

BIRTH OF AMERICA

1775

REBELLION

Rule & Scenario Book



Game Overview

The year is 1775. The American colonies have begun to stockpile arms and organize militia in outrage over new taxes imposed upon them by Great Britain. On April 18th, militia members ambush a column of 700 British Redcoats ordered to seize stockpiled arms. 273 British soldiers are killed or wounded before they reach safety in Boston. The American Revolution has begun!

In 1775 - **Rebellion**, players control the major factions that participated in the American Revolution. On the British side these are represented by the British Regulars (Redcoats), Loyalist Militia, and German Hessian Mercenaries; the Americans are represented by the Continental Army, Patriot Militia, and French Regulars. In addition, both sides may ally themselves with the Native Americans.

Players for each side strategize together in order to coordinate their campaigns. Each side attempts to control colonies on the map. Players may then place Reinforcements into any City Area(s) within colonies that their side controls. The game ends when a truce is called and the side controlling the most colonies wins the game.

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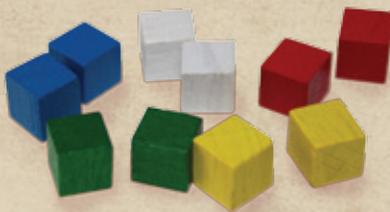
Game Components



1 Map - Depicting the original 13 American colonies plus Maine, Quebec and Nova Scotia.



54 Cards - 15 red British Regulars, 13 yellow Loyalist Militia, 14 blue Continental Army, 12 white Patriot Militia.



205 Unit Cubes - 35 red British Regulars, 45 yellow Loyalist Militia, 40 blue Continental Army, 45 white Patriot Militia, plus the following allies: 12 orange German Hessians, 10 purple French Regulars and 18 green Native Americans.

Note: Not all colors are shown.



1 Round Marker Pawn

American



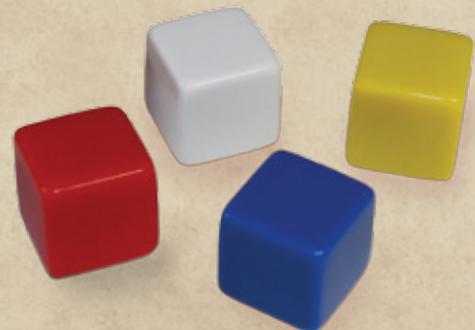
British



16 Double-sided Control Flags



16 Battle Dice - 2 red British Regulars, 3 yellow Loyalist Militia, 2 orange Hessian Mercenaries, 2 blue American Continentals, 3 white Patriot Militia, 2 purple French Regulars, 2 green Native Americans. *Note: Not all colors are shown.*



4 Turn Markers - One for each faction color, plus 1 Silk Draw Bag (not shown). These look like Battle Dice with all blank faces.

Game Setup

1.0 Choose a Scenario - This game contains three scenarios: *The 1775 Campaign*, an *Introductory Scenario* with a shorter playing time, and *The Siege of Quebec*.

Below we detail the **1775 Campaign Scenario** setup. (*Detailed unit setups for the 'Introductory' and 'Siege of Quebec' Scenarios are described on pages 7 and 8.*)

1.1 Choose a Faction - Each player chooses a faction to play and takes the corresponding units, Battle Dice and cards of that faction's color.

Each faction is color coded as follows and includes:

British Side Factions:

British Regulars (red) - 35 units, 2 battle dice, and 15 cards.

Loyalist Militia (yellow) - 45 units, 3 battle dice and 13 cards.

American Side Factions:

Continental Army (blue) - 40 units, 2 battle dice, and 14 cards.

Patriot Militia (white) - 45 units, 3 white battle dice, and 12 cards.

When playing with fewer than four people, one or more players will control multiple factions on one side of the conflict. All factions must be played.

Colonies- The map depicts the original 13 American colonies, Maine (at the time a territory of Massachusetts), and the provinces of Nova Scotia and Quebec. For game purposes, we refer to all of these as colonies. Each colony is color coded and divided into areas, some of which contain cities.



Ex: The illustration above shows three colonies: Connecticut - comprised of 2 areas, Rhode Island - comprised of 1 area, and Massachusetts - comprised of 3 areas.

Ex: Boston is the only City Area within the colony of Massachusetts.

1.2 Place Starting Units - Some areas on the map are marked with colored squares, which represent the starting unit placements for the *1775 Campaign* Scenario. Populate the map areas with the corresponding colored units.

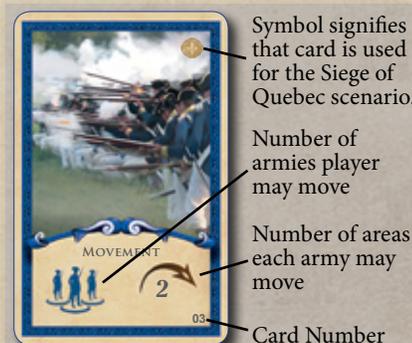
Ex: The British place 1 and 2 in Boston. The Americans place 1 and 2 in Newport.

1.3 Place Additional Units - Randomly draw a Turn Marker (these are the large cubes with all blank faces). Each faction of the side drawn places 4 additional units of its color in areas that already contain its side's units. Then, each faction of the other side places 4 additional units of its color in areas that already contain its side's units.

1.4 Create Reinforcement Stockpile - Players create a Reinforcement Stockpile with their faction's remaining units after game setup has been completed. These units will be placed on the map as Reinforcements (3.1) at the beginning of a faction's future turns or as called for by Event Cards.

