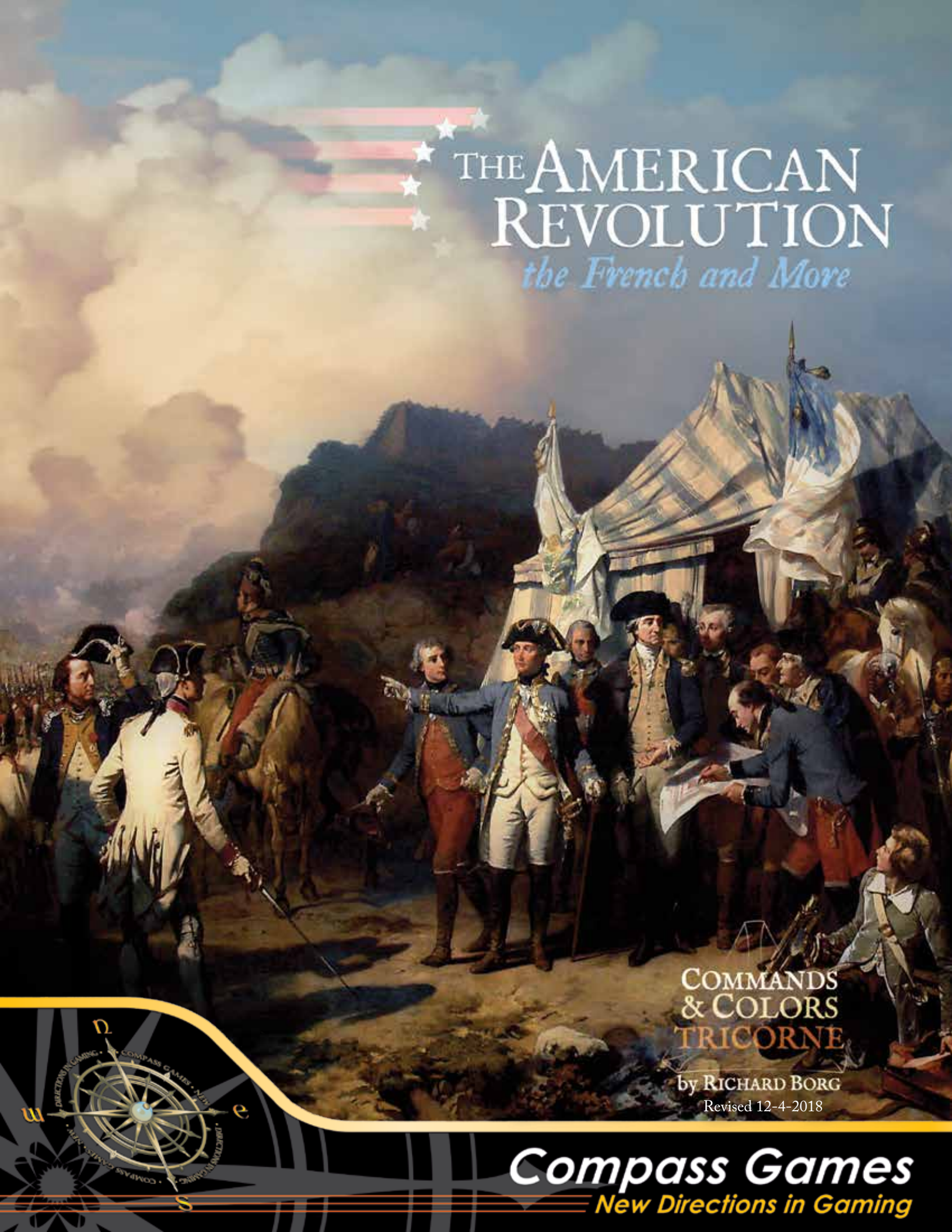




THE AMERICAN REVOLUTION

the French and More

COMMANDS
& COLORS
TRICORNE

by RICHARD BORG

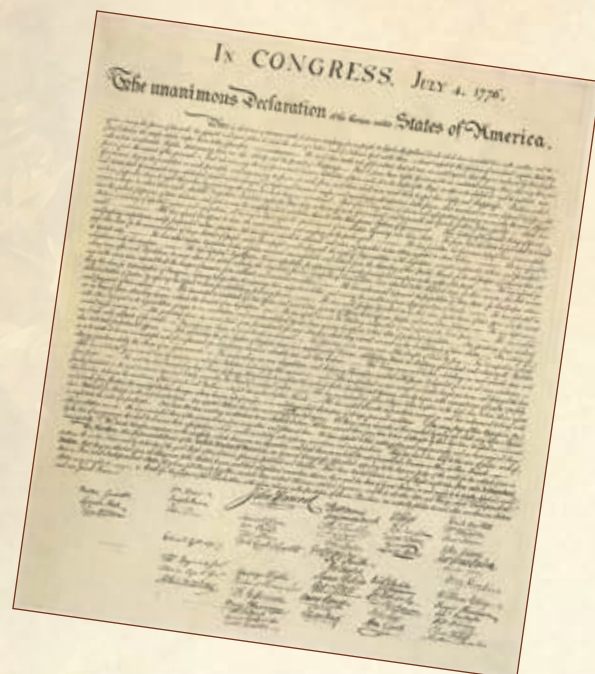
Revised 12-4-2018



Compass Games
New Directions in Gaming

“Humanity has won its battle,
Liberty now has a country.”

- Marquis de Lafayette -



INTRODUCTION

By design, **THE AMERICAN REVOLUTION - COMMANDS & COLORS TRICORNE** is not overly complex. In the game, Command cards drive movement while creating a “fog of war” and the battle dice resolve combat quickly and efficiently. The scale of the game fluctuates, which allows players to effectively portray some of the larger American Revolution battles, as well as smaller size skirmish actions. In some scenarios, an infantry unit may represent an entire brigade, while in others a unit may only represent a few companies of soldiers. The scenario section of this booklet features a stylized battlefield map that emphasizes the important terrain features and highlights the historical deployment of forces in scale with the game system. Still the linear tactics of the period that you will need to execute to gain victory conform remarkably well to the advantages and limitations inherent to the various American Revolution Armies of the day, and the battlefield terrain features on which they fought.

The French & More is the first expansion for the **THE AMERICAN REVOLUTION - COMMANDS & COLORS TRICORNE** game. The 10 battles, showcased in the scenario section of this booklet, introduce the French and include the two major land battles that involve units of the French Army, Savannah and Yorktown. The expansion also takes a detailed look at the Battle of Brandywine, along with the battles of Springfield, Kings Mountain and Pell’s Point. Included also are all the new unit blocks and terrain tiles you will need for these engagements.

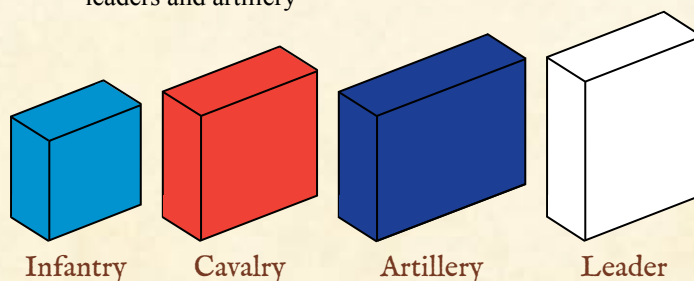
Welcome and Enjoy!

- Richard Borg

This is not a standalone game. In order to play this expansion you will need a copy of the base game The American Revolution - Commands & Colors Tricorne.

CONTENTS

- 3 Terrain and Accessories punchboards containing:
 - 45 Double-sided Terrain Tiles
 - 18 Double-sided Victory Banner counters
- 8 Battle Dice
- 3 Block Label sheets
- 4 Summary Cards
 - 2 Unit Reference Charts
 - 2 Terrain Effects Charts
- 1 Rule and Scenario Booklet
- 96 Blocks: blue Continental units, red British units, dark blue German units, white French units comprising:
 - 78 small, blue, red, dark blue and white blocks for infantry units
 - 4 medium, white blocks for cavalry units
 - 14 rectangular, blue, red, dark blue and white blocks for leaders and artillery



- Infantry blocks are 18x18x8mm in size.
- Cavalry blocks are 22x22x8mm in size.
- Artillery blocks are 22x28x8mm in size and are placed so the 28mm edge runs horizontally.
- Leader blocks are 22x28x8mm in size and are placed so the 28mm edge runs vertically.

A few extra blocks are supplied as spares.

BATTLEFIELD GAME BOARD

The battlefield game board (hereafter referred to as the battlefield) has a hex grid, 13 hexes wide by 11 hexes deep. The battlefield is divided into three sections by two dotted lines, giving each player a Left Flank Section, a Center Section and a Right Flank Section. Where the dotted line cuts through a hex, the hex is considered to be part of both the flank section and the center section.

Note - Left Flank Section, Center Section and Right Flank Section will often simply be denoted as section or sections in these rules.



TERRAIN TILES

The Terrain Tiles represent a wide range of terrain features and are placed on the battlefield to recreate the historical scenario. For a description of all new terrain: see the Terrain rules section.



COMMAND CARDS

Command cards are used to order troops on a side to move, battle, or do something special. Units may only move or battle when given an order.



COMBAT CARDS

In the Tricorne - American Revolution core game, there is a deck of Combat cards for each side, British and Continental. These cards represent a mix of unit training, abilities or unexplainable actions that take place during the course of a battle.

