

Liberty or Death: The American Insurrection



PLAYBOOK

TABLE OF CONTENTS

Multiplayer Tutorial.....	2	Non-Player Designer's Notes	46
Notable Changes for <i>COIN</i> Series Players	14	Developer's Notes	48
Player's Notes.....	15	Credits	48
Non-Player Examples of Play	19	Sources.....	49
Event Text and Background	27	Abbreviation Guide	49
Designer's Notes	40	Countersheet Illustrations.....	50
Series Designer's Notes.....	44	Charts (Spaces, Force Pools, Leaders)	52



This is the "Living Playbook" document for the game. It includes errata and clarifications to the original rules.
To aid readability, errata is indicated in blue text.

MULTIPLAYER TUTORIAL

by Max DuBoff

First-time players should start here!

The French and Indian War has come and gone. The American colonists have become increasingly angry over British meddling in colonial affairs. The Age of Enlightenment has profoundly impacted conceptions about liberty and natural rights. The time is ripe for revolution and you'll be in the center of the action! "But how?" you might ask. Well, you've come to the right place. By playing through this tutorial, you'll gain an understanding of the various Factions' goals and the actions they can take to achieve their respective victory conditions. This tutorial demonstrates concepts central to the *COIN* series and the nuances unique to *Liberty or Death*.

There will be four imaginary players in this tutorial: British, Patriots, Indians, and French. Because the main purpose of this tutorial is to show how the game works, the players may not take the best options, strictly speaking, but their play will demonstrate many different actions and ways to use cards. The instructions here will allow you to play along on your board so that you can see as well as read the events. Pictures and rules references will also provide a frame of reference so that you can get a grasp of *Liberty or Death* no matter your experience with the *COIN* series or even with wargames. Make sure you have the Rulebook and Player Aid Sheets handy so that you can refer to them as you play through this tutorial.

Scenario: British Return to New York

Duration: Medium; **Time Range:** 1776 to 1779

Scenario Setup (2.1)

First, sort the cards into stacks based on the years in the upper left corner of each card since we are using the Period option. We'll be playing the first Campaign of this Scenario, so set aside the '77-'78 and '79-'80 cards. Normally we would organize each stack by year, shuffle the stacks and seed them with WINTERS QUARTERS cards, but for purposes of this demonstration, we'll use a specifically chosen subset of the cards. From the '75-'76 cards, take the following cards and put them in this order (from top to bottom):

1. #56 JACQUES TURGOT'S ECONOMIC LIBERALISM
2. #84 "MERCILESS INDIAN SAVAGES"
3. #41 WILLIAM PITT: AMERICA CAN'T BE CONQUERED
4. #49 CLAUDE LOUIS, COMTE DE SAINT-GERMAIN
5. #33 THE BURNING OF FALMOUTH
6. #92 CHEROKEES SUPPLIED BY THE BRITISH
7. #24 DECLARATION OF INDEPENDENCE
8. #86 STOCKBRIDGE INDIANS
9. #35 TRYON PLOT
10. #54 ANTOINE DE SARTINE, SECRETARY OF THE NAVY
11. #101 WINTER QUARTERS

You can set aside the other '75-'76 cards. Now set up the "British Return to New York" Medium Duration (1776-1779) scenario, as outlined on page 38 in the Rulebook. We'll be looking at a sample of the first of four possible Campaigns. Each Campaign corresponds to one year of historical time. The Long Duration Scenario ("A People Numerous and Armed," which covers nearly the entire war) consists of up to six Campaigns to represent the years from 1775-1780.



Scenario setup for "British Return to New York"

Before we begin, there are a couple important aspects of this Scenario that should be highlighted. For one, the French start the Scenario out of the war. The French start with units in the Available, Unavailable, or West Indies boxes only. There are none in any Provinces or Cities (2.3.9).

Because they start out of the war, the French player may not take any Commands or Special Activities that contain the words "After TOA" (TREATY OF ALLIANCE). The three other Factions start with a Leader and some units on the map. Make sure the

TREATY OF ALLIANCE card is near the Available French Forces box on the game board. Each Faction's BRILLIANT STROKE card should be near its respective Available Forces box as well (2.3.8).

Note that each Faction receives its own BRILLIANT STROKE card. (2.3.8) Such cards serve as a face-up "home" card separate from the main deck, available for use (to preempt an Event card (2.3.8) or to possibly Trump another Faction's BRILLIANT STROKE) only when the Faction is Eligible, the 1st Eligible Faction has not taken an action and no WINTER QUARTERS card is showing. Note the TREATY OF ALLIANCE has some additional conditions (2.3.9). French Preparation starts at 9. Take note of the Overflow boxes (1.3.8). The Overflow boxes are used when too many pieces occupy a space and is therefore helpful in reducing map clutter.

We're now ready to begin! Turn the top card, JACQUES TURGOT's ECONOMIC LIBERALISM, face up. It is the played card. Also turn the next card of the deck face up to show the upcoming Event card, "MERCILESS INDIAN SAVAGES" which becomes the preview card (on deck) for the subsequent turn. After this first card is resolved, "MERCILESS INDIAN SAVAGES" will become the played card and a new card will be turned up as the preview card (on deck). Showing the next card gives players a limited ability to plan ahead. The flags/symbols of the Factions along the top of a card show the order, from left to right, in which the Factions may act on the card if they are Eligible. In the case of JACQUES TURGOT's ECONOMIC LIBERALISM, the order is French (Bourbon white flag), Patriots (early American stars and stripes), Indians (arrowhead), and British (Union Jack). All Factions are Eligible at the beginning of the game, so the French gets the first choice of how to use the card.

Note: Don't worry about the Musket or Sword symbols below the flags. Those are references for the non-player actions and won't be used in this tutorial.



Game Turn 1: JACQUES TURGOT's ECONOMIC LIBERALISM

At the start of any scenario all the Factions begin Eligible (2.3.1), so the French will have first choice on this card. The French will choose to take a Command and Special Activity. Move the white French cylinder from the Eligible Factions box to the adjacent box that reads "1st Faction Command + Special Activity" of the Sequence of Play (SOP) track located on the map. The French may now execute a Command and a Special Activity in any order. At this point in the game, the

French have two main objectives: they want to 1) fund Patriot efforts and 2) enter the war. By funding the Patriots, the French can help increase Opposition and decrease Support, which is necessary for one of their victory conditions. By entering the war, they can put units on the map and help the Patriots kill British Regulars, Tories and Forts, which is necessary for their other victory condition.

To those ends, the French will start by using the Roderigue Hor-talez et Cie Command (3.5.2). The French pay two Resources and the Patriots gain three (one + what the French chose to pay), so the Patriots now have five Resources and the French now have 3. The French will then use the Préparer la Guerre Special Activity (4.5.1). They can either move one Squadron/Blockade marker to the West Indies or move three French Regulars to the Available French Forces box. Choosing to take the French Regulars, they move much closer to readiness for war, increasing the total number of French Regulars in the Available French Forces box from six to nine. The French Prep marker—whose value is equal to the sum of the Cumulative British Casualties (CBC), Blockade markers in the West Indies, and French Regulars in the Available French Forces box—increases from nine to 12. When French Prep exceeds 15, the French may enter the war through play of the TREATY OF ALLIANCE.

The Patriots are the next listed Faction, potentially being 2nd Eligible (2.3.4). Checking the Sequence of Play track, we see that since the 1st Eligible Faction (French) performed a Command and Special Activity, the 2nd Eligible faction may perform the Event or a Limited Command.

The Patriots now have the option of either taking an action in the box to the right of the box the French cylinder is in or Passing. Since the Event isn't beneficial right now, the Patriots take a Limited Command Rally (3.3.1), which can only be in one space due to the nature of a Limited Command (2.3.5). The Patriots will Rally in Massachusetts. Rally adds a number of Militia equal to the space's population plus the number of Patriot Forts present. There's one Patriot Fort in Massachusetts and the Colony's population is two, so the Patriots add three Militia there. The Patriots then have the option to convert Militia into Continentals in a territory with a Patriot Fort, so they will swap out the three Militia just placed for Continentals. Note that this only had to be in the same space as the Rally because it was a Limited Command and thus all activity was limited to one space. This costs the Patriots one Resource, reducing total Patriot Resources to four.

Since two Eligible factions (the French 1st and the Patriots 2nd) have now acted, the turn is over (2.3.6). The British and Indians may not do anything (not even Pass), so their Eligibility cylinders remain in place. Shift the French and Patriots Eligibility cylinders to the Ineligible box; they won't be able to do anything next turn (2.3.1). The British and Indians Eligibility cylinders remain in the Eligible box.



*French Command and Special Activity
and Patriot Limited Command*

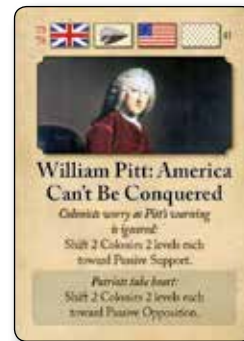
This card JACQUES TURGOT'S ECONOMIC LIBERALISM is now finished, so it's discarded. MERCILESS INDIAN SAVAGES is moved to the Played Card pile and WILLIAM PITT: AMERICA CAN'T BE CONQUERED is flipped over and placed on top of the deck.

Game Turn 2: "MERCILESS INDIAN SAVAGES"

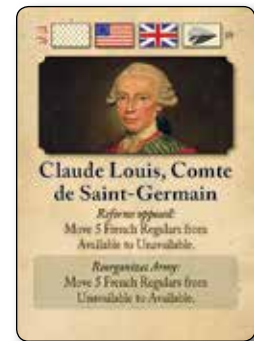
The Indians are first to act on "MERCILESS INDIAN SAVAGES" because their arrowhead symbol appears first on the top of the played card. This card, like most, has two events listed on it: one unshaded and one shaded. Generally, the unshaded event helps the British and/or Indians while the shaded event helps the Patriots and/or French (5.2). In this case, the shaded event, which removes one Indian Village, is particularly powerful, and the next player will be able to activate it if the Indians take a Command and Special Activity, so the Indians decide to take a Command Only (2.3.4). Note that the Indians are playing it very conservatively because the British may not want to hurt the Indians so early in the game even if they could—the British will need the Indians help! The tan Eligibility cylinder is moved to the Command Only box of the Sequence of Play track. This means that the 2nd Eligible Faction (the British) will only be able to conduct a Limited Command (2.3.5) or Pass. The Event option is therefore effectively blocked and will not be possible to execute on this card. The Indians use the Command Only to execute a Gather Command (3.4.1) in Southwest. Although the Indians have zero Resources, the first Gather Command in an Indian Reserve Province is free. Since Southwest has a Village, the Indians can place one War Party plus one for each Village in the Province, which is one Village in this case, for a total of two War Parties added in Southwest. Again, because the first Gather Command in an Indian Reserve Province is free the Indians do not have to pay Resources for the Command.

