General's ability to maneuver his Army in battle. The higher the rating, the (better) the General's ability to retreat or intercept an enemy Army. The higher the rating, the more likely the winner will take losses in a battle where the General is defeated.

American Unit: An American or French General, an American or French CU, the Continental Congress or any combination of these units. An American PC marker does not count as an American Unit.

Army: A General with at least one friendly Combat Units in a space.

Battle Card: A special subset of Event Strategy Cards. When played as an event during the Combat Resolution Procedure battle, the player receives certain benefits

which may include a helpful DRM. Battle Card text also directs the player to draw a replacement card from the Strategy Deck (9.45).

Blockade Zone: A group of Port spaces comprise a “Blockade Zone” (12.3).

Blockaded Zone: A Blockaded Zone is a Blockade Zone containing the French Navy (12.3).

Colony: A grouping of one or more spaces on the map makes up each colony and Canada. Every space belongs to one of the thirteen American colonies or to Canada and is color-coded to aid in identifying its colonial association.

Combat Unit (CU): A combat unit represents approximately a Brigade of soldiers. CUs have no ability to move except when moved in conjunction with a General. CUs are treated like monetary change. Players may exchange them at any time for any reason as long as the nationality and total number of CUs in the space is not altered by the exchange.



Die Roll Modifier (DRM): When a battle occurs each player rolls a six sided die as modified by a wide range of DRMs. The higher modified value yields victory in battle.

Event Strategy Card: A Strategy Card implementing the effects of an important social, economic, political, military or diplomatic event that historically occurred or could have occurred. Event Strategy cards have nation-specific flags next to their titles to help players determine which side(s) may implement the event. The text of the title is provided merely to provide historical color and texture; it has no bearing on implementing the text. When played (not discarded) the text on the card must be implemented literally, exactly and completely; although some cards do provide the player with options. Most Event Strategy Cards may be discarded in lieu of being played. There are seven Special Event Strategy Cards

that must be played as the event regardless of which player draws them (6.34).

General: A General represents an important military leader that participated in the war. Each General has a Strategy, Agility and Potential Battle Rating.

OPS Card: A Strategy Card bearing a number 1, 2 or 3 at top left. Players play these cards during the Strategy Phase in order to move Generals and any accompanying CUs from space to space, or to place and flip PC markers in spaces, or to bring reinforcements into the game.

Political Control: A player controls a space if he has one of his Political Control (PC) markers in that space. This is true even if an opposing CU or General also occupies that space. Political Control of a space can change numerous times over the course of a game.

Political Control Marker (PC): Hexagonal playing piece which represents either American or British political control of a space.

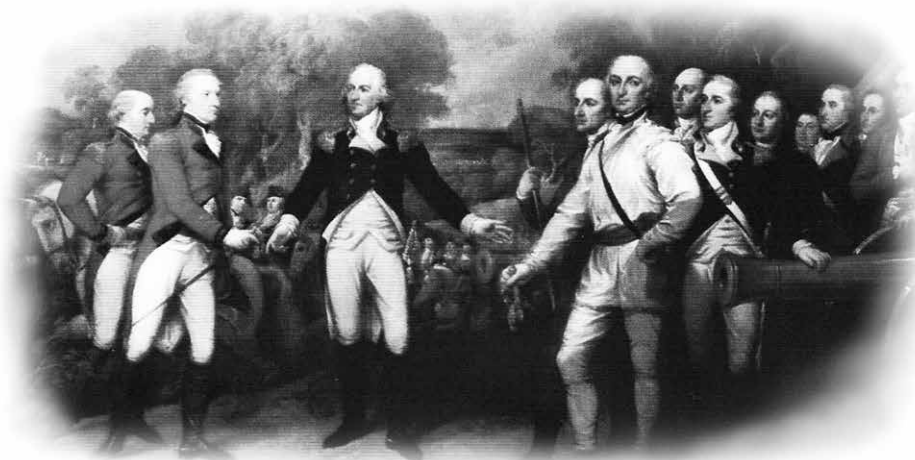
Potential Battle Rating: An expression of a General's potential tactical prowess in battle. The higher the rating, the greater the probability that the General will contribute die roll modifiers in battle and the higher the possible Actual Battle Rating.

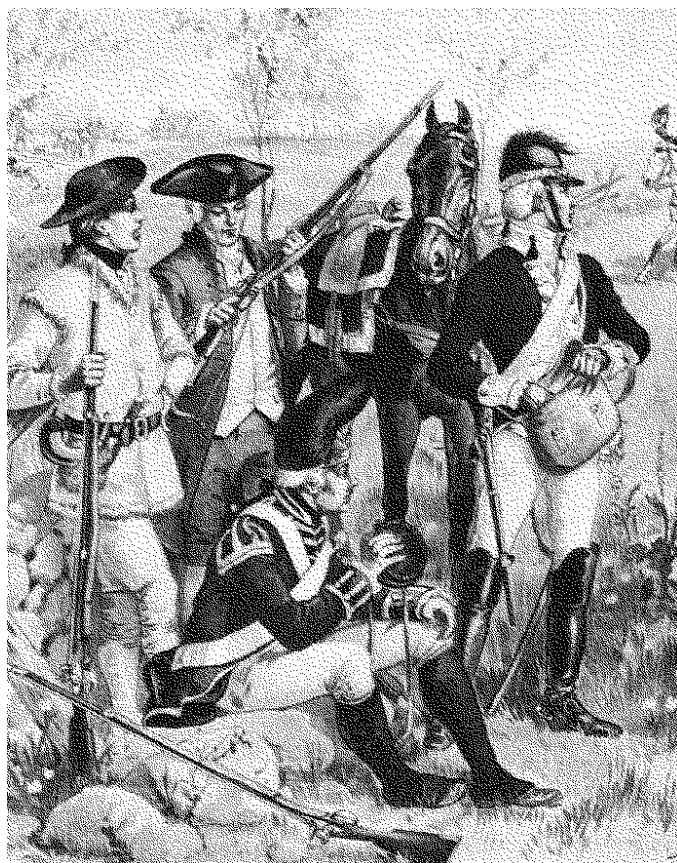
Stacking Limits: There are no CU stacking limits; a space may contain as many CUs as the owning player desires. There is a limit of one General for each side to a space. Except during the resolution of a battle, no space may contain Generals and/or CUs of both sides.

Strategy Card: See Event Strategy Card and OPS Card.

Strategy Rating: A value that determines how easy it to activate a General for movement. A “1 rated” General can be activated by any value OPS card, a “2 rated” General can be activated by a 2 or 3 value OPS card, and a “3 rated” General can be activated by 3 value OPS card.

Stock: Combat Units not located on the map or in a Reinforcement box constitute a player's Combat Unit stock. See 8.2.C.





4.0 SETTING UP THE GAME

To begin the game, unfold the map and lay it on the table. Carefully punch out the counters and separate them according to nationality. Remove the “Declaration of Independence” and the “Baron von Steuben Trains the Continental Army” Event Strategy cards from the Strategy Card deck and set them aside. Shuffle the remaining Strategy Cards and put the resulting deck face-down near the map. Put the Game Turn marker on the Game Turn Record Track on the map, with the “British Regulars” side showing. Place the “French Alliance” marker on the “0” space of the “French Alliance Track.” Next, set up the playing pieces as indicated below. Both sides set up simultaneously. Lastly, the American player places the *Committee of Correspondence* PC Markers, followed by the British player’s placement of *For The King* PC markers.

Abbreviations:

x CU = a number of Combat Units equal to x
 PC = Political Control Marker

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

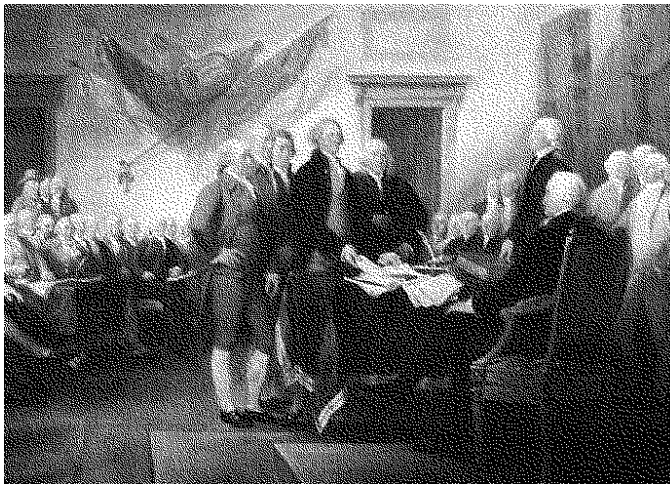
Committees of Correspondence:

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 3 PC markers within all restrictions for British PC marker placement (10.11.B) in any colony.





5.0 SEQUENCE OF PLAY

Washington's War follows a specific sequence of play. All activities of one phase must be completed before the subsequent phase is started. Within a phase, all activities of one segment must be completed before the next segment is started. Within a segment, players may perform their activities simultaneously or in any order agreeable to both players. Should an issue arise where both players do not agree, the American player determines the order, but from that point forward the order of activities for that segment cannot be changed.

5.1 Reinforcements Phase

If either player's Generals are in Captured Generals box, they are moved to their respective Reinforcements boxes. The British player then gets Combat Units equal to the number listed for the current turn on the turn track and places them in his Reinforcements box; see 8.1.A.

5.2 Strategy Cards Phase

Deal seven Strategy Cards to each player. The American player is always dealt the first card. When the Strategy Deck is fully depleted, or at the beginning of a turn after an event occurs requiring a reshuffle of the Strategy Deck, the Strategy Card Deck is reconstituted; see 6.1.

5.3 Strategy Phase

A determination is made as to which player chooses who goes first in the following priority order:

- a. The British player may declare himself the first player by playing a Campaign card (Major or Minor) as the first card.
- b. If on the previous turn the Congress was dispersed (7.7) the British player chooses who will play the first Strategy card.
- c. In all other circumstances the American player chooses who will play the first Strategy card.