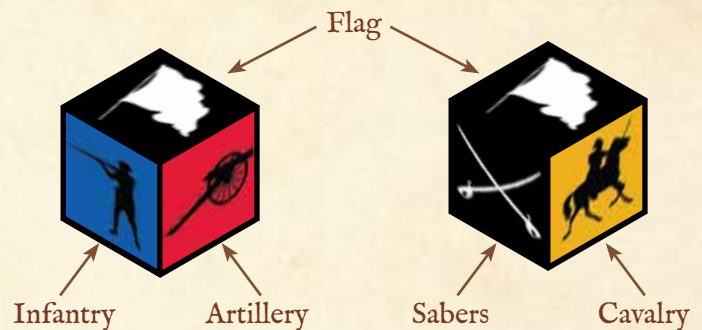


Note - British Combat cards may be played on British units, leaders and their Allies (the German forces) and Continental Combat cards may be played on Continental units, leaders and their Allies (the French forces).

BATTLE DICE

Each battle die has six engraved sides. Each die will have the following engravings on its faces:

- one side has an Infantry symbol - black symbol on blue background
- one side has a Cavalry symbol - black symbol on yellow background
- one side has an Artillery symbol - black symbol on red background
- two sides have a Flag symbol - white symbol on black background
- one side has a Saber symbol - white symbol on black background



SUMMARY CARDS

The double sided Unit Reference Chart has a recap of all the American Revolution units and the double sided Terrain Effects Chart has a recap of all the American Revolution terrain effects.

VICTORY BANNER COUNTERS

The 18 double-sided Victory Banner counters will track a player's quest for victory. When the last block of an enemy unit or leader block is eliminated, take one Victory Banner. Also, take a Victory Banner when completing a scenario specific objective.



UNITS & LEADERS

Most American Revolution units are composed of four blocks, with the exception of French regular infantry units, which have 5 blocks. A single rectangular block represents a General or a Field officer and is hereafter referred to as a leader. Blocks, grouped together on a hex, form a unit. The soldier images and name on both sides of the blocks will indicate the troop type, making it easier for both sides to rapidly identify each unit in play.

Infantry units show two soldiers and the unit type printed on a color band at the bottom of each block.

- Red band - British Guard, British Grenadier, British Highland, British Ranger and German Grenadier, French Grenadier
- Blue band - British Regular, Continental Regular, German Regular and French Regular
- Green band - British Light, British Rifle Light, German Light, Continental Light, Continental Rifle Light, French Light and French Marine
- Brown band - British Provincial and Continental Provincial
- Yellow band - British Militia and Continental Militia

Cavalry units show one mounted trooper.

- Green band - British Light, Continental Light and French Light

Artillery units show a cannon with artillery crew figure.

- Green band - British Light, German Light and Continental Light
- Blue band - British Heavy

A **Leader** block shows a mounted general figure. A leader block does not have a color band.

Applying the Stickers: Apply appropriate unit stickers to the front and back of the blocks for each unit. Place the Continental unit labels on the blue blocks, French unit labels of the white blocks, British unit labels on the red blocks and German unit labels on the dark blue blocks. We suggest that you separate the blocks by color, then sort blocks by size. Start with the Continental units. Pull out 8 small blue blocks. Find the Continental light infantry stickers on the sheets. Peel and place a sticker on the front and back of the 8 small blue blocks. When you run out of the 8 blocks, move on to the Continental leaders. Pull out 3 rectangular blue blocks. Find the Continental leader stickers on the sheets. Peel and place stickers on the front and back of the 3 rectangular blue blocks. When you have done this, move on to the French regular infantry units that need 30 blocks. Keep going in this fashion until all the French units are completed. Then move on to the British units red blocks and finally to the German units using the dark blue blocks. It will take a little time, but it will be worth the effort!

A few extra blocks and stickers are supplied as spares.

ARMY UNIT ROSTER

The following roster highlight each new unit's game stats.

Unit Name: Next to the unit name is an illustration of the unit.

Class: In the Tricorne - American Revolution game, there are five infantry unit classes, which roughly correspond to distinct levels of military training and battle experience.

- Elite units are well equipped, trained and experienced in battle.
- Regular units are the backbone of all American Revolution armies. These formations are drilled to advance and battle without becoming disorganized.
- Light Infantry units are known for their flexible formations and ability to maneuver about the battlefield.
- Provincial units have some military training and battle experience.
- Militia units are volunteers drawn from the local area and usually only take the field when a battle is fought in their local area. Their military training and equipment tends to be meager.

In the Tricorne - American Revolution game, there are only light cavalry units and two types of artillery units: light field artillery and heavy field artillery.

Movement in Hexes: Is the number of hexes a unit may move when ordered.

Battle: The number of hexes to the enemy unit being targeted determines the base number of battle dice rolled in combat.

The number in () is the base number of dice a unit will roll in melee, followed by the base number of dice the unit will roll as range increases.

For example: (3), 2, 1:

The unit's base number in melee (adjacent hex) is 3 dice.

In ranged combat at a range of two hexes to target, the unit's base number is 2 dice.

In ranged combat at a range of three hexes to target, the unit's base number is 1 die.

Note - The number of block losses a unit has suffered does not affect the number of battle dice the unit rolls in combat. A unit with a single block retains the same combat strength as a unit at full strength.

Morale: The number of flags a unit may ignore, and when the unit does retreat, lists the number of hexes the unit must retreat for each flag.

Rally Check: Number of additional dice unit will roll when making a rally check.

Notes: Lists any unit special abilities.

FRENCH UNITS



Regular Infantry
6 units
30 blocks



Light Infantry
1 unit
4 blocks



Grenadier Infantry
2 units
8 blocks



Marine Infantry
2 units
8 blocks

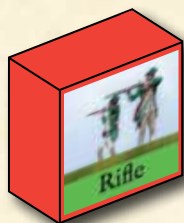


Light Cavalry
1 unit
4 blocks



Light Field Artillery
1 unit
4 blocks

BRITISH UNITS



Rifle Light Infantry
1 unit
4 blocks



Provincial Infantry
2 units
8 blocks



Ranger Infantry
1 unit
4 blocks



Heavy Field Artillery
1 unit
4 blocks



Leaders
2 blocks

GERMAN UNITS



Light Infantry
1 unit
4 blocks



Leader
1 block

CONTINENTAL UNITS



Light Infantry
2 units
8 blocks



Leaders
3 blocks

NEW UNITS & LEADERS

FRENCH FORCES

French Regular Infantry

Class: Regular - "Regular" name on blue band

Movement in Hexes: 1

Battle: (2), 2, 1

Morale: Retreat 1 hex for each flag.

Rally Check:

Notes: When ordered by a Quick Step Command card, units may only move 1 hex, but are not -1 die for moving.



Note - the field strength of most French regular infantry units were usually greater historically than most other nations. Players must take care to remember, that when commanding or opposing the French, a French regular infantry starts with 5 blocks and once a casualty is taken and a block is removed, the unit is no longer at full strength.

French Light Infantry

Class: Light - "Light" name on green band

Movement in Hexes: 1 and combat, or 2 hexes and no combat.

Battle: (2), 2, 1

Morale: May ignore 1 flag in forest, when unit does retreat, retreat 1 hex for each flag.

Rally Check:

Notes: Ranged combat dice are not reduced when unit moves.

- When unit moves and engages in melee, its melee combat dice are -1.
- Sabers rolled in melee combat do not score hits.
- May choose to retire and rally when unit is attacked in melee.



French Grenadier

Class: Elite - "Grenadier" name on red band

Movement in Hexes: 1

Battle: (3), 2, 1

Morale: May ignore 1 flag, when unit does retreat, retreat 1 hex for each flag.

Rally Check: +1 die

Notes:



French Marine Light Infantry

Class: Light - "Marine" name on green band

Movement in Hexes: 1

Battle: (2), 2, 1

Morale: Retreat 1 hex for each flag. May not ignore 1 flag in forest.

Rally Check:

Notes: Ranged combat dice are not reduced when unit moves.

- When unit moves and engages in melee, its melee combat dice are -1.
- Sabers rolled in melee combat will score hits.
- May not retire and rally when unit is attacked in melee.



French Light Cavalry

Class: Light - "Light" name on green band

Movement in Hexes: 1 or 2 hexes and melee combat.

Battle: (2) No ranged combat.

Morale: Retreat 2 hexes for each flag.

Rally Check:

Notes: Sabers rolled in melee combat do not score hits.

- After a successful melee, unit may take ground and make a bonus melee combat.
- May choose to retire and rally when unit is attacked in melee.



French Light Field Artillery

Class: Light - "Light" name on green band

Movement in Hexes: 1, if unit moves, it may not combat.

Battle: (2), 2, 1, 1, 1

Morale: Retreat 1 hex for each flag.

Rally Check:

Notes: Sabers rolled in melee combat will score hits.



French Leader

Class: Leader - Star (leaders name near star)

Movement in Hexes: 1, 2, or 3 hexes

- May move through friendly units.

Battle: Lone leader, no combat.

- When attached to unit, unit combats at +1 die.

Morale: Lone leader retreats 1, 2, or 3 hexes.

- When attached to unit, unit may ignore 1 flag.

Rally Check: Lone Leader does not rally check after he retreats.

- When attached to unit, unit rally check at +1 die.

Notes: When attached to an infantry unit, after a successful melee, unit may take ground and make a bonus melee combat.



BRITISH FORCES

British Rifle Light Infantry

Class: Light - "Rifle" name on green band

Movement in Hexes: 1 and combat, or 2 hexes and no combat.

