



Official Game Errata – 16 Oct 2014

Thanks to Wes Erni, Ian Wakeham & Terence Co for their vigilance!

[3/0] **DUPLICATION:** Sections ④ and ⑦ of this rule both mention that the three Smugglers go to the Units Out Of Play box. They do indeed.

[7/7] **CLARIFICATION:** Units leaving a State by Forced March (unless there is a Lobster in the State) impose the same -1 Loyalty penalty as if they were moved by Naval Transport (rule 12/2).

[7/7] **CLARIFICATION:** When selecting units for Forced March, you pick a unit and roll for it, then pick another and roll, etc. You do **not** have to plan all your Marches in advance of the first die roll!

[8/1] **CORRECTION:** Delete the words “or in Québec” from the last line in this rule section. (The French can **never** be in Québec.)

[8/1] **CLARIFICATION:** Players should note that the French Fleet (and Army) can **never** deploy in Long Island Sound (New York). The huge British base at New York City (‘abstracted’ out of the game) as well as tricky navigational problems caused the French to flat-out refuse to commit their forces there. Also, just so there is no confusion: If the French Army is still on the map somewhere and is attacked or attacks British forces in a normal Battle, this does **not** somehow trigger the arrival of the French Fleet. The French Fleet only intervenes if called for under Rule 8/1.

[8/2] **EXAMPLE CORRECTION:** Should read: *Example:* Congress is in the “American Leadership” box next to the State of New York. In the Farm County (5-6) of New York, we find one Loyalist 2-2-2 Foot and one British 4-4-3 Horse (the 17th Light Dragoons). During the “Place Rebels” Phase (rule 9/0), one 2-2-2 Continental and one 2-1-1 COS are deployed in that County, which provokes a Battle there. Since the British were there first, the British are the Defenders and the Rebels the Attackers.

[8/4] **EXAMPLE CORRECTION:** Should read: *Example (continued):* The Queen’s Light Dragoons Horse unit is in the 1-2 County of New York, minding its own business. But when the Battle is set to begin in the 5-6 County, the British player picks up the QLD and places it into the battle. Since the Battle is taking place in a Farm area, the British Horse adds its 4 SP to the Battle. (If Lee were anywhere in New York, the QLD could not be moved like this to the Battle.)

[8/5] **EXAMPLE CORRECTION:** Should read: *Example (continued):* Our Battle continues to unfold in the New York 5-6 County. Because this is a “Farm” County, you use each unit’s middle number to determine its Strength Points for this Battle. The British side has two 4-value Horse, a 2-value Foot, and two 1-value Militia, for a grand total of 12. On the Rebel side, we have a 2-value Continental, a 1-value COS, and one 1-value Militia, making a grand total of 4.

[8/6] **EXAMPLE CORRECTION:** Should read: *Example (continued):* The attacking Rebel total is 4, and the defending British total is 12. Since $4 \div 12 = 33.3\%$, the odds are lower than 50%. Since we always round the odds down, this attack is fought on the <50% column of the CRT.

[8/7] **EXAMPLE CORRECTION:** Should read: *Example (continued):* Our battle in New York should be fought on the <50% column of the CRT, but Congress is currently in New York State, which gives the attacking Rebels a one column shift advantage to the right (see Rule 8/7/1 below). So the Rebels attack on the 50% column instead.

[8/8] **EXAMPLE CORRECTION:** Should read: *Example (continued):* Our battle in New York is being fought on the 50% column of the CRT. You grab your die and roll it, getting a result of 3, which yields an “AR-P” conclusion to the Battle. The attacking Rebels are forced to retreat, and you may be able to chase after them. Tally ho!

[8/10/1] **CORRECTION:** First paragraph, last sentence should read: “In the new Battle the **British** are the Attackers and the **Rebels** the Defenders (see 8/15).”

[8/10/2] **CORRECTION:** First paragraph, last sentence should read: “In the new Battle the **Rebels** are the Attackers and the **British** the Defenders (see 8/15).”

[8/10/2] **CLARIFICATION:** The example shown for this rule is a ‘new’ example to illustrate Pursuit; it is not a continuation of the extended example given earlier in this section (where no Pursuit takes place).