The players then take alternate impulses, each playing one Strategy card, until both players' hands are empty, at which point the Strategy Phase ends. In some turns, one player might run out of

cards well before the other, in which case the player with cards remaining continues to play until his cards run out. Cards may not be "saved" until the next turn, nor may a player "pass" his impulse so long as he has cards in his hand.

The play of each Strategy card allows that player to do *one* of the following:

- (a) move a General;
- (b) take control of spaces, putting PC Markers in those spaces;
- (c) cause the card's Event to happen;
- (d) acquire Reinforcements.

Except for Special Event Strategy Cards, a player may satisfy a card play by discarding a card (all information on the card is ignored; see 6.32).

5.4 Winter Attrition Phase

All CUs are checked for possible Winter Attrition Losses. The nationality of the CUs, the location of the CUs with respect to the Winter Attrition Line and Winter Quarters spaces and whether they are stacked with a General influence their possible losses; see 11.0.

5.5 French Naval Phase

During this phase, and only during this phase, the French Navy may be relocated. The American player picks up the French Navy counter and relocates it to any Blockade Zone he wishes; see 12.3.

5.6 Political Control Phase

If the Continental Congress has been dispersed, the American player returns it to play. Each player places PC markers in spaces containing his Armies. Lastly isolated PC markers are removed; see 10.2.

5.7 End Phase

If the French Alliance was triggered during the current Game-Turn, European War breaks out and the British player removes 2 CUs from the map; see 12.2.B.iii.

If an Automatic Victory has not occurred (13.1), the game ends if the "Lord North's Government Falls—War Ends" Event Strategy Card in the War Ends box states that the game ends on this turn or a previous turn. If the game ends, determine the winner per 13.2.

If the game has not ended, move all OPS Cards from the Reinforcements Cards boxes to the Discard pile and begin a new Game Turn by advancing the Game Turn Marker to the next space on the Game Turn Track.

End Phase Clarification

During an End Phase all OPS queues and any other game process that the players can conceive of or imagine; stops, and cannot carry over into the next game turn.

In the unlikely event that a "Lord North's Government Falls—War Ends" Event Strategy card is not drawn during the course of a game, the game ends at the end of 1783.

6.0 STRATEGY CARDS

During the Strategy Phase, all activity depends on the play of Strategy cards. This includes moving Armies and fighting battles as well as taking control of spaces (by placing PC markers), bringing in reinforcements, and causing events to happen. The first three actions occur by playing the OPS Cards, while events occur by playing the Event Strategy Cards.

6.1 Dealing Strategy Cards and Reshuffling the Strategy Card Deck

In the Strategy Cards Phase of each game-turn, starting with the American player, both players are dealt a hand of seven Strategy Cards from the top of the Strategy Deck. These seven cards constitute each player's hand.

A. When the Strategy Deck is fully depleted, including the situation where a Strategy Card deal is interrupted, reconstitute the Strategy Card deck as described below, and resume dealing if appropriate.

B. The Strategy Card Deck is reconstituted when either an Event Strategy Card is played (not discarded) that requires the Strategy Card Deck to be reshuffled or when the Strategy Card deck is depleted. In every case all the discards and any cards remaining in the Strategy Card deck are shuffled to constitute a fresh Strategy Card deck. Only the current "Lord North's Government Falls — War Ends" card and any Event Strategy cards that have been permanently removed from play due to the instruction on the card are excluded from the shuffle.

Reshuffle Clarification

If a reshuffle is triggered in the middle of the Strategy Phase (owing to deck depletion and a card draw is needed from the play of a Battle Card Event), the current "War Ends" card and any cards currently in the Reinforcement Card boxes are *not* shuffled.

The "Declaration of Independence" (#99) and "William Pitt Urges Peace Talks" (#95) event cards trigger a Reshuffle when *played* as an event (not discarded) as per the rule-book—of course "Declaration of Independence" can *never* be discarded. The "Hortelz et Cie" (#96) event, however is the opposite: "Hortelz et Cie" triggers a Reshuffle when *discarded* (not played) as per the card text.

C. Either player may examine the cards in the Discard Pile at any time. Neither player may examine the cards in the Strategy Card Deck.

D. Certain event cards may change the constitution of either player's hand, as explained on the card itself. For example, if the American Player plays the "John Paul Jones Shipping Raids" event, one card is randomly drawn from the British player's hand and is discarded.

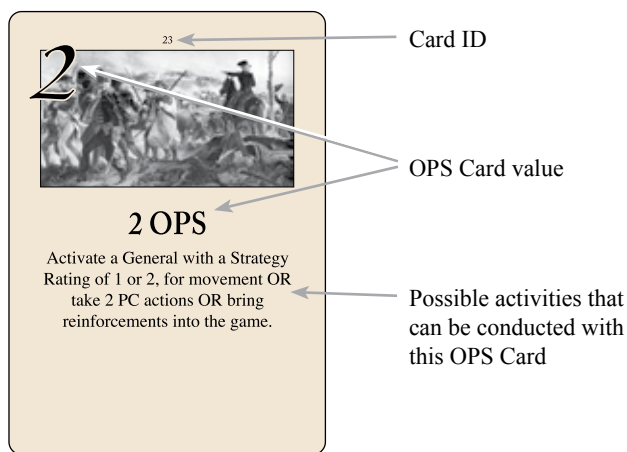
E. SPECIAL RULE: "Declaration of Independence" and "Baron Von Steuben Trains the Continental Army" Cards: During the initial setup of the game, the "Declaration of Independence" and "Baron Von Steuben Trains the Continental Army" cards are set aside; see 4.0. At the beginning of the 1776

turn, shuffle both cards into the Strategy Card deck. This is not a re-shuffle *per se*, so the discards remain discarded unless an event requiring a reshuffle is played (or the French Alliance comes into effect) in 1775.

6.2 Playing the OPS Cards

Most of the game play revolves around the use of OPS Cards. These cards let players conduct their military campaigns and take control of spaces and colonies. Each time a player plays an OPS Card, he may do one (and only one) of the following:

- Activate a General for movement, with or without Combat Units under his command. Activation can occur only if the General's Strategy Rating is equal to or less than the number on the card. An OPS Card showing a "3" can therefore activate any General, while an OPS Card with a "1" can activate only a General who has a Strategy Rating of 1. The OPS Card with a "2" can activate Generals with Strategy Ratings of 2, or 1, but not 3.
- Add a number of PC Markers to the map equal to the number on the OPS Card. See 10.1 for details.
- Bring on Reinforcements. See 8.0 for details.
- Place that number of Operations into an Operations Queue. See 7.1.B for details.



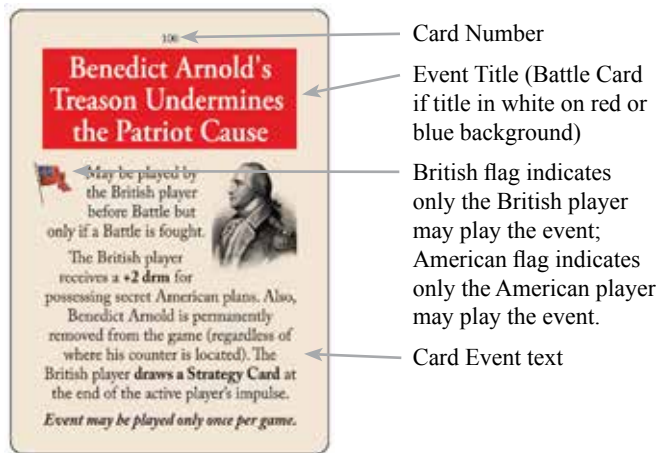
OPS Cards used for placing PC counters or moving Generals and Armies are played by placing the card face up on the Discard Pile. Those used to bring on reinforcements are placed face up in one of that side's Reinforcement Card boxes to record that a reinforcement action has occurred. Those cards used to begin or extend an Operations Queue are played face-up, under an "Operations Queue" marker in front of the player until the Queue is used to activate a General or the Queue is abandoned. Once the Queue is used or abandoned all the OPS Cards associated with it are placed face up in the Discard Pile.

6.3 Playing the Event Strategy Cards

A. The Event Strategy Cards simulate events that occurred, or may have occurred, during the historical conflict. When an Event Strategy Card is played, the instructions on the card are precisely implemented. Alternatively most (but not all) Event Strategy cards may be discarded, in which case the discarding player may take some alternative minor actions as described below. Special Event Strategy Cards may not be discarded *regardless* of which player is dealt the card; the event must be implemented, but the player holding the card determines when during the Strategy Phase that he will play that card as the event.

B. The titles printed on Event Strategy Cards have no impact whatsoever on the play of the event; they are added simply to provide background color and historic texture to the game. For example, the “Benedict Arnold Treason!” may occur whether or not the Arnold General counter is in play or not. Next to the titles on the Event Strategy Cards is a nation-specific flag which indicates which player may play the card to trigger its event. An American flag indicates events that are playable by the American player. A British flag indicates events playable by the British player. The absence of a flag denotes events playable by *either* player (i.e., Minor and Major Campaigns), or a Special Event Card that *must* be played by the player holding it.

C. When an Event Strat-



egy Card has been played as the event, examine the card text to determine if it may only be played once per game. Cards that are removed from play are set aside where both players may see that the event has occurred. These cards are not included in any subsequent reshuffles of the Strategy Card Deck. All other cards are placed face up on the Discard pile.

D. If the Event Strategy Card directs that the deck be reshuffled, place the card face up on the Strategy Card Deck as a mnemonic to reshuffle the deck at the beginning of the next Strategy Card Phase. If a subsequent Event Strategy Card directs that a card be drawn from the Strategy Card Deck before the reshuffle occurs, simply take the next card on the top of the deck under the mnemonic; do not reshuffle the deck at that time.