1.5 Place Control Flags - Control Flags are placed on the colonies that each side controls. **Ex:** To begin, British flags are placed on Delaware, Quebec and Nova Scotia. American flags are placed on Connecticut and Rhode Island.

1.6 Create Player Decks, Draw Cards - Each of the four factions prepares a draw deck from the cards numbered 01-12 in its respective color. (Cards above 12 are used in 'The Siege of Quebec' Scenario only.) Card numbers are located on the bottom right corner of each card. Shuffle the cards for your faction and draw three.



Each faction deck consists of twelve customized cards, eight of which are Movement Cards and four that are Event Cards. If after drawing cards a player holds only Event Cards, indicated by the word "Event" on the card, he shows these cards, reshuffles them into his draw deck and draws three new cards.

Players from the same side may show each other their cards in order to coordinate their future actions.

1.7 Place Round Marker Pawn - Place the Round Marker Pawn on space 1 of the round track located on the bottom right side of the map.

Game Play

2.0 Rounds and Turns - The game is played over a variable number of rounds. During each round, all four factions will take a turn in random order.

At the beginning of each round, all four Turn Markers are placed into the Draw Bag. Next, a Turn Marker is blindly drawn from the bag and is placed on the '1st Turn' space of the Turn Track. The color drawn denotes which faction's turn it is. This faction completes its turn before the next Turn Marker is drawn from the bag.

Once all the Turn Markers have been drawn and all the factions have had their turn, the round ends. The Round

Pawn is advanced to the next round space on the Round Track and a new round begins.

2.1 Game End Check - At the end of round 3 and at the end of each subsequent round, the end of game condition must be checked (4.0).

3.0 Turn Sequence - A drawn Turn Marker designates which faction takes its turn next. The person that controls this faction is the **Active Player** and performs the following phases in order:

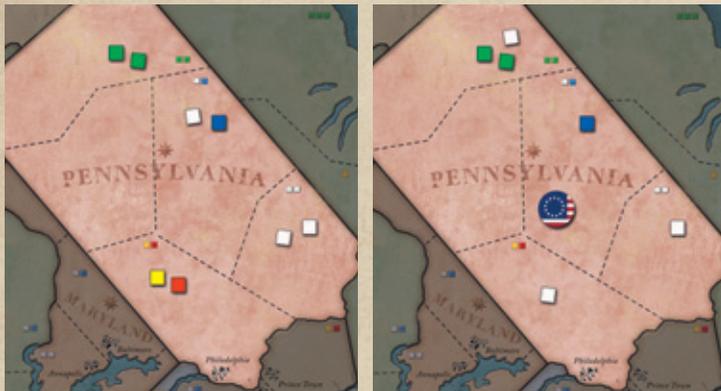
- a) **Reinforcements Phase** (3.1)
- b) **Movement Phase** (3.2)
- c) **Battle Phase** (3.3)
- d) **Draw Cards Phase** (3.4)

3.1 Reinforcements Phase - Place Reinforcements & Fled Units. At the beginning of a turn, the Active Player pulls 4 units from his Reinforcement Stockpile (1.4) and places these into any City Area(s) within colonies his side controls. Each faction has a limited supply of units in its Reinforcement Stockpile. If a player has less than four units in his Reinforcement Stockpile, he places all remaining units.

3.1.1 Fled Units - In addition to placing Reinforcements, any of the Active Player's units located in the Fled Units Space (3.3.2) re-enter play by being placed into any City Area(s) within colonies his side controls.

If an Active Player begins a turn in which his side controls no colonies, then he may not place any Reinforcements or Fled Units. The Active Player loses that turn's Reinforcements and his Fled Units stay in the Fled Units Space.

3.1.2 Controlling a Colony - When units of only one side and/or its allies (Hessians or French) occupy areas in a colony, that side controls the colony. Empty areas do not influence colony control. An area containing only Native American units prohibits control of a colony. Controlled colonies are marked with either an American or British Control Flag.



Ex: On the left, neither side controls Pennsylvania. On the right, the Americans control since 1) they moved a Patriot Militia (white) unit into the Native American area and 2) they drove the British out of Philadelphia. These Native American units are now allied to and controlled by the Americans.

If a side should move all of its units out of a colony it controls, the colony becomes neutral at the end of that turn and the Control Flag is removed.

3.1.3 Allied Units -

Hessians (Orange) - British ally.

Historical Note: During the Revolutionary War, the British employed tens of thousands of German Hessian Mercenaries.

French (Purple) - American ally.

Historical Note: The French had been at war almost continuously with the British for the past 900 years. The American Revolution gave the French an opening to take control of lucrative territory from the British in the Caribbean.

Hessian and French units enter the game when certain Event Cards (3.2.6) are played. These units are always controlled by their allies and never change sides.

Native Americans (Green) - Native American units in an area are independent until allied with a side. This occurs when British or American units move into an area occupied only by Native American units. Once allied to a side, the Native American units are controlled by that side. Native American units in different areas may be allied to the Americans and British at the same time.

As soon as allied Native American units are left alone in an area (due to movement or a battle), they become independent. They can become allied again in the future.

When Native American units allied to opposing sides meet in battle, they flee in equal numbers from each side until only one side or neither side has Native American units left. These Fled Units are placed into the Fled Units Space (3.3.2).

If a side has only Native American units remaining in a battle, they become allied to the opposing side remaining in the area.