The British now choose between taking a Limited Command, as per the box to the right of the Command Only box, or Passing. They take a Limited Command and Muster (3.2.1) in New York Colony. If New York City were Blockaded (1.9), the British could not Muster Regulars there or in an adjacent space. Six Regulars are placed in New York Colony. The Muster Command also states that the British can place "...2 Tories in any selected Cities or Colonies (not at Active Opposition)

containing or adjacent to British Regulars or Forts, place two Tories or one if at Passive Opposition." In this case, the British will place two Tories because the space is not at Opposition. Now the British may either replace three British cubes (Regulars or Tories) with a Fort or Reward Loyalty in one Muster space. Reward Loyalty is possible because the British have at least one Regular, at least one Tory, and Control of that space. The British decide to Reward Loyalty in the space, so British Resources are reduced by two to shift New York Colony from Neutral to Passive Support and then to Active Support. Since New York is a two Population Colony and it shifted two levels, Total Support (1.6) increases from three to seven. While using Reward Loyalty, before paying to shift alignment toward Active Support, the British must first pay to remove any Raid or Propaganda markers in the space. In this case, there are none. This entire move costs three Resources (one for Mustering in one space and two for two Support shifts), so the British are down to two Resources. As this is the end of the turn, move the Faction cylinders of the British and Indians to the Ineligible Factions box and those of the Patriots and French to the Eligible Factions box to set up for Turn 3.



Played



On Deck

Game Turn 3: WILLIAM PITT: AMERICA CAN'T BE CONQUERED

Now discard "MERCILESS INDIAN SAVAGES", make WILLIAM PITT: AMERICA CAN'T BE CONQUERED the Played Card pile, and turn over CLAUDE LOUIS, COMTE DE SAINT-GERMAIN as the On Deck card. The British would be first to act on this card, but they're Ineligible because they played on the last card. The Indians would be second on this card, but they're also Ineligible for the same reason.



French and Patriots are Eligible

Thus the Patriots act first. They take the shaded event to affect New York Colony and North Carolina. New York Colony was at Active Support, so two shifts toward Passive Opposition leave it at Neutral. North Carolina started at Neutral, so it can only go to Passive Opposition. Support decreases by four and Opposition increases by two, leaving Support at three and Opposition at seven.

The French now have the chance to act, but they look ahead to the Upcoming Event and see that it is very **attractive** and they would be 1st Eligible, they decide to Pass (2.3.3). Add two to French Resources, bringing the French Resources to five total. The French remain Eligible.



Patriot Event and French Pass

While only one Faction has acted, the other Eligible Faction has Passed and there are no other Factions Eligible, thus the game turn is over (2.3.6). Move the British and Indian Cylinders to Eligible and shift the Patriot Cylinder to Ineligible. Since the French Passed, they remain Eligible for the next card. Move CLAUDE LOUIS to the top of the Played Card pile and flip over BURNING OF FALMOUTH as the On Deck card.

Game Turn 4: CLAUDE LOUIS, COMTE DE SAINTE-GERMAIN

The shaded event on Claude Louis lets the French move five Regulars from Unavailable to Available, which is better than a normal Préparer la Guerre Command (4.5.1) and free. The French don't want to miss this valuable opportunity to position themselves to enter the war. The French cylinder is moved into the Event box and five Regulars are moved from the Unavailable French Forces box, boosting the French Prep marker up to 17 with 14 Regulars currently Available, two Squadrons/Blockades in the West Indies and the CBC at one.

Since the Patriots are Ineligible (they played on the last card), The British are up. The British move the red cylinder to the right of the French cylinder and take a Command and Special Activity. The British use their Battle Command (3.2.4) in New York Colony. If the British use the Naval Pressure Special Activity (4.2.3) to raise 1D3 Resources before the Battle Command, they could also Battle in Quebec and New York City. Given that the Militia in Quebec is Underground however, if during the Battle the Patriots choose not to Activate it (which is likely), there will be no piece there to remove. With only one Continental to remove in New York City, the British decide

it is a better target for a Skirmish (4.2.2). The British uses the Skirmish Special Activity to remove the Continental in New York City to Casualties (1.6.4) and then increase CRC by one to four. Skirmish is allowed in New York City as it is not a Battle space.



New York Colony before British Battle

The British are the Attacker because they initiated the Battle. Force Levels are calculated first (3.6.3). As the initiating Faction, the British make all decisions for the Royalists during the Battle. The British chooses not to Activate the Indian War Parties and thus they will not participate in the Battle except by adding one to the Defender Loss Level as a Modifier. The Attacker's Force Level is nine, one for each of the nine Regulars in the space. Next include Tories up to the number of Regulars in the Battle. There are more than enough Regulars attacking, so all Tories may be included adding five to the Force Level. The Attacker's Force Level totals 14. Now the Patriots calculate the Defender's Force Level. New York Colony contains three Continentals, each of which adds one to the Force Level, for a total Force Level of three. Now that both Sides' Force Levels have been calculated, it's time to determine each Side's Loss Levels (3.6.4). First each Side must determine how many 3-sided dice are to be rolled by dividing its Force Level by three and rounding down, to a maximum of three three-sided dice. The British Force Level of 14 divided by three is four (rounded down), so the maximum three three-sided dice are rolled. The Patriot Force Level of three divided by three is one, so one three-sided die is rolled.

Both Sides now roll the dice. The British rolls {1, 2, 3} while the Patriots roll {3}. The preliminary Loss Levels are now modified. In this case, the British roll is modified (3.6.5) by +1 because half or more of their **Cubes** are Regulars, +1 because there is a War Party Underground, +1 for an Attacking Leader (Brandt), and -1 because Washington is Defending, for a total modifier of +2. This brings the Defender's final Loss Level up by two to eight. The Patriot roll is modified (3.6.6) by +1 for a Defending Leader in the space. **Note that Continentals are not Regulars.** This brings the Attacker's final Loss Level up by one to four. In removing pieces, the British alternates between Regulars and Tories when removing pieces and only removes

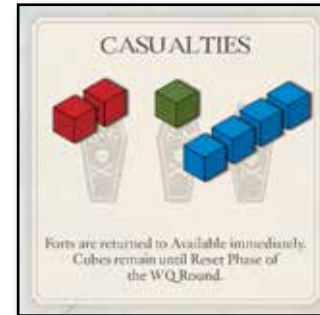
War Parties if no Regulars or Tories remain. Regulars and Forts each count as two losses while Tories and War Parties count as one loss each. The War Parties are safe here because they remained underground. Remove a Regular, a Tory and a Regular to satisfy the modified Attacker Loss Level. While these three pieces could account for five losses they must be removed here because the Loss Level is four and piece losses are rounded up (3.6.7). Now the Patriots have to remove eight losses. If there were French Regulars and Active Militia present, the Rebellion would rotate removing French Regulars, Continentals, and Active Militia. Because the three Continentals are the only Rebellion units in the space and each Continental counts as two losses, all three Continentals are removed, completely eliminating the Patriots from the space. Although only six of the eight losses were accounted, the remaining losses are not used or carried forward as there are no other Rebellion pieces in the space that can be removed.

Since this is a Battle with cubes (or a Fort lost) on both Sides and the Loser removed two or more pieces, one Side will Win the Day. The British (Royalist) are the Winner despite an equal number of pieces removed (in which case the Win normally goes to the Defender) since all the Rebellion pieces were removed. The British shifts New York Colony one level toward Support (one for every two enemy pieces removed, rounding down). The space began the Battle at Neutral and ends at Passive Support. Total Support is increased by two for a total of five.

All cubes and Forts lost go to Casualties so Cumulative British Casualties (CBC) and its counterpart Combined Rebellion Casualties (CRC) are each increased by three, leaving CBC at four and CRC at seven (1.6.4). French Prep further increases from 17 to 20 (2.3.9). Finally, Britain pays one Resource for the Command and has one Resource left. Washington is alone in the space and so the Patriots must move him to another space with Patriot pieces or to Available (1.10). The Patriots choose to move Washington to Massachusetts to join the biggest part of the Patriots' on map forces.



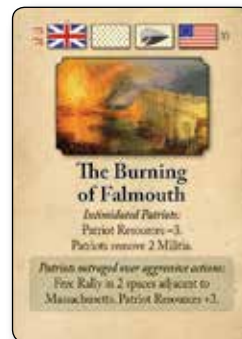
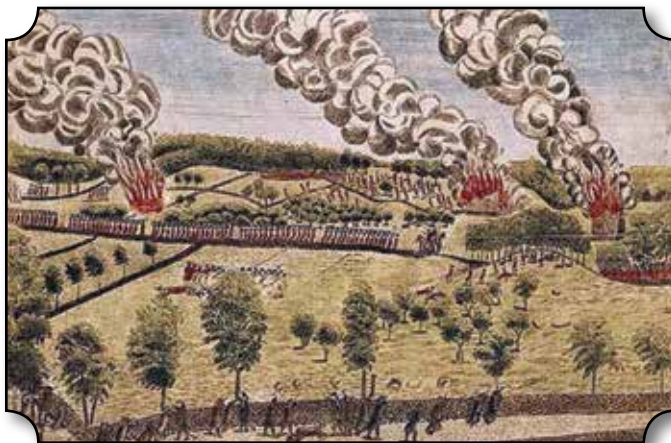
New York Colony after British Battle



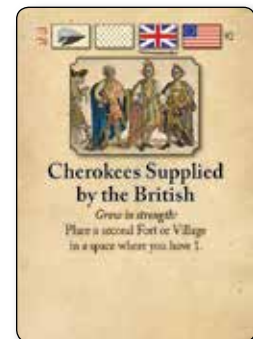
Casualties box after British Skirmish and Battle

Now that the French Prep is 20, the French may Trump any Event card with the TREATY OF ALLIANCE card (2.3.9) if they are Eligible and no one has played on the Trumped card. The TREATY OF ALLIANCE lets the French enter the war and place pieces on the board, but the TREATY OF ALLIANCE BRILLIANT STROKE will be described in more detail later in the tutorial.

Discard CLAUDE LOUIS, move THE BURNING OF FALMOUTH to the Played Card Pile, and flip CHEROKEES SUPPLIED BY THE BRITISH as the On Deck Card.



Played



On Deck

Game Turn 5: THE BURNING OF FALMOUTH

The Indians are first to act because the British and French are Ineligible. The Indians want to take a Command and Special Activity. Since they have zero Resources, they decide to take the Trade Special Activity (4.4.1) first as a Special Activity which can be executed between, before or after Commands. Southwest will be the space with an Underground War Party and a Village which are required for the Trade Special Activity. The procedure for Trade dictates that the British choose a number of Resources zero or above to transfer to the Indians and if less than 2, the Indians add one Resource without transfer from the British. In this case, the British choose not to transfer any Resources, so the Indians Activate one War Party (1.4.3) in Southwest and add one Resource.

With one Resource the Indians will Raid in one space. Raid can normally affect up to three locations, but since the Indians can only afford to Raid in one space in this case only one Raid will be executed. Raid locations must be at Opposition and have a present or adjacent Underground War Party. There are only two potential targets, North Carolina and Massachusetts. The Indians decide to conduct a Raid in North Carolina. There is already an Underground War Party in North Carolina, so the Indians choose not move in another. A War Party in the Raided Colony is Activated and the Raided Colony shifts one level toward Neutral, so North Carolina's Passive Opposition changes to Neutral. Total Opposition decreases from seven to five. North Carolina receives one Raid marker. Indian Resources decrease from one to zero.