Battle: (2), 2, 1, 1

Morale: May ignore 1 flag in forest, when unit does retreat, retreat 1 hex for each flag.

Rally Check:

Notes: Ranged combat dice are not reduced when unit moves.

- When unit moves and engages in melee, its melee combat dice are -1.
- Sabers rolled in melee combat score hits.
- May choose to retire and rally when unit is attacked in melee.



British Ranger Infantry

Class: Elite - "Ranger" name on red band

Movement in Hexes: 1 and combat, or 2 hexes when unit moves and can melee.

Battle: (3), 2, 1

Morale: May ignore 1 flag in forest, when unit does retreat, retreat 1 hex for each flag.

Rally Check:

Notes: Ranged combat dice are not reduced when unit moves.

- When unit moves and engages in melee, its melee combat dice are -1.
- May choose to retire and rally when unit is attacked in melee.



British Heavy Field Artillery

Class: Regular - "Heavy" name on blue band

Movement in Hexes: 1, if unit moves, it may not combat.

Battle: (2), 2, 2, 1, 1, 1

Morale: Retreat 1 hex for each flag.

Rally Check:

Notes: Sabers rolled in melee combat will score hits.



OBJECT OF THE GAME

The object of the game is to be the first to capture a set number of Victory Banners, depending on the selected battle scenario's victory conditions.

A Victory Banner is gained for each enemy leader or enemy unit entirely eliminated. When the last block of a unit, or a leader, is eliminated, collect one Victory Banner. In some scenarios, capturing certain terrain hexes, or accomplishing other battle-specific objectives can gain additional Victory Banners.

A scenario's victory is achieved the instant the last Victory Banner required is gained.

SETTING UP A GAME

1. Place the board in the center of the table. Each scenario specifies which army is at the top and bottom of the battlefield, and players should sit on the side closest to the army they will command. Each player takes a unit and terrain summary card.
2. Place the terrain hexes onto the battlefield as indicated by the scenario map.
3. Separate the blocks, Continental (blue blocks), British (red blocks), German (dark blue blocks) and French (white blocks).

It is recommend that players initially set one block of the required troop type or leader block on the battlefield, using the board's borders and flank boundaries (dotted lines) to quickly locate the correct hexes. Then fill each infantry, cavalry and artillery unit with three additional blocks.

Note - Each unit symbol on the map represents an entire unit with 4 blocks or 5 blocks for the French regular units.

4. Shuffle the Command card deck thoroughly and deal Command cards to each side per the selected scenario's battle notes. Keep the Command cards a secret from the opposing player. Place the remainder of the deck facedown, alongside the battlefield, within easy reach of both players.
5. Each player shuffles his Combat card deck thoroughly and draws the number of Combat cards as indicated by the scenario's battle notes. Keep the Combat cards a secret from the opposing player. Set the remaining deck of Combat cards face down alongside the game board near the deck of Command cards.
6. Place the battle dice and Victory Banner counters along side the battlefield.
7. Review any special rules and victory conditions that apply for the battle.
8. The starting player, as indicated in the scenario's battle notes, begins play.

Prior to the start of a battle when Opening Cannonade rules are in effect for the scenario, the starting player will start the opening cannonade.

GAME TURN

The scenario's battle notes state which player goes first. The player taking his turn is the active player, while the active player's opponent is considered the defending player during the turn. Players alternate taking turns, until one player reaches the number of Victory Banners indicated in the scenario's victory conditions.

PLAYER'S TURN SEQUENCE

Phase 1. Play a Command card

Phase 2. Order Units

Phase 3. Movement

Phase 4. Combat

Phase 5. End of Turn

The previous phase must be completed before proceeding onto the next phase.

OBJECTIVE BANNERS

Temporary Victory Banner Objective - The Victory Banner for this objective hex is immediately gained and is retained as long as a unit of the appropriate side occupies the objective hex. If the unit vacates the hex for any reason (movement, retreat or elimination), the Victory Banner is immediately lost.

Start Turn Temporary Victory Banner Objective - The Victory Banner for this objective hex is held and captured only as long as a unit of the appropriate side occupies the objective hex at the start of its turn. If the unit vacates the hex for any reason (movement, retreat or elimination), the Victory Banner is immediately lost.

A Temporary Victory Banner Objective and a Start Turn Temporary Victory Banner Objective can also apply for a group of hexes, such as a group of buildings, forest or hills. When the side occupies any hex in the group, the Victory Banner for this group is gained. If none of the hexes in the group are occupied for any reason (movement, retreat or elimination), the medal is immediately lost.

Turn Start Temporary Majority Victory Banner Objective - The Victory Banner for this group of objective hexes goes to the side that has units in an absolute majority of these hexes at the start of its turn. The absolute majority means, occupy more of the hexes in the group than the opponent. If your side occupies 1 hex and your opponent does not occupy any of the hexes in the group, your side occupies the absolute majority. If the majority is lost for any reason (movement, retreat or elimination), the Victory Banner is immediately lost.

Note - A temporary victory banner objective hex is still considered to be occupied when an ordered unit moves out of the hex and another friendly unit is ordered to occupy the hex during the movement phase.

Permanent Victory Banner Objective - The Victory Banner in this objective hex is captured and permanently gained the moment

a unit of the appropriate side occupies this hex. The Victory Banner is not lost, even if the unit later vacates this hex.

Turn Start Permanent Victory Banner Objective - The Victory Banner in this objective hex is captured and permanently gained when the appropriate side occupies the hex at the start of its turn. The Victory Banner is not lost, even if the unit later vacates this hex.

Last to Occupy Victory Banner Objective - The Victory Banner for this objective hex once occupied, will continue to count unless an opposition unit occupies the hex. Place a Victory Banner counter in the hex with appropriate face up to indicate the side that was last to occupy.

NEW & UPDATED VICTORY BANNER OBJECTIVES

Section Clear Victory Banner Objective - When a player's victory objective requires his forces to clear a section of the battlefield of all opposition units, the Victory Banner for this objective is gained, at the start of a player's turn, when there are no opposition units occupying any hex in a section of the battlefield.

Note - A hex with a dotted line is considered as a center section hex under this victory conditions.

This is a Temporary Victory Banner and it is held and captured as long as no opposition units are occupying a section of the battlefield. The Victory Banner is immediately lost when one or more opposition units reoccupy the section.

Breakthrough / Withdraw Victory Banner Objective - When a player's victory objective requires his forces to exit the battlefield, each unit, that exits the battlefield from an opponent's baseline hex (Breakthrough) or from his own baseline (Withdraw), gains the player one Permanent Victory Banner. To breakthrough or withdraw, the unit must be ordered and the unit must already be on the opponent's or his own baseline hex and move off the battlefield. Moving from a baseline hex off the battlefield, counts as one hex of movement to exit.

Time Pressure Victory Banner Objective - When Time Pressure rules are in effect against the attacking player, he is racing against time. The defending player, after playing a "Scout" Command card, may draw 1 Command card and take 1 Permanent Victory Banner instead of drawing 2 Command cards at the end of his turn. Taking a Permanent Victory Banner is not possible, if doing so would give the player his final Victory Banner to win the battle.

NEW TERRAIN

Terrain tiles are placed on the battlefield when setting up a scenario and will remain in place and in effect for the entire game unless a scenario specifies removal.

Note - On the terrain summary card, the letters "NB" indicates that there is No Battle.

CHURCH

Movement: A unit or leader that enters a church hex must stop and may move no further on that turn.

Battle:

Turn Unit Moves onto Church:

- An infantry unit may battle at -1 die the turn it moves onto a church hex.
- A cavalry or artillery unit may not battle the turn it moves onto a church hex.

Church Protection:

- Unit on church hex ignores 1 unit symbol hit from ranged and melee combat.
- Unit on church hex ignores 1 flag, except from artillery combat.

Targeting Enemy on Church:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit reduces the number of battle dice rolled in melee by 2.
- An artillery unit does not reduce the number of battle dice rolled.

Battling from a Church hex:

- An infantry unit does not reduce the number of battle dice rolled.
- A cavalry unit reduces the number of battle dice rolled in melee by 2.
Cavalry melee from a church hex to adjacent building hex, only apply the battling out dice reduction.
- An artillery unit reduces the number of battle dice it will roll by 1.

Line of Sight: A church hex blocks line of sight.



ROAD - Clarification

Movement:

- A unit that starts on a road hex, moves along on road hexes and ends its movement on a road hex, will increase a unit's ordered movement up to 2 hexes.
- A road running to and from a bridge, the bridge hex is considered part of the road.

Battle: A unit that uses road movement may not battle this turn.

Road Protection: No battle modifiers.

Targeting Enemy on Road: No battle reductions.

Battling from Road: No battle reductions.

Line of Sight: A road hex does not block line of sight.

HILL WITH A CAMP

Movement: A unit or leader that enters a camp hex on a hill must stop and may move no further on that turn.



Battle:

Turn Unit Moves onto a Hill with a Camp: No battle modifiers.

Hill with a Camp Protection:

- A unit on a hill with a camp hex, ignores 1 flag when being attacked from a lower level, except from artillery combat.
- A unit on a hill with a camp hex, ignores 1 flag when being attacked from a hill hex in a different group of hill hexes, except from artillery combat.

Targeting Enemy on a Hill with a Camp:

- An infantry, cavalry or artillery unit does not reduce the number of battle dice rolled.

