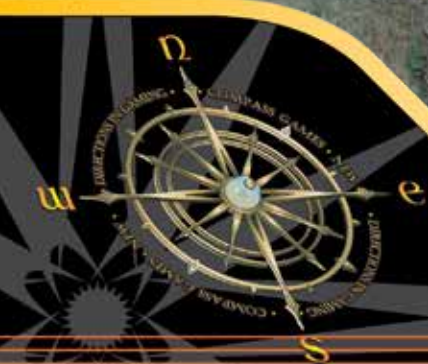


# Revolution Road

## Bunker Hill



**Compass Games**  
*New Directions in Gaming*

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## 1.0 Background

On June 17th, 1775 the British, with the addition of three new officers newly arrived from England (Howe, Burgoyne and Clinton), sought to avenge their previous humiliation by making an amphibious landing on a nearby peninsula and attacking Patriot works on Breed's Hill and Bunker Hill. Approximately three thousand English troops were committed against an inferior body of Patriot troops that continued to be reinforced during the battle. The stiff Patriot defense amazed Howe whose men were thrown back, one bloody charge after another.

Eventually Patriot ammunition ran low and British determination won the day. However Howe's one thousand casualties, one third of his force, prevented him from following up on his victory. As a result, the British remained bottled up by revolutionary forces until Washington's tactical decisions forced British withdrawal in March of 1776. Four months later the colonies declared their independence.

Bunker Hill lets players play out the events of June 17th, 1775 as they see fit. The player controlling the British forces will attempt to crush the rebel forces on the Charlestown peninsula. The player controlling the forces of the rebel Patriots will try to stand their ground for the first time in a pitched battle against the world renowned professional British soldiers.

### *Living Rules Edition as of 8/30/2017*

***This file has been updated with an FAQ and errata that does not appear in the 1st edition rule book. Some graphics and backgrounds have been removed to save printer ink for those that wish to print the document.***

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## 2.0 Game Board

The game board is comprised of two parts. The outer part of the game board is made up of various tracks and areas used to record and provide information for the players. The map depicts the Charlestown peninsula near Boston.



**Victory Point Track** – Records the number of Victory Points each side has. The terms “Victory Points” and “VPs” are interchangeable.

**Game Turn Track** – Records the current game turn.

**Draw and Discard Area** – There are 22 Revolution Road cards included in the game. For Bunker Hill only 10 cards are used (see 11.1 Setup). Use these to form the draw deck by shuffling and placing them in the draw area. Each card drawn from the deck is placed face-up on the discard pile. Revolution Road cards determine the number of Actions players are allowed to make during the current turn. If the deck runs out, reshuffle the discard pile and return it to the draw pile.

**Action Tracks** – Both sides have Action and Reserve Action Tracks. The Action Track allows for a maximum of five Actions. The Reserve Action Track allows for a maximum of two Reserve Actions. Players use Actions and Reserve Actions during the Game Turn to perform game related functions. When the Action Track for both players indicates that no Actions remain the current game turn ends.

Any Reserve Actions a player has left over when his Action Track reaches zero may not be used that turn and carry over to the next turn.

**List of Player Actions** – There are 12 Actions that players are allowed to use in Bunker Hill and they are listed on the game board. Each Action references the section of the rule book that describes it. Next to each Action is a space for a British Flag and a Patriot Flag. If a player’s flag is depicted next to the Action, that player is allowed to perform the Action.

**Muster Box** – Entry area for Patriot reinforcements



**Ammo and Morale Track** – Records the current ammunition status of the Patriot forces and also the morale of the Patriot force and the British force.

**Stacking:** Unless otherwise noted, each player may have a maximum of three military units including cannon in a land area. Leaders are not counted; any number of leaders may be in a region.

**Land Areas** – Land Areas are areas on the Charlestown Peninsula itself and are identified by their tan border lines (C). Land Areas adjacent to rivers will have a black border line along that portion of the area separating the land from the water (D).

**Roads** - Gray colored lines passing under border lines depict roads (E). Roads are shown only for historical purposes and do not influence movement.

**Water Areas** – There are three water areas located on the game map bordering the Charlestown Peninsula. The areas are the Mystic River, the Boston Harbor and the Charles River. Shown are small sections of the Charles River (F) and the Mystic River (L).

**Mill Pond** - The Mill Pond is shown on the map with a brown border separating it from the Charles River (G). The brown border was a dike and the pond itself was not navigable. For all intents and purposes, the Mill Pond is part of the Charles River and is shown for historic purposes only.

**Landing Zones** – Landing Zones are the areas used by the British to prepare their troops for landing. The terms “Landing Zones” and “Zones” are interchangeable. There are 6 Landing Zones shown on the map identified by a numbered circle. Landing Zone 6 is shown (H). The 2 numbers separated by a slash mark in a Landing Zone circle contain the information pertaining to landing units onto a Staging Area. (3.5)

**Staging Areas** – Staging Areas are the land regions that share a border with a Landing Zone. These are named on the game map in white italics. Zones 2 and 3 each have two Staging Areas. The other Zones have one Staging Area. The Staging Area for Landing Zone 6 is shown (I).

**Hillocks and Houses** – There are three hillocks shown on the map which are represented by small brown circular areas (J). The small black squares, rectangles and other geometric shapes represent houses or buildings (K). Examples of both of these can be found in Staging Area 6 (I). These features of the map are for aesthetic purposes only and do not have any effects upon game play. Note: These features can also both be found in the Charlestown regions which are covered separately in the rules.

**Fleet Box** - There are three Fleet Boxes on the game board. The British Fleet counter must always be located in one of the three Fleet Boxes. The Fleet Box and British Fleet counter are used in conjunction with the 6.4 Bombard Action and the 6.6 Naval Move Action. The Boston Harbor Fleet Box is considered adjacent to both the Charles River and Mystic River Fleet Boxes.



**Town Regions** – There are ten regions with green borders that make up the town of Charlestown (3.3). These regions are susceptible to Hot Shot fire when using the Bombard Action (6.4). They may also be Bombarded normally. The British player receives victory points by burning the regions.



*Moulton's Hill*



*Breed's Hill*



*Bunker Hill*

**Hilltops** – There are three hills on the game map. Players are awarded victory points by occupying all the regions that make up a hilltop. Moulton's Hill is made up of one region, Breed's Hill two regions, and Bunker Hill three regions.

**Slopes and Ridge lines** – These are the brown areas surrounding and extending from the three hilltops. Brown regions adjacent to Hilltop regions are slopes. Brown regions that are not adjacent to hilltop regions are ridge lines. There are three ridge line regions.

*Note that the slopes of Moulton's Hill are not regions. They are considered part of the hilltop.*



*Ridge line Regions*

## 3.1 Terrain Combat Modifiers

Some regions affect combat because of the terrain or objects found within them. These regions contain two numbers separated by a slash. The numbers either add or subtract from the number of dice used in the combat. They do not modify the result of a die roll.

The number to the left of the slash modifies the number of dice rolled by the attacker when conducting Volley Fire into the region. This is referred to as the Volley Fire modifier. The number to the right of the slash modifies the number of dice rolled by the defender in the region during Assaults. This is referred to as the Assault modifier.

**Hilltops** - Because of the advantage afforded by high ground, units firing **from** or assaulting **from** a hilltop region ignore any terrain modifiers. This includes adjacent hilltop regions.

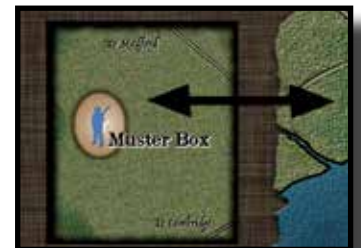
**Slopes and Ridges** - Modifiers in slope or ridge regions are ignored if targeted from or assaulted from an adjacent slope or ridge region.

**Rail Fence and Stone Wall** - The yellow terrain modifiers are only used when the region is targeted or assaulted from a region adjacent to the rail fence or stone wall.

**The Redoubt** - The Redoubt region with the orange terrain modifiers mark the location of the main Patriot defensive works. The Redoubt region modifiers are **always** used if it is targeted or assaulted, even from its adjacent hilltop region.

## 3.2 Patriot Muster Box

*Patriot troops arrived throughout the morning and early afternoon sent from the large force laying siege to Boston.*



The Patriot Muster Box represents a large off-map area that is considered adjacent to the Charlestown Neck region. Any number of Patriot pieces are allowed in the muster box; no British pieces are allowed. Units in the Muster Box may not be attacked or targeted. Patriot reinforcements begin in this region.

## 3.3 Charlestown Regions

The residents of Charlestown left weeks before the battle. When the battle began, it was quite empty. British leaders had wanted to burn the town for some time but were reluctant to do so without an excuse. Once Patriot sniping began from the town the British had their excuse and soon started lobbing hot shot into the town. By the end of the day, the town and docks had been burned and destroyed.