North Carolina after the Indian Raid

Faced with the option to take the Event, take a Limited Command, or Pass, the Patriots choose to take the shaded Event. The opportunity to Rally without cost in two spaces adjacent to Massachusetts is attractive. In this situation, any pieces placed in New York Colony will be at risk on account of the British presence there, so the Patriots place one Militia in Connecticut-Rhode Island and another in Boston. Add Rebellion Control markers to Connecticut-Rhode Island and Boston. Patriot Resources are increased from four to seven. Discard THE BURNING OF FALMOUTH, move CHEROKEES SUPPLIED BY THE BRITISH to the played card slot, and draw DECLARATION OF INDEPENDENCE as the On Deck card.



Situation after Game Turn 5

Game Turn 6: CHEROKEES SUPPLIED BY THE BRITISH

The French are first to play now because the Indians are Ineligible. They select a Command and Special Activity. The Command will be French Agent Mobilization (3.5.1). This allows the French to place either two Militia or one Continental in Quebec, New York Colony, New Hampshire, or Massachusetts if not at Active Support (these spaces are indicated on the map by fleurs-de-lis above the colony name). The French place two Militia in Massachusetts and pay one Resource leaving four. For the Special Activity, the French uses Préparer la Guerre (4.5.1) to move one Squadron/Blockade (1.9) from Unavailable (1.3.9) to West Indies (1.3.7). French Prep (2.3.9) increases from 20 to 21. Even though French Prep is above 15 and the French were eligible to enter the war by playing the TREATY OF ALLIANCE card, they decided to make sure that all three Squadrons/Blockades were Available in order to maximize disruption to British naval activity later in the game.

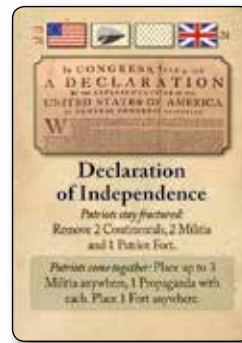
The British now take a Limited Command. March (3.2.3) is the choice because British Resource production during the Winter Quarters Round (6.0) is based on population in British Controlled (1.7) Cities and it will thus be helpful to take

Control of another City. Movement from or to Blockaded Cities is prohibited, but that's not an issue right now because Blockade markers don't come into play until after the **TREATY OF ALLIANCE** card (2.3.9) is played. The March rule allows units to move, "if moving units are in or adjacent to a City (not Blockaded), to another City (not Blockaded) or to a Province adjacent to it." Britain moves two Regulars from New York Colony (through New York City) to Philadelphia and three Regulars and Howe from New York City to Philadelphia. The Militia in Philadelphia is Activated because a March Command Activates one Militia for every three British cubes in the space. Control of Philadelphia flips to the Royalists and the British pay one Resource for every destination space, so they now have zero Resources remaining.

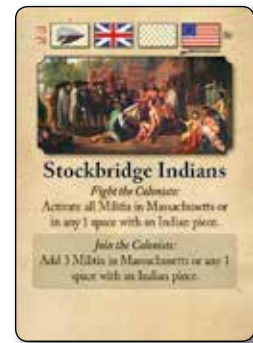


New York City and Philadelphia after the British March

Move **DECLARATION OF INDEPENDENCE** to the Played Card pile and flip **STOCKBRIDGE INDIANS** as the On Deck card.



Played



On Deck

Game Turn 7: DECLARATION OF INDEPENDENCE

The Patriots will take the very strong shaded event on **DECLARATION OF INDEPENDENCE**. They first place three Militia anywhere. In an attempt to create a concentrated force with which to fight the British, the Patriots place all three in Massachusetts with three Propaganda markers. Finally, a Fort is placed in North Carolina to help Rally forces there.

The Indians are up next and are entitled to take a Command and Special Activity, but decide not to and instead elect to Pass. One potential reason for this action is that Resources remain tight for the Indians and they need funds with which to perform future Commands. A second potential reason is that Passing now will prevent the French from playing on the next card, **STOCKBRIDGE INDIANS**, if Britain takes a Limited Command or the Event. Actions are very powerful, so denying a Faction an action is often worth a Pass. The Indians receive one Resource for Passing.



Sequence after Game Turn 7

Move STOCKBRIDGE INDIANS to the Played Cards pile, and flip TRYON PLOT as the On Deck card.

Played

On deck



Trump card played

Game Turn 8: STOCKBRIDGE INDIANS

Before the Indians (the first Eligible Faction) can play, the French decide to Trump the card and play their TREATY OF ALLIANCE card. The French place the TREATY OF ALLIANCE BRILLIANT STROKE card on top of the STOCKBRIDGE INDIANS card. TREATY OF ALLIANCE cannot itself be Trumped by any Faction. Now in the war, the French land in America and free Muster in one Colony or City with Rebellion Control. The French place four Regulars from Available into Massachusetts. Rochambeau is placed with the French Regulars in Massachusetts. The French may then replace two of the French Regulars with a Patriot Fort if desired spending one Patriot Resource (3.5.3). The French decide not to place a Patriot Fort. Now French Naval Intervention is raised to 1. Any time French Naval Intervention is increased, the French places a Blockade marker on a City. New York City is chosen. Support there is negated as long as the Blockade remains, so total Support falls from five to 3. The French now takes one Regular from Unavailable and two from Available to the West Indies and the British move three British Regulars from Unavailable. These movements are dictated by the TREATY OF ALLIANCE card. Because a BRILLIANT STROKE card was just played, all Factions now become Eligible. Flip the French Prep marker to the "French at War" side since it is no longer needed to indicate that the French have entered the war.



Situation after Game Turn 8

Move TRYON PLOT to the Played Card pile, and flip ANTOINE DE SARTINE, SECRETARY OF THE NAVY as the On Deck card.



Played

On Deck

Game Turn 9: TRYON PLOT

The British are first in Faction order so they would like to take a Command to shore up control over the Cities. The WINTER QUARTERS card will be the next card as it is the eleventh card (and obviously hasn't appeared yet) and will be the end of the first Campaign. During the Winter Quarters Round, Resources will be doled out to the British based on the population of Cities under British Control. The Garrison Command (3.2.2) is a good way to spread out British Regulars and take control of some additional City population while there is time, but the British have zero Resources. As a result, the British can either take the Event for free or Pass and raise Resources. The Event has limited impact, so the British will Pass and add two Resources to the total of zero to take them to two Resources.

The French are next in sequence and get little benefit from the Event. Thus, the French will take a full Command and Special Activity. They will execute the Naval Pressure Special Activity (4.5.3) first and increase FNI by one to two on the FNI table. The French place the next Blockade on Philadelphia.

The French March (3.5.4) procedure states "Move Regulars ... adjacent to a Rebellion Controlled City, to another Rebellion Controlled City or a Province adjacent to it." Normally the French could not move to a space without Patriot pieces, but by bringing the Continentals, they are permitted to move to such spaces. The French will select March and take four French Regulars in Massachusetts through Boston (Rebellion Controlled), down to Charles Town (Rebellion Controlled) then to the adjacent Colony of South Carolina to take Control from the British. Rochambeau (1.10) will accompany them. In addition, they can take Continentals along with them up to the number of French Regulars traveling and will do so as the Patriots have the Resources to pay for that joint March. Move four Patriot Continentals from Massachusetts to South Carolina and reduce French Resources by one and Patriot Resources by one.



Situation after French move to South Carolina

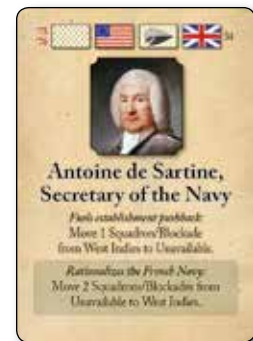
The Indians are the next Faction in order so they consider the Event or a Limited Command. The Event is not of much use, but with a Limited Command they could build a Village through a Gather Command (3.4.1). The Indians Gather in Florida building a Village in exchange for two War Parties. Since Florida is in an Indian Reserve (1.3.4) space, there is no cost in Resources so Indian Resources remain unchanged at one.

Move ANTOINE DE SARTINE, SECRETARY OF THE NAVY to the Played Cards Pile, and flip WINTER QUARTERS (2.4, 6.0). The Campaign is over immediately and the WINTER QUARTERS card is swapped with ANTOINE DE SARTINE, SECRETARY OF THE NAVY so that it is the played card. An overview of the Winter Quarters Round follows.

Winter Quarters Round



Played



On Deck

Now that a Winter Quarters Round (6.0) is about to occur, refer to the bottom half of the Sequence of Play aid sheet that describes the Winter Quarters Round sequence in detail. It's important to carefully conduct these phases in order, step-by-step. You also can track the phases with the Winter Quarters marker on the game board's Sequence of Play track.



Winter Quarters Round sequence

Victory Check Phase (6.1)

Checking rules section 7.2, we see that none of the four Factions have met their victory condition thresholds:

The relevant side track markers are as follows:

Support: 3

Opposition: 5

Cumulative British Casualties (CBC): 4

Cumulative Rebellion Casualties (CRC): 7

Patriot Forts: 3

Indian Villages: 3

French have played TREATY OF ALLIANCE card

British: Support does *not* exceed Opposition by more than 10 (3 – 5 = –2) but CRC (7) is greater than CBC (4).

Patriots: Opposition does *not* exceed Support by more than 10 ($5 - 3 = 2$) but Patriot Forts plus three (6) *is* greater than Villages (3).

French: Opposition does *not* exceed Support by more than 10 ($5 - 3 = 2$) and CBC (4) *is not* greater than CRC (7). (The French *have* played the TREATY OF ALLIANCE card).

Indians: Support does *not* exceed Opposition by more than 10 ($3 - 5 = -2$) and Villages less three (0) *is not* greater than Patriot Forts (3).

Since no Faction has achieved all positive victory conditions, there is no winner and this phase is done.

Supply Phase (6.2)

Extended Supply Lines (6.2.1): Each Faction must check to see if any of their pieces must be supplied or treated alternatively.

British: There are a few spaces with British cubes but no British Fort that aren't Cities with British Control. Those spaces are New York Colony, Virginia, and South Carolina. In New York Colony, the British would like the British pieces to stay. They must choose to pay one Resource, remove cubes to Available, or shift New York Colony one level toward Active Opposition. Since the British have only two Resources and want to save them for later, they will shift the space from Passive Support to Neutral. Total Support declines by two from three to one. Holding Resources and not willing to shift any other spaces toward Opposition, the British will return the pieces in Virginia and South Carolina to Available. The British now lose Control of Virginia.