[8/10/2] **NOTE:** If the Refuge County contains only British forces there is no Pursuit (even if AR-P or DR-P). But if the Refuge County has British **and** Rebel units, then Pursuit is allowed. *The Rebels do not foolishly Pursue the British into a position not already under attack. The wording is subtly different from [8/10/1].*

[8/13] **CORRECTION:** The text in the “Note” should of course refer to the “British player army” not the “Rebel army” terrorizing Congress.

[9/1] **CLARIFICATION:** The “FM” COS unit only deploys in Carolina.

[9/2] **CORRECTION:** There are two typos in the Example. The first paragraph refers to the 3 (Town) County of Pennsylvania. This should actually read “placing him in the 3-4 (‘Quaker Country’) Farm County of Pennsylvania.”

The second paragraph mentions that the Target State is New York. For Turn 6 (Late 1777) the Target State is actually Pennsylvania.

[13/4] **CLARIFICATION:** If you’re on the maximum Loyalty level but more than one modifier applies, apply them in sequence (potentially losing Loyalty). (The alternative would be to take a cumulative total and then apply it to the Loyalty level, but we’ve always played it as clarified here.) Also note that the final modifier (Indians or Hessians) still applies even if Loyalists or Lobsters are present.

[14/3] (1) **CLARIFICATION:** If there are insufficient Continental units to match the die roll, you simply move what is available.

[14/3] (1) **CORRECTION:** In the Example, the penultimate sentence should read “2 of the 3 Continentals” (line 3 of the Example).

[15/12] **CLARIFICATION:** If there are no remaining White Band units in the game (because they have all been withdrawn already), treat this as “no event.” Note that the “2/4/2” referred to is **Rule** 2/4/2.

TURN TRACK CLARIFICATION: The colors of the Target State (e.g. “Target: New England” on Turn 1; “Target: Virginia” on Turn 14) are marked in either red or green. The color distinction is only a visual reminder that the Target State changes over time.



[11/0] Rebel Campaigns

*"Our Army no longer consider themselves fighting the battle of Republics in Principle, but for Empire and Liberty to a people whose object is property."
- U. S. General John McDougall*

Designer's Note: Wes Erni found an exploitable flaw in this section of the original rules. We encourage using his rewrite of the original!

In this phase, a Minor or Major Campaign may occur in any State (not Québec). In any Battle during this Phase, the British player's armies will be the Defenders, and the Rebels are the Attackers.

Roll 2 dice to choose 2 States (New England is 1, New York is 2, etc.) If the roll is doubles (e.g. 2 & 2) one **Major Campaign** occurs in that one State; see 11/2. If one roll is 1-5 and the other is a 6, then one **Major Campaign** occurs in the one State rolled from 1-5 (see 11/2). If the roll is a double six (6 & 6), one **Major Campaign** occurs in **New England**. On any other roll, two **Minor Campaigns** occur, one in each of the States rolled between 1-5 (see 11/1). **Now proceed to 11/0/1.**

[11/0/1] Rebel Reinforcements: Before proceeding to Campaigns (11/1, 11/2), the State(s) rolled now receive Rebel Reinforcements.

If two States are Campaigning (both Minor), the Reinforcements are:
(a) One randomly selected Continental Army from the Rebel Force Pool, placed in the lower-numbered State; and
(b) One COS unit from the Rebel Force Pool, placed in the higher-numbered State.

If only one State is Campaigning (Major), that one State gets **both** one Continental (as above) **and** one COS as reinforcements. **These may be joined by Rebels from other States** (11/3/1).

In the following order of priority, the Rebel Reinforcements in a State should be placed:

- 1) In the lowest-numbered **Rebel-occupied** County; then move **any** Rebel forces in higher-numbered Counties in that State to that County.
- 2) In the lowest-numbered **empty** County in the State.
- 3) In the lowest-numbered **British-occupied** County in the State.

[11/1] Minor Campaign: On a roll of 1-5, a Minor Campaign can occur in **each** chosen State. (Start with the lower-numbered State.) If the State does not have British player units, **all** Rebels in that State must be placed in the **Critical County** of that State.

Definition of "Critical County": Each State has one Critical County. In New England, Pennsylvania, Virginia and Carolina, the Critical County is the "blue die" County (Rhode Island, Around Philadelphia, Hampton Roads and Charles Town, respectively). In New York, the Critical County is **Hudson Valley**.