3.2 Movement Phase - Play One Movement Card and Up to Two Event Cards. The Active Player **must** play one (and only one) Movement Card during his turn. He may also play up to two Event Cards, if he holds them in his hand. Units may be moved by land or water, depending on what the Movement Card allows. No more than one Movement Card may be played by the Active Player during his turn.

Once played, all cards are discarded, except for Truce Cards which are placed face up along the right side of the map (3.2.5).

3.2.1 Armies are formed from units in the same area. An army can be formed with units from factions and allies of the same side. A player can include all or some of the units, but at least 1 unit in the army must belong to the Active Player. The Active Player can then move the army.

Ex: The Active Loyalist Militia Player forms an army that includes 2 Loyalist Militia (yellow square), 3 British Regulars (red square), 4 Hessians (orange square) and 2 Native Americans (green square). He moves all of these units together as an army.

The number of soldier figures on a Movement Card represents the maximum number of armies that the Active Player may move, followed by how many areas **each** of these armies may move. An army, including any of its units, may only be moved once during a turn.

Ex: For the Movement Card shown, the Continental Army player may move three different armies up to two areas each.



Armies are moved from area to area, across area boundaries. An army must stop if it enters an area occupied by enemy units or independent Native American units. Armies cannot drop off or pick up units while moving. Units may not move multiple times with different armies.

3.2.2 Land Movement Cards allow armies to move from one land area to the next. Armies are moved by the Active Player as permitted by the Movement Card he played and as modified by any Event Card(s) he played.

Movement Example



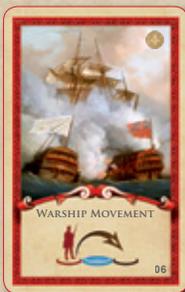
It is the beginning of a new round, and the first Turn Marker drawn is that of the Continental Army player (blue). First, he places 4 blue Reinforcements and 1 Fled Unit (3 in Hartford, 2 in Newport). He may place units in these cities because the American side controls Connecticut and Rhode Island. Second, he plays a Movement Card that allows 3 armies to move up to 2 areas each. He forms an army of 5 units in Hartford and moves it first into the area north-west of Hartford and then into Prince Town. Notice that one unit was not included in the army and was left behind in Hartford.

He then forms a second army in Newport and moves it into Boston.

He then forms a third army in the area west of Boston and moves it into Boston. *Note: Each of these armies includes at least one Continental Army blue unit.*

A player does not need to move the full number of armies indicated on the Movement Card or use all the allowed movement per army.

3.2.3 Water Movement - To move over a body of water, a Warship or Fishing Boat Movement Card must be played. Armies that have a Water Movement Card may move from a land area adjoining a body of water to any other land area adjoining the same body of water, even if that land area is enemy occupied. A body of water ends where rivers are "greyed out".



Ex: A Warship moves armies from Boston to Quebec City. It cannot continue on to Montreal since the river west of Quebec City is greyed out.

The St. Lawrence Seaway is connected to the Atlantic for purposes of water travel.

Units may only land move across rivers where the rivers are greyed out.

3.2.4 Fishing Boat Army Size Limits - Fishing Boats allow two armies, of up to 3 units each, from up to two different land areas, to move to one single land area on the same body of water.

Ex: The Loyalist Boat card allows two armies to be moved. Each army may contain up to 3 units and be composed of Loyalist Militia (yellow), British Regulars (red), Hessian (orange), and or Native American (green), one of which must be yellow.

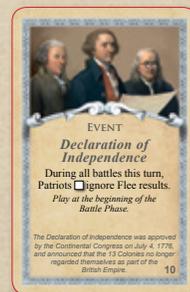


3.2.5 Truce Cards - Each faction has one Truce Card. These cards are played as a Movement Card. After being played, they are placed face up along the right side of the map instead of being discarded. This enables players to track how many Truce Cards have been played. The game ends (4.0) at the end of round 3 or at the end of any subsequent round in which the Truce Cards have been played by all factions of a side.



3.2.6 Event Cards - Each faction has unique Event Cards in its deck. Event Cards either add extra units to the map, modify movement or affect combat for the Active Player that turn. Each Event Card states when it can be played. A player may play all Event Cards in his hand (up to two if he has them, see 1.6 and 3.2).

Remember: Cards may only be played by the Active Player.



3.3 Battle Phase - A battle occurs when opposing armies occupy the same area. If there are multiple battles, the Active Player chooses the order in which the battles are resolved. Any Event Cards played that may influence a battle must be assigned prior to battle resolution.

The side that moved into the area is the attacker, and the other side is the defender. The defending players have the initiative, and simultaneously roll their Battle Dice and apply the results. If units of both sides remain in the battle, the attacking players simultaneously roll their Battle Dice and apply the results. The battle continues, alternating back and forth, until only one side remains in the area.

Each faction's controlling player will roll his Battle Dice and make decisions for his own units. A player rolls a number of Battle Dice corresponding to the number of his units present in the battle. **The maximum number of dice that may be rolled is limited by the number of dice a faction possesses.**

Ex: The British Regulars (red) may roll up to 2 dice, whereas the Loyalist Militia (yellow) may roll up to 3 dice.

Battle Dice Results - Each faction's Battle Dice have a unique combination of Hit, Flee and Blank 'Command Decision' faces.

3.3.1 Hit Result - When a Hit die face is rolled, an opponent's unit is removed from the battle and placed into its Reinforcement Stockpile. The opponents decide among themselves which unit to remove if units from more than one faction are present in the battle.