Patriots: There is one space with Militia or Continentals that is either an Indian Reserve without a Patriot Fort *or* a Colony or City without a Patriot Fort and without Rebellion Control: Quebec Province *and* Philadelphia. The Patriots may either pay one Resource per space or remove one unit for every two total Patriot units there. Since the removal of one for two is rounded down and there is only one Militia in the space, the Patriots choose that option and remove no pieces from Quebec Province.

French: The French are only in one space and it is Rebellion Controlled, so there is no space with French Regulars without a Patriot Fort or without Rebellion Control. Therefore, the French take no action.

Note: This does not apply to French Regulars in the West Indies as it is a holding box—not a space. The West Indies are treated separately below in accordance with section 6.2.2.

Indians: Since there are already Villages on the map, the Indians are concerned with any Colony with War Parties and no Village: in this case, North Carolina and New York Colony. The Indians must pay one Resources to stay in each Colony but only have one Resource currently, so they will move the War Parties to the nearest Village. The two War parties in New York move to Quebec Province accompanied by Brant and the War Party in North Carolina will move to Southwest.

West Indies Battle (6.2.2): The French must conduct a free Battle (6.2.2) since French and British pieces are in the West

Indies holding box. The French are the Attacker because they initiated the Battle. Force Levels are calculated first. As the initiating Faction, the French makes all decisions for the Rebellion during the Battle but note that only French Regulars are allowed in the West Indies so that is irrelevant. The Attacker's Force Level is three, one for each of the three French Regulars in the space. Now the British calculates the Defender Force Level. There are three British Regulars, each of which adds one to the Force Level, for a total Force Level of three. Now that both Sides' Force Levels have been calculated, it's time to determine each Side's Loss Level.

First each Side must determine how many three-sided dice are to be rolled by dividing its Force Level by three and rounding down. For both Sides, the Force Level of three divided by three is one, so one three-sided die is rolled by each. The British Force Level of three divided by three is one, so one three-sided die is rolled. Both Sides now roll the dice. The French rolls {2} and the British also rolls {2}. The preliminary Loss Levels are now modified. In this case, the French roll is modified by +1 because half or more of their Cubes are Regulars, for a total modifier of +1. This brings the Defender's final Loss Level up by one to three. The British roll is modified by +1 because half or more of their Cubes are Regulars and -1 since the British are Defending in the West Indies and at least one Squadron is present. This leaves the final Attacker's Loss Level at two.

The French remove one Regular since Regulars and Forts count as two losses each. Now the British have to remove three points of damage. Because the Regulars are the only British units in the space and each Regular counts as two losses, two Regulars are removed (as pieces with a loss value equal to or greater than the Loss Level must be removed).

The French is the winner losing only one piece compared to the two pieces removed for the British. There will be no Win the Day since the Battle is in the West Indies (which is always neutral). All cubes and Forts lost go to Casualties so Cumulative British Casualties (CBC) increased from four to six and Combined Rebellion Casualties (CRC) from seven to 8. French Prep is not increased further because the French have played the TREATY OF ALLIANCE card and entered the war. No Resources are paid as it is during the West Indies free Battle phase.

According to rule 6.2.2 and only in the West Indies, the French then British may remove friendly remaining units in the West Indies to Available or pay one Resource. The French pay one Resource to leave two French Regulars in the West Indies. The British remove the one British Regular to Available.



Resources Phase (6.3)

Each Faction adds Resources as follows:

British add Resources equal to the number of British Forts on the map (three Resources) plus the population of Cities under British Control but not Blockaded which is only Quebec City (New York City and Philadelphia are Blockaded and do not count) (one Resource) and +5 if the British Controls West Indies (0, since the French Control the West Indies) totaling four additional Resources. British Resources now total six.

Indians add Resources equal to half the number of Villages on the map (3 divided by 2 = 1 rounding down). Indian Resources now total two.

Patriots add Resources equal to Patriot Forts on the map (3) plus the half the number of spaces under Rebellion Control (7 divided by 2 = 3 rounding down) totaling six additional Resources. Patriot Resources now total 12.

French adds Resources equal to FNI level (2) plus population of Cities not under British Control (includes the Cities of Savannah, Charles Town, Norfolk and Boston) (4) and +5 if Rebellion Controls West Indies (5) totaling 11 additional Resources. French Resources now total 13.

Support Phase (6.4)

The British then the Patriots may spend Resources to affect Support and Opposition. The game ends if this is the final Winter Quarters Round.

Reward Loyalty: The British may spend Resources to build Support in British Controlled spaces with one or more British Regulars and one or more Tories. They may spend one Resource to remove each Raid or Propaganda marker from the space and then, once no more exist, may spend one Resource per shift to move the space toward Active Support. There's a maximum of two shifts per space during this phase, as opposed to during the British Muster Command, when only one space can be shifted with no limit on how many times. Quebec City and New York Colony meet the requirements for Reward Loyalty. Quebec is not eligible as it is an Indian Reserve Province thus always stays at Neutral. In New York Colony, the British will pay **two Resources** to change the space **two levels** from **neutral** to Active Support. They will spend one more Resource to shift Quebec City from Passive Support to Active Support. Opposition is unchanged and Support goes up three from one to four. British Resource drops three from six to three.

Committees of Correspondence: Now the Patriots are up for their opposite action, Committees of Correspondence. In any Rebellion-controlled space with a Patriot piece, the Patriots may spend one Resource to remove each Raid marker (their own Propaganda markers don't impact them) and then, once no more Raid markers remain in the space, may spend one Resource per shift to move the space toward Active Opposition. There's

a maximum of two shifts per space during this phase. Eligible spaces for Committees of Correspondence include:

- Boston
- Charles Town
- Connecticut – Rhode Island
- North Carolina
- South Carolina
- Georgia

Massachusetts would qualify except that it is already at Active Opposition so no shifts are possible. The Patriots will spend one Resource to shift Boston from Passive Opposition to Active Opposition, and two each to shift Charles Town, Connecticut, and South Carolina from Neutral to Active Opposition. With just one Raid marker in North Carolina, the Patriots will spend one to remove it then two more to move the space to Active Opposition. In total that is Patriots spend 10 Resources dropping the total from 12 to two. Total Opposition increases 15 from five to 20. Looks like the British and Indians share a problem!

If this were the final WINTER QUARTERS card of a Scenario, we would end the game right here and calculate victory, but this Scenario still has three WINTER QUARTERS cards remaining, so play will continue.

Redeployment Phase (6.5)

The first step is to check for a Leader change. Look at the next Event card, in this case, ANTOINE DE SARTINE, SECRETARY OF THE NAVY. The Faction whose icon appears first will check for Leader change. Each Faction has an ordered list of Leaders showing who will replace whom. The French are first on ANTOINE DE SARTINE, SECRETARY OF THE NAVY. They cannot have a Leader change before they are in the war, but since the TREATY OF ALLIANCE card has been played, we look at the French Leader order. Rochambeau is on the board, so he is replaced with Lauzun. Lauzun replaces Rochambeau in South Carolina, and Rochambeau is removed from the game. Since the French do not have another Leader on the schedule, they will not make another Leader change if their icon comes up later. Lauzun will be the French Leader for the remainder of the game. With a +1 to Defender Loss Level in Battle including French Attacking in the space, Lauzun should prove very useful.

Each Faction may move its Leader to another space with the same Faction's pieces. The Indians decide first. They choose to move Brant from Quebec to Southwest because Southwest has more War Parties and more Villages. Now the French are up. They cannot move Lauzun because he is in the only space on the map with French pieces (although the French could move him back to Available). The British choose third. They will choose to move Howe from Philadelphia to New York Colony, where there's a greater chance of a Battle. The Patriots are up last. They'll leave Washington in Massachusetts. At this point,

the British receive more pieces in the Available box according to the Scenario instructions. In the 1776 Scenario, which we are currently looking at, the British receive six Regulars and six Tories during the first Winter Quarters Round. Of the six Unavailable British Regulars, three were moved from Unavailable during the Campaign so only three British Regulars and six Tories will be moving from Unavailable to Available. Move those pieces from Unavailable to Available now. The British no longer have pieces that are Unavailable.

Finally, FNI is reduced by one from two to one and the British must choose which Blockade to remove. The British choose to remove the Blockade in Philadelphia to the West Indies leaving New York Blockaded. The French can change the location of the Blockade from New York to another City but chooses not to.

Desertion Phase (6.6)

Patriot Desertion is first. Remove one in five Continentals and one in five Militia on the map (rounding down). The Patriots currently have seven Continentals and 12 Militia, so one Continental will be removed and two Militia will be removed. The Indians choose the first Continental and first Militia removed (when applicable) and the Patriots choose the rest. Right now the Indians decide to remove the Militia in Boston to Available (Boston is now Uncontrolled) and the Continental in North Carolina to Available because it threatens their Villages. The Patriots must remove one Militia and choose to remove one from Massachusetts to Available.

Now Tory Desertion is resolved. A fifth of the Tories on the map are removed (rounding down). The British currently have six Tories, so one Tory will be removed. The French choose the first Tory to remove and the British choose the rest. Right now the French decide to remove a Tory from New York Colony because it's closest to the main Rebellion force.

Reset Phase (6.7)

Remove all Raid and Propaganda markers from the map, move all Factions to Eligible, move cubes in the Casualties box back to their respective Available Forces boxes, flip all Militia and War Parties Underground, and move the next card (in this case ANTOINE DE SARTINE, SECRETARY OF THE NAVY) to the played event pile and flip a new card as the Upcoming Event.

The last step is to resolve the event on the WINTER QUARTERS card. Each WINTER QUARTERS card has a different event. This particular WINTER QUARTERS card deducts two Resources from whichever Faction between the Indians and Patriots are ahead on their secondary victory condition. On the board, the number three is displayed under Patriot Forts indicating the number of Patriot Forts on the map. The number three is displayed under Indian Villages indicating the number of Villages on the map.

First determine the victory margin of the second victory condition for the Patriots and Indians (7.2). For the Indians, reduce the Indian Villages by three ($3 - 3 = 0$) to compare to Patriot Forts (3) giving the Indians a victory margin of -3 (0 net Villages -3 Patriot Forts) for the Indian's second victory condition. For the Patriots, Patriot Forts (3) plus three ($3 + 3 = 6$) are compared to Indian Villages (3) giving the Patriots a victory margin of three (six net Patriot Forts minus three Indian Villages) for the Patriot's second victory condition.

Note: The comparison of the second victory condition for the Patriots and Indians can be visualized more easily by comparing the relative positions of the Forts and Villages on their tracks on the map. The fact that these tracks have offset starting positions accounts for the \pm three in these victory conditions.

The Patriots are in the lead for their second victory condition and thus lose two Resources, reducing them from two to zero. (Note that Resources cannot be lower than zero, and that any Resources not reduced are not carried over.) The Winter Quarters Round is now complete.

Congratulations on completing your first Campaign of *Liberty or Death*! You can shuffle up some more cards and continue from this board position or start a new game. We hope you thoroughly enjoy *Liberty or Death* and gain a new perspective on one of the most important wars of modern history.



NOTABLE CHANGES FOR COIN SERIES PLAYERS

*If you know any of the other COIN series games ~
read this next!*

This section summarizes *Liberty or Death's* main differences from previous volumes.