6.31 Playing Event Strategy Cards

Play of a Strategy Card Event implements *all* of the actions described in the text of the card. To allow the text on the card to be concise, some generalities apply:

- Many events have conditional clauses that limit the activity in the event; read the card text carefully. For example the “Joseph Brant Leads an Iroquois Raid” limits the effect on the card to the non-port spaces in three specific colonies.
 - If the text uses the word “may”, then that portion of the instructions on the card is *voluntary*. The player playing the card may implement the action or not at his discretion.
 - If the text does not use the word “may”, then all of the instructions *must* be implemented. For example, during play of the “Declaration of Independence”, PC markers must be played into every colony where placement is legal even if this will ultimately result in the loss of American PCs during the Political Control Phase.
 - Some Event Strategy Cards indicate that PC markers or Combat Units be removed from the map. Which specific units or counters are removed is entirely up to whomever plays the card.
 - Some Event Strategy Cards call for the player to remove a Strategy Card from his opponent’s hand; the player who plays such an event randomly draws a Strategy Card from the other player’s hand and discards it, face up, without looking at any other Strategy Cards in that player’s hand. Loss of a Strategy Card from one’s hand in this fashion does not constitute a play of that strategy card. If he still has strategy cards remaining, the player losing the Strategy Card still makes the next play.
- Design Note: This mechanic may have the effect of changing which player will move last and may give a player back-to-back Strategy Card plays.*
- In cases where there is a perceived contradiction between the rules and the card text, the card text takes precedence.

6.32 Discarding Event Strategy Cards

A. Except for Special Event Strategy Cards that must be played as events, either player may choose to discard an Event Strategy Card rather than play it to implement the event. British players must discard Event Strategy Cards which have an American flag next to the title; American players must discard Event Strategy Cards which have a British flag next to the title. If the conditions specified in the card text cannot be met, then the card must be discarded. A card which is discarded is never removed from the game.

Example: If “William Pitt Peace Talks” is in a player’s hand after the French Alliance has occurred, then it must be discarded as described in this section or in section 6.33.

B. When a player discards an Event Strategy Card as his play during the Strategy Phase, he also takes *one* of the following actions:

- (i.) The card is simply discarded and no further action is taken; or
- (ii.) Place or flip one PC adjacent to a friendly PC subject to the additional restrictions in Rule 10.11; or
- (iii.) Remove one enemy PC from a space which is adjacent to a space containing a friendly PC counter and that is not occupied by an enemy CU, an American General or the Continental Congress.

Play Note: An OPS Card cannot be discarded to remove an opponent's PC marker. Only an Event card (even a friendly Event, but not a Special Event) can be discarded to remove a PC marker.

C. If a player discards an Event Strategy Card as a play during the Strategy Phase (i.e., not as a Battle Card as described below), his opponent may exchange an OPS Card in his hand with the discarded Event Strategy Card before he takes his turn. Note that this action does not change the total number of cards in the exchanging player's hand, nor does it constitute taking his turn.

- The American player must exchange either a 2 or 3 value OPS Card to retrieve such a discarded Event Strategy Card.
- The British player must exchange any OPS Card, regardless of value, to retrieve a discarded Event Strategy Card.

Example: It is the British player turn. The British player discards the "Henry Knox Continental Artillery Commander" Event Strategy Card. He chooses to place a PC marker on the board. After the British turn and before taking his turn, the American player discards a 2 OPS Card from his hand and exchanges it to bring the discarded "Henry Knox" card which he places into his hand. It is now the American player's turn.

6.33 Event Strategy Cards as Battle Cards

A. Event Strategy Cards with the title printed in a colored box are called Battle Cards. These events can only be implemented when the card is played during the resolution of a battle (9.45). (**Exception:** "Banastre Tarleton Waxhaws Massacre" provides the British player with the option to play the card as an event during the Strategy Phase.) Once the battle is resolved, the card is discarded (**Exception:** "Benedict Arnold Treason!" is permanently removed). The +2 Battle DRM advantage applies only to the battle underway when the card is played; i.e., if more than one battle occurs during the turn as the result of a Major or Minor Campaign event the Battle Card only modifies one battle.

B. Each Battle Card contains the instruction to draw a Strategy Card after the active player's impulse. Draw the replacement Strategy Card after all other activity in the impulse has been completed. If more than one Battle Card has been played (as

in a Major or Minor Campaign), then a replacement card is drawn for each one. Normally it will not matter which player replaces their card first, but in cases where it may matter (such as when the Strategy Card Deck will become exhausted) the player taking their impulse replaces their Battle Cards first.

C. Except for Special Event Strategy Cards, any Event Strategy Card may be discarded to gain a +1 die roll modification in Battle (9.45). An Event Strategy Card discarded for this purpose is not replaced by drawing another Event Strategy Card, nor may it be retrieved by the exchange procedure used during the Strategy Card Phase (6.32.C).

Play Note: This mechanic can be used to discard an opponent's event without fear of exchange. However, it does reduce the size of one's hand, possibly giving the opponent the opportunity to make a back-to-back play.

D. Each player may play/discard a maximum one Event Strategy Card for each battle. The attacker decides to play/discard first, then the defender makes his decision. During a Major/Minor Campaign Event, each players may play/discard an Event Strategy Card in every battle if they so choose.

Clarifications: The "Benedict Arnold Treason" Battle card may only be played as an event during the battle resolution process. As with other Battle Cards, this card cannot be played as the event during the Strategy Card Phase simply to remove the Arnold General counter. The Arnold General counter does not have to be involved in the battle in order to play this Battle Card. When the event is resolved, the Arnold General counter is permanently removed from the game regardless of his current location (on the map, in the American Leader Reinforcement box or in the Captured Generals box). The American player may discard this card per 6.32 or discard it as a battle card at his option.

6.34 Special Event Strategy Cards

A. There are seven Special Event Strategy Cards. They are indicated by the notation 'Must Be Played' at the top. *These cards may not be discarded under any circumstances.* The player drawing a Special Event card into his hand must play it at some point during the Strategy Phase of the game-turn in which he draws it. A player holding a Special Event Strategy Card does have the option of when during the Strategy Phase to play the card.

B. When a Special Event Strategy Card is randomly selected and drawn from a player's hand, its event is immediately implemented. The requirement to implement the event is mandatory regardless of which player drew the card, held the card, or which side benefits.

C. The Special Event Strategy Cards are:

- (i.) **Declaration of Independence.** This event requires the American player to place one PC marker in each of the thirteen colonies (excluding Canada) where placement is possible. Such placement is *not* optional, although the choice of which space if there is more than one possible space is at the option of the American player. PC marker placement is limited by the restrictions listed in Rule 10.11.A.ii. British

PC markers cannot be flipped even if an American Army or General is present. The Declaration of Independence event takes place even if the Continental Congress is currently dispersed.

Play Note: In some cases, play of the “Declaration of Independence” can potentially result in losses of American PCs during a subsequent PC Isolation Phase (10.3). This is intended.

Optional Tournament Rule: Whenever the British player plays either the Declaration of Independence or the Benjamin Franklin: Minister to France Special Events, the event takes effect as it normally does. However, the British player may then draw a replacement card and immediately take another action using any card (not necessarily the replacement card). The DOI and Franklin events always occur first.

(ii.) **Benjamin Franklin: Minister to France.** Advance the French Alliance marker four spaces towards “French Alliance”. If play of this event results in the French Alliance marker reaching +9, then immediately implement the effects of the French Alliance; see 12.0.

(iii.) **Lord North's Government Falls Card and the War Ends Box.** The “North's Government Falls” cards are used to regulate the end of the game. Each of the five cards changes the end of the game to one of the years from 1779 to 1783. To implement this event, place the card face up in the box on the map labeled “War Ends Card”. If a “North's Government Falls” is already in the box, place it in the discard pile and replace it with the card just played. In this way, should the Strategy Card deck be reshuffled, except for the card currently in the War Ends Box, all the other “North's Government Falls” cards will be returned to play. During the End Phase of each Game Turn, the players will compare the current year with the year shown on the “North's Government Falls” card. If the card shows the current year or a preceding year, then the game ends and victory is determined; see 13.0.



7.0 MOVEMENT

Movement only occurs during the Strategy Phase and only when Generals have been activated by an OPS Card, “John Glover Marblehead Regiment” Event Strategy Card or by a “Major/Minor Campaign” Event Strategy Card. A Combat Unit (CU) may only move when accompanied by an activated General.

American Armies may conduct interceptions and retreats before battle, and thus make minor changes to their locations during the Strategy Phase, but these mechanics do not require activation of a General and are covered separately.

7.1 Activating Generals with OPS Cards

A. To activate a General with a Strategy Rating of 3 (e.g., Carleton), play an OPS Card with the number 3 on it. To activate a General with a Strategy Rating of 2 (e.g., Gates), play an OPS Card with either the number 3 or 2 on it. A General with a strategy rating of 1 (e.g., Greene) may be activated by the play of any OPS Card.



B. Instead of activating a General with the play of a single OPS Card, a player may choose to create an Operations Queue.

(i.) A player establishes the start of an Operations Queue by playing an OPS Card with the number 1 or 2 face up in front of the player and stating that it is an Operations Queue. Place an Operations Queue marker on top of the card or cards played into the Queue.

(ii.) On the player's next Strategy Card play, he plays an additional OPS Card into the Queue. He may then activate a General with a Strategy Rating less than or equal to the total value of the OPS Cards. Alternatively he may choose to continue the Operations Queue.

(iii.) When creating an Operations Queue, the player must play each subsequent Strategy Card into the Queue until he uses the Queue or abandons it. The Operations Queue is abandoned if the player discards or plays any Strategy Card to perform a different activity. (Note: This applies to the sequential plays of Strategy Cards during the Strategy Phase. Battle Cards played and other Event Strategy Cards discarded during resolution of a battle do not cause abandonment of the Operations Queue.) When an Operations Queue has been completed (used to activate a General) or abandoned, place all the OPS Cards face up on the discard pile. *Discard of an OPS card to pick up a discarded Event does not cancel the OPS Queue.*

Example: The British player holds a hand of three 1 OPS Cards, one 3 OPS Card and three event cards. During the course of the game turn he foresees the possible need to move Howe, Cornwallis and/or Burgoyne. As his first play, he places one of the 1 OPS Cards in front of him and starts an Operations Queue, placing an “Operations Queue” marker on top of it. The American player makes a routine play that does not change the British player's plan. The British player then plays the second 1 OPS Card into the Operations Queue. The queue now totals two, so he activates Burgoyne for movement. After the move is completed, both 1 OPS Cards are placed in the Discard Pile.