If the State contains British player units, then the Rebels in that State launch a Minor Campaign (one single Battle) against British player units there, following the "Attack Protocol" (in order of priority):

- 1) Attack British units already in the same County as the Rebel stack;
- 2) Attack the 'nearest' British forces to the 'left' (i.e. the next lower-numbered British location from the Rebel position);
- 3) Attack the 'nearest' British forces to the 'right' (i.e. the next higher-numbered British location from the Rebel position).

A battle now occurs (8/0); this ends the Minor Campaign in that State. Now proceed to the other State (if necessary) or to 12/0.

[11/2] Major Campaign: If "doubles" were rolled, then that State (e.g. Virginia, if the roll was 4 & 4) experiences a Major Campaign. And if either die roll in 11/0 was a 6, then a Major Campaign occurs in the State rolled on the other die (e.g. New York, if the roll was 6 & 2). After placing reinforcements, check to see if the Major Campaign is reinforced by **Extended Support** (11/3/1). If the State does not have British player units, place all Rebel units in the Critical County (11/1); if necessary, move on to the Planned Operation against the Target State: 11/3.

If both sides' units are in the State, Rebel units in the State attack the British units using the same Attack Protocol (11/1) as a Minor Campaign. A battle now occurs (8/0). The stack then moves through that State, attacking each County in turn (following the protocol), fighting battles, if necessary, until it either takes any losses (EX or AE result) or else is forced to Retreat (AR or AR-P result). If that happens, it stops. But if the Rebels rid the State of all British player units, the Campaign does not end; instead, it may expand even further into a "Planned Operation" (11/3/2)!

[11/3] Rebel Strategic Coordination:

[11/3/1] Extended Support: If a Major Campaign is called for, **all** of the other States are checked to see if they can provide Extended Support for the Major Campaign. **Every** State (including even the Target State) **containing only Rebels** moves **all** its Rebel units into its own Critical County (11/1).

If there are more than 2 Rebel units in the State, then leave 2 of them behind (randomly-picked Continentals, if possible; otherwise COS). The rest of the Rebel units in that State, whether Continentals or COS, now perform a "Planned Operation" (11/3/2). These forces are added to the rebel stack in the Major Campaign State.

[11/3/2] Planned Operation: If the Major Campaign sweeps the State free of British presence, place **all** victorious Rebels in the Critical County. If the Campaign State is not the Target State, the Rebels conduct a Planned Operation if they possess more than two Rebels (follow the same procedure as with Extended Support above). These forces will 'reinforce' the Rebels in the Target State (follow the same protocol as for any other campaign reinforcement; see 11/0/1).

If the French Army is in any State or in Boston, now immediately place it in the Planned Operation stack regardless of its current location. Place George Washington in the Target State's American Leadership Box (if possible), and immediately launch another Major Campaign in the Target State (following the same attack protocol and 'stop' conditions as any other Major Campaign).

If completely successful (boy, are you in trouble!), place the remaining Rebels in the Critical County of the Target State.

Example: If the Target State is New York with every County filled with British, then a Major Campaign starting in Virginia would launch a Planned Operation against New York 1-2. If the Target State were Carolina, with British in County "1-2" and County "5", and rebels in County "3-4" and County "6", then a Planned Operation moving out of Virginia would move into Carolina County "3-4", add the Rebels from County "6", finally attacking the British in County "1-2".

If the Target State has no British units, simply sweep all the Rebels in the State into the Extended Operation stack and pile the lot in the Critical County of the Target State.

Extended Operations are never formed in, or target, Québec.

Example: New York is the Target State this turn. New England (1) has units of both sides. New York (2) has British units in every County. Pennsylvania (3) has units of both sides. Virginia (4) has only British player units. Carolina (5) has Rebel units, but no British player units.

- On a roll of 3 & 5, Pennsylvania (3) has Rebel units in both the “2” and “5-6” Counties, and British units in the “3-4” County. They get a Continental (see 11/0/1) added to the “2” County, to be joined by units from the “5-6” County. They will attack the British in County “3-4” to fulfill their Minor Campaign go to 11/1.

Carolina (5) has Rebel units in both the “3-4” (one COS), and “6” Counties (three Continentals), and no British units. They get a COS reinforcement (see 11/0/1) added to the “3-4” County, to be joined by the units from the “6” box, Being a Minor Campaign, their eventual location will be the “6” County (11/1).

- On a 4 & 6, Virginia has British units in Counties “1” and “4”, and no Rebel units. They place a Continental and a COS in County “2-3”, and add one Continental and one COS from Carolina (Extended Support, 11/3) to County “2-3” and launch a Major Campaign (see 11/2), which first targets the British in box “1”, and if successful in ‘sweeping’ Virginia without loss, will then provide enough ‘mass’ to attack the Target State (New York) with 2 COS.