Competitive Victory Conditions (7.0): Victory is measured against a comparative measure of another Faction or side:

- British versus French for Cumulative Casualties
- Patriots versus Indians for Forts/Villages
- Royalists versus Rebellion for Support versus Opposition.

Both victory margins must be positive to win during a Winter Quarters Round Victory Check Phase (6.1).

At Game End during the Support Phase of the Winter Quarters Round (6.4.3), each Faction nets its victory margins together. The Support versus Opposition hurdle of 10 no longer applies nor does the requirement that victory margins need be positive. The highest total is the winner.

Leaders (1.10): Each Faction has one or more Leaders who possess Capabilities useful to that Faction. Leaders also impact Battle calculations and must be present for a portion of the BRILLIANT STROKE (5.1.4). Leaders may change during the Redeployment Phase of the Winter Quarters Round (6.5).

BRILLIANT STROKE (2.3.8): Each Faction may possess a BRILLIANT STROKE card which can be used to interrupt play, Trump an existing card and take certain Limited Commands and Special Activities.

Battle Mechanic (3.6): Battle Commands include a random element, and the number of pieces eliminated may be influenced by a die roll. The Winning Faction may “Win the Day” and thus shift alignment in and around the Battle space (3.6.8).

WINTER QUARTERS Card (2.4): A Winter Quarters Round (formerly Propaganda or Coup Round) will be conducted immediately upon exposing the WINTER QUARTERS card. The Event card that would have been played is swapped with the newly-exposed WINTER QUARTERS card and will be the first card of the new Campaign. Campaigns are 10 Event cards with the WINTER QUARTERS card shuffled into the last four cards of each Campaign (2.1).

West Indies (1.3.7): The West Indies is a holding box available to only British and French Regulars, British or French Leaders, British Forts and French Squadrons. These two Factions can only move into and out of the West Indies box during a Muster Command, during the Supply Phase (6.2.2) of the Winter Quarters Round, or by Event (6.5.3).

Unavailable Forces Box (1.3.9): Both British and French may have units in their Unavailable Forces box depending on Scenario instructions (2.1). Pieces may be moved from Unavailable to Available during the Redeployment Phase of the Winter Quarters Round (6.5.3), by Special Activity (4.5.1), or by Event (5.0).

March Command and Sea Movement (3.2.3) (3.5.4): The British and French may use the March Command under certain conditions to move units by sea (between Cities and beyond.) This is conceptually similar to the use of LoCs in other games.

Combining Factions: Certain Commands and Special Activities allow a Faction to use another Faction's pieces when they share a space. This may require both Factions to pay Resources for the Command. These Commands and Special Activities include March (3.5.4, 3.3.2) and Battle (3.5.5, 3.3.3) for the French and Patriot, Common Cause (4.2.1) for the British, and Scout (3.4.3) for the Indians.

Skirmish, Partisans, and War Path (4.2.2, 4.3.3, 4.5.2, 4.3.2, 4.4.2): These are Special Activities that remove enemy pieces at the cost of Activations and/or elimination of friendly pieces.

Naval Pressure (4.2.3, 4.5.3): A Special Activity for the French and British to increase or decrease respectively French Naval Intervention (1.9) and thus the number of Blockades on Cities. Blockades can be placed on a City and will limit British March Commands, reduce Support, and influence Battle in favor of the Rebellion.

French Enter The War: In certain scenarios, the French begin off map and must *Préparer la Guerre* (Special Activity (4.5.1)) in order to become Available. Until the TREATY OF ALLIANCE BRILLIANT STROKE card (2.3.9) is played, the French may funnel resources to the Patriots (*Roderigue Hortalez et Cie* (3.5.1)), assist them with raising an army (*French Agent Mobilization* (3.5.2)), and move their own units from Unavailable to Available (*Préparer la Guerre* (4.5.1)). The French never lose the ability to take Events and influence the sequence of play. Certain Commands and Special Activities are only available before or after the TREATY OF ALLIANCE card has been played.

Forts: In addition to generating Resources during the Winter Quarters Round and aiding Rallies or Musters during Campaigns, Forts also give defensive benefits in Battle.

Indian Villages: Instead of Forts, Indians have Villages which lack some of the defensive benefits of Forts.

Non-Players: Rules Section 8.0 has many important changes and should be reviewed fully if Non-player Factions are used.



PLAYER'S NOTES

This section provides some thoughts on strategy.

How To Select A Scenario

The single most critical element in selecting a Scenario is the assignment of the French. The 1778 Scenario starts with all four Factions on the map and at full capability. This Scenario also provides a "Sprint" option of two Campaigns and victory considered only at the end of the game. In the 1775 and 1776 Scenarios, the French rarely play the *TREATY OF ALLIANCE* card before the end of the 1776 Campaign. As the French in the 1775 Scenario, there will be no French pieces actively in North America for most of two Campaigns. On the other hand, the critical opportunity in playing the French early in the War is determining:

- How to advance French interests funding, arming and negotiating with the Patriots,
- How to be a thorn in the side of the British, and
- How to position for the most important option in the game —when, where and how the French enter the war.

The French can accelerate entry if the Patriot player kills British pieces. The French may also enter the war before all French forces are Available. This may take the form of Trumping a critical card or *BRILLIANT STROKE*. It may also take the form of entering the War at a critical location, preparing for a French/Patriot one-two punch.

Playing The British

The British must advance the population to Support while looking for opportunities to weaken the Rebellion army. The British will also need their Indian ally to grow enough to Raid effectively, but too much growth can create a real challenge in victory conditions.

The British start with much of their forces off the map. Some will be Unavailable until released over time or through Events. It is critical for the British player to get forces on the map to influence Control and keep the Patriots off-balance. Muster will be the key Command to enact this. Regulars land in the Colonies in groups of up to six. Since the landing space must be paid for, the addition of a couple of Tories there is free and necessary to perform Reward Loyalty and build Support.

Other Tories can be added near Regulars or Forts to help with defense and Control.

Cities are crucial to British flexibility of movement and Resources. During a March Command, British units have the ability to March into any City (that isn't Blockaded), then to another City, then to an adjacent Province. As March is paid by destination space, the British can aggregate forces spread across the map at low cost and in short order. This mobility is complicated by the French Blockade after the French play the TREATY OF ALLIANCE card. Remember that the British may use a Special Activity (Naval Pressure) to remove a key Blockade before executing a Command. The Blockades serve to underscore how complicated British life becomes with the arrival of the French.

British Resources received during the Resource Phase of the Winter Quarters Round are directly tied to the population of Cities under British Control, so it is critical to take the Cities early and hold them. Conversely, the lack of British Control means more Resources for the French after the TREATY OF ALLIANCE—all the more reason to maintain Control! Garrison is a powerful tool using Regulars to recapture and distribute across the Cities. Be sure to spread control before the first WINTER QUARTERS card.

The Indian Faction is an important ally in the fight against the Rebellion. Reward Loyalty and Win the Day are powerful tools in dealing with alignment across the Colonies. Equally as powerful is Raid. With Raid, the Indian Faction can reach out from the Indian Reserve and push multiple spaces away from Active Opposition. Indian War Parties can also be used in a Battle:

- by adding to Force Level if activated (1 for 2),
- as a Modifier if at least one is Underground,
- if the Common Cause Special Activity was used—as a Tory adding to Force Level and absorbing losses.

The Indian Command Scout pulls the British along and can set up a powerful one-two punch if the British are ready to conduct a Battle immediately following.

Forts are important for the British beyond adding to Resources. Forces not in Controlled Cities during the Winter Quarters Round Supply Phase (6.2) must reside with a Fort, pay in Resources or Alignment per space, or return to Available. Forts also aid in Defense during a Battle.

Playing The Patriots

The Patriots face an interesting and complex set of challenges driven by the strong and growing British presence in the Colonies. British flexibility early in the game is considerable. The British Regulars can Muster virtually anywhere in force and those troublesome Tories can pop up wherever they get British security. Garrison will shift British power to the Cities in short order. It is impossible to stop them, so the Patriots must determine how to use their own flexibility to Control Colonies, build Opposition, and establish Forts in multiple areas. The Forts will facilitate the training of Continentals as well as enhance Resources, Supply, and Defense. Use the abil-

ity to Rally Militia in spaces that aren't under Active Support as a way to irritate the British and curb their momentum. Use Underground Militia through the Rabble-rouse Command and eliminate British pieces with Partisans Special Activity. The British will eventually have to deal with you, and that will slow the British advance.

The Patriots will need a strategy to create an army of Continentals to counterbalance the British presence. This army will also force the British to aggregate in fewer spaces as opposed to spreading out and dominating the map.

The British have tremendous flexibility of movement. The Patriots don't match this flexibility as they are limited to Marching into adjacent spaces. When the French enter the game, the Patriots may be pulled along by the French and get some naval movement options but it must be through Rebellion Controlled Cities.

If not addressed early, a growing Indian presence will be the bane of the Patriots' existence. The growth of Villages will at some point become insurmountable and drive a massive ability to Gather fresh War Parties on short notice. Work to keep the Indian Village growth limited to the Frontier. Consider where Raids would do the most damage and where the heart of the Indian empire might be and then attack it to limit its impact. Remember the British will need the Indian's Raids to keep Opposition in check.

The French are an important source of Resources for the Patriots, but at what cost? The French will have more Resources than they can use themselves. The French will need to fund the Patriots to stay alive to fight in a later Campaign. To deal with the large British Army at the end of the game, it will be important to coordinate with the French. The French bring the capability to move by sea, but it will be critical for the Patriot to ensure key Cities are under Rebellion Control. The most interesting capability is the ability to pull one another along on a March or Battle. If half or more are French Regulars, an added Modifier will apply to Loss Level in Battle. The French Leaders either makes this move cheaper (Rochambeau) or add to the Enemy Loss Level (Lauzun).

The good and the bad news for the Patriots is they don't have to worry about Leader changes. Washington will start and finish the war. Washington's capability doubles the level of Win the Day. As the master of retreat, Washington also reduces the Defender Loss Level by one when he is Defender. For those reasons, he should remain close to conflict and with a substantial army.

Playing The Indians

The first thing that will strike the Indian player is the lack of Resources. Starting with zero Resources has stymied many a play tester. It's not as bad as it looks. First, many of the Indian Commands are free in the first space if it originates in the Indian Reserve. Second, Trade is a very productive Special Activity and can be done before, between or after Commands. Additionally, the Indians may ask the British for Resources during a Trade Command. Many things can be offered to the British for Trade

Resources, including hunting down Continentals, a critical Event, Raiding Patriot strongholds, Scouting, or support in Battle to name just a few. Remember that Resources may only move from the British to the Indians through the Trade Special Activity so the British may make a non-binding promise to fund their Indian allies. If the British prove ungrateful they can't be abandoned, but they sure can be put in a precarious position.

Once the Indians come to grips with the lack of Resources and how to work around that, they need to consider their growth plans. It is absolutely critical for the Indians to grow their Villages on the map in a secure fashion if they intend to impact the results of the game. A base of Villages will not only advance the Indian Victory conditions but will also allow for quick generation/reset of War Parties, Resources, and a basis for the Trade Special Activity.