Example: With the same starting situation as above, the American player takes an action that the British player believes must be responded to by playing one of his Event Strategy Cards as the event. He does so, but has interrupted his continual play of cards into the Operations Queue and thus abandoned it. The event is implemented but the 1 OPS Card in the Operations Queue is

placed in the discard pile. The British player may start a new Operations Queue with his next play.

Example: With the same starting situation as above, the Operations Queue has grown to hold two 1 OPS Cards. After the American's second play, the British player decides he wishes to activate Cornwallis. Even though there are already two 1 OPS Cards in the queue, he must still play another card into the queue in order to activate a General. He cannot play an event and also activate Cornwallis, nor may he pass on playing a card to activate Cornwallis. He plays the remaining 1 OPS Card into the queue and now has three operations points, so he may activate any British General that he chooses.

7.2 Activating Generals with Campaign Cards

A. By playing a "Major Campaign" Event Strategy Card, a player may activate up to three of his Generals, regardless of their Strategy Ratings. By playing a "Minor Campaign" Event Strategy Card, he may activate up to two Generals (regardless of their Strategy Ratings). The first General must finish his entire activation (including any Battles he wishes to fight) before the next General begins. A General cannot be activated more than once in a Campaign, nor may a given CU be moved by more than one General during a campaign. The player need not announce which Generals will be activated when the card is played; the player may move one General, and then select which General he will activate next and so on until all Generals have completed their activations.

B. Landing Party (British): With the play of any Campaign Event Strategy Card, in lieu of activating one General, the British player may either (a) flip an American PC marker in a non-Blockaded port space not containing an American General, CU, or the Continental Congress; or (b) place a British PC marker in an empty, non-Blockaded port space. Neither of these options may be employed in a fortified port space (2.1.C). Only one Landing Party activation is allowed per play of a Campaign Event Strategy Card.

Design Note: Subsequent to flipping the American PC counter, the British player may use an additional activation during the same Campaign Event to make a British Naval Movement to that now friendly port.

7.3 Movement Procedure

A. When activated, a General may move a maximum of four spaces from the space in which he begins the activation (**Exception:** American Mobility Advantage; see 7.3.C). During his move, a General may take up to five CUs with him. The General may change the constitution of his Army while moving by picking up and dropping off CUs along the way, but at no time may that Army move with more than five CUs.

B. Movement is traced along the solid and dashed lines connecting adjacent spaces. The movement of an Army ends when it enters a space containing an enemy CU. (**Exception:** Overruns 9.7) Movement is complete even if the enemy Army occupying the space successfully executes a retreat before battle.

C. Special American Mobility Advantage: American Generals and any CUs with them may move up to five spaces provided that they do not execute an Overrun nor end the move in a space occupied by any enemy CUs (i.e., the Army may not move 5 spaces and enter into a Battle). American Generals moving alone may also move five spaces subject to normal movement restrictions; see 7.4. An American Army may capture British Generals unaccompanied by CUs while moving five spaces.

Special: The "John Glover Marblehead Regiment" Event Strategy Card activates one American General who may move up to six spaces and enter into Battle or execute one or more Overruns, for that activation only. Remember that the card text in an Event supersedes the rules.



Example: General Gates and four CUs begin in Ninety-Six. The American player plays a 2 OPS Card to activate General Gates, who moves, via Camden, two spaces to Eutaw Springs, where he drops off two CUs. One space further along in Charleston, three CUs await, and General Gates moves there to pick them up (he now has his maximum of 5). He ends his activation by moving one more space (total of 4) and ends his movement in Savannah. Because Gates is an American General and is participating neither in an overrun nor in a battle, he could optionally continue his move to Augusta or St. Mary's (a total of 5 spaces.)

D. Wilderness Connections: Crossing a dotted line connection counts as 3 spaces entered. American Armies can intercept and retreat before battle along Wilderness Connections. See 7.4.D for restrictions on the Falmouth-Quebec connection.

Example: moving from Fort Detroit to Basset Town, PA counts as 3 spaces moved. A British Army which started moving in Detroit could not enter Point Pleasant, VA in the same move since that would count as another 3 spaces moved.

7.4 Restrictions on Movement

The following restrictions apply to movement at all times:

A. In order to enter a space containing an enemy CU, a General must be moving with at least one friendly CU. A General moving without a CU may move through a space containing an enemy General without accompanying CUs, but may not stop in that space.

B. No General moving alone can enter a space with an enemy PC marker.

C. A General may end his move, his retreat, or his interception in the same space as another friendly General, whether or not either General has CUs with him. If a General does end a move in the same space as a friendly General, one of the Generals—owner's choice—must be placed in the Reinforcements Box. General Washington may never be removed to the Reinforcement Box.

Movement Clarification

Generals may move through spaces containing other friendly Generals. 7.4.C. applies if a General stops in a space with another friendly General.

D. Only one General in the game—Benedict Arnold—may move, intercept, or retreat along the dotted line between Falmouth, MA and Quebec. Arnold may do so either by himself or with CUs. Note that this is also a Wilderness Connection and counts as 3 spaces moved.

E. When a Campaign card is played, a specific CU may *not* be moved by more than one General. Nor may the same General activate more than once.

7.5 British Naval Movement

The British player may use Naval Movement to transfer Generals (with or without CUs) from one eligible port to another. To conduct Naval Movement, the activated British General must start the move in an eligible Port space, use the *entire* move to transfer himself and up to 5 CUs, and end in an eligible destination port. A port is eligible for Naval Movement unless it contains an American CU or an American PC marker (even if the space is also occupied by British Generals/CUs). Additionally, any origin or destination port in a Blockaded Zone is ineligible for Naval Movement.

7.6 Capturing Generals During Movement

A. Any time an Army enters a space containing an enemy General unaccompanied by CUs (whether by Movement, Interception, or Retreat), that General is captured. The Army may continue moving. The Captured General is placed in the Captured Generals Box, and during the Reinforcements Phase of the following game-turn, he (like every other captured General) is placed in his side's Reinforcements Box.

Design Note: Both sides in the Revolutionary War regularly exchanged high ranking prisoners of war; this rule covers that practice. By contrast, lower-ranking prisoners stayed in squalid prison camps for long periods of time.

B. SPECIAL RULE: George Washington Capture: If George Washington is captured, he is removed from the game. The British player immediately removes 5 American PC markers, no more than one per colony (including Canada) in any space that does not contain an American CU, General, or the Continental Congress. In addition, if France has not yet entered the war move the French Alliance marker three spaces to the negative.

7.7 Dispersing the Continental Congress



If the British Army enters the space containing the Continental Congress and it is unaccompanied by American CUs, the Congress is dispersed. The British Army may continue moving. If a battle (or overrun) takes place in the space occupied by the Continental Congress and the American forces are eliminated or forced to retreat, then the Continental Congress is dispersed. When dispersed, place the Continental Congress marker into the Continental Congress Dispersed Box on the map. The counter comes back into play in the Political Control Phase. Note that there are substantial restrictions to the American player while the Congress is dispersed. (10.11.A.iv)

On the turn following the Congress being dispersed, it is the British player, not the American, who determines who goes first (5.3).

7.8 Interception (Americans only)

A. American Armies may intercept moving British Armies under certain circumstances. The American player may attempt to make an interception, subject to some restrictions, when the British Army moves into an adjacent space that contains an American PC marker. To resolve the interception attempt, the American player rolls a die and compares the result to the Agility Rating of the intercepting General. The interception is successful if the result is less than or equal to the Agility Rating; otherwise it fails.

B. Interception may not be attempted into spaces which already contain British CUs prior to the entry of the moving Army. British Armies using Naval Movement (7.5) may not be intercepted. British Generals moving without CUs may not be intercepted.

C. Successful interception results in the placement of the intercepting General and all CUs stacked with him into the space just entered by the British Army. (**Exception:** *If the intercepting General is stacked with more than 5 CUs, all CUs in excess of 5 remain in their original space.*) Interception immediately ends the British movement and initiates the Combat Resolution Procedure (9.2).

D. American Armies may intercept into spaces which already contain American CUs. In this case the American player may be required to remove an excess General of his choice to the Reinforcement Box prior to the resolution of the battle. Once

an interception takes place, the Americans may not attempt a retreat before battle.

E. Multiple Armies may attempt to intercept into the same space, but the first successful interception *immediately* ends British movement, causes a battle and prevents any further interceptions by other Armies from occurring during that activation. No Army may attempt interception more than *once per Strategy Card* played by the British player; i.e., during a British Campaign event each American Army is allowed a total of *one* interception attempt. Whether an interception attempt is successful or not, any Army attempting interception may not subsequently attempt a Retreat Before Battle until the next Strategy Card is played.

F. When an interception is successful, the intercepting force is considered to be in the space before the arrival of the moving British Army. If the American Army is subsequently forced to retreat, it may use any legal retreat route from that space, it need not retreat back to the space from which it intercepted. Conversely if the British Army is required to retreat, it must retreat back into the space it left upon entering the intercept space, even if this forces it to retreat back onto an American PC (and thus is forced to Surrender, see 9.63).



Example: A British Army enters a space containing an American PC Marker, which is adjacent to an American Army led by General Arnold. The American player chooses to attempt interception by rolling the die. Since Arnold's Agility Rating is a 2, the attempt succeeds on a die roll of 1 or 2. If successful, Arnold and his Army (up to 5 CUs) are placed into the Interception space and a Battle is fought. If the die roll is 3 through 6, the interception attempt fails and the British Army may continue moving. If any British Army, during the play of this Strategy Card, attacks Arnold's Army by entering its space, they may not attempt to Retreat Before Battle.

7.9 Retreat Before Battle (Americans Only)

A. When a British Army enters a space containing an American Army, the American player may attempt to retreat before battle. To resolve the retreat before battle attempt, the American player

rolls a die and compares the result to the Agility Rating. If the die roll result is less than or equal to the Agility Rating, the retreat before battle attempt is successful.

Special Rule: Washington and Greene enjoy a special +2 modification to their Agility Rating when attempting retreat before battle.