- On a 2 & 3, New York (2) has British in every County; place a Continental in County “1-2” which they will shortly fight (11/1). Pennsylvania (3) as the first bullet point, except their reinforcement is a COS rather than a Continental.

- On a 6 & 6, New England adds both a Continental and a COS; these join the Continental and 5 COS already in County “1-2”. Next, one Continental and a COS from Carolina (see 11/3) will join that stack, and all attack the British in County “3”. If that attack succeeds, the stack then attacks County “4”. If the British are removed without loss, two Continentals will be placed in County “3” (the Critical County), and the remaining Continental and 7 (!) COS will continue the Major Campaign by attacking New York (the Target State), in County “1-2” – relentlessly attacking until stopped (11/2).

BONUS: OPTIONAL RULES!

[4/2] **OPTIONAL RULE:** Add an additional “News” item to the Turn Track on Turn 7, as follows: • **Von Steuben!** The brilliant gay German fake ‘Baron’ Von Steuben drills Washington’s army into professional shape. Each Continental unit now adds +1 to its Battle Value when fighting in a “Farm” or “Town” (but not “Fort”!) terrain County.

[6/5] **OPTIONAL RULE: Britannia Rules the Waves.** Any one Royal Navy unit still “at sea” may be sent now to any Sea Zone, but to assist in Naval Transport, not to fire at Smugglers. During Naval Transport (Rule 12/2), all British player units in the adjacent State otherwise eligible to move by Naval Transport may so move to another State for free (ignore the normal £1 per unit cost). This may only be done as long as the French Fleet (if in play) is currently “shadowed” (6/4).

[7/9] and [9/4] **OPTIONAL RULE: More Flexible George.** Ignore the “New York City Siege” rule (in 4/2) and modify both 7/9 and 9/4. Note that under this rule, **Washington is no longer restricted to the New York-Pennsylvania-Virginia theater**; he can enter New England and Carolina as well (pretend there are Leadership boxes there.)

Instead of placing George Washington automatically in the State with the most relevant units (British during their phase, Rebels during theirs), roll a die. George goes to the State with the most relevant units (as before), **unless** the die roll is higher than the number of relevant units there; if higher, then Washington goes to New York automatically. (For additional chrome, try rolling two dice instead of one during the printed “New York City Siege” turns!)

[8/1/3] **OPTIONAL RULE: Toujours de l’audace!** If the French are in the game, roll for a French Intervention whenever a Major Campaign is launched (except New York). The Rebels get a +1 DRM if the ‘blue die county’ (‘BDC’) is empty, +2 if BDC is Rebel occupied (no additional modifier if British occupied). If the French successfully act (as in 8/1/1 and 8/1/2), the French Army (if in play) joins the Rebel army in its campaign, and will continue to support any Planned Operation (except against New York on turns 9 & 10); the French Fleet will also intervene normally. Even if the French ‘fail’, they may still automatically support a subsequent Planned Operation.

Example: Turn 11, the British have strongly garrisoned the three lowest Carolina Counties with mainly Hessians/Indians, and have wiped out the newly arrived Rebels (during the Rebel placement phase) save a 2-2-2 in Charles Town. A 6 & 5 are rolled during the Rebel Campaign phase, so the Major Campaign is launched in Carolina. The French now roll for Intervention; as Charles Town is Rebel occupied, a +2 is added. The die roll is 3; 3+2 = 5, meaning Intervention! (the player now really regrets not shadowing the French Fleet). The French fleet is placed in Cape Fear, the French army, Marion and a 3-2-1 Continental (reinforcements), and that 2-2-2 attack the Tidewater “5” County, facing 3 Hessians, 2 Loyalist Foot, “Lobster” and Tarleton. With Militia it’s a 15-19 attack (65% – it would have been 8-19 if the French weren’t present). A 2 is rolled: if the French weren’t there, the AE result (at less than 50%) would have been most satisfying. But at 65%, the AR-P sends the Rebel army back to Charles Town. In no mood to see yet another Liberty move threatening British chances of glorious victory – the British impetuously Pursue (leaving behind the HC Hessians to ‘seal off’ any Rebel Retreat). With Militia it’s a 15-14 (100% attack). Another 2 is rolled AR-P – oh well, so much for controlling the Target State... but wait, Charles Town is Blue-Die County, and the French Fleet lurks off-shore! The 2 Hessians, 3 Loyalists and Lobster attackers are **permanently removed from the game.***

*Note: The above example also uses the optional rule 8/10 below, “Smarter Retreats.”