The next question is where to build the Villages. Given the zero population and remote location, the Indian Reserve is a great place to start. Once the Indian Reserve is built out, the Colonies are the only choice. Population-1 Colonies will get less attention, but it is hard for the Patriot to move a critical mass into a space to which it is not adjacent. Look for these areas (for example, the "South" early in the game) and March a critical mass of War Parties there to begin Village expansion. Be on the lookout for a few good Events that allow for this expansion. Remember not to leave your Villages alone as the Patriots will be looking to destroy Villages and improve their victory margin.

Keep an eye on the Opposition level and the potential for a WINTER QUARTERS card. The British have a lot of work to do and may not be able to keep up with the Opposition built by the Patriots. The Indians may have to mount Raids just to ensure the Support versus Opposition stays below the victory condition. Keep an eye out for the opportunity to win as well. If the potential for a WINTER QUARTERS card is high, you are doing well against the Patriots in the second Victory Condition and you have the chance to lower Opposition to position yourself for a win – do it! Regardless of the motivations, Raid can be very powerful – both for regulating Opposition and setting up a Plunder Special Activity. Remember that Patriot pieces don't have to be present for a Plunder Special Activity. It's easier to Plunder Colonies that aren't guarded.

Proper positioning of War Parties can benefit the British significantly and should be used as a chip for the Indians in negotiating security and Resources. Common Cause allows the British to use War Parties as if they were Tories, increasing the punch where necessary. It also allows the British to move the Indians with Regulars for greater mobility. Another Command utilizing Indian and British pieces, Scout, may be less likely to occur but can provide a powerful punch. If timed properly, Scout allows the Indians to move British Regulars into place to be followed by a British Battle Command—setting them up for a one-two punch that is rare in the game. It will take some coordination, but it can be a game changer.

Playing The French

The game has a personality that changes as the years (Campaigns) pass. The British and Patriots don't have the armies they need to win decisively, so—along with the Indians—they commence a process to build the forces necessary to influence the outcome. As the British and Indians grow in numbers and become more effective, so do the Patriots and eventually their partners the French, who land in North America. The role of the French over the first three years of the game is very different. In 1775, the French must focus on building an army to fight in North America while also keeping the Patriots funded and maintaining pressure on the British and Indians. As the game progresses to 1776, the French are closer to TREATY OF ALLIANCE, but will likely play much of this Campaign from off map. By 1777, the French should have enough pieces in the Available box to allow for entry. From early 1777 onward, the French will be Blockading and Mustering on the map. The French military will make its weight felt.

Because the personality of the game changes so much over the course of the war, the players should decide what type of game they want to play. In the earlier scenarios, the French start off the map and play the role of diplomat while they prepare for war, pick at the British, support the Patriots, and ponder the most important decision in the game: when, where and how to enter the war. Play the 1775 scenario if the French player is willing to fill the role of diplomat for a couple of Campaigns. A French player who must be on the map will need to choose the 1778 scenario, where the French start on the map and play just like any other faction. And the French player who wants the mix of playing the diplomat for a Campaign and landing on the North American continent shortly thereafter should play the 1776 scenario.

The single most important decision in the game is where and when to start the French ground operations. It is also important to note that—as the French player—you cannot win the game if you haven't played TREATY OF ALLIANCE. As with any option, it is higher in value earlier if you can exercise it—not that you would, but you could. That means your first priority is the Special Activity Préparer la Guerre to move pieces from the Unavailable Box and into the Available Box. Moving Blockades/Squadrons into the West Indies will also help with building Resources before you play the TREATY OF ALLIANCE. Use Roderigue Hortalez et Cie to ensure that the Patriots don't get behind in Support. The money can also be used as a carrot or stick to ensure the Patriots kill a few British regulars to aid in the French victory conditions!

The French will need Special Activities—specifically Préparer la Guerre. Certain beneficial Events will be tempting but will delay the ability to enter. Resources can help grease the skids and are easy to transfer with the Roderigue Hortalez et Cie Command as long as the Préparer le Guerre Special Activity can be performed. The French will need to tell the Patriots up front what they would like in exchange for their financial support. Dead British will be the most satisfying to the French in both Victory over the British and accelerating potential entry. Additionally the French player will not want to fund a Patriot Fort

building spree. Make the Patriots view the French as a member of the Board of Directors and not just a minority shareholder.

The choice of when to enter will revolve around four critical factors: pieces Available, timing, location, and card sequence. Another temptation might be the outside chance at a victory if a WINTER QUARTERS card is approaching, Opposition is well above Support threshold and a well-executed Muster, Blockade, and Battle might swing things in favor of the French. Whether this timing changes the outcome of the game or not, the French will have the ability to pick where to make their presence felt, while the British and Indian players will have to react. Coordinate closely with the Patriots player as their ability to March and Battle together could occur before the Royalists can respond. Since the TREATY OF ALLIANCE card is played in place of the current Event, the French player will need to time for maximum impact. Since all Factions are eligible following the TREATY OF ALLIANCE, it would be best if the Patriots acted on the prior card. Faction order on the card following TREATY OF ALLIANCE will also be important—if selected well it will allow the Rebellion players to act again before the Royalists can respond. The effect of that decision is always a significant change in momentum feared by the British in anticipation.

Once on the map, the French will have a significant impact on play. They cannot have a direct impact on Support and Opposition, but the Win the Day mechanic gives them the ability to change the balance through a successful Battle. That, and the need for Casualties made up of British Regulars, Tories, and Forts, drives the French to focus on finding a fight. Choosing a fight that they will win or can win will be driven by how far behind they are in Secondary Victory Conditions. In the end, the French may stand with the Patriots but they are on the continent to fight. Another critical rule to impact the French is the necessity to land in Rebellion Controlled spaces and move into Rebellion occupied spaces (unless taking Patriots along for the March).

Leaders will have a major impact as Rochambeau makes Marching and Battling alongside the initiating Patriots free. If Lauzun takes over, his Attack will add one to the Loss Level of the Royalists. Last but not least is George Washington, who doubles the political shift in Win the Day. Washington also brings the added benefit of improving the Defense of a space he occupies. Since the Faction executing the Command decides which pieces move and which Leaders will accompany the March, the French will usually bring Washington along on their excursions. If you need to placate the Patriots, build them a Fort with your Muster.

With the French comes French Naval power. The Naval Pressure Special Activity allows the French to mess with the British in many powerful ways. The most direct impact of the Blockade through the French Naval Intervention table is preventing sea movement in or out of the Blockade City, limiting some of the British's most important capabilities. The Blockade gives a significant kicker to the Battle in the space and—as a Special Activity—can be placed before the Battle Command is executed. The British player has the chance to reverse a Blockade,

but they need to use a Naval Pressure Special Activity to do so. For purposes of calculating Support, the Blockade reduces the Population to 0, which reduces Support. It also reduces Resources for the British during the Resource Phase of the Winter Quarters Round. Although less impactful than British sea movement, the French bring with them the ability to use sea movement out of and into Rebellion Controlled Cities. Patriot units can come along with the French by sea if the French are executing the March.

The West Indies are critical to the French and come into play once the TREATY OF ALLIANCE card is played. It is hard for the British to win an even Battle in the West Indies, but they will take a shot if the French don't protect it. The West Indies is worth enough Resources to make it of interest.

BRILLIANT STROKE Cards

Each Faction begins each scenario (except the Sprint Option) with a BRILLIANT STROKE card. In addition, the French begins the 1775 and 1776 Scenarios with the TREATY OF ALLIANCE BRILLIANT STROKE card that can be played under certain conditions. When the Faction plays its BRILLIANT STROKE card, the currently played Event card is Trumped—along with that card's Faction initiative order. Instead, the executing Faction executes its BRILLIANT STROKE per the instructions on the card. Certain BRILLIANT STROKE cards can Trump others, returning the Trumped BRILLIANT STROKE to the owning Faction. Remember that the Faction's Leader must be in a space involved in at least one of the Limited Commands (including an origination space for a March, Scout, Raid, or Garrison Limited Command).

Non-Players

Liberty or Death provides Non-player rules for all four Factions, as well as multiple modes of solitaire play. A solo player can represent any of the four Factions alone against the other three, or either of the two allied Factions against the other two.

We have provided elaborate explanation of the Non-player actions.(8.0) Refer first to the flowcharts and only look up the corresponding rules as needed to clarify the shorthand in the charts.

There are also shorter lists of Non-player Event instructions (8.3.1) than in previous volumes, located on the reverse of the Random Spaces foldout. These have been simplified by marking on the cards first Command and Special Activity instructions with the sword icon (—) and then only referring to Event instructions if necessary. The musket icon (—) beneath a Faction symbol on an Event card cues you that a Non-player instruction applies.

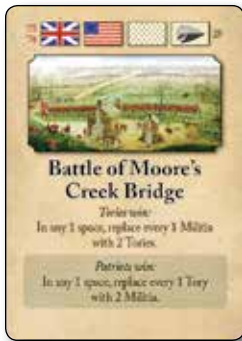
The Non-players work similarly to those in the other volumes, with new mechanics to cover when the Non-players execute their BRILLIANT STROKES (8.3.7).

We expect that you will find tremendous variety in *Liberty or Death's* one-player game—good luck!

NON-PLAYER EXAMPLES OF PLAY

This section provides step-by-step walk-throughs of five different Non-player actions, in order to get you rolling for solitaire play or any game in which you would like the system to sit in for a player. For instructional purposes, we have selected some fairly tricky cases. All of them are set at the beginning of one-player games, with the player as Patriots and French. For each example, set up the board according to the Medium Scenario: 1776-1779 from the last four pages of the Rules of Play booklet, plus any alterations noted below. You will not need to prepare a full Deck, but keep the Event cards and player aids handy—especially the Non-Player Factions foldout and Random Spaces sheet. Refer to rules Section 8.0 for the full rules text if you find the flowchart texts on the Non-Player Factions foldout unclear.

Example 1: Non-Player British Event



In this example, the first Event card is #28, BATTLE OF MOORE'S CREEK. The British are Eligible (i.e., their cylinder is in the "Eligible" box in the Sequence of Play display) and their symbol is farthest to the left on the card, which makes them 1st Eligible.

The player briefly considers playing one of his own Factions' BRILLIANT STROKE cards to prevent the British from acting on this card, but playing

the Patriot BRILLIANT STROKE would only make the British Trump it with their own, and the French cannot play either of its BRILLIANT STROKE cards at this point, since the French Preparations are too low to play TREATY OF ALLIANCE, and their other BRILLIANT STROKE must involve the French Leader in at least one of its Limited Commands which is impossible since the French Leader doesn't enter play until the TREATY OF ALLIANCE is played. Instead, the player picks up the Non-player Actions foldout to see what the Non-player British will do.

All the Non-player flowcharts start with the upper left diamond. On the Non-player British flowchart, this diamond asks:

"Sequence of Play prevents Event play or British symbol has sword?"