Battling from a Hill with a Camp:

- An infantry, cavalry or artillery unit does not reduce the number of battle dice rolled.
- An artillery unit on a hill with a camp hex, may fire over a friendly unit or leader that is on an adjacent lower hex as long as that hex has no other terrain feature that would block the artillery unit's line of sight.

Line of Sight:

- A camp on a hill, the camp itself does not block line of sight.
- A hill with a camp blocks line of sight to units behind the hill hex.
- A unit on a lower level has line of sight onto the first hill hex and vice versa.
- A unit on a lower level does not have line of sight through one hill hex onto a second hill hex with a unit and vice versa (i.e. a unit at a lower level is not able to see, or be seen, if at least one other hill hex is in between the two units).

- Line of sight is not blocked between units on the same hill looking across connected hill hexes. The camp on the hill, in this case does not block line of sight. The units are considered to be on a plateau.

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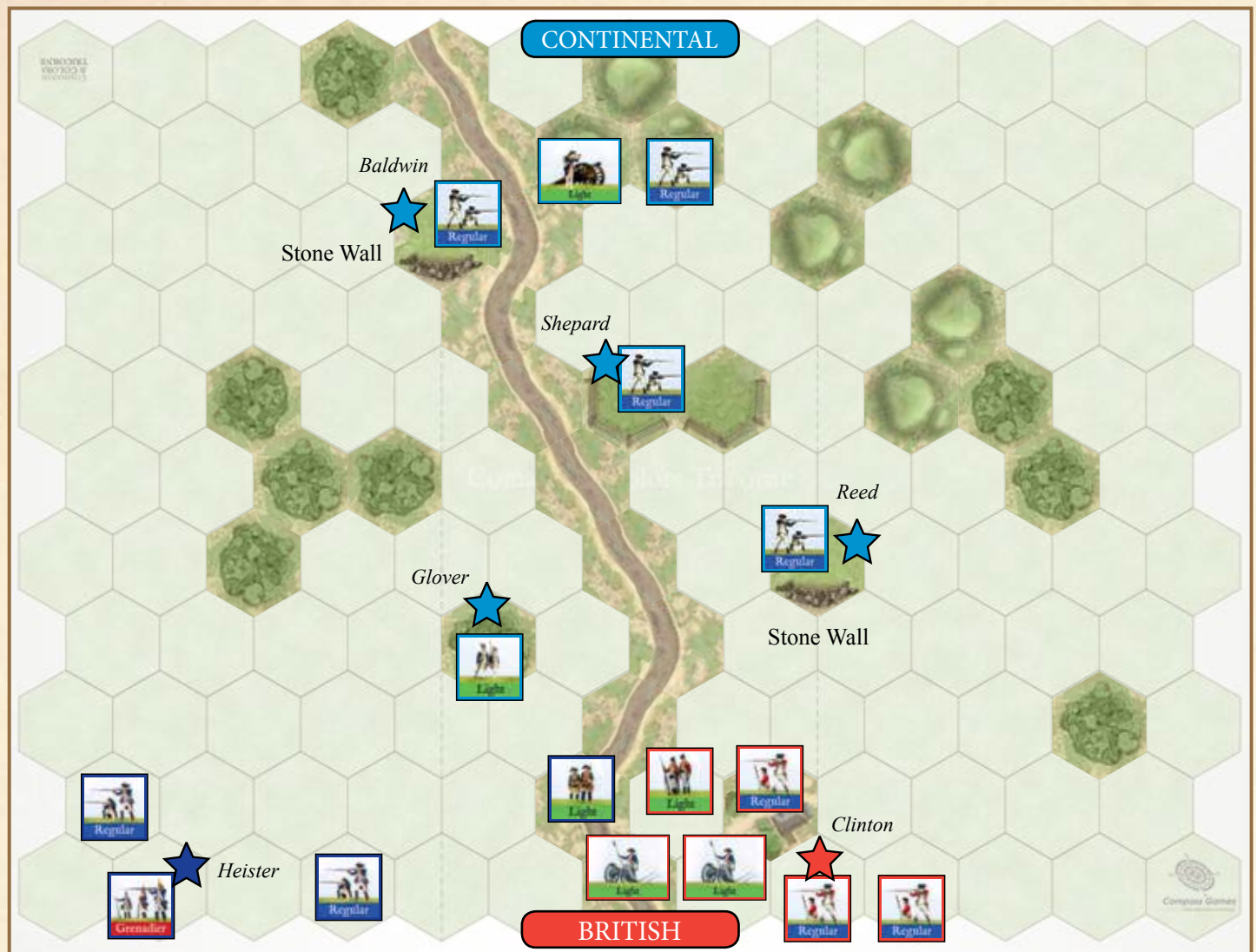
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SCENARIOS

- Pells Point - 18 October 1776
- Brandywine (Washington's Attack) - 11 September 1777
- Brandywine (British Flank Attack) - 11 September 1777
- Brandywine (Knyphausen's Attack) - 11 September 1777
- Brandywine (Greene's Rear Guard) - 11 September 1777
- Savannah - 9 October 1779
- Springfield - 23 June 1780
- Kings Mountain - 7 October 1780
- Gloucester Raid - 3 October 1781
- Yorktown (Assault on Redoubt #9 & #10) - 14 October 1781

Pell's Point - 18 October 1776**HISTORICAL BACKGROUND**

Sir William Howe, deciding against a frontal attack against Washington's Continentals on Harlem Heights, instead planned to flank Washington, but the first attempt at Throgs Neck failed. A second attempt was planned, but Washington had already determined he may be trapped on Manhattan and was in the process of moving his army to White Plains when the British landed at Pell's Point. John Glover's 750 Continentals opposed Clinton who was in command of the landing party of some 4,000 British and Hessen troops. Glover, hoping to delay the British advance, staggered his men along the road, with instructions to hold as long as possible. As the British advance guard came into contact with the Continental forward position, both sides exchanged fire and the British fell back. Clinton waited for almost an hour until his main force was in position before he attacked again. Both sides kept up constant fire as the British advanced. Glover, however, seeing that he could no longer hold, finally retired. With the British force delayed, the main Continental army was able to safely evacuate Harlem. The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES**Continental Army**

- Commander: Glover
- 5 Command Cards & 5 Combat Cards
- Move First

British Army

- Commander: Clinton
- 5 Command Cards & 2 Combat

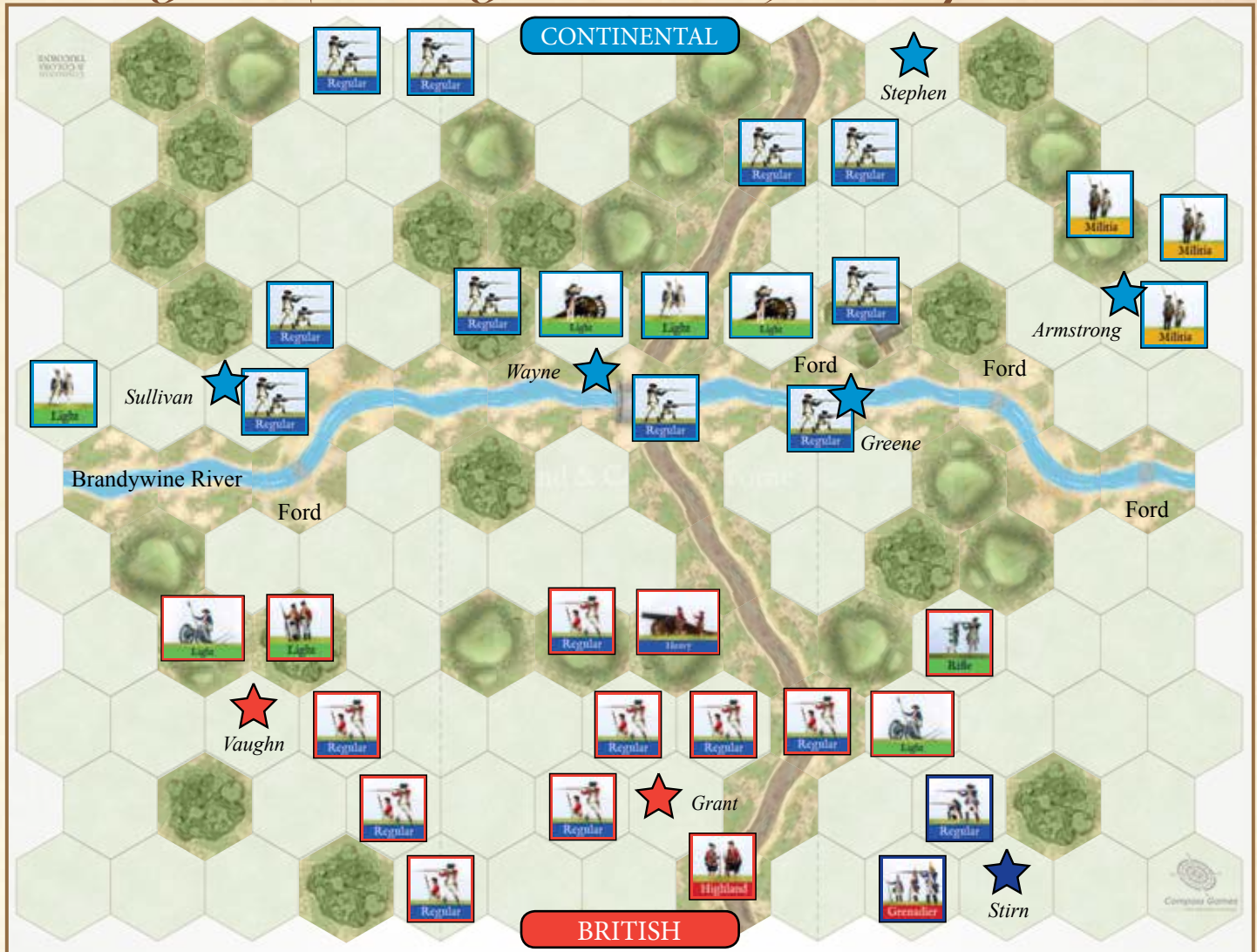
VICTORY

5 Victory Banners

SPECIAL RULES

- No Opening Cannonade.
- The British player is racing against time. The Continental player gains 1 Permanent Victory Banner for each Scout Command card he plays.
- The road hex, on the Continental baseline, is a Temporary Victory Banner Objective worth 2 banners for the British player when occupied at the start of his turn.