The town of Charlestown is made up of ten regions identified green border lines. The rules refer to these regions as town regions. British counters must stop when they enter a town region. Patriot counters suffer no movement penalty.

British counters in or adjacent to a town region may be the target of a Snipe (6.9) Action performed by the Patriot player.

The Volley Fire Action (6.1) may target a town region if it only fires across no more than one town border. Attackers using Volley Fire roll one less die when the defender is in a town region. Defenders in a town region roll one additional die when defending against an Assault (6.2).

The British player may set fire to a region using the Hot Shot option of the Bombardment Action (6.4). Burned town regions are marked with an Ablaze Marker (4.6) and are worth Victory Points for the British player. At the end of each turn and at the end of the game, if any region of the town is on fire, the British player will roll to see if the fire spreads to other regions within the town (5.3)



## 3.4 Charlestown Neck

Charlestown Neck was a very thin, flat, featureless isthmus connecting the Charlestown peninsula with the mainland. Ships in the Charles River delivered blistering fire on the small strip of land whenever arriving Patriot troops tried to cross it in order to enter the fray. Fear of this Bombardment delayed the arrival of needed Patriot troops.

If the British Naval Counter is located in the Charles River, any Patriot Militia piece entering the Charlestown Neck region from the Patriot Muster Box is subject to a courage check. Each piece must roll one die. Add the combat strength of the Patriot Militia to the die roll. A roll of 1, 2, or 3 will make the piece retreat back into the Patriot Muster Box ending its move. Place a Moved Marker on the retreating piece.

## 3.5 Landing Zones and Staging Areas

There are six Landing Zones. Landing Zones are the light blue water areas that are adjacent to land regions. Each Landing Zone has a connecting yellow circle with three numbers within.

The large number in the circle is the Landing Zone Number. It is used to identify the Landing Zone.

There is no limit to the number of British pieces allowed in a Landing Zone. Patriot pieces are not allowed in a Landing Zone.

Land regions adjacent to Landing Zones are referred to as Staging Areas. Zones 2 and 3 have two Staging Areas. The other zones have one Staging Area. There is no limit to the number of British pieces allowed in a Staging Area. Patriot pieces are subject to the normal three piece limit in a Staging Area.

The number to the left of the slash is the Transport Number. It represents the number of pieces that can be moved from the Landing Zone to the Staging Area when using the 'Land Troops' Action.

# Bunker Hill

The number to the right of the slash is the Staging Number. Before a 'Move' Action can be used to activate pieces in a Staging Area, the region must contain a number of pieces equal to or greater than the Staging Number. When pieces arrive in a Staging Area, they receive a Moved Marker. Once the Staging Number has been initially met for that area, all future restrictions are removed regarding this number and

it may be ignored. Players may use a Moved Marker to indicate that the Staging Number has been met for an area by placing it in the Landing Zone.

## 4.0 Playing Pieces

The playing pieces used with Bunker Hill are made up of Markers and Counters. Counters, also referred to as "units", are placed in regions and represent military units and their leaders. Markers are placed on the game tracks to indicate values on the tracks. Markers are placed in regions as indicators that certain Actions have taken place.

### 4.1 Military Units

Military Units refer to a formation of soldiers. The counters used for military units are two-sided and have a strength point number on their **unbroken** side. This represents a unit that functions near or at its normal efficiency. The strength point number is equal to the amount of dice the unit rolls in combat.

The reverse face of a unit is referred to as its **broken** side. Broken units have no strength points. This represents a unit that has been in battle and suffered a loss of cohesion sufficient to render the unit temporarily incapable of combat Actions. At the end of the game, broken units may be worth victory points for their opponent.

If a hit is assigned to an unbroken unit, it is flipped to its broken side. If a hit is applied to a broken unit, it is considered destroyed and removed from the map.

Note that a destroyed unit does not mean that all the soldiers in the unit have been killed or wounded. It represents the point where the unit has suffered enough losses of soldiers and cohesion that the unit abandons the battlefield. Destroyed units are worth victory points for their opponent.

Broken Patriot units moving without a leader may only move towards Charlestown Neck. Broken British units moving without a leader may only move toward their staging area.

Players may use the Rally Action if they have a leader in the same region as a broken unit (6.7) to flip it back to its unbroken side.

All military units score a hit on a roll of 5 or 6. (**Note: This differs from From Boston to Concord**). The number needed to score a hit can be modified due to range when conducting Volley Fire (6.1) or Cannonade (6.3).



**British Regulars**

*Infantry made up of British Regulars were one of the premier fighting units of the time.*

Unbroken British Regular units are worth 2 strength points in battle; 0 strength points if broken.



**British Marines**

*These were soldiers quartered on ships and also experienced with amphibious operations.*

Unbroken British Marine units are worth 3 strength points in battle; 0 strength points if broken.



**Field Cannon**

*These were small mobile cannons.*

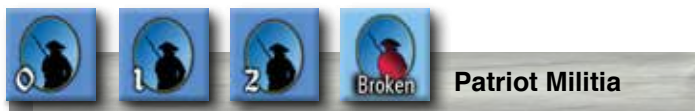
Field cannons have unlimited range and can hit any targets within their Line of Site (7.2). A fully manned field cannon has 2 strength points in battle. This is its full strength, undamaged side. The flip side of a field cannon has 1 strength point in battle and represents a damaged unit. Field cannons cannot be rallied. Field cannons count towards stacking limits.



**Minutemen**

*Minutemen were dedicated units, well trained and determined to act on a moment's notice. Many minutemen had battle experience from the French and Indian War.*

Unbroken minutemen are worth one strength point in battle; zero strength points if broken. Minutemen can retreat before defending against an Assault Action. If a Minutemen unit is paired with a Militia unit in the same region, the Militia unit can retreat along with the minutemen unit before defending against an Assault Action..




These were local men who chose to take up arms but who had little training and were sometimes poorly led. Because of this, their combat ability varied greatly.

Unbroken militia units have one of three different strength point values; zero, one, or two. Broken, militia units have zero strength points.

An unbroken "0" militia unit is worth "1" strength point in combat if it can be paired one for one with a Patriot leader in the same region. An unbroken "0" militia unit may still absorb one hit and be flipped to its broken side.

Example: A region contains two Patriot leaders and three "0" strength militia. Two of the "0" strength militia are considered to have a strength of "1" and the other remains at a strength of "0".

 The combat strength of militia is initially unknown. Hidden value militia units are initially used when being placed in regions. When an Action is taken that requires their strength to be known (e.g. when entering combat or breaking a unit for any reason), the hidden value militia unit is removed from the game and replaced with a randomly chosen militia unit taken from those that are available. An opaque draw cup is recommended for this random drawing.

## 4.2 Leaders

Leaders are two-sided. The top face of a leader is referred to as its **healthy** side. The reverse face of a leader is referred to as its **wounded** side. Wounded leaders cannot be flipped back to their healthy side but they may still rally broken military units. At the end of the game, wounded leaders may be worth victory points for their opponent. Leaders are needed to perform certain Actions. Leaders do not count toward stacking limits.

If a hit is assigned to a healthy leader, it is flipped to its wounded side. If a hit is applied to a wounded leader, it is considered killed and removed from play. Killed leaders are worth victory points for their opponent.



## 4.3 Wrong Ammo / Ammo Arrives

Historically the British field artillery played little part in the battle because the wrong artillery ammunition was sent with the cannons.

British field cannons may not fire at the beginning of the game. This is indicated by the Wrong Ammo Marker. Until the Marker is flipped to its Ammo arrives side, the British field cannons may not use any combat related commands.



The Wrong Ammo Marker starts the game by being placed on the Turn 4 space on the Turn Track. This is the earliest possible turn that the British may begin firing their field cannons in battle.



At the beginning of each turn starting with Turn 4 the British player starts checking to see if the correct Ammo arrives. The British player rolls a die and adds the current turn number to the result. If the total is 10 or greater, flip the Marker to its Ammo Arrives side. The British field cannons may then fire normally. Once flipped, it remains on the Ammo arrives side for the remainder of the game.



## 4.4 Copp's Hill Battery

The British shelled the defense works on Breed's Hill with batteries in Boston on Copp's Hill.

The battery on Copp's Hill may not be moved. It is activated by the Bombard Action. Its range of fire is shown on the Action Summary. It may not target a darkened region. The Copp's Hill Battery may target units or use the "Hot Shot" option to attempt to set Charlestown regions on fire (6.4).



## 4.5 Naval Fleet

The British had the ship-of-the-line HMS Somerset, the frigate HMS Glasgow, the sloops of War HMS Lively and HMS Falcon, the armed transport HMS Symmetry, two gun boats and two floating batteries supporting the battle. For simplicity, a single counter is used to represent the naval fleet.

There are three Fleet Boxes on the game map (3.0).

The naval fleet counter begins the game positioned in the Boston Harbor Fleet Box. When the Naval Move Action is used, the fleet may move to an adjacent Fleet Box.

When the Bombard Action is used, the selected region must fall within the target area linked to the Fleet Box the fleet is in (6.4).