Since the British are 1st Eligible, the Sequence of Play doesn't prevent them from playing the Event, and there is no sword underlining the British flag symbol on the card, so the answer to this question is "No". The "No" arrow from this diamond leads to the "Event or Command?" box, which has a list of questions about what effects the Event has. If the answer to any of the questions is "yes", the Non-player will play the Event. The player reads each question in turn, from the top:

"Opposition > Support, and Event shifts Support/Opposition in Royalist favor (including by removing a Blockade)?"—well, Opposition is currently greater than Support, and playing Events that reduce Opposition or increase Support are often a quicker and cheaper way to change this than Rewarding Loyalty is, but this Event doesn't have any such effect. Next question:

"Event places British pieces from Unavailable?"—Getting the Unavailable cubes into play early can be a significant advantage for the British, but the Event doesn't do this either. On with the list:

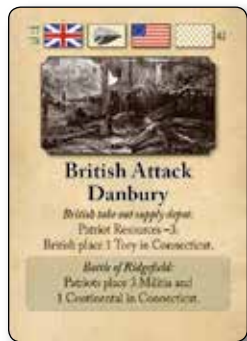
"Event places Tories in Active Opposition with none, British Fort in Colony with none, or British Regulars in City or Colony?"—The unshaded Event text replaces Militia with Tories in any one space, so the player scans the board to see if there is any Active Opposition space that has at least one Militia but no Tories yet (that's what the "with none" bit on the flowchart means). There is one such space: Massachusetts, the very centre of the Rebellion! Rule 8.3.5 specifies that if a Non-player chooses to play an Event due to one of the "Event or Command" questions, it will begin with selecting as many Event spaces as possible that match that question before it chooses any other spaces. In this case the Event only affects one space, so the Non-player must select Massachusetts. The player duly replaces the single Militia in MA with two Tories, removes the Rebellion Control marker, and moves the British Eligibility cylinder from the "Eligible" box to the "1st Faction Event" box of the Sequence of Play display.

With two Tories in MA, the British could potentially Muster Regulars there in a future action and then Reward Loyalty to shift it all the way to Active Support. Fortunately for the player, the Patriots are 2nd Eligible, so they get a chance to respond to the threat before the British can exploit it further.



Example 1: BATTLE OF MOORE'S CREEK replaces the Militia in MA with two Tories and removes the Rebellion Control.

Example 2: Non-Player British Garrison and Naval Pressure



It is again the beginning of the Medium Scenario, with a player Patriot/French pitted against Non-player British and Indians. This time, the first card is #42, **BRITISH ATTACK DANBURY**. Since there's no sword under the British flag, the player checks the "Event or Command?" list on the Non-player British flowchart. However, the unshaded Event text doesn't meet any of the conditions in that box:

it doesn't increase Support or reduce Opposition, doesn't place any British pieces from Unavailable, places no British Regulars or Forts, and the only space where it can place a Tory (Connecticut) isn't at Active Opposition. The Event can't inflict any Rebellion Casualties, and the British don't Control 5+ Cities either, so they don't get to roll a die to see if they play the Event anyway. Because of this, the British ignore the Event and instead continue with the flowchart.

The second diamond on the Non-player British flowchart asks if the British Resources are higher than 0. The British begin the Medium Scenario with five Resources, so they continue down the flowchart. The third diamond reads:

"10+ British Regulars on map, and Rebels Control City w/o Rebel Fort?"

Note: The flowcharts use "Rebel" as a shorthand for "Rebellion" to avoid having all those "lions" eat up a lot of space. The flowcharts are cramped enough already!

There are currently 12 British Regulars on the map: one in Quebec, one in Quebec City, six in New York City, three in New York Colony, and one in Florida. The Rebellion Controls two Cities, Philadelphia and Charles Town. Of these, Charles Town has a Patriot (i.e., "Rebel") Fort which means that a Garrison Command can't expel any Patriot units from that City. But Philadelphia qualifies as it is only Controlled by a Militia. Both conditions in the British' 3rd diamond are therefore met, so the British select the Garrison Command.

The first instruction in the Garrison instruction box is to execute a Special Activity. The arrow from the Garrison box leads to Naval Pressure. FNI is 0 (as it must be, since the **TREATY OF ALLIANCE** hasn't been played yet), so the British Resources increase by 1D3: a "1" is rolled (up to 6).

With the Special Activity done, the player returns to the Garrison instruction. The second bullet point of this instruction specifies which spaces the British will pull their Garrison forces from—or, rather, it says which forces the Non-player will *not* move:

"In origin spaces with British Control, leave 2 more Royalist than Rebel pieces and remove last Regular only if Pop 0 or Active Support."

Checking the possible origin spaces gives the following list:

- **Quebec:** One Regular that is able to move, since the space has Population 0 and there are four other Royalist pieces to maintain Control against the lone Patriot Militia.
- **Quebec City:** One Regular, but the City is Pop 1, not at Active Support, and there's only one other Royalist piece so this Regular is not allowed to move: 1 British Regular + 1 Tory = 2 Royalist pieces, which is exactly two more than the 0 Rebellion pieces in Quebec City.
- **New York City:** Six Regulars, of which two must stay to meet the "2 more Royalist than Rebel pieces" together with the Fort. That leaves four British Regulars that are able to move.
- **New York:** Three Regulars, but only two of them are allowed to move since the space is not at Active Support. (There are also a bunch of Patriot Continentals in the Colony, but the three Tories and two Indian War Parties are enough to meet the "2 more..." requirement.)
- **Florida:** One Regular, and like its counterpart in Quebec it is allowed to move.

This gives the British eight Regulars that are able to move during the Garrison Command. Now let's see where they move to! The 3rd bullet in the Garrison instruction reads:

"*First* just enough to add British Control; *first* where most Rebels without Patriot Fort, *then* NYC, *then* random."

OK, that was a lot of "firsts" and "thens"! To figure out what this means, first (sic!) note that a Garrison Command can only move British Regulars to Cities—never to Provinces. "Add British Control" means looking for a City that the British don't already Control, which is most of them; "where most Rebels without a Patriot Fort" narrows the first choice down to Philadelphia. "Just enough" means that the British should stop moving Regulars into a City once there are enough for British Control—without that admonition, the **Guidelines** in rule 8.1.1 would make the Non-player move *all* its free Regulars into the first City selected!

Since there's currently one Militia in Philadelphia, it will take two Regulars to add British Control there. The origin spaces are selected using the Random Spaces table: a D3 roll of "3" and a D6 roll of "5" selects Boston as the first origin space. There are no British Regulars in Boston, so the player continues down the column to Massachusetts (none there either), and then to the top of the leftmost column to Quebec City (one Regular, but it isn't allowed to move) and finally to the Quebec/New York Colony box. When there are two spaces listed in the same box, the upper one is selected first if possible; so the first British Regular to go to Philadelphia is taken from Quebec. A new roll on the Random Spaces Table (D3: 2, D6: 2) picks Philadelphia itself; it obviously can't provide any additional Regulars for its own Garrison, so the player continues down the table to Florida. Both of the British wilderness garrisons are pulled in to recapture Philadelphia from the perfidious rebels! The Rebellion Control marker in Philadelphia is flipped over to its British Control side.

Since one of the instructions for the Garrison Command has been executed successfully, the Non-player now pays the Re-

source cost for the Command (two Resources, down from **six** to four) per the bullet “Paying Resource Costs” bullet of rule 8.1.

Returning to the Garrison instruction, the next City to Garrison is New York City—but it already has a huge garrison, so it doesn’t need any additional reinforcements. After that, destination Cities are selected randomly. The Garrison Command has no limit on the number of destination Cities (except that there are only seven Cities on the map, of course), so the player keeps selecting additional random destination Cities until the British either Control all Cities or run out of Regulars that are allowed to move:

D3: 3, D6: 1 ~ Savannah. One British Regular is needed for Control, and a random roll for its origin selects New York Colony. The Regular is moved to Savannah and a British Control marker is placed there.

D3: 2, D6: 5 ~ Charles Town. Four Regulars are needed to add British Control here, and the roll for Origin space selects New York City. All four movable British Regulars there go to Charles Town, changing its Control from Rebellion to British. (If there had been fewer than four movable British Regulars left in all spaces combined, another destination would have to be selected.)

The British Leader, Howe, started the Command in New York City. He will accompany the largest of British units that moves away from or stays in his space. Of the six British cubes that began the Command with him, four are leaving for Charles Town, so he goes with them. (Note that Leader movement isn’t part of the Garrison Command instructions themselves; instead it is mentioned in the general instructions in rule 8.1 and in the white boxes on the flowchart pages.)

There’s still one more British Regular left that is able to move, in New York Colony, and there two Cities that the British don’t yet Control: Boston and Norfolk. With only two destinations to choose between, the player rolls 1D6: 1-3 = Boston, 4-6 = Norfolk. The die rolls a “5”, so the last British Regular moves from New York Colony to Norfolk which gains a British Control marker.

This concludes the 3rd instruction bullet. If the British had had any Regulars left to move that weren’t needed for adding Control anywhere, the 4th bullet would have distributed them among the Cities already under British Control to set up for Reward Loyalty or to Activate more Patriot Militia.

The next Garrison bullet, “*If no cubes have moved yet, instead Muster*” is sort of a safety catch. If the Non-player British neither adds Control to any new Cities nor needs to redistribute its Regulars among the Cities it already Controls to Activate or evict Rebellion units, then it aborts the Garrison move and selects another, hopefully more effective, Command instead, starting with Muster and possibly continuing to March if Muster turns out to be ineffective too.

In this case however quite a few British Regulars did move, so the final Garrison bullet applies:

“Activate Underground Militia *then* displace most Rebels, *first* to a Province with most Opposition *then* least Support, *within that* to lowest Pop.”

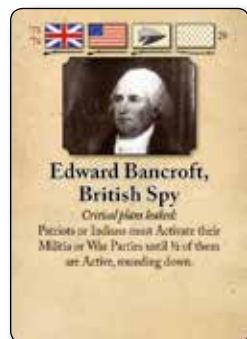
Garrison can Activate one Militia for every three British cubes in a City, but there are only two cubes in Philadelphia, so the Militia there escapes Activation. The British would like to displace the Patriots from Charles Town, since that’s where there are most of them; but the Fort there prevents this. The Patriot units that can be displaced are the Militia in Philadelphia and the Continental in New York City. Since there are only two spaces to choose between, the player rolls a D6 instead of using the Random Spaces table: 1-3 = Philadelphia, 4-6 = New York City. The die rolls a “2”, so the Militia is expelled. All three Provinces adjacent to Philadelphia are Neutral, so it is sent to New Jersey which has the lowest Population of the three. A Rebel Control marker is placed in New Jersey.



Example 2: British Garrison movements (red and maroon), and expulsion of Militia from Philadelphia (blue).

Finally the British Eligibility Cylinder is placed in the “1st Faction Command + Special Ability” box on the Sequence of Play display, and play continues with the 2nd Eligible Faction.