Reminder: An American Army that has attempted interception (successfully or unsuccessfully) may not attempt retreat before battle if subsequently attacked by a British Army at any point during play of the same Strategy Card.

B. If the retreat before battle attempt is successful, the American Army conducts a retreat using the battle retreat mechanics and restrictions in 9.61. If the American Army has more than 5 CUs, only the General and 5 CUs may be retreated. All remaining CUs conduct battle or are overrun as appropriate. If the retreat before battle attempt is unsuccessful, proceed immediately to the Combat Resolution Procedure (9.2). The British Army must stop moving in the space vacated in any case, even if they overrun an American CU left behind. All desired interception attempts resulting from the movement of the British Army into the space need to be resolved before the retreat from battle attempt is made.

C. There is no limit on the number of times that a particular American Army may attempt to retreat before battle during a single Strategy Phase; i.e., an American Army attacked during each activation of a British Campaign Event may attempt to retreat before battle in each case.



8.0 REINFORCEMENTS

During the Reinforcement Phase (5.1), captured Generals are repatriated and potential reinforcing British CUs are determined. Bringing on reinforcements during the Strategy Phase is optional. Neither player is required to do so.

8.1 British Reinforcements

A. During the Reinforcements Phase, the British player transfers all of his Generals currently in the Captured Generals Box into his Reinforcements Box. He also places, from the counter mix, the number of CUs equal to the number showing in the current space on the Game Turn Record Track into the

Reinforcement Box. These CUs are added to any British CUs currently in the Reinforcement Box. There is no limit to how many or how long British CUs can remain in the Reinforcements Box.

B. Once during the Strategy Phase of each game-turn, the British player may bring on reinforcements by playing an OPS Card, of any value, into the British Reinforcement Card Box. Placing the OPS Card in the box serves as mnemonic to both players that the British have conducted their reinforcement activity.

C. To bring on reinforcements the British player transfers any number of CUs from the British Reinforcements Box to any one non-Blockaded Port space that does not contain an American CU or PC marker. The British player may, but need not, transfer one of his Generals from the Reinforcements Box to that space. If a British General is already in the space and a new General is brought on, the old General is removed to the Reinforcements Box.

Clarifications: The General and all CUs desired (some may be left in the Reinforcement Box) all arrive in the same eligible port space. More than 5 CUs may be brought on if desired, and the British may add these reinforcing CUs to any number of CUs already in the space.

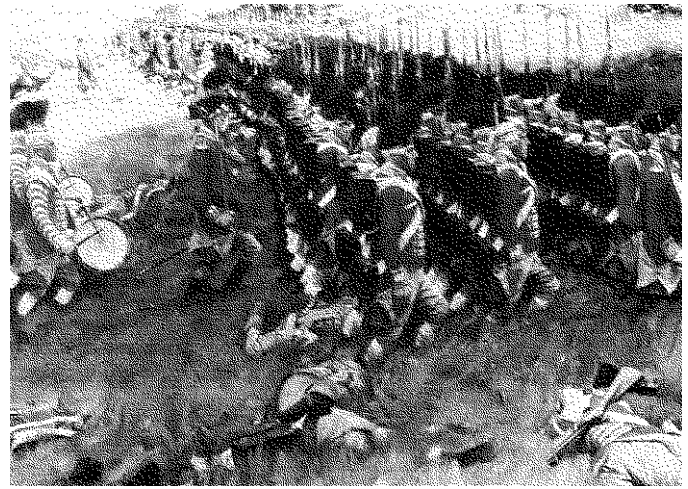
8.2 American Reinforcements

A. During the Reinforcements Phase (5.1), the American Player transfers any American Generals currently in the Captured Generals Box to his Reinforcements Box.

B. Twice during the Strategy Phase of each game-turn, the American player may bring on reinforcements by playing an OPS Card, of any value, into one of the two American Reinforcement Card Boxes. Placing the OPS Card into a box serves as mnemonic to both players that the Americans have conducted one of their two possible reinforcement activities.

C. To bring on reinforcements, the American player transfers, from stock, as many CUs as the number on the OPS Card (i.e., with a 3 OPS Card, 3 CUs) to a single space (just one space guys, doesn't matter how many OPS you spend or how many CUs you place, you can only stick them *all* in *one single*, space) that does not contain a British CU or PC marker. Additionally he may also transfer to the same space a General from the American Reinforcement Box. If there is an American General already in the space, then the new General takes his place and the old General is returned to the Reinforcement Box. The replaced General may be brought back on during a subsequent reinforcement activity even during the same Game-Turn. Washington may never be sent to the Reinforcement Box, so if CUs are brought on to reinforce Washington's space, no General may be brought on.

Clarification: PC marker status permitting, either player may place reinforcements into a space which contains an enemy General with no CUs. In such a case the General is captured.



9.0 BATTLES

Combat is resolved in two stages. First the winner of the battle is determined by modified competitive die rolls. Once the winner is ascertained, the number of CUs lost by each side is determined and, unless one side is entirely eliminated, the loser executes a retreat. Combat die rolls are modified by Army strengths, Generals' tactical abilities, Battle Cards and a number of other factors.

9.1 Battle Definition

A battle occurs when an activated General and his Army are in a space with enemy CUs after any interception and retreat before battle attempts have been resolved. Under some conditions an Overrun (9.7) may occur instead, in which case the activated General and his Army may continue moving. The activated General and his Army are always considered the attacker, even if an interception attempt was successful and resulted in a battle unplanned by the activating player.

Design Note: The intercepting force is placed into the space before the attacking force arrives, which causes the battle. The intercepting force remains the defender, but one who selected the actual field of combat and usually was able to prepare positions and surprise the attacker. Two clear historical examples occurred at Monmouth and Cowpens. Interceptions only occur on American PC Markers which represents both the lack of Tory guides and the presence of rebel irregulars who interfered with British reconnaissance and intelligence gathering.

9.2 Combat Resolution Procedure

Step 1: The attacker declares and plays a Battle Card or discards an Event Strategy Card (6.33) if he wishes to do so. Then the defender may play a Battle Card or discard an Event Strategy Card. Each player may only play or discard one card. (**Special:** If the "Benedict Arnold Treason!" event is played (not discarded by the American player), take all the actions specified on the card immediately. If the conditions for an overrun now exist, conduct an overrun procedure in lieu of continuing the battle procedure. Note that Arnold may be removed from the battle space or from some other location on the board. If Arnold is removed from the battle, the American force, even if attacking, continues the battle.)

Step 2: Each player rolls a die to determine his General's Actual Battle Rating for this battle; see Table 9.3.

Step 3: The players determine and agree on the total die roll modifiers (DRM) for each side using the procedures specified in section 9.4.

Step 4: Each player rolls a die and adds to it the DRM for their side. If the attacker's total is greater than or equal to the defender's total, the attacker wins the battle.

Step 5: The CU losses to both sides are determined using the procedures specified in section 9.5.

Step 6: The losing side, which may consist only of a General if the losses were great enough, conducts a retreat using the procedures specified in 9.6.

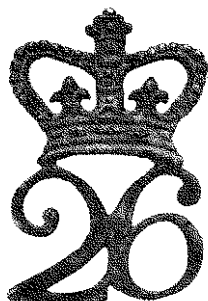
Step 7: If the Americans win, advance the French Alliance Marker by one space (12.1). If the British lose 3 CUs or more, including through Surrender (9.63), flip the Turn Counter to the "No British Regulars Advantage" side if the British Regulars Advantage is still in effect.

9.3 Determining a General's Actual Battle Ratings

A General's Potential Battle Rating depicts the range of performance that General and his subordinates may have during a particular Battle. For each General, roll a die. On a die roll of 1-3, the General's Battle Rating is halved (round fractions down); on a die roll of 4-6, the General receives his full, printed Battle Rating. **Important Exception:** A General's Actual Battle Rating can *never* be greater than the number of friendly CUs stacked with him. If there is no General in the battle, then the Actual Battle Rating is automatically zero. The Actual Battle Ratings are included in each side's calculation of the combat DRM as described below.

Table 9.3 Actual Battle Rating

Die Roll	General's Battle Rating
1-3	General receives half Battle Rating (rounded down) as a drm—but never greater than the number of CUs in his Army.
4-6	General receives his printed, full Battle Rating as a drm—but never greater than the number of CUs in his Army.



9.4 Determining Combat Die Roll Modifiers

Each side calculates a Combat DRM by adding to the number of CUs on that side all the appropriate modifiers. These modifiers are tabulated in Table 9.4 and the conditions related to each are described below.

Table 9.4 Combat Resolution Die Roll Modifiers

+X	Where X is the number of CUs for that side
+Y	Where Y is the Actual Battle Rating of that side's General (9.3)
+1	British Regulars' Advantage (9.41)
+1	Royal Navy Support (9.42)
+1	Militia (9.43)
+2	American Winter Offensive (9.44)
+2	Battle Card (9.45)
+1	Discard of an enemy Event Card (9.45)
+1	Interception (9.46)

9.41 British Regulars' Advantage

Game Turn Regulars During set up of the game, the Game-Turn marker is placed with the British "Regulars" side face up on the Game Turn Record Track. The British receive a +1 DRM in all battles until the British Regulars' Advantage is lost. The British Regulars' Advantage is lost immediately if the British lose 3 or more CUs in a single battle or through Surrender (9.63). The British may also lose the British Regulars' Advantage as a result of the play of the "Baron Von Steuben Trains the Continental Army" Strategy Event Card.

Game Turn No Regulars When the British Regulars' Advantage is lost, flip the Game-Turn marker to the "No Regulars" side for the remainder of the game. If the British Regulars' Advantage is lost during one of the activations of a Major/Minor Campaign event, the advantage is lost immediately and will apply during any subsequent battles caused by the remaining activations of the campaign. When the British lose the British Regulars' Advantage, also advance the French Alliance marker by 2 spaces (unless France has already entered the war; see 12.1).