Brandywine (Washington's Attack) - 11 September 1777



HISTORICAL BACKGROUND

Philadelphia, the capital of the newly formed nation, was the chief objective of British General Howe in 1777. The British, after landing at Elk(ton) Maryland from the Chesapeake, marched toward the city on the Baltimore to Philadelphia road. Washington chose the high ground in the area of Chadds Ford, where the main road from the south to Philadelphia bridged the Brandywine. Washington had also deployed his troops to guard all the known fords up the river. Howe again, however, chose to outflank the enemy and send Cornwallis to cross the river at a ford unknown to Washington and march south into the flank of the Continental Army. As Howe's plan was being carried out, Washington was receiving conflicting reports. At one point in the morning, Washington believed that the British had divided their commands and the force across the river was just a holding force. He ordered Greene, Wayne and Sullivan to attack Knyphausen column. But soon called back his commanders when another report was received that Cornwallis was marching to rejoin Knyphausen. The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Washington
- 5 Command Cards & 5 Combat Cards
- Move First

British Army

- Commander: Knyphausen
- 5 Command Cards & 4 Combat Cards

VICTORY

6 Victory Banners

SPECIAL RULES

- Opening Cannonade rules are in effect.
- The Continental player gains 1 Temporary Victory Banner, at the start of the turn, when one or more Continental units are across the Brandywine. A maximum of three Victory Banners can be gained, one in each section. In this case, hexes with a dotted line are considered center hexes.
- The Continental player gains 1 Temporary Victory Banner, at the start of the turn, for each hill occupied across the river.
- The British player gains 1 Temporary Victory Banner, at the start of the turn, for each ford and bridge occupied.
- Light infantry treat Brandywine as fordable. Other units may ford, but no battle the turn they enter. When crossing at the 4 fords, there are no movement or battle restrictions.

Brandywine (British Flank Attack) - 11 September 1777



HISTORICAL BACKGROUND

Around 2:30 on the 11th, Howe's plan was carried out. Cornwallis was in position and shook his column out into line near Osbourne's hill, rested his troops for an hour, and then advanced toward the Birmingham Meeting House. Washington, now very aware of Cornwallis' movement, ordered Sterling and Stephan to move to Birmingham Hill to protect his flank. The two divisions arrived just in time to meet the British advance head on. Stephen's troops, however, could not stand the British attack and broke. Sullivan then arrived on the scene, but the Continental units could not hold against the steady attack of Cornwallis' men. Greene was also ordered to pull his division away from Chadds Ford to reinforce the right. Greene quickly moved and deployed his line, which allowed the shaken troops of Sterling, Stephan and Sullivan divisions to pass through his ranks to rally.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Washington
- 5 Command Cards & 5 Combat Cards

British Army

- Commander: Cornwallis
- 5 Command Cards & 5 Combat Cards
- Move First

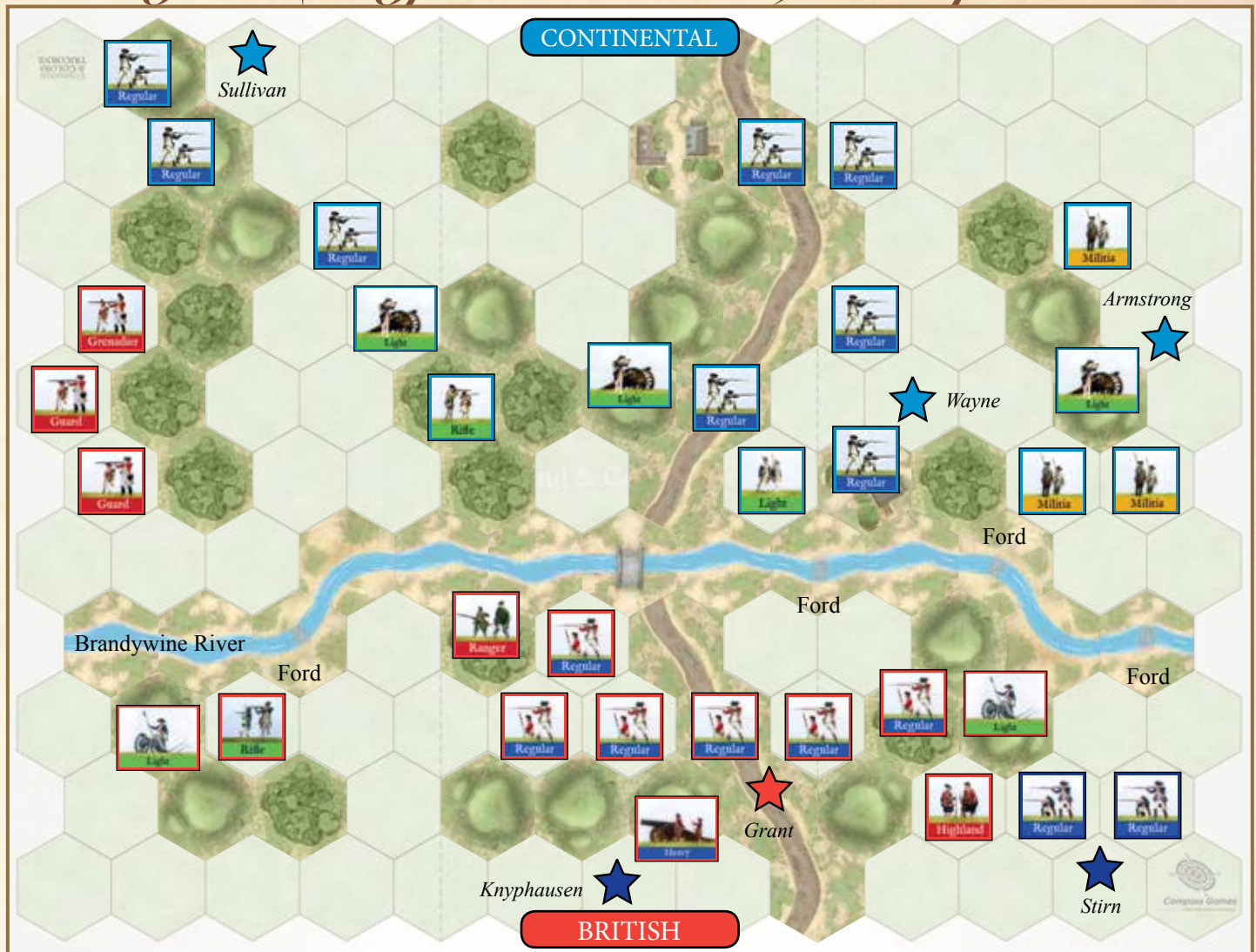
VICTORY

7 Victory Banners

SPECIAL RULES

- Opening Cannonade rules are in effect.
- The Birmingham Meeting House is a last to occupy Victory Banner Objective worth 1 banner to the side that is last to occupy. At the start of the battle, place a victory banner in the hex with the Continental side face up.
- The British player gains 1 Temporary Victory Banner at the start of his turn for each Birmingham Hill hex occupied by a British unit. Place a British Victory Banner on the hex at the start of the turn when occupied.

Brandywine (Knyphausen's Attack) - 11 September 1777



HISTORICAL BACKGROUND

At Chadds Ford, after Greene's division was ordered to support the right, Knyphausen heard the sound of gunfire from the north and attacked. Once across the Brandywine, the Continental gun position was quickly overrun. Outnumbered, Wayne and Armstrong tried to hold on, but finally carried out a running retreat. Knyphausen attack, slowed by the rugged terrain, came to a halt when darkness fell.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Washington
- 5 Command Cards & 4 Combat Cards