3.3.2 Flee Result- When a Flee die face is rolled, that faction's player removes one of his **own** units from the battle and places it into the Fled Units Space.



A faction's Fled Units return at the beginning of that faction's next turn (3.0). Place them into any City Area(s) within colonies controlled by that faction's side (3.1.2).

3.3.3 Command Decision Result - When a blank die face is rolled, that faction's player **may** decide to move **one** of his **own** units out of the current battle. This unit may move into any adjacent area that is not solely enemy occupied.



An area that contains both friendly and enemy units (an upcoming battle) may be moved into by Command Decision. An area that contains only Native American units may be moved into by Command Decision, because they are independent. Once your unit moves in, they become your ally. If a battle area is only surrounded by enemy occupied areas, a Command Decision movement out of the battle is not possible. An army that moved into a battle by water **may not** move out by water with a Command Decision.

Battle dice Hit and Flee results are resolved first, then Command Decisions.

Battle Example

Continuing the Movement Example (page 4), the Continental Army player moved an army (1 and 4) into Prince Town. The British are the defenders and roll first. The Loyalist Militia (yellow) and British Regulars (red) players each roll one of their dice, resulting in 1 Hit and 1 Command Decision.



In Boston, the British are again the defenders and roll first. They roll 2 Hits and 1 Command Decision.



The American players as a group must decide which unit is hit and removed from the map. They agree to remove a so they can roll the maximum number of Battle Dice during their next action. Removing the would result in the Americans only rolling two blue dice, instead of two blue and one white dice.



The Americans agree to remove 2 . The British Regulars player then decides to utilize his Command Decision, moving one of his red units out of the battle into the empty adjacent area of Rhode Island. He now controls this single area colony, and the Control Flag is flipped to the British side!



Hint: never leave an area empty!

The British Regulars player decides to keep his unit in the battle.

1 and 3 remain in the battle for the Americans. They roll 2 Hits and 1 Flee.



Note: The Continental Army player can only roll two blue Battle Dice, even though he has 3 units in the battle (3.3).

As a result of the 2 Hits, both British units are removed from the map and returned to their own Reinforcement Stockpiles. As a result of the Flee, 1 is removed and placed into the Fled Units Space. The Americans now control the New Jersey colony, since they occupy both of its areas. An American Control Flag is placed on the colony. This battle is over, and play continues to the battle in Boston.



The Americans lust for revenge and roll 3 Hits and 2 Flees!

Both British units are removed from the map. One



each of the Patriot Militia and Continental Army units is removed and placed into the Fled Units Space. The Americans now control Massachusetts and place a Control Flag in it. All battles have been resolved and the Battle Phase is over.



3.4 New Cards Phase - At the end of a turn, the Active Player draws his hand back up to 3 cards. If there are not enough cards left in the draw deck, he draws what remains.

If the Active Player has no Movement Card (i.e., only Event Cards) in his hand after he draws, he must show his cards, reshuffle them into his draw deck and draw 3 new cards. A player must always have one Movement Card in his hand after drawing.

The Active Player's turn is now over. A new Turn Marker is drawn from the Draw Bag and the next player takes his turn. If all Turn Markers have been drawn, the round is over and game end conditions are checked. If the game does not end, a new round begins.

4.0 Game End

The game end condition is evaluated at the end of round 3 and at the end of each subsequent round.

The game ends at the end of a round if Truce Cards belonging to all factions of **one or both sides** (1.1) have been played.

Ex: In round 1, the British Regulars player (red) played his Truce Card. In round 4, the Patriot Militia player (white) played his Truce Card. In round 5, the Loyalist Militia player (yellow) is the first to take a turn and plays his Truce Card. Both British factions have now played their Truce Cards and the game will end at the end of the current round, after all of the factions have taken their turn.



The game is won by the side that controls the most colonies. **Games can end in a tie.** In case of a tie, neither side wins, and America becomes a southern province of French Canada. :)

Card Clarifications

5.0 Card Clarifications and Examples

Active Players always begin their turn with 3 cards. Cards may only be played on the Active Player's turn. The Active Player **must** play one (and only one) Movement Card and **may** play as many Event Cards as he has in his hand. A card is discarded after play, except for a Truce Card, which is placed face up along the right side of the map.



Movement Cards #01-07

Each card describes how many armies may move and how many areas each army may move.

Ex: The British Regulars may move 2 armies up to two areas each. An army must stop when it enters an enemy or independent Native American occupied area.



Truce Card #08

A player plays a Truce Card as a Movement Card. After play, this card is not discarded, but is placed face up along the right side of the map. Once both factions of either side have played their Truce Cards, the game ends at the end of that round.

Ex: The British Regulars plays his Truce Card and may move 4 armies up to two areas each.



Warship Movement #07

Two armies of any size may be moved by ship. Each may originate from different water bordering areas and end in different water bordering areas.



Light Dragoons #14

Armies may move through enemy or independent Native American occupied areas. They only battle if they end their move in an enemy occupied area.



Boat Movement #07

Two armies, from the same or different areas, of up to 3 units each, must move to the same area. At least one unit in each army must belong to the faction playing the card. **Ex:** The Loyalist moves 1 Loyalist Militia and 2 British Regulars from Quebec; and 1 Loyalist Militia, 1 British Regulars, and 1 Hessian from Philadelphia, all into Boston.