9.42 Royal Navy Support

The British forces receive a +1 DRM for support by the Royal Navy if the Battle takes place in a port space regardless of the PC status of the port. (**Exception:** *If the battle takes place in a fortified port space [i.e., Charleston SC, Philadelphia PA, Quebec or Montreal] the DRM is only used if the space contains a British PC marker.*) The British do not receive the +1 DRM for Royal Navy support if battle takes place in a port that is in a Blockaded Zone (12.3).

9.43 Militia Support

The side with the most PC markers in the colony receives a +1 DRM for Militia. If both sides have equal numbers of PC markers in the colony then neither player receives this DRM. To control the Canadian Militia, Montreal and Quebec must be controlled.

9.44 American Winter Offensive

If an American Army commanded by Washington is the attacker and it was activated by the last Strategy Card played in the Strategy Card Phase, then the American force receives a +2 DRM. If the last Strategy Card played is a Campaign card, then Washington's Army (only) receives this DRM regardless of the sequence of activations.

9.45 Battle Card Bonus

Event Strategy Cards can be used to generate Battle DRM benefits. During Step 1 of the Combat Resolution Procedure (9.2) each player (attacker first) can play, or discard, one Event Strategy Card to receive a DRM; see 6.33. Event Strategy Cards which are Battle Cards (those cards with their titles printed in a colored box) provide a +2 DRM. A discarded Event Strategy Card provides a +1 DRM. (**Reminder:** *It should be noted that Rule 6.33 does not permit the retrieval of an Event Strategy Card discarded for the purposes of gaining a +1 DRM in battle.*) Event Strategy Cards used for this purpose apply only to a single battle even during activations caused by a Major/Minor Campaign Event. In the event that Battle Cards were played during battles generated by a Major/Minor Campaign Event, delay drawing cards pursuant to the cards' instructions until after all activations of the campaign have been completed.

9.46 Interception Bonus

The American side receives a +1 DRM if there was a successful interception attempt; see 7.8.

9.5 Determining Combat Losses

During Step 5 of the Combat Resolution Procedures, both sides determine their losses.

The loser of the battle rolls a die:

- on a die roll of 1, 2 or 3, 1 CU is lost;
- on a die roll of 4 or 5, 2 CUs are lost;
- on a die roll of 6, 3 CUs are lost.

The winner of the battle rolls a die:

- If the losing side had no General, the winning side loses 1 CU if the die roll is 1.
- If the losing General has an Agility Rating of 1, the winning side loses 1 CU if the die roll is 1-2.
- If the losing General has an Agility Rating of 2, the winning side loses 1 CU if the die roll is 1-3.
- If the losing General has an Agility Rating of 3, the winning side loses 1 CU if the die roll is 1-4.

Special: Casualties could potentially leave a winning General with no CUs. In such a case, if the General is on a space containing a friendly PC marker or on an uncontrolled space he remains on the map with no CUs; but if he is located in a space with an enemy PC marker, he is captured.

9.6 Resolving Retreats

9.61 Retreat Mechanics

A. The losing General and Army must retreat to an adjacent space that is not occupied by an enemy CU nor an enemy PC marker. If this basic requirement cannot be satisfied, the losing General and Army must Surrender (9.63).

B. Subject to the basic retreat requirements, if the attacker loses the battle, the surviving General and Army must retreat into the space from which it entered the battle. If the defender loses the battle the surviving General and Army may retreat into any space other than the one from which the attack originated. The retreating force may not be split up; all must retreat to the same space. A defending Army which intercepted into the battle space is not required to retreat into the space from which it intercepted.

Retreat Clarification

Surviving Combat Units (attacker or defender) without a General may retreat after losing a battle (such British CUs may retreat by sea if otherwise eligible). Note that the attacker could be left without a General if Benedict Arnold is the attacking General and the Benedict Arnold event is played as a Battle Card by the defender.

9.62 British Retreat By Sea

A defending British General and any surviving CUs that lose a battle in a port space may be able to retreat by sea. Retreat by sea is only allowed if the battle space is not a blockaded port and is not a fortified port (Charleston SC, Philadelphia PA, Quebec, or Montreal) without a British PC marker in it. The retreating force may retreat to any other non-Blockaded port that does not contain an American CU or PC marker. The British player may choose to retreat by sea even if other legal retreat options exist. Note that the British may not retreat by sea when they are the attacker because the attacker must retreat to the space from which they entered the battle. American and French Generals and CUs can never retreat by sea.

9.63 Surrenders

If a General and surviving CUs cannot conduct a legal retreat, they must Surrender. CUs that Surrender are eliminated, while Surrendering Generals are captured. Place the General counter into the Captured Generals Box on the map board; see 7.6.

A. If the attacker enters the battle from a space that contains an enemy PC marker and loses, then the attacking Army must Surrender since it must retreat back to the space from which it entered the Battle and that space contains an enemy PC marker.

B. The defending General and any surviving CUs must Surrender if:

- all of the spaces adjacent to the battle space contain enemy CUs or PC markers, and
- a retreat by sea is not possible, and
- the only remaining space is the space from which the attacker entered the battle (which is not a legal retreat space for the defender).

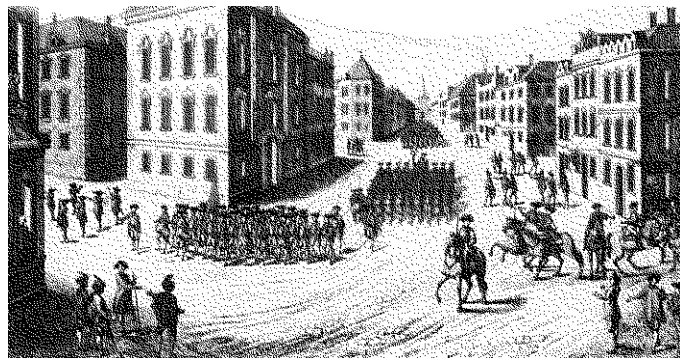
Design Note: Moving an Army into battle from an enemy controlled space is very risky because if you lose the battle the Army will have to Surrender. Effectively this is what happened to General Burgoyne at the Battle of Saratoga.



Combat Example: General Burgoyne and 5 CUs march into Saratoga by way of Ticonderoga. American General Gates and 5 American CUs are in Saratoga. Not wishing to retreat before battle, Gates stands and fights. The British discard an Event card to gain a +1 DRM. The Americans play Battle Event, “Morgan’s Riflemen” for a +2 DRM. Next, each General rolls a die to determine their Actual Battle Rating. Burgoyne rolls a “4” and receives his full, printed Battle Rating of “2” for a +2 DRM. Gates rolls a “1” and receives only half of his printed Battle Rating for a +1 DRM.” Next, both players determine their combat DRMs: The British get +5 for their 5 CUs, +2 for General Burgoyne’s Battle Rating (determined above), +1 for the British Regulars bonus (which is still in effect), and +1 for the discard of an Event card for a total of +9. The Americans get +5 for their 5 CUs, +1 for Gates’ Battle Rating (determined above), +1 for the militia of New York (the Americans control more PC markers in the Colony), and +2 for the play of the Battle Event for a total of +9. Each player then rolls a die and adds their Combat DRM: The British roll a “3” which is modified to 12. The Americans roll a “4” which is modified to “13.” The attacker’s modified die roll must be greater than or equal to the defender’s modified die roll in order to be victorious. In this case, the attacker’s modified roll is less than the defender’s modified roll so the Americans win! Next, combat losses must be determined. The British lost the battle so they roll a die and consult the Combat Losses Chart (9.5). Rolling a “5” they lose 2 CUs and must retreat. The Americans must check to see if they suffer any losses. Noting the losing General’s Agility Rating (Burgoyne has an Agility of “1”), the Americans roll a die and consult the Combat Losses Chart (9.5). Rolling a “2” the Americans find they lose 1 CU. Note that the winner will never lose more than 1 CU and will often times not suffer any losses. Now the losing General must retreat what is left of his Army. Since Burgoyne was the attacker and must retreat, he must retreat to the space from which he entered combat—in this case, Ticonderoga. Unfortunately, this space is American-controlled. This results in Burgoyne surrendering the remainder of his Army. Burgoyne is placed in the “Captured Generals” box and his 3 CUs are removed from the map and placed back into the player’s stock. Since the British lost 3 or more CUs in this battle, the British lose their “Regulars” advantage for the remainder of the game. The Turn marker is flipped on the Turn track to note this. The French Alliance marker is adjusted +1 for the American victory and +2 for the loss of the British Regulars.

9.7 Overruns

An overrun occurs when an activated General with either 4 or 5 CUs enters a space occupied by 1 enemy CU without a General. The moving Army declares an overrun, removes the enemy CU, and if it has any remaining movement may continue. Any interception attempts are resolved before the overrun is conducted. After a successful overrun the activated Army does not roll for losses. If a defending General is present or there is more than 1 CU present, the attacking Army must end its movement and a battle occurs. (**Clarification:** If the Arnold counter is removed as a result of play of the “Benedict Arnold Treason!” Battle Card, the General is removed as Step 1 of the Combat Resolution Procedure. If at that time only 1 American CU remains, and the British are attacking with either 4 or 5 CUs, an overrun occurs. If the Americans are attacking when Arnold is removed, even with 4 or 5 CUs, an overrun does not occur and battle results).



10.0 POLITICAL CONTROL

A. Political control of the colonies and Canada determines who wins a game of *Washington’s War*. Political control is determined by the number of PC markers in each colony. Each space on the board may be in one of three states:

- American control, denoted by an American PC marker;
- British control, denoted by a British PC marker, or
- Uncontrolled, denoted by the absence of a PC marker.

No space ever contains more than one PC marker.

B. Colonies are controlled by the side that has the majority of PC markers in them. If both sides have equal numbers, or if there are no PC markers in the colony, the colony is uncontrolled. Canada is not a colony, but will count toward achieving Victory Conditions (13.0). To control Canada, the controlling side must control both the Montreal and Quebec spaces. Control of Fort Detroit is irrelevant in determining control of Canada.

C. Players may place friendly PC markers and remove enemy PC markers through play of Strategy Cards during the Strategy Phase (5.3). Players also place friendly PC markers and remove enemy PC markers during certain activities of the Political Phase (5.6).