## 4.6 Ablaze Markers



Ablaze Markers are used to indicate town regions that are on fire. The British player uses the Hot Shot option of the Bombard Action in attempts to set a town region on fire.

## 4.7 Patriot Ammo Marker



*The Patriot line weakened and collapsed due to lack of ammunition. This is simulated by having Patriot Ammunition gradually depleted during the battle.*

The Ammo Marker is placed on the Ammo/Morale Track of the game board. It is used to track the amount of ammunition the Patriot forces have remaining (8.0).



## 4.8 Morale Markers

Each player's Morale Marker is placed on the Ammo/Morale Track of the game board. The markers are used to track the morale of the two combatants (9.0).

## 4.9 Panic Markers



The Panic Marker is used to show Patriot Militia units that have very bad morale. Militia units may become panicked when Patriot morale is at 12 or less (9.1).

## 4.10 Moved and Fired Markers



Pieces may only move and participate in combat Actions once each turn. Moved Markers are placed on pieces that moved. Fired Markers are placed on pieces that participated in combat. Pieces that have performed both functions during the turn may use a single Moved/Fired Marker instead of using both a Moved and a Fired Marker if desired. The Moved/Fired Marker is located on the reverse side of both Moved Markers and Fired Markers. Markers need not be placed on each individual counter. Counters with similar statuses in a region may be stacked or grouped separately near each other thereby requiring the use of only one Marker.

# 5.0 Turn Sequence

Revolution Road games are played in a series of turns. Each turn is split up into segments that players follow in a specific sequence. The segments making up the turn sequence are:

### 5.1 Obtain Action Points

### 5.2 Perform Actions

### 5.3 End Turn

## 5.1 Obtain Action Points

Cards in Revolution Road are split in half on the diagonal. Patriot Actions Points are in blue, British in red. This is how many Actions each player receives at the beginning of a turn. The black oval in the center of a card may or may not contain a number of hash marks. This area of the cards pertains only to From Boston to Concord and is ignored in Bunker Hill.

Consult the Scenario Set Up instructions (11.0) to see which cards are used in Bunker Hill.

At the beginning of the game shuffle the cards and place them face down in the deck area on the game board.

During the Obtain Action Points segment, the top card from the card deck is drawn and placed face-up on the game-board in the discard area.

Each player places his Action Marker on the corresponding space on his Action Track.

Each player's Action Marker represents the number of Actions that remain for the player during the current turn.

At the beginning of each turn, if it is Turn 4 or later, roll to see if the correct British Ammo arrives for their cannons (4.3).

## 5.2 Perform Actions

The player with the highest number of Actions on the Action Track performs the first Action of the turn. Usually, both sides will have the same amount of Actions at the start of the turn. In this case, roll one six-sided die. The Patriot player goes first on even rolls and the British player goes first on odd rolls. Players alternate actions after that.

When an Action is taken, the appropriate player's Action Marker is moved one space to the left on the Action Track. Their opponent is then given the opportunity to perform an Action. Players continue performing Actions until each player's Action track reaches the zero space on the Action Track at which time the Action Phase ends.

When given the opportunity to perform an Action, if the player has more Action points than his opponent, the player must perform an Action.

If the player does not have more Action points than his opponent, the player may elect to take an Action normally, use a Reserve Action, or force their opponent to take the next Action by passing. If the Pass option is chosen in this regard the opponent must conduct an Action and may not Pass.

When a player's Action Marker is on the zero space and their opponent has Actions left on their track, the player may only pass and their opponent uses any remaining Actions he has left.

## Reserve Actions

Each player has a Reserve Action marker that is placed on the Reserve Action Track of the game board to record the number of Reserve Actions each player has.

Each player is allowed to have a maximum of two Reserve Actions. Reserve Actions do not need to be used before the end of a turn and they are not lost when a turn ends.

Reserve Actions do not count towards the number of Actions a player has. Reserve Actions are obtained by performing the Plan Action (6.11).

Reserve Actions can only be used if one of two conditions is met:

- It is the player's turn to perform an Action and the player does not have more Action Points than his opponent.
- It is the player's turn to perform an Action and the player has only one Action remaining.

When a Reserve Action is used, it reduces the Reserved Actions by 1. **It does not affect the players Action track.**

The Action Phase ends when both players have used all their regular Actions, even if they have Reserve Actions remaining. This marks the end of the turn.

## 5.3 End Turn



Remove all Moved, Fired, and Rally Markers from the board. Healthy leaders may remove Panic Markers (9.1). If this is not turn 10, advance the Turn Marker one space.

If applicable, roll to see if any fire spreads in Charlestown.

During the End Turn Segment the British player rolls one die for each Charlestown space currently on fire that has at least one adjacent space that is not on fire. On a roll of 5-6 the fire spreads. The British player places a new Ablaze Marker in an adjacent space of his choice.

At the end of the game the British player rolls a die for every space that is not on fire that is adjacent to an area containing an Ablaze Marker. On a roll of 5 or 6 the fire spreads to that region and a new Ablaze Marker is placed. This may possibly add to the VP total for the British player.

## 6.0 Player Actions

During the Perform Actions game turn segment, players spend one Action Point per Action Round to perform an Action. The same action may be chosen multiple times each turn as long as any requisites that may exist for the action are met. Following is a list of Actions that may be chosen. Actions that the Patriot player may choose have a Patriot flag  next to them. Actions that the British player may perform have a British flag  next to them.

### 6.1 Volley Fire

Players use the Volley Fire Action to activate their units in a region allowing them to fire on enemy counters in a region up to two regions away. Units that have already fired may not use Volley Fire. The firing region must always have a LOS to the target region. Total the combat strength in the firing region and apply any Volley Fire modifier (3.1) in the target region. Roll the resulting number of dice. A firing unit hits an adjacent region on each 5 or 6 result on any of the dice. Targets that are two regions away are hit on a roll of 6. Place a fired Marker on the units that conducted Volley Fire.

Important: Players need not activate every unit in a region if so desired. They may activate any number of units in a single region. Field cannons are units and may be included when conducting Volley Fire. Place a Fired Marker only on the units that actually fired. Keep any units that do not fire separate from those that have a Fired Marker. Any remaining units that have not fired may be activated by a later Action.

### 6.2 Assault

Players activate a region to perform an Assault. The target of the Assault must be an adjacent region with enemy counters. Only counters that have not moved or fired may use the Assault Action. There must be as many healthy units in the Assault than healthy units defending. Do not count broken units or leaders. The Assaulting units move into the target region. The defending units then get one free round of combat. During the Assault, if the attacker ever has less healthy units than the defender, the Assault ends and the attacker retreats to the region from where the Assault was launched.

Note: Before the Assault begins the Patriot player may opt to carry out any retreats before combat if he is the defending player (7.1).

The defender gets one free combat roll for all defending units including any cannon. The attacker then applies any casualties to his force. After the free defense fire round, if the Assaulting player still has as many healthy units than the defender, combat continues simultaneously and may take one or more additional rounds with both players applying any casualties after each round. The combat continues until one player retreats or is destroyed. Either player may retreat

voluntarily after any round of combat (7.1). The winner's surviving units remain in the region. When attacking, players always roll a number of dice equal to their combat strength. The defender rolls the number of dice equaling his combat strength plus the Assault Modifier, if any, in the defender's region (3.1). Hits are scored for each 5 or 6 result.

When the Assault ends place a Moved/Fired Marker on all counters that performed the Assault. Place a Fired Marker on any defending units that don't already have a Fired Marker.

Note: Defending units may be attacked more than once on the same turn. They still defend normally even if they already have a Fired Marker on them. They will not be able to perform any offensive actions if they have a Fired Marker however.

### 6.3 Cannonade

The player uses the Cannonade Action to activate their field cannons allowing them to fire on enemy counters in regions within their Line of Sight, or LOS (7.2). Field cannons have unlimited range as long as they can see their target. All field cannons that have not fired, even those in separate regions, may be activated with the Cannonade Action. Field cannon in different regions do not need to target the same region, however all field cannons in the same region do have to target the same region. Each field cannon rolls a number of dice equal to its combat strength to see if it scores a hit. Terrain modifiers in the target region have no effect in a Cannonade. A hit is scored on a roll of 5 or 6 if the target is within two regions away. If the target is beyond two regions then hits are applied only on a roll of 6. The defender only applies hits to healthy counters, one hit each. Any additional hits are lost. Place a Fired Marker on any field cannon that took part in a Cannonade.

### 6.4 Bombard

The British player uses the Bombard Action to activate their Naval Fleet and Copp's Hill Battery for firing. Both units are activated using a single Action and both can fire using the same methods although independently. The Charlestown Peninsula is split into three target areas. The target areas for Bombard are shown on the Bunker Hill player aid. The location of the firing unit determines the target area of the bombard. The Copp's Hill Battery always uses the Boston Harbor / Copp's Hill target area. The British Fleet uses the target area associated with the Fleet Box it is in. Line of Sight rules (see 7.2) do not apply to Bombardments; the player aid sheet must be consulted to see if a region may be targeted by the firing unit. Fired Markers are not placed on the Bombarding units. The Copp's Hill Battery may not be moved.