John Butler #09

All factions and allies of your side may roll once before each battle. **Ex:** British attackers comprised of 3 Loyalist Militia, 1 British Regulars, 2 Hessians, and 2 Native Americans all roll dice, executing Hit results only. Flee and Command Decision results are ignored.



British Loyalties #10

All units within each colony that your side controls may be redistributed to any areas in the same colony. Each colony within which you wish to redistribute units must contain at least 1 Loyalist Militia in at least one of its areas.



Betsy Ross #12

Ex: The Americans attack the British in Boston. The British roll 3 yellow and 1 red dice resulting in 2 yellow Flee results. 2 Loyalist Militia are removed from the battle and are replaced with 2 Patriot Militia.



Montgomery #13

The Continental Army player may move as many units from his victorious army as he wishes from the battle area to an adjacent area. At least one unit must be blue. **Ex:** A victorious American army in Hartford is comprised of 3 blue and 4 white. The Continental Army player decides to move 2 blue and 2 white into enemy occupied New York.

1775 Campaign Scenario Setup - This is the full version of the game. The setup is detailed on page 2.

Starting Units: Populate the map areas with the corresponding colored units that are printed on the map (1.2).

Additional Units: Randomly draw a Turn Marker. Each faction of the side drawn **places 4 additional units** of its color in areas that contain at least one of its side's units. Then, each faction of the other side places 4 additional units of its color in areas that contain at least one of its side's units.

Starting Cards: Each player sorts cards 01-12 into a deck, shuffles, and then draws the top 3 cards.

Starting Turn: Place all four Turn Markers into the Draw Bag, randomly draw one, and place it on the Turn 1 space. This faction will take the first turn, beginning by placing 4 Reinforcements (see below). This scenario begins on round 1.

Reinforcements: On its turn, a faction receives 4 Reinforcements that are placed into any city area(s) within its controlled colonies.

Game End: The game end conditions are evaluated at the end of round 3 and at the end of each subsequent round. If all of the Truce Cards from one or both sides have been played, the game ends.

Victory Conditions: The side controlling the most colonies wins.

1775 Introductory Scenario Setup - Recommended as a short game (~1/2 hour).

Starting Units: Populate the map areas with the corresponding colored units that are printed on the map (1.2).

Additional Units: Place additional units in the following areas. These additional units are also pictured on the map below.

American Side: 1  North of Wilmington, NC 2  in Trenton, NJ 1  West of Boston, MA
1  , 1  in Augusta, GA 1  in York, VA 1  in Newport, RI

British Side: 1  in Norfolk, VA 1  in Dover, DE 1  in Boston, MA
1  , 1  in Savannah, GA 1  East of Baltimore, MD 1  West of Albany, NY 1  North of Portsmouth, NH

Starting Cards: Each player builds their deck with the cards listed below, shuffles this deck and then draws the top 3 cards.

Continental Army (blue): 02, 03, 04, 07, 09, 12. **Patriot Militia** (white): 01, 02, 03, 05, 10, 12.

British Regulars (red): 01, 02, 03, 07, 10, 12. **Loyalist Militia** (yellow): 01, 02, 03, 04, 09, 11.

Starting Turn: Place all of the Turn Markers into the Draw Bag, randomly draw one, and place it on the Turn 1 space. This faction will take the first turn, beginning by placing 4 Reinforcements (see below). This scenario begins on round 1.

Reinforcements: On its turn, a faction receives 4 Reinforcements that are placed into any City Area(s) within its controlled colonies.

Game End: The game ends at the end of round two. This Introductory Scenario does not utilize Truce Cards (see Starting Cards above) or the Full Campaign Scenario's game end conditions.

Victory Conditions: The side controlling the most colonies wins.

The large colored squares represent additional units placed during setup, in addition to the units printed on the map.



Siege of Quebec Scenario Setup - Recommended as a 2 player game for experienced players.

This scenario includes modified rules. In it, players win victory points for controlling individual cities, not entire colonies.

Historical Introduction: In late 1775, the Americans decided to invade Quebec to capture the important British supply ports and fortresses of Montreal and Quebec. Brigadier General Richard Montgomery captured Montreal by November 13th. He could now rendezvous with Colonel Benedict Arnold on the outskirts of Quebec City as planned. In the mean time, British General Guy Carleton was hastily gathering militia and British Regulars for the defense of the city. The fate of the northern portion of America would depend on the outcome of this battle...

Starting Units: This scenario uses the right half of the map beginning with the southern border of NY. Populate the map areas with the starting units as printed on the map with the following exceptions:

1 , 1 in Ft Ticonderoga, NY (instead of 1 , 1)

1 , 3 east of Québec City, Québec (instead of 1)

1 , 3 east of Montreal, Québec (instead of 2)

Additional Starting Units: Randomly draw a Turn Marker. Each faction of the side drawn places additional units of its color (as listed below) in areas that contain at least one of its side's units. Then, each faction of the other side places additional units of its color (as listed below) in areas that contain at least one of its side's units.

British Regulars: 6 **Loyalist Militia:** 6 **Continental Army:** 3 **Patriot Militia:** 3

Control Flags: Place 1 Control Flag onto each City Area. The British begin with 6 Control Flags and the Americans begin with 7 Control Flags. Quebec City has two Control Flags placed on it and counts double for victory conditions.

Starting Cards: Each faction creates a draw deck comprised of the 9 cards with a Fleur symbol in their top right hand corner. Each faction player shuffles his 9 cards and then draws the top 3 cards.