British Army

- Commander: Knyphausen
- 6 Command Cards & 5 Combat Cards
- Move First

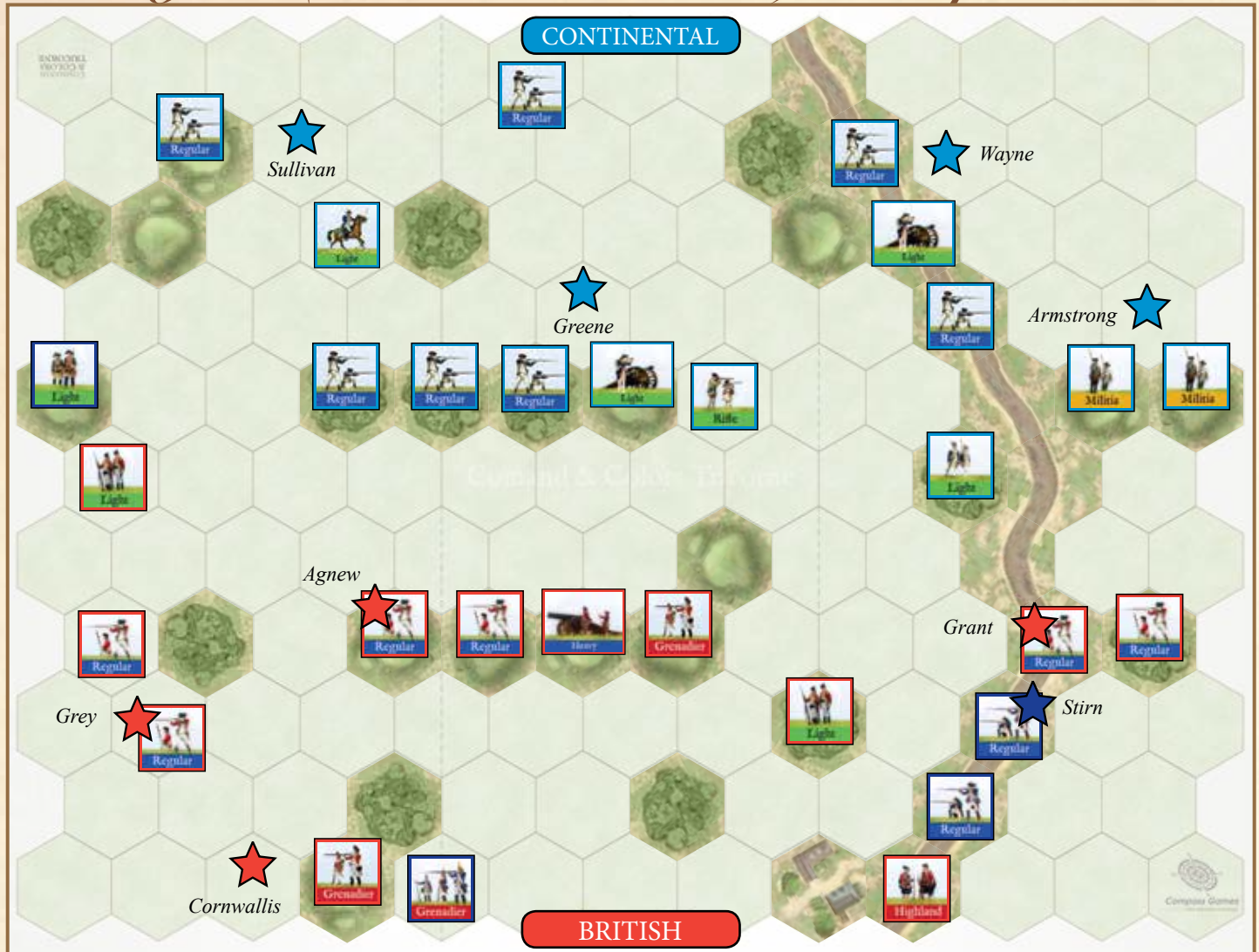
VICTORY

7 Victory Banners

SPECIAL RULES

- Opening Cannade rules are in effect.
- The Continental player gains 1 Permanent Withdraw Victory Banner for each Continental unit that exits the battlefield from the road hex on its baseline.
- The British player gains 1 Temporary Victory Banner at the start of his turn for each building hex occupied by a British unit. Place a British Victory Banner on the hex at the start of the turn when occupied.
- The 9 hill hexes on the Continental side of the Brandywine are a start turn Temporary Majority Victory Banner Objective worth 1 banner. The banner for this group of hexes goes to the side that has units occupying an absolute majority of these hexes. Place a Continental Victory Banner on a hill hex at the start of the battle.
- Light infantry treat Brandywine as fordable. Other units may ford, but no battle the turn they enter. When crossing at the 4 fords, there are no movement or battle restrictions.

Brandywine (Greene's Rear Guard) - 11 September 1777



HISTORICAL BACKGROUND

Sterling, Stephan and Sullivan divisions, on Washington's right, could not hold against the steady attack of Cornwallis' men. When ordered, Greene quickly moved and deployed his troops into line, which allowed the shaken troops to pass through their ranks and rally. At the same time, Wayne and Armstrong were fighting a running withdrawal against Knyphausen's attack. Although confident of victory at the start, Washington had been outwitted and under the cover of darkness the Continental Army retreated toward Chester.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Washington
- 5 Command Cards & 3 Combat Cards

British Army

- Commander: Howe
- 6 Command Cards & 5 Combat Cards
- Move First

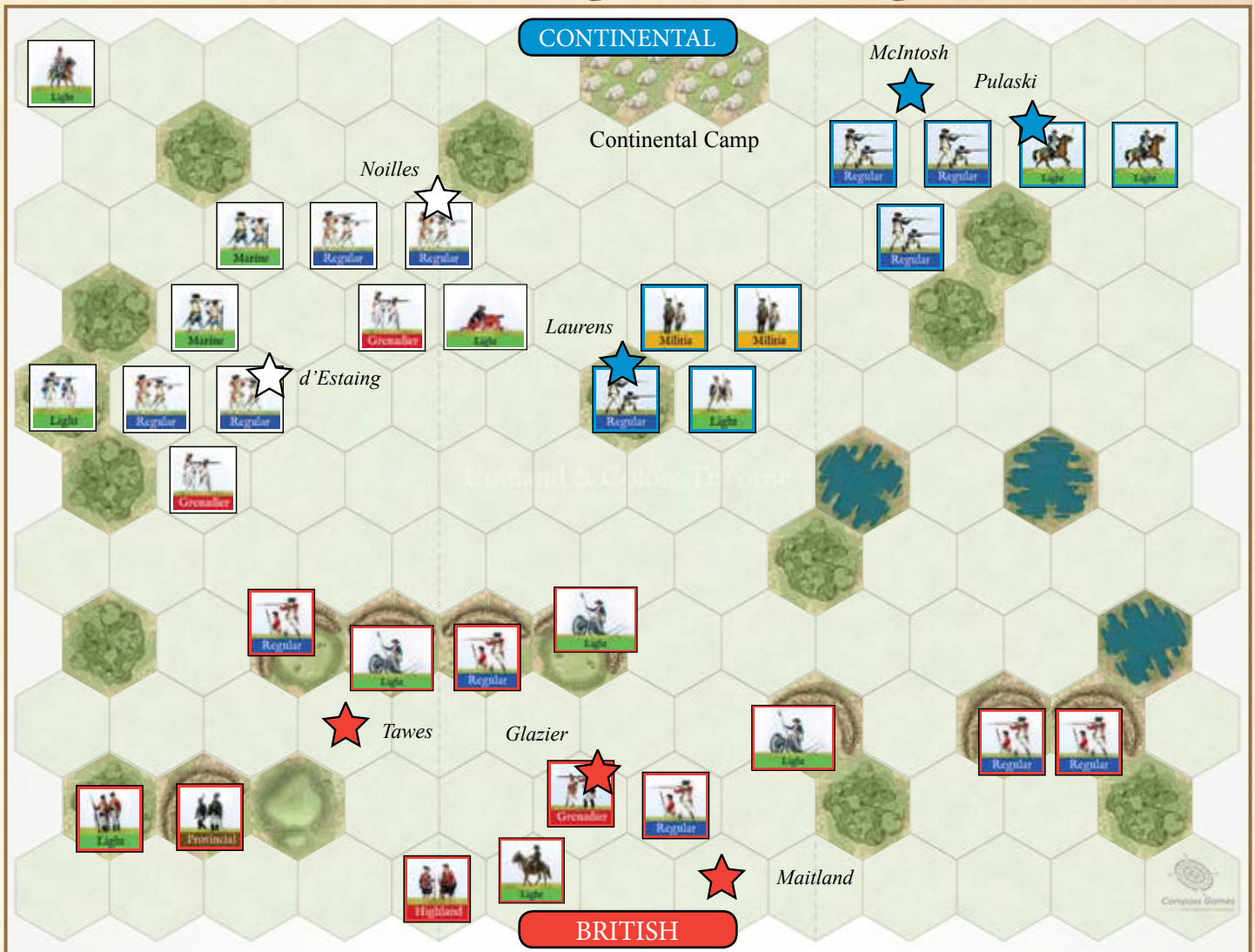
VICTORY

7 Victory Banners

SPECIAL RULES

- No Opening Cannonade.
- The Continental player gains 1 Permanent Withdraw Victory Banner for each Continental unit that exits the battlefield from the road hex on its baseline.
- The British player will gain 1 Temporary Section Clear Victory Banner at the start of the turn when the Continental player does not have at least one unit occupying a section of the battlefield. In this case, hexes with a dotted line are considered center hexes.