Both the Naval Fleet and the Copp's Hill Battery may

Bombard regions in their target area that contain at least two healthy Patriot counters or they may use the "Hot Shot" option to attempt to set a Charlestown region in their target area on fire. Each unit targets and fires separately during activation. One may target units and the other attempt to set a town region on fire if so desired. When targeting units, two dice are rolled scoring a hit on each 6. Units in Staging Areas are hit on each 5 or 6. Terrain modifiers have no effect. The Patriot only applies hits against unbroken/healthy/undamaged units including field cannons. Broken/wounded/damaged units may not be targeted or assigned hits.

*Historical Note: During the battle, the British were taking sniper fire from within the town of Charlestown. The British Admiral Graves had been advocating the burning of the town. Now he had an excuse. His ships (represented by the Fleet counter in the game) were ordered to prepare their cannonballs by heating them until they glowed red hot for firing into the wooden buildings to set them ablaze. The battery on Copp's Hill was sent special shells called "carcasses" which were iron balls filled with inflammable material designed to set their targets on fire. For game purposes these are both referred to as "Hot Shot".*

When targeting town regions in Charlestown, in lieu of targeting military units, Hot Shot may be chosen in an attempt to set the town region on fire. Only one die is rolled if the Hot Shot option is chosen. The region is set on fire on a roll of 4-6 and an Ablaze Marker is placed in the region. Terrain modifiers have no effect on the roll. No more than one Ablaze Marker may be placed by means of the Bombard Action during each Perform Actions Turn Segment (5.0), i.e. once per game turn. If the Bombard Action is taken again on the same turn after an Ablaze Marker has been placed, only military units may be targeted. If a counter is in a region with an Ablaze Marker, it is immediately moved to an adjacent region. If all adjacent regions have Ablaze Markers or are River Areas, the counter is destroyed.

### 6.5 Land Move

The player chooses a region that has his counters. Counters in that region that have not moved may do so. Units may move up to three regions. Leaders may move up to four regions. Counters must stop when moving to a region that is adjacent to enemy units. No unit may enter any Charlestown region that is on fire (containing an Ablaze Marker). Terrain and roads in regions have no effect on movement. Due to the danger to British counters, the British must stop their movement when entering a Charlestown region. This does not affect Patriot counters. Place a Moved Marker on the counters that moved. Stacking must be observed during movement.

Stacking Limitation: Unless otherwise noted, each player may have a maximum of three military units including cannon in a land area. You may not move through other units if at

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any time during the move it would cause an over-stacked condition (Exception: See 7.1 Retreat). Leaders are not counted; any number of leaders may be in a region.

## 6.6 Naval Move

The British player moves the British naval fleet counter from one Fleet Box to an adjacent Fleet Box (3.0). The Naval Box the Fleet counter is in determines the target area the fleet may fire at when it uses the Bombard Action (6.4).

## 6.7 Rally



The player selects a region with broken units and at least one leader. Each leader can flip one broken unit in the region. A damaged field cannon may not be flipped. Wounded leaders may not be flipped but may perform the Rally Action on broken military units. A leader may only rally one unit per turn. Place a Rallied Marker on the leader that performs the rally. Rallying has an impact on morale (9.0).



## 6.8 Reorganize the Line

The Reorganize the Line Action allows a player to reorganize his counters in two adjacent regions; counters in one region may move to the other region and vice versa as desired by the player, essentially trading places. Units performing this Action must not have a Moved Marker. The stacking limit must be observed at the conclusion of the Action; it does not need to be observed during the Action. All counters that moved are given a Moved Marker.

## 6.9 Snipe

The Patriot player targets a region in or adjacent to Charlestown that has unbroken or healthy British pieces. The targeted British pieces must be adjacent to at least one town region that is not on fire. Patriot units are not required to be present to perform the Snipe Action (there were small groups of snipers spread throughout the town). One die is rolled. A hit is scored on a roll of 5-6. If a hit is scored, the British player may only assign hits to unbroken or healthy pieces. Broken/wounded units and field cannons may not be targeted or assigned hits.

## 6.10 Land Troops

The British player uses this command to move counters from a Landing Zone to an adjacent Staging Area as described in section 3.5. Place a Moved Marker on each unit that landed.

## 6.11 Plan

Players may only use the Plan Action when their Action Marker is on the 1 space of the Action Track. The Plan Action earns the player one Reserve Action Marker. Move the Action Marker to the 0 square and move the player's Reserve Action Marker up one space on the Reserve Action Track. This ends the player's Actions for the turn. His opponent then uses any remaining Actions he may have and the turn then ends.

Each player may have a maximum of two Reserve Actions.

## 6.12 Pass

Normally the Pass Action is a free Action but players may spend an Action to pass and do nothing if they find themselves in a situation where they have no legal Actions to take, or they don't want to take an Action but want to move their Action Marker down on the Action Track.

*An Action Summary sheet has been provided to assist players not yet familiar with playing the game.*

## 7.0 Battles

Battles occur via Volley Fire (6.1), Assaults (6.2), Cannonades (6.3), Bombardments (6.4) and Sniping (6.9).

Players deal with each hit scored against them by applying the hit to one of their pieces in the targeted region. A hit may be applied to an unbroken or healthy piece by flipping the piece to its other side. A hit may be applied to a broken or wounded piece by removing the piece from the game. Players at their discretion may apply hits to leaders or field cannons even if other pieces are present. Hits have an impact on morale (9.0).

### 7.1 Retreat

Retreats are only allowed in Bunker Hill is as a result of an Assault Action (6.2). Retreats can be either mandatory (6.2) or voluntary. Patriot Minutemen may retreat before battle if so desired and may be paired one for one with a Militia unit in the same region and retreat together. Militia units may not retreat before combat without being paired with a Minuteman unit or a leader. If the attacking player retreats, it is back to the region where the Assault began. If the defending player retreats, it must be to a rear region away from the direction where the Assault took place. Retreating units may retreat additional regions if and only if it is necessary because of over stacking. This would be the exception to temporarily over-stacking while moving units through regions containing other units. At the end of each round of combat, either player has the option to retreat some or all of his units in the region.

### 7.2 Line of Site (LOS)

When conducting ranged combat such as Volley Fire or Cannonade, the attacking region must be able to see the target region. Because of elevation, terrain features, or military units this may not be possible.

#### Terrain Elevations

There are 3 levels of elevation used in the game. These will help to determine if a target can be seen or not. This is known as Line of Sight, or LOS. The 3 levels are:

- **Elevation 0:** Generally speaking this is ground level or sea level. The majority of regions on the board are Elevation 0 and are colored light green.
- **Elevation 1:** These are the brown slopes and ridge lines on the board. Generally speaking these are elevations representing anywhere from about 15 to 90 feet.
- **Elevation 2:** These are the hilltop regions of Bunker Hill, Breed's Hill and Moulton's Hill and are colored dark green. These hilltops ranged from a low elevation of 35 feet (Moulton's Hill) to 110 feet (Bunker Hill). For simplicity sake these are all counted as being Elevation 2 regions. Note: The region containing Moulton's Hill also contains brown slope areas. The entire area is considered to be Elevation 2 with the slopes and any bleed over into adjacent regions being ignored.

#### LOS rules:

All firing is assumed to follow a straight line measured from the approximate center of a region to the approximate center of another region. A rubber band and ruler can be used to check for line of sight if desired. If an obstacle can be observed from both sides of the line then the LOS is blocked. The designers encourage players to try to envision the terrain and any obstacles on the battlefield if a disagreement arises regarding LOS. If players still cannot agree then any dispute should be resolved by a friendly die roll.

LOS rules do not apply to Bombardments. Consult the player aid card for targeting regions when using the Bombard Action.

Leaders in a region alone without military units do not block LOS.

A region always has a LOS to an adjacent region.

Regions of the same elevation have LOS to each other unless the LOS passes through a region of higher elevation or one containing any military units.

Generally speaking, units firing from Elevation 2 regions can see over lower elevations and intervening military units, however, if passing through an Elevation 1 region that is not adjacent to the firing region to an Elevation 0 region that is immediately behind that region, then the Elevation 0 region is considered to be a blind region. Note that the converse is also true. Units firing from the blind Elevation 0 region could not see the Elevation 2 region using the same example.

Example: A Patriot field cannon occupies the region on Breed's Hill containing the "Redoubt" and wants to fire into Staging Area 6. The LOS is blocked by the intervening Elevation 1 ridge line in the region immediately adjacent to the target region making it a "blind region". Conversely, any field cannon in Staging Area 6 could not see the "Redoubt" region due to the Elevation 1 ridge to its immediate front. However, there would be LOS to and from an Elevation 0 region that was two regions beyond the ridge.