Ex: The British Regulars player would create a draw deck from cards 01, 02, 03, 05, 06, 08, 13, 14, and 15.

Starting Turn: Randomly draw a Turn Marker from the Draw Bag. This faction takes the first turn, beginning with placing Reinforcements (see below). This scenario begins on round 1.

City Control: If a City Area is left empty or is taken by the enemy, the Control Flag is removed. At the beginning of a turn, the Active Player checks if he has any of *his faction's* units in any City Area without a Control Flag. If so, he places a Control Flag in that City Area. He may then place Reinforcement and Fled Units into City Areas controlled by his side as described below.

Place Reinforcements and Fled Units: The Active Player may place the following Reinforcements for his faction.

Continental Army: Place 3 , plus Fled into *any Area(s)* in Massachusetts that is not enemy occupied.

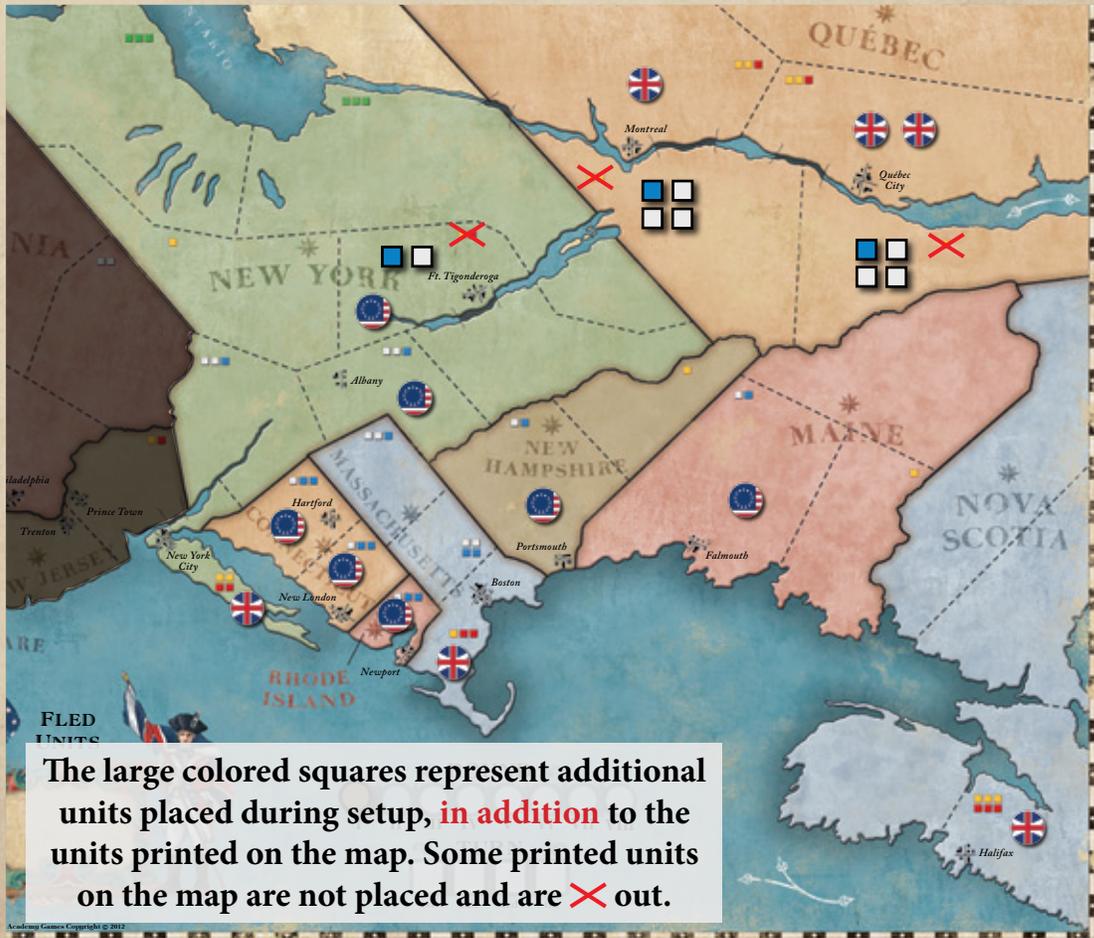
Patriot Militia: Place 3 , plus Fled into *any City Area(s)* the American side controls.

Loyalist Militia: Place 3 , plus Fled into *any City Area(s)* the British side controls.

British Regulars: Place 3 into *any City Area(s)* the British side controls that is connected to the Atlantic Ocean. (Not Montreal, Ft. Ticonderoga, or Albany.)

Game End: The game ends, at the end of any round in which all of one side's Truce Cards have been played. (The game can end in rounds 1 and 2.)

Victory Conditions: The side with the most Control Flags (cities). *Note: Some City Areas might not be controlled, as the faction present may not have had a turn necessary to take control.*



The large colored squares represent additional units placed during setup, in addition to the units printed on the map. Some printed units on the map are not placed and are out.

Seven Years War and British Taxation

In 1607, the first permanent English settlement was established at Fort James (near York), Virginia. By 1760, the population in the English colonies had grown to over 1.5 million stretching from Maine in the north to Georgia in the south. These colonists were considered English citizens, subject to the rule of the crown.

The Seven Years war ended in 1763 during which Britain fought France and Spain for trade and colonial control. This was a true world war, encompassing America, Europe and India. The North American portion of this war became known as the 'French and Indian War' and mainly took place in what is now known as Canada. The Seven Years War drove Britain into heavy debt, requiring half of the tax income from British subjects to pay just the massive debt's interest alone. This debt payment forced the British Parliament to turn away from territorial control and focus on matters of finance.