[8/6] **OPTIONAL RULE:** Players who enjoy fractions may substitute “2/3” odds in place of the “65%” column of the Combat Results Table.

[8/10] **OPTIONAL RULE: Smarter Retreats.** This optional revision completely replaces, and simplifies, Rules 8/10, 8/10/1 and 8/10/2! Players using this should also use Optional Rule 8/11 below.

An AR (AR-P) or DR (DR-P) result will compel the Attacker or Defender (respectively) to Retreat from the County where the Battle took place.

Retreat Priority: Players will always Retreat in the **highest-priority direction**. If two Counties have the same priority, Rebel units Retreat to the ‘left’ (i.e. to the lower-numbered County); British player units will always Retreat to the ‘right’ (i.e. the higher-numbered County). The County entered by retreating forces is called the **Refuge County**. The priority list is as follows:

- #1. If British player units are retreating from a Blue Die County, and the French Fleet is present in the corresponding Sea Zone, those British player units are **permanently** eliminated (Indians, however, go to the Available Indians Box).
- #2. Otherwise, Retreat to a County containing only friendly units.
- #3. Otherwise, Retreat to an “empty” County (**only the Rebels can do this!**)
- #4. Otherwise, Retreat to a County containing units of both sides. This will immediately trigger a new Battle in the Refuge County.

This is correct: Only the Rebels can retreat into an “empty” County.

- 1) If the Refuge County contains both Rebel and British forces, a new Battle is immediately fought there. If Pursuit was possible (8/15), the Rebels **always** pursue; the player may **choose** to pursue. The retreating side will be considered the Attacker in this Battle.
- 2) If the Refuge County does not contain units belonging to the winner of the Battle, then the Battle is over. If the result (AR-P or DR-P) allows Pursuit, the British player (only) may choose to pursue; see 8/15.
- 3) Units unable to Retreat are **eliminated**. The Battle is over.

Exception: If the Battle took place in a Wilderness, or in the lowest-numbered County of the State, then retreating Rebel forces **‘scatter into the woods’** and are placed directly into the Rebel Force Pool (the French go straight to Boston).

4) Retreating **British** player units in a Loyalist Stronghold (8/3/2) may be able to Retreat to sea; see Rule 8/11 below.

[8/11] **OPTIONAL RULE: British Retreat To Sea.** *Players using the optional Rule 8/10 (above) should also use this in conjunction. Note that this rule replaces the existing Rule 8/11 – Retreats to sea are now possible **only** from Loyalist Strongholds, and **not** from any ‘coastal’ (highest-numbered) County unless it is a Loyalist Stronghold!*

British units which lose a Battle **in any Loyalist Stronghold** (8/3/2) may **choose** to Retreat to Sea if there are no British player units in any adjacent County (and the French Fleet is not in the adjacent Sea Zone). Place the British player units in the directly-connected Sea Zone (i.e. not Sea Zone 1). They may leave the Sea Zone only by Naval Transport (12/2) or Landing (7/5).

- **Exception:** Indians that Retreat to sea are immediately placed in the Available Indians box (they cannot go to sea).
- **Rebels cannot Pursue British player units retreating to sea.**

[10/2] – [12/4] **OPTIONAL RULE: More Timid Congress.** *A lot of the*

new rules make life more difficult for the British Player. To compensate for this, move Rule 10/2 (“Reconvene Congress”) to become the new Rule 12/4 (changing its position in the Sequence of Play). Finally to the new Rule 12/4, add one more paragraph:

If Congress is still “in flight” at the end of the Logistics Phase, move the Liberty Marker one box to the **left**.

Note that the new rule creates a small possibility for the Player to be able to ‘reverse’ the flow of the Liberty marker.

[13/6] **OPTIONAL RULE: Tighter Victory Conditions.** *To make the game a bit more challenging to the British player, try playing with **both** the following Victory Condition changes!*

- 1) A Liberty level of 7 or higher is now a British Defeat. Only “6” is a Marginal British Victory.
- 2) The “Lord North Resigns” option is **only** available on Turn 14.

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