Note: Due to the irregular shapes of the different regions on the map this rule may not always be the case. It is suggested that, if in doubt, players measure the distance from the target to the intervening obstruction and from the firing region to the intervening obstruction. If the obstruction is closer to the lower elevation then LOS is blocked.

Units on Elevation 1 regions have LOS to all Elevation 0 regions unless there is an obstruction between the two regions. Intervening military units do not block LOS in this instance as they may be fired over top of. Note that the converse of this example is also true.

Draw a line between regions. LOS is blocked if passing through an Elevation 2 region to or from a lower elevation.

Units may fire into but not through town regions.

## 8.0 Patriot Ammunition

*"Don't fire till you see the whites of their eyes!" This famous quote has been attributed to several different leaders in the Breed's Hill redoubt. The Patriots knew their ammunition was limited and they wanted to make their volleys count. The ability for Patriot leaders to keep their men in the lines and holding their fire until the charging British closed was one of the main reasons the British were repeatedly beaten back from the redoubt. Even so, eventually the lines weakened and collapsed due to lack of ammunition. This is simulated by having Patriot Ammunition gradually depleted during the battle.*

The Ammo Track on the game board is used to track how much ammunition the Patriot player has. At the beginning of the game, the Ammo Marker starts on the 24 space.

Some Actions taken by the Patriot cause the Ammo Marker to be moved towards the zero space of the Ammo Track.

Using the Volley Fire Action moves the Ammo Marker down 1 space.

When involved in an Assault, the Patriot player moves the ammo marker down one or two spaces. If the Patriot is defending, using the free defensive fire attack moves the Ammo Marker down one space. The Patriot player may optionally decide not to use the free defensive fire roll to conserve ammo. Participating in the Assault whether attacking or defending causes the Ammo Marker to move down one space.

Using the Cannonade Action does not move the Ammo Marker.

When the Ammo Marker reaches the 12 of the Ammo Track, the Patriot player suffers the following penalties:

- The Patriot is limited to rolling a max of 3 dice in combat
- The Patriot may not use the Snipe Action.

## 9.0 Morale

Morale is tracked for each player throughout the battle by using Morale Markers. Each player's Morale Marker begins on the 24 space of the Morale Track.

- The ebb and flow of the battle can cause the Markers to move both up and down on the track:
- Move the Marker down one space when a player's unit is broken.
- Move the Marker up one space when a player's unit rallies.
- Move the Marker down one space when a player's leader is wounded.
- Move the Marker down one space when the player's unit is destroyed.
- Move the Marker down two spaces when a player's leader is killed.

When the Morale Marker reaches 12, the Patriot militia units begin to panic. Patriot and British demoralization occurs when the Morale Marker reaches the 0 space of the Morale Track.

### 9.1 Patriot Panic

At the beginning of every turn where the Patriot Morale Marker is at or below 12, the British player chooses one region where militia is adjacent to at least one British unit. Each unbroken militia unit in the region must make a courage check by rolling one die. The Patriot player adds the militia's combat strength to the die roll. If the result is 1-4, the unit panics. Flip the unit to its broken side and place a Panic Marker on the militia. Any broken units, Minutemen or Militia, in the region are automatically given a Panic Marker. Move each panicked unit 3 regions towards the Muster Box. Units may move further if forced to do so because of stacking limitations.

Panicked units may not be activated by any Action. If a Panicked unit is the target of any ranged fire and survives it moves 3 additional regions towards the Muster Box. If any Panicked units become the target of an Assault, they are destroyed.

At the end of the turn, if the Morale Marker has not reached the 0 space, each healthy leader may remove one Panic Marker from the region they are in.

When the Ammo Marker reaches the 0 of the Ammo Track, in addition to the above penalties, the Patriot player also suffers the following penalties:

- The Patriot is limited to rolling a max of 2 dice in combat.
- The Patriot may not use the Assault Action to attack.
- The Patriot may only Volley Fire into an adjacent region.
- The British may Assault regardless of who has the most units in the Assault region.

## *9.2 Patriot Demoralization*

Minutemen are unaffected by Demoralization. If at any point the Patriot Morale Marker reaches the 0 space, the Patriot suffers Demoralization and has the following penalties for the remainder of the game:

- Militia moves three regions toward the Muster Box (done only once at the moment the Morale Marker reaches the 0 space).
- Militia activated for movement may only move towards the Muster Box.
- Patriot may not use the Rally Action.
- Patriot player loses all Reserve Action Markers and may not use the Plan Action.
- Patriot player receives one less Action point from their card draw.
- Patriot Militia only hit on a roll of 6.  
Patriot may not recover from demoralization.

## *9.3 British Demoralization*

If at any point the British Morale Marker reaches the 0 space, the British suffers Demoralization and has the following penalties for the remainder of the game:

- British may no longer use the Rally Action
- British units subtract one die from their Volley Fire and Assault rolls.
- British receive one less Action Point from their card draw. British lose all Reserve Action Markers and may not use the Plan Action.
- British may not recover from Demoralization.

## *9.4 Mutual Demoralization*

If both the Patriot and British players suffer demoralization, the game immediately ends.

# *10.0 Determining Victory*

Victory Points are awarded to the players as shown on the Bunker Hill Player Aid.

The Patriot player wins if he has more victory points than his opponent whether demoralized or not. The British player wins if he has more victory points than his opponent whether demoralized or not. If tied, the British player wins if in control of more hill regions than the Patriot player otherwise the Patriot player wins.

# *11.0 Optional Bunker Hill Rules*

Any of the following rules may be used if agreed upon by both players.

## *11.1 Redoubt and Wall Defensive Positions*

Patriot units in the redoubt region on Breed's Hill and the two wall regions have a strong defensive advantage. When applying hits to counters in those regions, the Patriot player ignores the first hit scored by the British and then applies the remainder.

## *11.2 More Patriot Ammunition Options*

The Patriot Ammo Marker may also be affected by the following:

- At the cost of moving the Ammo Marker down one space, Patriot player adds one die to a Volley Fire.
- At the cost of moving the Ammo Marker down two spaces, the Patriot player hits on 4-6 when defending an Assault.
- At the cost of moving the Ammo Marker down four spaces, the Patriot player hits on 3-6 when defending an Assault.

## *11.3 Optional British Landing Zones*

The British player may use any landing zone for the turn 3 and 6 reinforcements.

## 12.0 Scenarios

### 12.1 Bunker Hill

2 Player: British vs Patriot / 10 Turns

The British seek to push the Patriots off the Charlestown peninsula. Historically the British won the day when out of ammunition the Patriots saw their lines broken and their troops running for the rear. If the British had not been so badly mauled the Patriots would have been pursued. British General Clinton admitted, "It was a dear bought victory, another such would have ruined us." Patriot general, Nathanael Greene opined "I wish we could sell them another hill at the same price."

#### Set-up

Determine sides. One person plays the part of the British Loyalists (hereafter called the British player). One person plays the part of the Patriot Revolutionaries (hereafter called the Patriot player). For the Bunker Hill game, use only the following 10 cards (numbers in lower right hand corners): 1, 6, 8, 10-14, 16 & 17. Shuffle cards and place them face-down on the board. Give each player 4 six-sided dice (red-British, blue-Patriot).

Place all 21 Unknown Strength Militia pieces (units with question marks) within easy reach. These are used for initial Militia Unit placements on the map. Place all 21 numbered Patriot Militia pieces (5-zeros, 11-ones, 5-twos) in a cup or randomized with their broken side up within easy reach. This is the Militia Draw Pool.

#### Place Markers

Place the Action, Reserve and Victory Point Markers in their appropriate tracks on the board starting on the zero space. Place the Ammunition Marker on the 24 space of the Ammunition Track. Place each player's Morale Marker on the 24 space of the Morale Track.

Place Action and Reserve Markers on the Action Track 0 spaces. Place the Victory Point Markers on the Victory Point track space 0.

Place the Moved/Fired, Ablaze, Panic and Rally Markers off board within easy reach of both players.

Place the Game Turn Marker on the first space of the Game Turn Track. Place the Wrong Ammo Marker on space 4.

#### Place British Units

##### At Start

- Place a total of 5 British Regulars as desired in either or both Landing Zone 2 Staging Areas.
- Place 10 British Regulars, 2 Field Artillery, Leaders Gage and Pigot in Landing Zone 2.
- Place the Copp's Hill Battery on Copp's Hill.
- Place the British Naval Fleet in Boston Harbor.

##### Turn 3 Reinforcements

Place 5 British Regulars, 2 British Marines, Leaders Howe and Abercrombie in Landing Zone 2.

##### Turn 6 Reinforcements

Place 4 British Regulars, 2 British Marines, Leader Clinton in Landing Zone 2 or 3.

#### Place Patriot Counters

##### At Start

Place 7 Minutemen, 5 Unknown Militia Markers, 1 Field Artillery, Leaders Ward, Putnam, Prescott, Knowlton and Callender as desired within stacking limits in any regions other than Moulton's Hill that have defensive die roll modifiers.