Several acts were passed by the British parliament to generate additional tax revenue in the American colonies. The British felt that the colonists should share in the burden of paying for this crippling war. They enacted the Currency Act, the Sugar Act and the Stamp Act. The Stamp Act, for example, required the colonists to purchase government stamps for all printed legal documents, newspapers, licenses and even playing cards. These acts were passed by a British Parliament that had no colonial representation.



Colonial outrage grew over these new taxes, and merchants stopped importing British goods in protest. In Boston, a group of Patriots organized themselves as the Sons of Liberty and in August 1765 took to rioting in the streets. The violent encounters came to a head on March 5, 1770 when a crowd gathered outside of the customs office in Boston. The mob began throwing snowballs and rocks

at British soldiers on guard duty. The troops were ordered to fix bayonets and push the crowd back. Then, either a soldier slipped and fell discharging his musket or antagonists in the crowd fired a shot. Believing that the order to fire had been given, the remaining soldiers fired into the crowd killing five civilians and wounding six. The event became known as the Boston Massacre.

Between 1770 and 1773 the relationship between the colonies and Britain remained relatively calm, but this was to be the calm before the storm. England's largest corporation, the East India Company, was on the verge of bankruptcy. During this time, colonists were purchasing cheaper Dutch tea, leaving the warehouses of the East India Company full of unsold tea. Parliament's solution to saving the East India Company was to impose the Tea Act of 1773, giving the East India Company a monopoly on tea sales in the colonies as well as exempting the company from trade duties. In port cities across the colonies, Sons of Liberty threatened merchants of the East India Company with violence and convinced them

to return to England with their cargoes. On December 16, 1773, the Sons of Liberty in Boston took action. A group of men disguised as Indians boarded East India Company ships and dumped several tons of tea into the harbor. British and Americans alike were shocked at the protest that was later called "The Boston Tea Party".



The destruction of British property and insult to British authority enraged British Parliament. In the spring of 1774 Parliament passed the Coercive Acts, a series of repressive measures taken against the colonies.

Matters were approaching a crisis. Britain had adopted harsh policies in response to the Boston Tea Party. Colonies in New England were creating Committees of Safety, tasked with stockpiling arms and organizing militia. Tensions between colonists and the crown grew, and it became dangerous to express favor for Britain. King George III declared the colonies of New England to be in a state of rebellion, threatening that "blows must decide whether they are to be subject to this Country or independent".

The Revolution Begins

On the night of April 18, 1775 General Gage organized 700 British troops for a march on the towns of Lexington and Concord, Massachusetts. Gage was ordered to seize stockpiled arms and arrest Samuel Adams and John Hancock. Gage hoped to surprise the Americans, but throughout the night riders spread the warning across the countryside. It was on this night that Paul Revere set out on his famous 'Midnight Ride', warning colonists and both Samuel Adams and John Hancock of the approaching British troops allowing them time to escape.



The British troops routed an armed group of militiamen in Lexington, Massachusetts. They then proceeded on to Concord, where they were confronted and defeated by over 500 militiamen. As the British withdrew to Boston, they were attacked repeatedly by American militia. 273 British soldiers were killed or wounded by the time the column reached safety. The news of the Battle of

Lexington and Concord spread quickly across the colonies and signaled the start of the American Revolutionary War.

With the rebellion underway, leadership became a concern in the Colonies. The Continental Congress convened

for the second time on May 10, 1775 and in effect became a national government. Congress organized the war effort by printing currency for expenses, entered into diplomatic relations with Native Americans, created a navy and most importantly took command of the Continental Army, asking George Washington to lead it.



More fighting broke out in 1775, when General Washington took control of Boston. In the fall of 1775, the Continental Army, under the command of Richard Montgomery and Benedict Arnold, began to advance into the province of Quebec. By November, they had taken Montreal and prepared to siege Quebec City. The British general Guy Carleton snuck past the American attackers and prepared the city's defences before the Americans arrived. Knowing their militiamen's enlistment expired on January 1st, the Americans led an attack on Quebec City in a blinding snow storm on Dec 30. The attack failed and the Americans gave up the siege in early 1776.



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By 1776, General Gage had been replaced by William Howe as commander in chief of the British forces. Washington moved his troops to New York in the spring of 1776 in an effort to blockade Howe. During the summer, a massive British fleet arrived in the New York harbor, bringing 30,000 German Hessian mercenary soldiers to crush the rebellion. In August, British troops landed on Long Island and fought American forces at the Battle of Brooklyn Heights, driving them back to Manhattan Island. The British continued to push back the Continental Army, and Washington was forced to retreat across New Jersey into Pennsylvania.

The possibility of an American victory seemed bleak, and Washington realized how dangerously close to defeat the Continental Army was. He had to take action, so on the night of December 25, 1776, Washington led his forces across the Delaware River and launched a surprise attack against a Hessian outpost in Trenton, New Jersey. Only 3 Americans



were killed, provisions were plundered and over 1000 prisoners were taken, a tremendous moral boost for the American rebels. The War intensified in 1777. The British mounted increased efforts to end the Rebellion. Another British contingent was formed in Canada, commanded by General John Burgoyne. In an attempt to overwhelm the American forces, the British planned to send Burgoyne's army down the Hudson River from Canada to rendezvous with Howe in New York City, segregate New England and end the Rebellion there. Five thousand British, three thousand Hessians, and a Native American force under Joseph Brant captured Fort Ticonderoga on July 5, 1777. In October, Burgoyne's army clashed with an American force of Continental Army and Patriot Militia units south of Saratoga, New York. Greatly outnumbered and unable to break through the American line, Burgoyne was forced to surrender his army on October 17, 1777.