10.1 Placing and Removing PC Markers during the Strategy Phase

10.11 Placing and Flipping PC Markers with OPS Cards

Each side uses a slightly different mechanic for placing PC markers with OPS Cards.

A. American:



(i.) To place or flip PC markers, the American plays an OPS Card face up on the Discard pile. The number on the OPS Card indicates how many PC actions he may take, i.e., how many PC markers he may potentially place or flip. **Example:** If a 3 OPS Card is played the American could place up to three American PC markers or flip up to three British PC markers to the American side or any combination of placing and flipping, subject to the restrictions on both.

(ii.) As one PC action the American player can place an American PC marker into any space not containing a PC marker of either side nor containing a British CU. (**Exception:** see iv below.)

(iii.) As one PC action the American player may flip a British PC marker to its American PC marker side if there is an American General in the space. The American General does not need to have any CUs in the space. **Note:** Generals without CUs may not move into a space with an enemy PC (7.4), so the situation where an American General is in a space with a British PC only occurs through some indirect combination of moves/events.

Design Note: This rule differs from the similar rule for the British and gives the Americans a slight edge. It represents the ability of the American leaders (political as well as Generals) to revitalize the revolution in areas that were not garrisoned by British troops.

(iv.) **Continental Congress dispersed (“Pennsylvania and New Jersey Line Mutinies”):** The American player may not use OPS Cards or an Event discard to place PC Markers if the Continental Congress is dispersed (7.7) or if the “Pennsylvania and New Jersey Line Mutinies” Event Strategy Card has been played as the event during the current turn. The Americans may still flip PC markers with an OPS Card play (see iii above). The Americans can still remove PC markers by discarding an Event card (6.32.B.iii). The Americans can still play Events to place PC markers.

Continental Congress Dispersed Clarification

In addition to the ability to use an OPS card to flip (but not place) a PC under these conditions, the Americans may discard an event to flip (but not place) a PC marker as in 10.11.A.iii.

B. British:



(i.) To place or flip PC markers, the British play an OPS Card face up on the Discard pile. The number on the OPS Card indicates how many PC actions he may take, i.e., how many PC markers he may potentially place or flip. **Example:** If a 2 OPS Card is played the British could place up to two British PC markers or flip up to two American PC markers to the British side or any combination of placing and flipping, subject to the restrictions on both.

(ii.) As one PC action the British player can place a British PC marker into any space not containing a PC marker of either side, nor containing an American Unit. **Important:** All new British PC markers must be placed in spaces adjacent to spaces already containing British PC markers. PC markers newly placed or flipped as a result of a PC action taken with the play of the current OPS Card do not satisfy the requirement that new played British PC markers be placed adjacent to existing British PC markers (i.e., no “daisy chaining”).



Example: The British begin the game with a PC marker in Montreal. The British player plays a 2 OPS Card and declares he will use it to place PC markers. The first PC marker is placed in Oswego which is adjacent to Montreal. The second PC marker, however, may not be placed in Fort Stanwix even though Fort Stanwix is adjacent to Oswego since Oswego did not have a PC marker at the beginning of the card play. The second PC marker will have to be placed elsewhere.

Important: For the British, all ports are considered to be adjacent to each other for all purposes regardless of the placement of the French Navy if present.

(iii.) As one PC action the British player may place a British PC marker or flip an American PC marker to its British PC marker side if there is a British Army (i.e., a General and at least 1 CU) in the space. This action can take place in any space; it need not be adjacent to an existing British PC marker.

Design Note: This capability allows the British player to move an Army into a new area, gain control of one space and then, in subsequent card plays, begin placing PC markers adjacent to the recently controlled space. This represents the ability of the British Army to systematically pacify a region through the use of selective arrests, local offers of amnesty, seizure of armament stores and gaining political control of local militias and community governments. Howe's pacification of New Jersey in the late summer and fall of 1776 provides an historical example.

10.12 Placing and Removing PC Markers with Event Strategy Cards

A. During the Strategy Phase, Event Strategy Cards played as events may allow for the placement or removal of PC markers. The conditions pertaining to these events vary widely from card to card so it is important to implement the text on the card specifically and literally. For example an enemy PC marker may not be flipped if the event text specifies "place PC markers". There are usually geographic constraints as well as restrictions regarding the other counters that may be in the space.

B. Event Strategy Cards may also be discarded per Rule 6.32 to allow one PC action to be taken on a space adjacent to a current friendly PC marker. **Important:** The restriction that the PC being placed or removed be adjacent to a friendly PC applies to both sides in this case. That action may be to:

- place or flip one PC adjacent to a friendly PC subject to the additional restrictions for each side in itemized in Rule 10.11, or
- remove one enemy PC from a space which is adjacent to a space containing a friendly PC counter and that is not occupied by an enemy CU, an American General or the Continental Congress.

Play of any Campaign Event Strategy Card by the British provides the option of executing a Landing Party which allows the British player to place a British PC marker or flip an American PC marker under certain circumstances; see 7.2.B.

10.2 The Political Control Phase

The Political Control Phase consists of three segments, executed in specific order:

1. Continental Congress Segment

If the Continental Congress counter is in the Continental Congress Dispersed Box, the American player *must* place it in on the map, in any space in the Thirteen Colonies (not Canada) containing an American PC Marker but no British playing pieces. If there are no such spaces available, the Continental Congress counter remains out of play until the

Continental Congress Segment of the next Game-Turn. Note that dispersing and subsequent placement in a different space is the only way in which the Continental Congress counter can change locations on the map.

2. Place PC Markers Segment

Each player places a PC marker in any uncontrolled space and flips to friendly control any enemy PC marker in any space currently occupied by one of his Armies. British players place/flip PC markers even in spaces which are not adjacent to extant British PCs. Neither side may place PC markers in spaces that are occupied by a friendly General with no CUs nor occupied by CUs without a General.

3. Remove Isolated PC Markers Segment

The American player removes all of his PC markers that are isolated as defined in Section 10.3. After all isolated American PC markers have been removed, the British player removes all of his PC markers that are isolated. Because the American player removes PC markers first, British PC markers that appeared to be isolated may no longer be isolated.

10.3 Determining PC Marker Isolation

During the Remove Isolated PC Markers segment of the Political Control Phase, each player, in turn, American player first, evaluates each friendly PC marker to determine if it is isolated. Determining PC marker isolation differs slightly for each side.

10.31 American PC Marker Isolation

A. An American PC marker is NOT isolated if it can trace a path through adjacent American controlled spaces to:

- an uncontrolled space that does not contain a British CU, or
- a space containing the Continental Congress, or
- an American controlled space containing an American or French CU, or
- an American controlled space containing an American or French General.

(Note: The path traced to avoid possible isolation may be traced through American controlled spaces that are occupied by British CUs or British Generals unaccompanied by CUs.)



Example 1: Newport, RI (space "C") is uncontrolled. The American PC markers in space "B" and space "A" can trace to space "C" since it is uncontrolled and does not contain a British CU. If space "C" contained a British CU, then both spaces "A" and "B" would be isolated.



Example 2: Newport, RI (space "C") contains the Continental Congress. The American PC markers in spaces "A" and "B" can trace to space "C" since it contains the Continental Congress. Space "C" would never be isolated since its space contains the Continental Congress.



Example 3: Spaces "A," "B" and "C" each contain American PC markers. Space "A" contains an American CU. This allows the PC markers in spaces "B" and "C" to trace to space "A." The same would be true if space "A" contained a French CU, or an American/French General (with or without CUs). If space "A" did not contain an American/French CU or General then all three spaces would be isolated and removed. If space "C" contained a British CU, space "B" would still be able to trace through space "C" to the American CU in space "A" since space "C" contains an American PC marker.

B. If the PC marker is isolated, it is removed during the Remove Isolated PC Markers Segment. If there are adjacent American PC markers that are also isolated, all adjacent isolated American PC markers are removed simultaneously.

10.32 British PC Marker Isolation

A. A British PC marker is *not* isolated if it can trace a path through adjacent British controlled spaces to:

- An uncontrolled space that does not contain an American/French CU or General, or
- a British controlled port, including itself, regardless of the port's Blockade status, or
- a British controlled space containing a British CU.

(*Note:* The path traced to avoid possible isolation may be traced through British controlled spaces that are occupied by American/French CUs or American/French Generals unaccompanied by CUs.)



Example 1: Hartford, CT (space "B") is uncontrolled. Space "A" can trace to the uncontrolled space "B" and thus avoid isolation. If space "B" contained an American PC marker, space "A" would still not be isolated since the British can always trace to a British-controlled port. Space "A," being a British-controlled port, would therefore, never be isolated. If Space "B" contained an American/French CU or an American/French General and space "A" were not a port, then space "A" would be isolated.



Example 2: Space "A" is British-controlled but is surrounded by spaces "B," "C," and "D" which contain American PC markers. Space "A" is not isolated because it contains a British CU.



Example 3, Mutual Isolation: Spaces "A" and "B" are British-controlled and isolated by virtue of the American PC markers in all the adjacent spaces. Spaces "C" and "D" are American-controlled and are similarly isolated by the surrounding British-controlled spaces. American isolated PC markers are removed before the isolated British PC markers. In this case, when this is done, spaces "C" and "D" will be uncontrolled. This then allows spaces "A" and "B" to trace to the newly uncontrolled spaces "C" and "D." No longer isolated, the British PC markers in spaces "A" and "B" remain on the map and are not removed.

B. If the PC marker is isolated, it is removed during the Remove Isolated PC Markers Segment.

If there are adjacent British PC markers that are also isolated, all adjacent isolated British PC markers are removed simultaneously.

Design Note: The PC Isolation rules represent the gradual solidification of popular support in a region. While a space remains uncontrolled, the actual sentiments of the region are indeterminate. Once all the spaces are controlled, local sentiments crystallize and the minority opinion is driven underground unless they are supported by regular troops (British or American) or by a reasonably well organized and supported militia (i.e., an American/French General).



11.0 WINTER ATTRITION

In the Winter Attrition Phase (5.4), CUs are subject to removal. There are different rules for British, American and French CUs. Winter Quarters spaces are denoted on the map by a square or an eight-point star (fortified port) space. Generals, the Continental Congress, and the French Navy are always immune to Winter Attrition.