Place 3 Unknown Strength Militia pieces, leaders Stark and Nixon in the Muster Box.

##### Turn 2 Reinforcements

Place 3 Unknown Strength Militia pieces in Muster Box.

##### Turn 3 Reinforcements

Place 3 Unknown Militia pieces in Muster Box

##### Turn 4 Reinforcements

Place 3 Unknown Militia pieces in Muster Box.

##### Turn 5 Reinforcements

Place 4 Militia, Leaders Reed and Woodbridge in Muster Box.

## 12.2 Solitaire Rules

### A. Setup.

#### British

- Place eight British Regulars in each of the two landing zones (not staging areas) chosen. (If using three landing zones, place five in each).
- Place each of the two British leaders, Gage and Pigot in separate landing zones (not staging areas)
- Place each of the two British artillery units in separate landing zones (not staging areas).
- Place 1 British Artillery on Copp's Hill.
- Place 1 British Naval Fleet in Boston Harbor.

If using three landing zones place units evenly between them with the destinations of any odd units rolled for.

#### Patriots

- Place Patriot units based on the scenario chosen

### B. Place Reinforcements on the Turn Track.

- Turn 1: Place 3 Patriot Militia, leaders Stark and Nixon
- Turn 2: Place 3 Patriot Militia
- Turn 3: Place 3 Patriot Militia and 6 British Regulars, 2 Marines Howe & Abercrombie
- Turn 4: Place 3 Patriot Militia
- Turn 5: Place 4 Patriot Militia, Reed & Woodbridge and 4 British Regulars, 2 Marines and Clinton

### Exclusive Rules:

#### Objectives:

##### British:

The British player chooses one of six objectives at the beginning of each scenario but can upgrade his objective as the game progresses. The British Bot rolls a die to determine its objective. Objectives provide additional VPs at the end of the game.

##### Patriot:

To survive with the most VPs

- **Bot player** chooses actions according to the bot instructions
- **Card Draw** Cards containing hash-marks are ignored in the Bunker Hill solitaire scenarios.
- **Combat results:** After rolling a hit, roll again to determine a random unit within a targeted region. Follow this procedure whether using Volley Fire, Assault, Cannonade or Bombardment.
- **Ambush, British Charge, and Forced March** actions are not used in the Bunker Hill scenarios.
- **Opportunity Fire** There is no Opportunity Fire in the Bunker Hill Scenarios
- **Rally** Each Healthy leader will rally one unit in the same region automatically. Wounded leaders do so on a roll of 4-6, Broken British Marines rally on a 3-6. Broken Patriot Minutemen and British Infantry rally on a 5-6. Broken Patriot Militia without a leader rally on a roll of 6.
- **British Landings** The British player/Bot may land two units per landing action in the #1 & #2 British landing zones
- **Stacking** Staging areas have no stacking restrictions so British units may retreat into a staging area without detrimental effects. However, only three British units at a time may be activated to rally, move or fire in a staging area. Any number of leaders may be activated in a Staging area
- **British Leaders** British leaders are not subject to sniping when making a water landing
- **Patriot Leaders** Each Patriot leader prevents one accompanying unit from making a courage roll when crossing the Charleston Neck region.
- **Retreats** Patriots retreat toward the Charlestown Neck and their Entry Area and from the Neck into the Muster Box. The British retreat toward their nearest active Staging Area moving around enemy occupied regions if necessary. Units may not retreat into regions from which an assaulting force just vacated. The bot rolls a die to determine which region. Units unable to retreat because they are blocked by fully stacked regions or would otherwise be forced to move adjacent to unbroken enemy units are forced to make an immediate morale check. Those that succeed are flipped to their healthy side. Those that are healthy and do not are flipped. Those that are broken and do not are destroyed and do count for VPs. Note that in Charlestown, units may retreat to any adjacent Charlestown region even if adjacent to an enemy without having to make the aforementioned morale check.

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- **Charlestown Neck** When Playing British Objectives #3, #5 & #6 and Patriot reinforcements are triggered in the Muster Box, they must roll a die. On a 1-3 reinforcements will stop in the Charlestown Neck region. On a roll of 4-6, they move toward another objective region. When the Charlestown Neck is fully stacked it prevents units from moving through the region. If the Muster Box is triggered when the Charlestown Neck region is fully stacked. The force occupying the neck region is moved to the safest adjacent region. If neither region is safe roll a die to determine destination then perform the automatic Morale action previously described. If both available spaces are occupied by British forces, the Reinforcement move is ignored and an artillery action is taken. Keep in mind the Charlestown Neck Morale roll if the British Fleet is in the Charles River.
- **Muster Box.** Patriot units and British units may fire on one another between the Charlestown Neck and the Muster Box. However, British units may not enter the Muster Box.
- **Broken Forces:** The moment all British units in a region are broken, they immediately retreat one region toward their nearest Staging Area. The moment all Patriot units in a region are broken, they immediately retreat one region toward Charlestown Neck. Units forced to move adjacent to unbroken enemy units perform the immediate morale check described above.
- **Casualties:** No more than one leader may be counted as a casualty per battle action.
- **Fate of Casualties:** Roll for each wounded leader and each broken unit at the end of each scenario. Leaders and British units disintegrate on a roll of 6, Patriot militia units disintegrate on a roll of 5-6

### **Victory points**

- Variable VPs depending on occupation of British Objective regions
- 1 VP For each destroyed unit or leader killed
- ½ VP For each broken or panicked unit
- 0 VP For wounded leaders that survive attrition rolls
- -1VP To the Patriots if demoralized
- -1VP To the Patriots if ammunition is reduced to 0.
- -1 VP To the British if the British have not captured any objective regions (Penalty is ignored if at least one unbroken British unit is adjacent to at least one British Objective )

### *12.3 Bunker Hill Solitaire Scenario (British)*

#### **1 Player: British vs the Patriot Bot / 5-10 Turns**

*You as the British player are about to land and organize ashore eager to assault the Patriot defense works. You determine which military objective(s) you will pursue and set up accordingly. The Patriot positions are determined after the British have stationed their forces. The length and difficulty of the game depends on the objective(s) you pick. You may at any time upgrade your objective to seek a larger objective(s) but once committed you may not downgrade your objective. The length of a scenario is tied to your chosen objective, therefore, upgrading from British objective #1 to British objective #8 increases turn length from 5 turns to 8 turns. Remember, there is a greater chance of failure the more you upgrade your objectives. Regardless of the objective, your set-up always begins turn #1.*

1. Reveal card and mark action track
  2. Alternate taking actions
    - a. If Patriot – choose any available action
    - b. If British - follow bot instructions
  3. Adjust Action, Ammunition and Morale Tracks
  4. When all British & Patriot actions have been used
- Begin again at 1 or determine victory.

*The British Bot can be found on the Bunker Hill Solitaire British Bot Sheet.*

## **BRITISH OBJECTIVES:**

As the British player, freely choose a British Objective, or choose by rolling a die.

1. Clear and/or Burn Charlestown. (5 TURNS) Delete the artillery from this scenario. Divide the remaining units equally between landing zones #5 & #6. Maximum stacking in Charlestown for either side is still three units but only two of those three units may fire during volley Fire and during Assault. British must be in possession of or have burned six or more Charlestown regions to achieve this objective. (Add 1 VP if achieved, +1 for each Charlestown region over 6 that is burned or captured by the British. Note a leader cannot hold a region on his own).
2. Capture Northern Defense works. (6 TURNS) If chosen at the start of the game, divide and place your units equally between landing zones #2 & #3. If chosen as an upgraded objective, change your landing zones to #2 & #3 (Add 2 VPs per objective region captured)
3. Capture Breed's Hill. (7 TURNS) If chosen at the start of the game, divide and place your units equally between landing zones #3 & #4. If chosen as an upgraded objective, change your landing zones to #3 & #4. (Add 2 VPs for each objective region captured)
4. Capture Bunker Hill & one other objective. (8 TURNS) If chosen at the start of the game, divide and place your units equally between landing zones #1 & #2. If chosen as an upgraded objective, change your landing zones to #1 & #2. (Add 2 VPs for each objective region captured)
5. Capture the Charlestown Neck & one other objective. (8 TURNS) If chosen at the start of the game, divide and place your units between #1 & #2. If chosen as an upgraded objective, change your landing zones to #1 & #2. (Add 2 VPs for each objective region captured)
6. Meet any three objectives. (9 TURNS) Determine three objectives to be taken (from the following: Charlestown Neck, Bunker Hill, Northern Defense Works, Breed's Hill, Charlestown) divide your landings equally between any three landing zones. If chosen as an upgraded objective, add one additional landing zone to your two original landing zones – you no longer need to divide your landings equally between the zones but may land troops as you see fit. (Add 1 VP for each objective region captured, -2 VP if none are captured, instead of -1 as listed in the earlier VP schedule)