Savannah - 9 October 1779



HISTORICAL BACKGROUND

The occupation of Savannah by the British was part of their strategy to bring Virginia, the Carolinas and Georgia back under royal control. General Prevost commanded the British defenses, while Comte d'Estaing's and Benjamin Lincoln led the joint French and Continental forces. On 23 September, Prevost rejected an offer to surrender. The French commander then ordered the bombardment of the city. When the bombardment failed to have the desired effect, d'Estaing, against the advice of many of his officers, launched an assault against the Spring Hill defenses on October 9. British resistance was stiff, but the attacking soldiers managed to break into the British works. A counterattack, commanded by John Maitland, drove the French and Continentals back. Pulaski, seeing the line pulling back, advanced with his cavalry, but was mortally wounded during the charge. Unable to exploit the breakthrough, the French and Continental troops were ordered to fall back. Lincoln wished for another assault, but was overruled by d'Estaing and on October 17, the siege was abandoned. The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: d'Estaing & Lincoln
- 6 Command Cards & 4 Combat Cards
- Move First

British Army

- Commander: Prevost
- 6 Command Cards & 4 Combat Cards

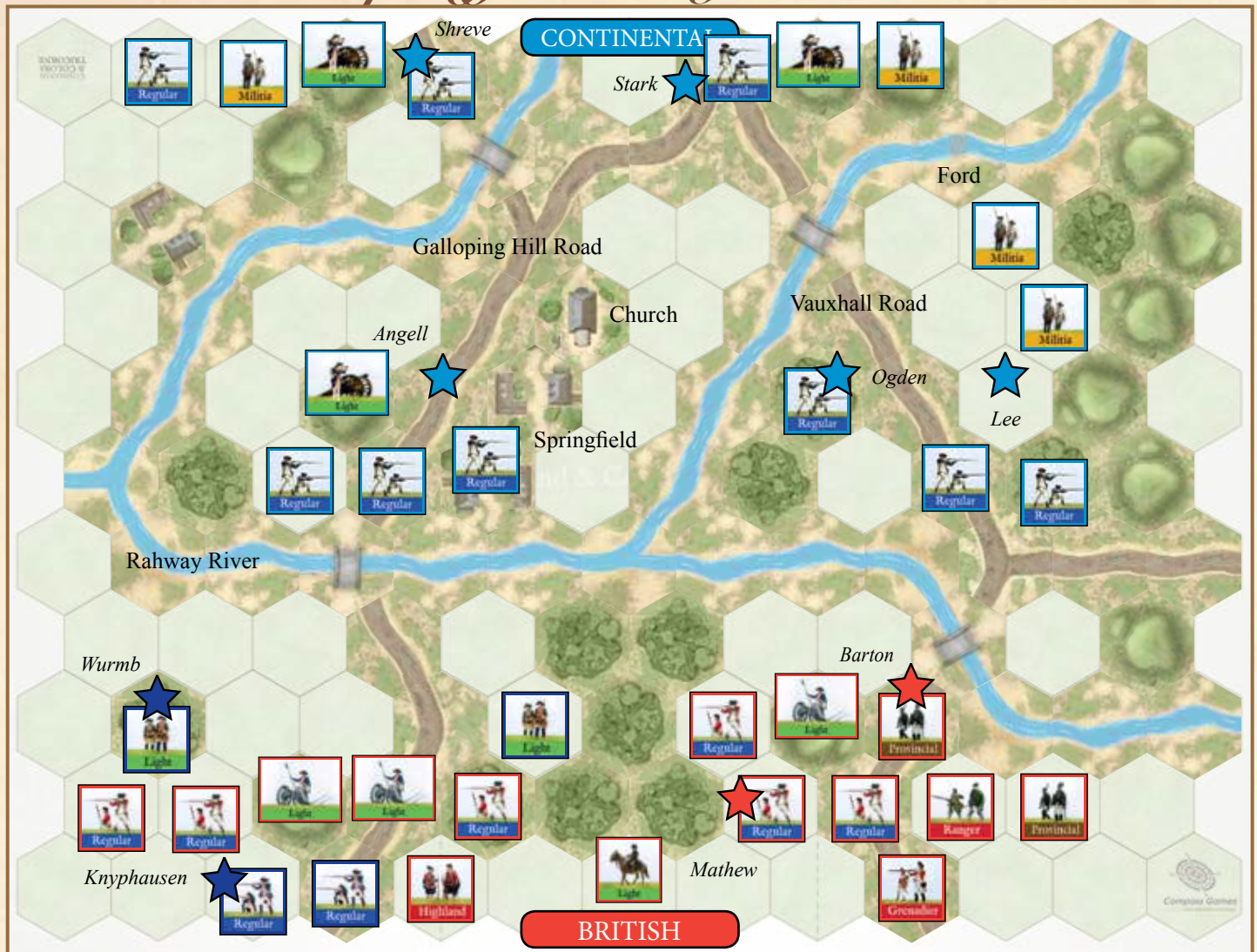
VICTORY

9 Victory Banners

SPECIAL RULES

- Opening Cannonade rules are in effect.
- The Continental player gains 1 Permanent Breakthrough Victory Banner for each Continental unit that exits the battlefield from a British baseline hex.
- The Continental player gains 1 Temporary Victory Banner, at the start of his turn, for each field works hex occupied.
- The British player will gain 1 Temporary Victory Banner at the start of the turn when the Continental player does not occupy any field works hexes. Start with 1 Victory Banner.
- The Continental player is racing against time. The British player gains 1 Permanent Victory Banner for each Scout Command card he plays.

Springfield - 23 June 1780



HISTORICAL BACKGROUND

In June, Clinton and Knyphausen planned to make a second attempt on Washington's main encampment at Morristown. Knyphausen would drive north, while Clinton moved up the Hudson. If Washington moved to attack Knyphausen, Henry would come ashore and trap Washington. Washington was not in the area and opposing Knyphausen's advance was Nathanael Greene. Greene's plan was to position his troops so the British would have to breakthrough a series of positions before making it to Hobart Gap. As the British advanced down the Galloping Hill Road and Vauxhall Road, they contacted Greene's troops. As planned, as the fighting escalated along a road, the Continental forces fell back to a new defensive position. Realizing his advanced up the Vauxhall Road was as far as it could go, Mathew turned back to join Knyphausen, who had taken Springfield. It was now about two o'clock in the afternoon when Knyphausen and Mathew decided that to continue the fight would be futile. The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Greene
- 5 Command Cards & 4 Combat Cards

British Army

- Commander: Knyphausen
- 5 Command Cards & 4 Combat
- Move First

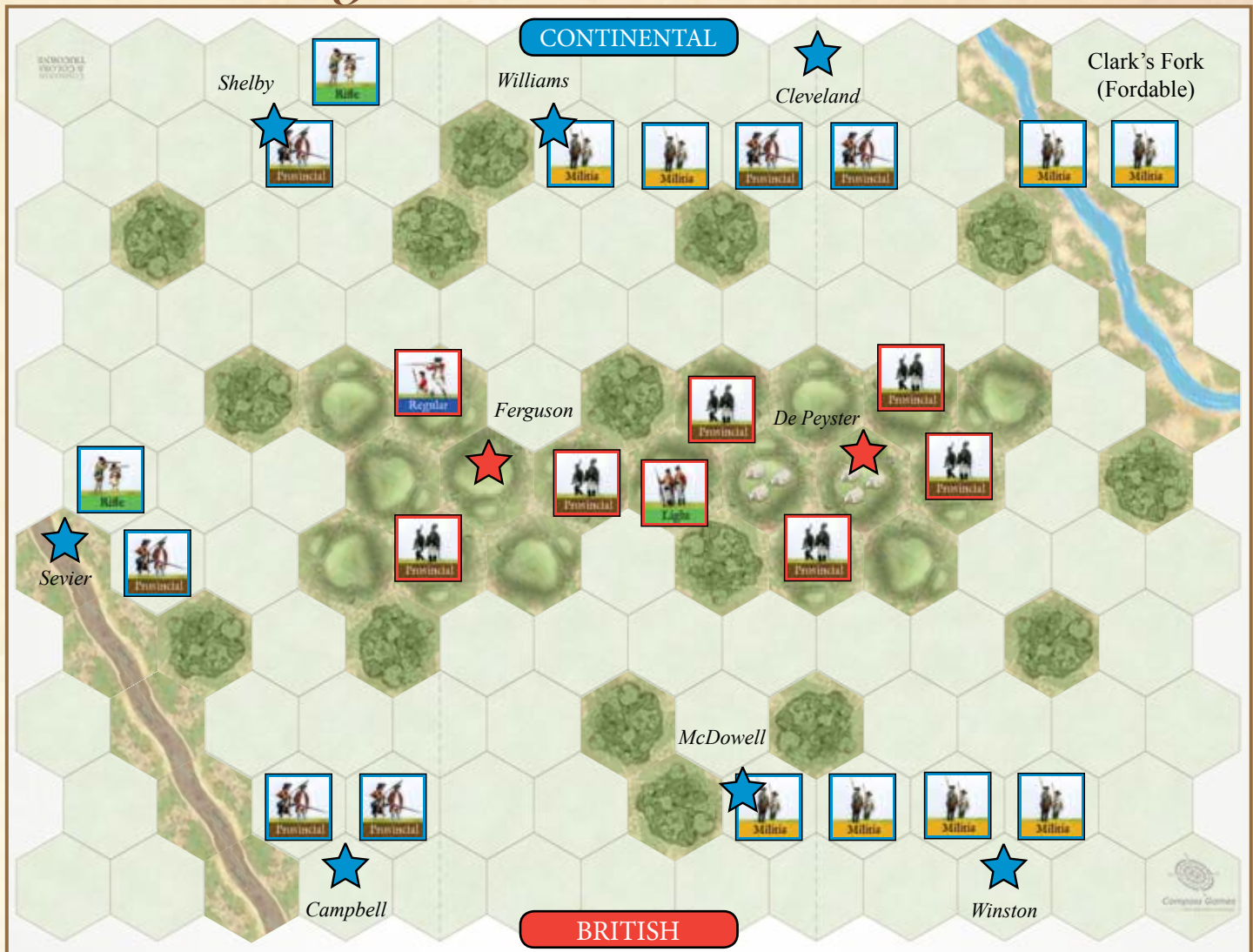
VICTORY

9 Victory Banners

SPECIAL RULES

- No Opening Cannonade.
- The British player gains 1 Temporary Victory Banner, at the start of the turn, for each bridge occupied.
- Springfield 3 structures are a Temporary Last To Occupy Majority Victory Banner Objective worth 1 banner, to the side that occupies Springfield. The Continental player starts with 1 banner.
- The British player gains 1 Permanent Breakthrough Victory Banner for each British unit that exits the battlefield from a Continental baseline hex.
- The British player is racing against time. The Continental player gains 1 Permanent Victory Banner for each Scout Command card he plays.
- The Rahway River and streams are all fordable. In addition, there is no movement of battle restrictions at the shallow ford.