Ignoring the plan to rendezvous with Burgoyne, Howe sailed for Philadelphia in July 1777. Howe planned to capture the city and defeat General Washington. The British met Washington's army at Brandywine Creek, near the border between Pennsylvania and Delaware. Washington was outflanked by Howe and suffered a severe defeat. Howe captured Philadelphia, giving the British control of the city for the winter. The Continental Army established a winter camp at Valley Forge, now famous for the terrible conditions suffered by the American troops wintering there.

Since 1776, American diplomats, including Benjamin Franklin, had been in Paris negotiating an alliance. The American victory at Saratoga, New York in October 1777 convinced France that the United States had a viable future. Eager to see an American victory over their long time enemy Britain, French officials moved quickly to support the American cause. On February 6, 1778, France struck a commercial treaty and a military alliance with the United States. French assistance in the American Revolution proved to play a valuable role in the success of American Independence. Some historians believe that without French support of both men and money, the American Revolution would have failed.



The entrance of France forced Britain to change its war strategy. The British now aimed at controlling the southern regions of the American colonies, and in November 1778 British troops took control of Georgia. In the fall of 1779, American and French troops laid siege to Savannah, Georgia. The British held them off, forcing the Americans and French



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American Alliance with France

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to retreat in defeat. In December 1779, the British sailed from New York to South Carolina, encircled the city of Charles Town, and forced the Americans to surrender on May 12, 1780. The British were now poised to sweep through the south, and many Patriots believed that the American Revolution was over.

During the fall of 1780 and the winter of 1781, conflict continued in the southern regions. By the summer of 1781, British dominance in the south had diminished. In an attempt to cut off American supply lines, the British planned to take control of Virginia and moved troops to occupy York Town. The Continental Army, joined by French troops, surrounded York Town and laid siege to the city. The British army of 6,000 was outnumbered by 8,800 Americans and 7,800 French soldiers and cut off from retreat by sea due to a victory over the British Navy by the French fleet. With nowhere to go, and reinforcements too far away, the British army was forced to surrender on October 19, 1781.



The British surrender at York Town marked the end of all major conflict in the American Revolution. King George III wanted to maintain the war effort, fearing that defeat threatened British rule elsewhere in the empire. Parliament, however, voted to end the war, believing that enough money and men had been lost.



The American Revolutionary War officially ended on September 3, 1783, with the signing of the Treaty of Paris. The treaty granted the United States of America vast regions of western lands and declared that Great Britain recognized the United States as “free, sovereign and independent”. The last of the British forces departed from New York in December of 1783. The American Revolutionary War had ended.

Native Americans

At the early onset of the war, Native Americans sought to remain neutral; however, the approximately 200,000 Native Americans living east of the Mississippi River were a valuable fighting force that both the American and British desired. Forced to choose, many Native Americans sided with the British, believing a British victory would most likely safeguard their land claims. Native American tribes, including those of the Cherokees, began raiding the southern frontier in 1776. Southern colonists in turn devastated Cherokee settlements, forcing chiefs to seek



peace. The younger members of the tribes formed a militant group in northern Georgia and continued to fight. Many Native American tribes were caught between the British and Americans. The Iroquois Confederation, under the leadership of Joseph Brant, became divided and led to many Native Americans moving to Canada. In the Treaty of Paris in 1783, Britain surrendered the territory it controlled east of the Mississippi River, betraying the Native Americans living there. The Native Americans were not part of the negotiations in Paris, nor did they surrender to the Americans, but their land was now subject to United States claim. The American Revolutionary War was a disaster for the Native Americans, who now faced a flood of white settlers into their land.

United Empire Loyalists

An estimated half a million colonists (20 percent of the population) sided with Britain during the American Revolutionary War. The Declaration of Independence made these citizens enemies to the Revolution. Loyalists were farmers, merchants and settlers and were found throughout the colonies. The American Revolution was more than just a war of independence. It caused civil division as it split families and set neighbor against neighbor. Refusing to swear allegiance to the American nation was a crime, as was taking up arms for Britain. Even though the punishment was harsh, up to 19,000 Loyalists fought with the British. Many other Loyalists became refugees as they were prosecuted by colonial state legislatures. Many of these refugees lost their homes to raids and seizure by patriotic colonials. As many as 70,000 Loyalists fled to Nova Scotia and Upper Canada. The United Empire Loyalists became an important part of Canadian history. The Loyalist movement northward brought together loyal subjects of Britain and formed the foundation for what would become Canada.



Historical Overview by Brandon Good

Game Design: **Beau Beckett and Jeph Stahl**

Project Manager: **Uwe Eickert**

Artwork and Graphic Design: **Jarek Nocoń**

Box Cover Art: **Stephen Paschal** www.stephenpaschal.com

Rules Review and Editing: **William Eastwood, Russell Marsh, Jim Toland, Calvin Arnt, Brian Bennett, Grady Brecheisen, Josh Christensen, Kirsten Eickert, Bruce Graumlich, Dean Halley, Jesse LeBreton, Brett Myers, James Palmer, Steve Robinson, Michael Vinarcik**

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