## **PATRIOT DEFENSE SET-UP**

*Use the Patriot defense Set-up that fits the current British objective:*

### **Charlestown Objective:**

- a. Place 1 minuteman unit in the Northern region of the Northern Defense Works.
- b. Place a minuteman and 1 militia unit in the Southern region of the Northern Defense Works
- c. Place 1 militia, 1 minuteman unit and 1 leader in the Breed's Hilltop Defense Works.
- d. Place 1 cannon, 1 minuteman unit and 1 leader in the southern Breed's Hilltop region.
- e. Place 1 militia, 1 minuteman unit and 1 leader in the slope region adjacent to the Breed's Hilltop Defense Works on the Charlestown side of the hill.
- f. Place 1 militia, 1 minuteman unit and 1 leader in each of the two interior Charlestown regions (those regions completely surrounded by other town regions)

### **Northern Defense Objective:**

- a. Place 1 Minuteman unit in the southernmost Bunker Hilltop region.
- b. Place 1 militia, 1 minuteman and 1 leader in the coastal region between the Northern Defense Works and Bunker Hill.
- c. Place 1 militia, 1 minuteman unit and 1 leader in the slope region between the Northern Defense Works and Breed's Hill.
- d. Place 1 cannon, 1 minuteman unit and 1 leader in the Southern region of the Northern Defense Works
- e. Place 1 militia, 1 minuteman unit and 1 leader in the Northern region of the Northern Defense Works.
- f. Place 1 militia, 1 minuteman unit and 1 leader in the Breed's Hilltop Defense Works.
- g. Place 1 militia and 1 minuteman unit in the remaining Breed's Hilltop region.

**Breed's Hill Objective:**

- a. Place 1 minuteman unit in the Northern region of the Northern Defense Works.
- b. Place a minuteman and 1 militia unit in the Southern region of the Northern Defense Works
- c. Place 1 militia, 1 minuteman unit and 1 leader in the slope region between the Northern Defense Works and Breed's Hill.
- d. Place cannon, 1 minuteman unit and 1 leader in the Breed's Hilltop Defense Works.
- e. Place 1 militia, 1 minuteman unit and 1 leader in the remaining Bunker Hilltop region.
- f. Place 1 militia, 1 minuteman unit and 1 leader in the slope region adjacent to the Breed's Hilltop Defense Works on the Charlestown side of the hill.
- g. Place 1 militia, 1 minuteman unit and 1 leader in the Charlestown region nearest the previously placed slope region.

**Bunker Hill Objective:**

- a. Place 1 militia unit in the Charlestown Neck region
- b. Place 1 cannon, 1 minuteman unit and 1 leader in the center Bunker Hilltop region.
- c. Place 1 militia, 1 minuteman unit and 1 leader in both remaining Bunker Hilltop regions.
- d. Place a minuteman unit in the Southern region of the Northern Defense Works
- e. Place 1 militia, 1 minuteman unit and 1 leader in the Northern region of the Northern Defense Works.
- f. Place 1 militia, 1 minuteman unit and 1 leader in the Breed's Hilltop Defense Works.
- g. Place 1 militia and 1 minuteman unit in the remaining Breed's Hilltop region.

**Any Three Objectives:** Roll a die to determine Patriot Set-up.

- 1-2 Use Breeds Hill Set-up
- 3-4 Use Bunker Hill Set-up
- 5 Use Charlestown Set-up
- 6 Use Northern Defense Set-up

## 12.4 Bunker Hill Solitaire Scenario (Patriot)

### 1 Player: Patriot vs the British Bot / 5-10 Turns

*The British are about to land and organize ashore eager to assault your defense works. The British have not yet indicated which military objective(s) they will pursue. You, the Patriot player must make your best guess as to where the British will concentrate and set up your defenses accordingly. The length and difficulty of the game depends on the British objective. Regardless of which objective is chosen, set-up will always begin on turn #1.*

1. Reveal card and mark action track
2. Alternate taking actions
  - a. If Patriot – choose any available action
  - b. If British - follow bot instructions
3. Adjust Action, Ammunition and Morale Tracks
4. When all British & Patriot actions have been used  
Conduct British Final Fire then

*The Patriot Bot can be found on the Bunker Hill Solitaire Patriot Bot Sheet.*

Begin again at 1 or determine victory.

*Roll a die to determine the British Objective(s). British Bot cannot upgrade its objectives(s). The scenario ends when the British achieve their objective(s) or when the last action of a scenario is taken. The Patriot player receives 1VP if the British do not capture any objective regions:*

**1 - Clear and/or Burn Charlestown** (5 TURNS) Delete the artillery from this scenario. Divide the remaining units equally between landing zones #5 & #6. Maximum stacking in Charlestown for either side is still three units but only two of those three units may fire during volley Fire and during Assault. British must be in possession of or have burned six or more Charlestown regions to achieve this objective. (Add 1 VP if achieved, +1 for each Charlestown region over 6 that is burned or captured by the British. Note a leader cannot hold a region on his own). Use Patriot set-up #1

**2 - Capture Northern Defense works** (6 TURNS) Divide and place your units equally between landing zones #2 & #3. (Add 2 VPs per objective region captured). Use Patriot set-up #2

**3-4 Capture Breed's Hill** (7 TURNS) Divide and place units equally between landing zones #3 & #4. (Add 2 VPs for each objective region captured). Use Patriot set-up #3-4

**5 - Capture Breed's Hill and Charlestown Neck** (8 TURNS) Divide and place units equally between landing zones #1 & #2. (Add 2 VPs for each objective region captured). Use Patriot set-up #2

**6 - Capture Bunker Hill** (9 TURNS) Divide and place units equally between landing zones #1 & #2. (Add 2 VPs for each objective region captured). Use Patriot set-up #5-6

**Choose your Patriot defense focus then place your Patriot units as instructed:**

**1. Charlestown Objective:**

- a. Place 1 minuteman unit in the Northern region of the Northern Defense Works.
- b. Place a minuteman and 1 militia unit in the Southern region of the Northern Defense Works
- c. Place 1 militia, 1 minuteman unit and 1 leader in the Breed's Hilltop Defense Works.
- d. Place 1 cannon, 1 minuteman unit and 1 leader in the southern Breed's Hilltop region.
- e. Place 1 militia, 1 minuteman unit and 1 leader in the slope region adjacent to the Breed's Hilltop Defense Works on the Charlestown side of the hill.
- f. Place 1 militia, 1 minuteman unit and 1 leader in each of the two interior Charlestown regions (those regions completely surrounded by other town regions).

**2 - Northern Defense Objective::**

- a. Place 1 Minuteman unit in the southernmost Bunker Hilltop region.
- b. Place 1 militia, 1 minuteman unit and 1 leader in the coastal region between the Northern Defense Works region and Bunker Hill.
- c. Place 1 militia, 1 minuteman unit and 1 leader in the slope region between the Northern Defense Works and Breed's Hill.
- d. Place 1 cannon, 1 minuteman unit and 1 leader in the Southern region of the Northern Defense Works
- e. Place 1 militia, 1 minuteman unit and 1 leader in the Northern region of the Northern Defense Works.
- f. Place 1 militia, 1 minuteman unit and 1 leader in the Breed's Hilltop Defense Works.
- g. Place 1 militia and 1 minuteman unit in the remaining Breed's Hilltop region.

**3,4- Breed's Hill Objective:**

- a. Place 1 minuteman unit in the Northern region of the Northern Defense Works.
- b. Place a minuteman and 1 militia unit in the Southern region of the Northern Defense Works
- c. Place 1 militia, 1 minuteman unit and 1 leader in the slope region between the Northern Defense Works and Breed's Hill.
- d. Place cannon, 1 minuteman unit and 1 leader in the Breed's Hilltop Defense Works..
- e. Place 1 militia, 1 minuteman unit and 1 leader in the remaining Bunker Hilltop region.
- f. Place 1 militia, 1 minuteman unit and 1 leader in the Southern slope region adjacent to the Breed's Hilltop Defense Works on the Charlestown side of the hill.
- g. Place 1 militia, 1 minuteman unit and 1 leader in the Charlestown region nearest the previously placed slope region.