11.1 British



British CUs in a Winter Quarters space, or south of the Winter Attrition Line, do not lose any CUs due to Winter Attrition. British CUs north of the Winter Attrition Line, that are not in a Winter Quarters space, lose half their strength, fractions rounded down. For example, 5 British CUs in Reading PA would lose 2.5 CUs rounded down to 2 CUs, leaving 3 CUs in the space. Similarly, a space containing 3 CUs would be reduced to 2 CUs. An Army with 1 CU never loses any CUs to Winter Attrition. To determine the Winter Attrition result for a single British CU, unaccompanied by a General, north of the Winter Attrition Line and not in a Winter Quarters space, roll a die. On a die roll of 1-3, remove the CU from the map. On a die roll of 4-6, the CU avoids Winter Attrition.

11.2 American



American CUs suffer Winter Attrition regardless of their location. Stacks of American CUs lose half their strength, fractions rounded down. A single American CU in a space if accompanied by an American or French General is never removed for Winter Attrition. To determine the Winter Attrition result for a single American CU, unaccompanied by a General, roll a die. On a die roll of 1-3, remove the CU from the map. On a die roll of 4-6, the CU avoids Winter Attrition. (*Note: One playtester uses the mnemonic rhyme: "One through threes, it flees; four through six, it sticks."*)

Important Exception: Up to 5 CUs stacked with General Washington are exempt from Winter Attrition losses if they are in a Winter Quarters space or are south of the Winter Attrition

Line. If Washington is stacked with more than 5 CUs, all the excess CUs are evaluated for Winter Attrition as if they were alone in the space.

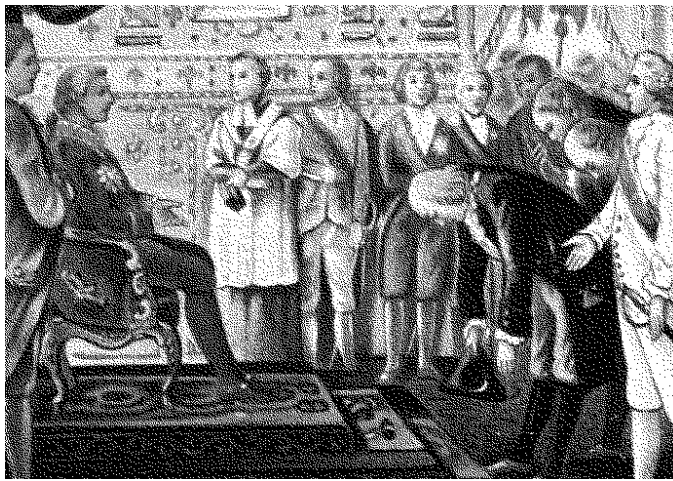
Example: *Washington and 6 CUs are in Philadelphia PA, a Winter Quarters space. Five CUs are exempt from loss. The fate of the sixth CU must be determined by die roll.*

11.3 French



French CUs that are in a space with at least one American CU suffer Winter Attrition as if they were American CUs. French CUs that are in a space with only French CUs suffer Winter Attrition as if they were British CUs. When both

French and American CUs are in the same space, the American player determines which CUs are removed for losses, if any.



12.0 French Alliance



There is a ten space French Alliance Track on the map numbered from 0 to 9. The final space on the track is the “French Alliance Space.” At the beginning of the game, the French Alliance Marker is placed in the 0 space on the track.

12.1 Moving the French Alliance Marker

The French Alliance Marker may advance (towards the “French Alliance” space) or decrease (away from the “French Alliance” space) as follows:

- Each time the British lose a battle the marker is advanced +1 space. Overruns count as a battle for this purpose.
- If the British lose the “Regulars” advantage (for any reason), the marker is advanced +2 spaces. This can only occur once per game.
- When the “Hortelz et Cie Clandestine French Aid” Event Strategy Card is played as an event, the marker is advanced +2 spaces.
- When the “Benjamin Franklin: Minister to France” Event Strategy Card is played, the marker is advanced +4 spaces.

- If George Washington is captured (and consequently removed from the game), the marker is decreased -3 spaces (away from the “French Alliance” space). Note that the marker cannot be decreased lower than the “0” box.

12.2 Consequences of French Alliance

A. When the French Alliance marker enters the “French Alliance” space on the French Alliance Track (space 9 on the track), the French sign an alliance with the Americans, enter the war, and a multinational European War soon breaks out. The French Alliance Track and marker are no longer needed for the rest of the game.

B. The French Alliance event is implemented after the current Strategy Card has been fully resolved. Additional activations of a Major/Minor Campaign Strategy Event, if necessary, are completed before the French Alliance event is implemented. Implement the French Alliance by taking the following actions:

(i.) The American player places the French Navy in any Blockade Zone on the map. During subsequent French Navy Phases (5.5), including the current Game-Turn, the American player may reposition the French Navy.

(ii.) The American player places the French General Rochambeau and the 5 French CUs in any single port space that does not contain a British CU or a British PC marker. If no port spaces meeting these restrictions are available, Rochambeau and the French CUs are placed in the American Reinforcements Box. The American player does not have the option of delaying the placement of the French Forces if a suitable port exists. Thereafter, the American player can bring them into the game by playing an OPS Card of any value into one of the American Reinforcement Boxes and placing all the French forces into a single port that does not contain a British CU or a British PC marker. If any French forces are brought on as Reinforcements, then all must be brought on; the American cannot bring on some at one time, and others at a different time.



(iii.) Flip the French Alliance Marker to its European War side Place and place it on the next Game-Turn of the Game-Track as a mnemonic that the European War will be in effect. The European War does not occur until the End Phase (5.7) of the current Game-turn. Many Strategy Event Cards have conditions that require that the European War to be in effect or not in effect. The remainder of the current Strategy Phase is played with the European War not in effect. During the End Phase of the current Game-Turn, the British Player removes 2 British CUs from any space or spaces on the map. These CUs may be removed from any spaces on the map, including Blockaded Ports, at the British player’s option. They may be removed from two different spaces. They may not be removed from the British Reinforcement Box.

(iv.) Reshuffle the deck at the end of the turn.

Design Note: *The outbreak of General war in Europe had a large, but mixed, impact on the American Revolution. There*

was a revival of previously waning British popular support for continuing the conflict now that their historical foes—the French, Spanish and Dutch—were involved. The British army and navy were increased in size, but many additional dominions, particularly in the West Indies, were now at risk. Lord Germain was forced to divert troops and other support from North America to protect these locations. Events occurring all over the world, including as far away as the Indian Ocean, begin to impact the war in the Thirteen Colonies. These events are reflected by a number of Event Strategy Cards.



C. Rochambeau and French CUs are treated identically as American Generals and CUs in every respect except Winter Attrition (11.0). When activated Rochambeau can move both American and/or French CUs. Rochambeau may be used to attempt interception or retreat before battle. American Generals, when activated may move French CUs as if they were American. During PC actions, either in the Strategy Phase or the Political Phase, French CUs and Rochambeau are treated as American CUs and Generals. During Winter Attrition French CUs may be treated as either American or as British depending on the composition of CUs in each space; see 11.3. The 5 French CUs can only enter the game via the French Alliance and cannot be replaced if eliminated during play. All references in the rules or on the cards to an American General or American units includes Rochambeau and French CUs.

- No Landing Party (7.2.B) activations may flip American PC counters in a Blockaded Zone.
- The British may not retreat by sea (9.62) from a port in a Blockaded Zone.
- The British do not receive a +1 DRM for Royal Naval Support (9.42) for combat that takes place in a port space in a Blockaded Zone.

Important Note: For purposes of placing, flipping, removing and determining PC isolation (10.0) the Blockade status of a port is irrelevant.

If the “d’Estaing Sails to the Caribbean” Event Strategy Card is played, the French Fleet is removed from its Blockade Zone and placed on the current space on the Turn Track. It is placed into any desired Blockade Zone Box during the next French Navy Phase.



12.3 French Navy



The French Navy has several game effects that affect the British. When brought on initially and during every subsequent French Navy Phase, the French Navy may be placed in any one of seven Blockade Zones. Once in play the French Navy marker can only be moved during the French Naval Phase. Every port space on the map is in one of the Blockade Zones:

Blockade Zone	Ports
St. Lawrence	Montreal, Quebec
New England	Falmouth (MA), Boston (MA), Barnstable (MA), Newport (RI)
Long Island Sound	New York (NY), Long Island (NY), New Haven (CT)
Delaware	Philadelphia (PA), Wilmington (DE)
Chesapeake	Baltimore (MD), Alexandria (VA), Yorktown (VA), Norfolk (VA)
Carolinas	Wilmington (NC), New Bern (NC), Charleston (SC)
South Atlantic	Savannah (GA), St. Mary's (GA)

When the French Navy is in a Blockade Zone, all the ports in that zone are affected in *five* ways:

- No port in the Blockaded Zone may receive British Reinforcements (8.1).
- No British Naval Movement (7.5) into or out of a port in a Blockaded Zone is allowed.

13.0 VICTORY

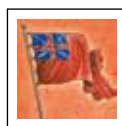
13.1 Automatic Victory

An Automatic Victory may occur during the Strategy Phase or the Winter Attrition Phase of any turn. A British Automatic Victory occurs the instant no American or French Combat Units remain on the map including Canada. An American Automatic Victory occurs the instant no British Combat Units remain in any of the 13 Colonies (excluding Canada).

13.2 Game Ends Victory

If the game ends due to the “North’s Government Falls—War Ends” Special Event Strategy Card, determine the winner by counting the colonies controlled by each side. Canada is counted as a colony for victory determination. The British win if they control six or more colonies at the end of the game. The Americans win if they control seven or more colonies at the end of the game. If the British and the Americans both achieve victory or neither player achieves victory, then the British win by default.

The side with the most Political Control markers in the colony controls the colony. If tied, neither player controls the colony. To control Canada, both Montreal and Quebec must be controlled; see 10.0.



For ease of play, square Colony Control markers have been provided for use on the Colony Control Schematic on the map.

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