Kings Mountain - 7 October 1780



HISTORICAL BACKGROUND

After the skirmish at Musgrove's Mill, Ferguson received news that a large body of militia was advancing towards him and he moved the Loyalist units he had raised and organized in Carolina to join Cornwallis in Charlotte. Just a days march to Charlotte, Ferguson chose to set up camp on Kings Mountain unaware that the Continental forces had caught up to him. The Continental detachments surrounded Ferguson's position and around 3PM launched their individual attacks. The Continentals would charge up the hill and Ferguson's men would drive the attack back with the bayonet. As Loyalist casualties mounted, Ferguson tried to breakthrough the enemy line and was shot and killed. Seeing their leader fall, the Loyalist began to surrender. The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Committee
- 6 Command Cards & 4 Combat Cards
- Move First

British Army

- Commander: Ferguson
- *2 (5) Command Cards & 3 Combat Cards

VICTORY

6 Victory Banners

SPECIAL RULES

- *The British are surprised, British start with 2 Command cards. End of turn 1, 2 and 3 draw 2 cards. Start of turn 4 British will hold 5 cards.
- No Opening Cannade.
- The Continental player gains 1 Temporary Victory Banner, at the start of the turn, when one or more Continental units occupy a hill hex. A maximum of three Victory Banners can be gained, one in each section. In this case, the hexes with dotted line are considered center hexes.
- The Continental player is racing against time. The British player gains 1 Permanent Victory Banner for each Scout Command card he plays.
- British units must retreat toward their camp hexes. If occupied lose 1 block for each hex unit can't retreat. If not occupied retreat onto camp and ignore any remaining retreat movement.
- Continental units retreat to nearest baseline.

Gloucester Raid - 3 October 1781



HISTORICAL BACKGROUND

The British army was under siege in Yorktown and running short of supplies. Cornwallis sent Tarleton to Gloucester, just across the York River, to search for supplies. Tarleton, believing that he only faced militia, sent out raiding parties. Mercer, however, had recently been reinforced by French troops. Not far from Gloucester a storehouse of supplies was discovered, but before these could be recovered, the French launched an attack. The fighting was fierce. The British were finally forced to retire when Mercer's troops joined the battle.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Marquis De Choisy
- 5 Command Cards & 2 Combat Cards

British Army

- Commander: Tarleton
- *6 Command Cards & 4 Combat Cards
- Move First

VICTORY

4 Victory Banners

SPECIAL RULES

- *The British take the first two turns. Play a card, move, battle, and draw a new Command card. Play a second Command card, move, battle and draw a new Command card.
- No Opening Cannonade.
- The Continental player gains 1 Temporary Victory Banner, at the start of his turn, for each field works hex occupied.
- The British player gains 1 Permanent Breakthrough Victory Banner for each British unit that exits the battlefield from a Continental baseline hex.
- The British player gains 1 Permanent Victory Banner, at the start of his turn, for each building hex occupied outside of Gloucester.
- The British player is racing against time. The Continental player gains 1 Permanent Victory Banner for each Scout Command card he plays.
- Stream is fordable.

Yorktown (Assault on Redoubt #9 & #10) - 14 October 1781



HISTORICAL BACKGROUND

Revolutionary War battles tend to focus on British and American soldiers engaged in close, hand-to-hand combat, the siege of Yorktown, however, was primarily waged at long range by artillery, with relatively few direct troop confrontations. One key confrontation that did take place during the siege was because Washington wished to move his siege lines and artillery positions closer to the city. Washington's plan called for the French to attack redoubt #9 and redoubt #10 would be attacked by Continental light infantry. The fighting was heavy at number 10, but soon the defenders were outflanked and overwhelmed. The French attack against the larger redoubt was more difficult as the Hessian infantry put up a strong defense and were not as easy to overcome.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

BATTLE NOTES

Continental Army

- Commander: Washington
- 6 Command Cards & 5 Combat Cards
- Move First

British Army

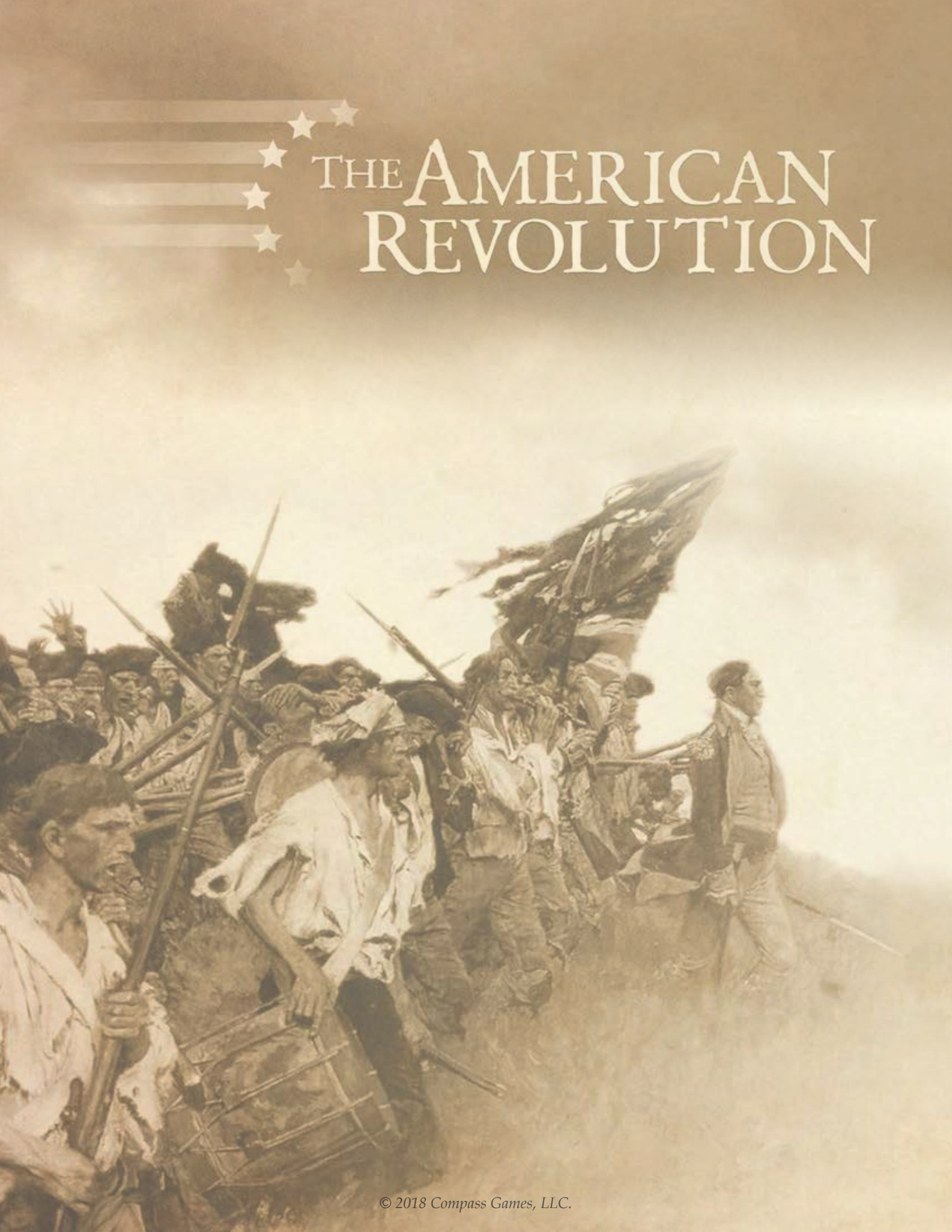
- Commander: Cornwallis
- 5 Command Cards & 4 Combat Cards

VICTORY

7 Victory Banners

SPECIAL RULES

- No Opening Cannonade.
- The Continental player gains 1 Temporary Victory Banner, at the start of his turn, for each field works hex occupied.
- The British player gains 1 Temporary Victory Banner, at the start of his turn, when there are no Continental units occupying a field works hex of #9, and the British player gains 1 Temporary Victory Banner, at the start of his turn, when there are no Continental units occupying a field works hex of #10. The British player starts the battle with 2 Victory Banners.
- The York River is impassable.

The background of the image is a sepia-toned illustration depicting a battle scene from the American Revolution. In the foreground, a group of soldiers is shown in a state of intense action. On the left, a soldier in a white shirt and breeches is prominently featured, holding a long rifle. Next to him, another soldier is playing a large drum. The soldiers are dressed in period-appropriate military uniforms, including tricorn hats and breeched tunics. In the center and right, more soldiers are visible, some holding flags. A large American flag with stars and stripes is being carried by a group of men. The scene is set against a backdrop of a hazy, smoke-filled battlefield, suggesting a recent or ongoing battle. The overall tone is dramatic and historical.

THE AMERICAN REVOLUTION