**5,6- Bunker Hill Focus:**

- a. Place 1 militia unit in the Charlestown Neck region
- b. Place 1 cannon, 1 minuteman unit and 1 leader in the center Bunker Hilltop region.
- c. Place 1 militia, 1 minuteman unit and 1 leader in both remaining Bunker Hilltop regions.
- d. Place a minuteman unit in the Southern region of the Northern Defense Works
- e. Place 1 militia, 1 minuteman unit and 1 leader in the Northern region of the Northern Defense Works.
- f. Place 1 militia, 1 minuteman unit and 1 leader in the Breed's Hilltop Defense Works.
- g. Place 1 militia and 1 minuteman unit in the remaining Breed's Hilltop region

# Counter Sheet

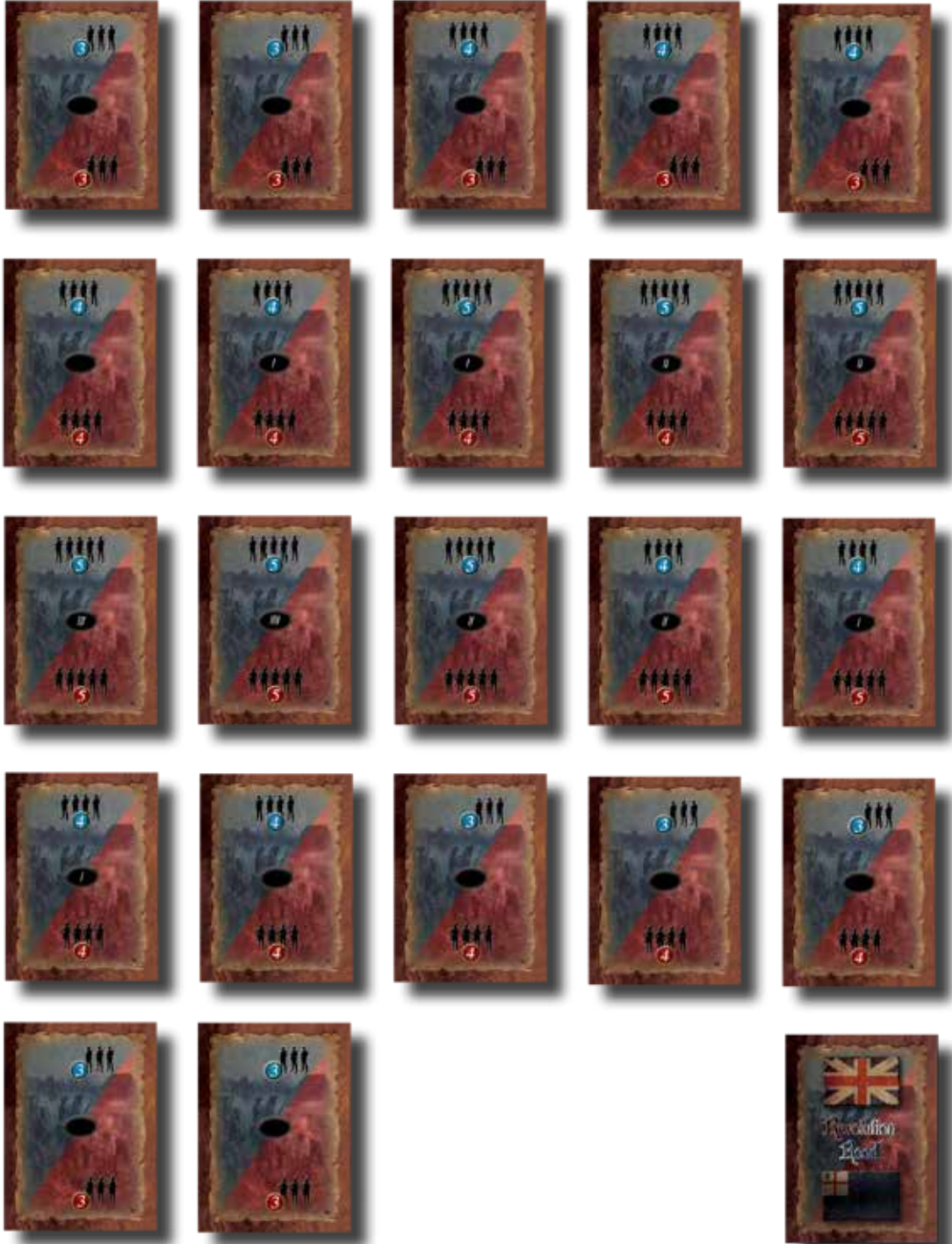


*Front*



*Back*

# Bunker Hill Cards



## **Bunker Hill FAQ**

**An unlimited amount of British units can be in a Staging Area but, how many of them can move or shoot with the corresponding action?**

When a region is activated, everything in the region is eligible to participate in the action if the prerequisites are met. For instance, all units in a region can perform Volley Fire if they do not have a fired marker. All units in a region may Move if they do not have a moved marker. All units in a region may Assault if they do not have a moved/fired marker.

In regards to units in a staging area, Move works normally but Volley Fire and Assault is limited to stacking restraints:

- The Move action allows all units eligible to move to do so but when leaving the staging area stacking limits must be observed and units must stop when they enter a region adjacent to unbroken enemy units. They do not have to follow the same path or go to the same region. If there are five British Regulars in a Staging Area, a max of three could be moved followed by the other two (or any combination thereof as long as no more than three move at a time.
- The Volley Fire action allows eligible units to fire to an adjacent region up to normal stacking limits. In other words if there are five British Regulars in a Staging Area, a max of three can Volley Fire to an adjacent region with the action. The other two could volley fire with a subsequent action.
- In regards to a Staging Area, the Assault action works the same way as the Volley Fire action; a max of three eligible units can assault a region accompanied by a leader.

**Can units in any region move or fire to different regions with the same order or do they have to do it to the same one? My guess, according to the campaign cannon, is that the right answer is the last one.**

Units can move to any region on any path as long as stacking limits are observed and as long as they stop when entering a region adjacent to unbroken enemy units other than a leader.

For Volley Fire and Cannonade, units firing from a region must target the same region.

**Can units withdraw to different regions or they must do it to the same one?**

It must be the same region unless stacking prohibits it at which point it can be multiple regions.

**Can you use the Snipe action from a burning town region?**

No.

**How do wounded leaders and broken Minute Men work regarding rally and withdrawal before combat, respectively?**

Wounded leaders and broken minutemen may not be paired with militia when withdrawing before an assault. Wounded leaders and broken minutemen may withdraw.

Minutemen, whether broken or not, may not rally broken militia. Wounded leaders may rally broken militia.

**In the BH solitaire section for rallying, what does “wounded leaders do so on a role of 4-6” refer to. Also it appears that units can rally without any leader; if so, how many can attempt rally per rally action?**

To be clear in the two player game, each leader in the activated region can rally one broken unit even if wounded.

This is different in the solitaire game. When playing solitaire, each broken unit in the activated region has a chance to rally. Each healthy leader in the activated region can rally one broken unit without a die roll. Each wounded leader can rally a unit on a die roll of 4-6. Each broken unit can rally on a die roll of 6 without a leader. It is perfectly acceptable to use this in place of the two player rally rules as an optional rule if both players agree.

**Solitaire rules for landing, if the British objective is, say, to capture BH, they are supposed to place 8 units in Landing Zone 1. If I am reading the rules correctly, it would take eight actions (almost 2 turns) just to get everyone ashore. Is that right? Lastly, does it cost a separate action to bring a leader ashore?**

In solitaire play two units may be landed per action in zone 1. A leader may freely accompany another unit.

**How many victory points can the British player get for burning Charlestown in the Bunker Hill scenario? Is it one extra VP per burned town area or just one VP for burning over five areas in Charlestown ?**

The British player receives 1VP for every region over 5 that is ablaze, so 1VP total if 6 are ablaze, 2VP total if seven are ablaze, up to 5 VP total if 10 are ablaze.

**Do leaders count as a unit when using the Naval Landing action?**

All leaders in a landing zone may be moved to the staging area with the Land Troops action in addition to the regulars and marines allowed to land. Not asked, but leaders also do not count towards reaching the minimum number needed to leave a staging area with a Land Move action.

**Can Patriots throw more than 3 dice when suffering Low Ammo because of terrain modifiers?**

The Patriots can roll a max of three dice. The terrain modifier can be used to raise the roll to the max of three dice, but it cannot be used to exceed three dice.

**How do British units move between landing zones?**

They don't. When British units are placed on the board, they are placed in the landing zones specified and cannot change landing zones. Optional rule allows reinforcements to be placed in any landing zone on the board

NOTES:

## *Credits:*

### *Game Design:*

John Poniske and Bill Morgal

### *Game Development:*

Wade Hyett

### *Rules:*

Wade Hyett

### *Graphics and Box Design:*

Bill Morgal and Brien Miller

### *Play Testers:*

Wade Hyett, Chris Juel

### *Produced by:*

Ken Dingley and Bill Thomas for Compass Games, LLC.

## ***Revolution Road includes the following components:***

22 x 34 From Boston to Concord game board

From Boston to Concord Rulebook

From Boston to Concord Action Summary

From Boston to Concord Player Aid

From Boston to Concord Solitaire British Bot

From Boston to Concord Solitaire Patriot Bot

Sheet of 228 9/16" Counters

Deck of 22 numbered Playing Cards

4 Red 6-Sided Dice

4 Blue 6-Sided Dice

22 x 34 Bunker Hill game board

Bunker Hill Rulebook

Bunker Hill Action Summary

Bunker Hill Player Aid

Bunker Hill Solitaire British Bot

Bunker Hill Solitaire Patriot Bot

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