Example 3: British Muster+Skirmish



For our third example, set up the Medium Scenario as before (still with the player running the Patriot+French), but this time remove the Militia and Rebellion Control marker from Philadelphia. The first Event card is #29, EDWARD BANCROFT, BRITISH SPY, so the British are 1st Eligible. On this card, the British symbol is underlined by a Brown Bess musket, which means that the British have an Event Instruc-

tion for this Event. The Event is harmful so, per rule 8.3.5, the Non-player would play it on an enemy Faction (i.e., the British would only play it on the Patriots), not on the Indians. But the Event Instruction says that Non-player British will choose a Command and Special Activity if fewer than four Patriot Militia would be Activated. There are only five Militia on the map at the moment, so only two would be Activated; the British therefore ignore the Event.

Continuing down the flowchart: British Resources are higher than 0 so the British don't need to Pass. And there are 10+ British Regulars on the map, but the only City with Rebellion Control (Charles Town) has a Patriot Fort, so the British will not select Garrison. The next diamond on the flowchart asks:

“Available British Regulars > 1D6?”

The British begin the Medium Scenario with seven Available British Regulars, so there is no need to roll the die—a D6 can't roll seven or higher! This means that the British will Muster in up to four spaces (the maximum allowed by their Muster instruction), paying one Resource for each space selected.

The first bullet point in the Muster instruction reads:

“Place Regulars, *first* in Neutral or Passive, *within that first* to add British Control *then* where Tories are the only British units *then elsewhere*; *within each first* in highest Pop.”

That's a handful! The corresponding rulebook text (8.4.2) is easier to interpret, but unfortunately it didn't fit on the flowchart... We'll take it one step at a time. The Non-player must follow all normal restrictions for the selected Command, so it can only place British Regulars in one City or Colony (i.e., it can't place French Regulars at all, nor can it place any cubes in an Indian Reserve Province). It can also place Tories in various spaces, but we'll come to those later.

Returning to the Muster bullet:

“Place Regulars,”—British Regulars, obviously. And since the instruction doesn't say how many Regulars should be placed, the Guidelines in 8.1.1 apply: “...carry out whatever actions apply to the maximum extent ...”. The maximum number of Regulars that can be placed by a British Muster Command is six (assuming that there are at least that many of them Avail-

able, of course). In this case, there are seven British Regulars Available, so the Muster will place six of them.

“...*first* in Neutral or Passive; *within that first* to add British Control *then* where Tories...”—there are lots of spaces that are Neutral or Passive (i.e., either Passive Opposition or Passive Support) where adding six British Regulars would add British Control, so the “...*then* where Tories...” bit won't be needed this time.

“...*within each first* in highest Pop.”—the highest Population value of any space on the *Liberty or Death* map is two, so we're looking for a Population two space that is Neutral or Passive and where the British don't already have Control. That still leaves a lot of spaces to choose from, so we'll use the Random Spaces table. The first rolls, D3: 3, D6: 4, gives us Georgia, a Pop one space. We're looking for a Pop two space, so going down the list we first find Massachusetts (Active Opposition, i.e., neither Neutral nor Passive), then Quebec Province (not a Colony or a City), New York Colony (already British-Controlled), then Connecticut: Pop 2, Neutral, and no British Control—perfect! Six British Regulars are placed in Connecticut, together with a pawn to remind the player that the space has been selected. The Resource cost for the space is paid immediately, reducing British Resources from five to 4.

That was the first bullet! The second one reads:

“*Then* place Tories, *first* where Regulars are the only British cubes (*within that first* where Regulars were just placed), *then* to change most Control, *then* in Colonies with < 5 British cubes and no British Fort.”

Another handful, because there are so many different tasks the British need their Tories for: prepare to Reward Loyalty, prevent (or at least slow down) the Patriot flood of propaganda via Rabble-Rousing and Committees of Correspondence, establish firm Control of Cities to boost British Income during the Winter Quarter, and so on. Tories can be placed in any Cities and Colonies that are not at Active Opposition, and that have or are adjacent to British Regulars or Forts. Going through the priority list step by step:

“...place Tories, *first* where Regulars are the only British cubes (*within that first* where Regulars were just placed), ...”

Regulars were just placed in Connecticut and there aren't any Tories there already, so the first pair of Tories is placed there. The other spaces with British Regulars but no Tories are New York City and Florida. Florida is neither a Colony nor a City, so Muster can't place Tories there. The second Muster space is, therefore, New York City, which receives a pair of Tories and a pawn. British Resources drop to 3.

That leaves two more spaces to Muster in:

“...*then* to change most Control...”

In other words, place Tories to remove Rebellion Control, add British Control, or both at the same time, in as much Population as possible. The spaces where placing Tories can change Control are New Hampshire, Boston, Pennsylvania, New Jersey and Georgia. Of these, Pennsylvania has the highest Population

(2), so a third pair of Tories and a pawn are placed there. The last Muster space is selected by a random roll: D3: 3, D6: 5—that's Boston. This City is at Passive Opposition, so it receives only one Tory cube (and a pawn). British Control markers are placed in both Pennsylvania and Boston, and British Resources are reduced to one.

After placing cubes, the third Muster bullet reads:

"Then, in one space, first one already selected above..."

The Muster has already selected the maximum four spaces allowed, so in this case *only* the four spaces already selected can be selected for this part of the Command!

"If Opposition > Support +1D3 OR no British Forts Available, Reward Loyalty."

There are three British Forts Available. Opposition is five and Support is 3, and the D3 rolls a "3", so Support+1D3 beats the Opposition. This means that the British will not Reward Loyalty, but instead will try the next line of the instruction:

"If no Reward Loyalty, place Fort in a Colony with 5+ British cubes and no British Fort."

There are two Colonies with 5+ British cubes and no British Fort, New York Colony and Connecticut. But as noted above, only those spaces that have already been selected for the Muster Command are eligible at the moment. The British, therefore, replace three of their cubes in Connecticut with a Fort. The 2nd bullet of rule 8.1.2 specifies which cubes to remove:

"Remove friendly pieces, first alternating Regulars and Continental Tories, beginning with whichever is most in the space (Regulars if even) but if possible without removing the last Tory/Continental in any space..."

Since there are currently six British Regulars and two Tories in Connecticut, two Regulars and one Tory are removed to build the Fort.

The last instruction in the Non-player British Muster box is:

"If any Muster was done, execute a Special Activity."

The flowchart arrow from the Muster box leads to Skirmish. The first Skirmish instruction bullet tells the Non-player to Skirmish first in WI (that's not possible; there are no units there prior to

the TREATY OF ALLIANCE), then in a space with exactly one British Regular (not possible either: the only space with one British Regular and any enemy piece is Quebec, but the Patriot Militia there is still Underground so it can't be Skirmished yet), then "per below"; i.e., in the first space that meets the conditions in the other bullets.

The second Skirmish bullet says to remove as many Rebellion cubes as possible, even if that would require removing a British Regular. Two spaces have British Regulars and Active enemy pieces: New York City, where there is only a single Continental, and New York Colony with three Continentals. Skirmishes aren't allowed in Muster spaces though, so New York City is out; and besides a Skirmish in the Colony can remove more enemy cubes anyway! Non-player British executes their Skirmish in New York Colony by removing one British Regular and two of Washington's three Continental Army cubes. Cumulative British Casualties increase from one to 2, and Cumulative Rebellion Casualties increase from three to 5.

(The 3rd bullet in the Non-player British Skirmish instruction, starting with "Remove 1 Rebel piece ...", only applies if the Skirmish could not remove *any* Rebellion cubes; i.e., if neither of the first two bullets selected a space to Skirmish in. The full rules text in the rulebook explains this in more detail than the flowchart does.)

This concludes the Command and Special Activity. The British cylinder is moved to the "1st Faction Command + Special Ability" box on the Sequence of Play display, the four pawns marking the Muster spaces are removed from the map, and play continues with the 2nd Eligible Faction.



Example 3: Widespread Musters bolster British positions in NYC, CT, PA and Boston, while Skirmishes savage Washington's Continental Army.

Example 4: British BRILLIANT STROKE



This example requires more extensive modifications to the set-up, because Non-players will not use their BRILLIANT STROKE cards until the TREATY OF ALLIANCE is in play. Begin with the Medium Scenario set-up as usual; then remove the Militia from Philadelphia, move the last Squadron from

Unavailable to the West Indies, and move six French Regulars from Available to Unavailable. This raises the French Preparations to 16. Now play the TREATY OF ALLIANCE: raise FNI to one and place a Blockade on New York City (reducing the Support score to one), place four Available French Regulars and Rochambeau in Charles Town (where the Patriots have a couple of Continentals that can act as guides for the French troops), and move three French and three British Regulars from Unavailable to the West Indies. Finish the set-up by placing four Available British Regulars, one Tory, one British Fort and a British Control marker in Connecticut, as if the British had executed a Muster there. This leaves three British Regulars and nine Tories Available. Leave all Factions Eligible.

Now we can begin with the example! The next card is #6 BENEDICT ARNOLD. Since the TREATY OF ALLIANCE has been played, the Patriots (a player Faction) are 1st Eligible, and the British Leader Howe is located in a space with at least four British Regulars, all the necessary conditions to make the British Non-player use its BRILLIANT STROKE card are met. (These requirements are listed both in rule 8.4.11 and in the flowchart foldout.) Note that Non-player Indians won't use their BRILLIANT STROKE at this point: in order to do that, their Leader must be in a space with at least three War Parties, but Brant currently only has two War Parties with him. The player could use the French BRILLIANT STROKE card to trump the British one, but decides to wait for a better opportunity later on.

When a player executes a BRILLIANT STROKE card other than the TREATY OF ALLIANCE, at least one of the two Limited Commands allowed must involve the Faction's Leader, but it can be either the first or the second one (or both); and the Special Activity granted by the card can be executed at any time along with the two Limited Commands. For Non-players, this is more restricted: in order to ensure that the BRILLIANT STROKE is executed in a legal manner, the Leader and the Special Activity are both tied to the *first* Limited Command. (Note that the Special Activity is still executed independently if possible (2.3.8), so during a BRILLIANT STROKE it is, e.g., possible for Non-player British to Muster in a space and then select the same space for a Skirmish—even though this is not allowed during a normal Command and Special Activity action!)

The player checks the Non-player British flowchart to select the first Limited Command, noting that the Command selected must be executed in or start from New York City since that's where Howe is located. Since rule 8.3.7 (which gives the details for Non-player use of BRILLIANT STROKE Events) says that the flowchart must choose a Limited Command, the initial flowchart diamonds about playing Events and Passing are ignored. The British won't try to Garrison, as the only Rebellion Controlled City is Charles Town which has a Patriot Fort. There are three British Regulars Available, so the player rolls 1D6: a "4" is too high to make the British Muster. Howe and his six Regulars massively outnumber the lone Continental in New York City, but Non-player British will only select a Battle Command if it can fight two or more enemy pieces in order to be able to gain the Win the Day benefits. This leaves March as the only remaining choice for the initial Limited Command of the BRILLIANT STROKE, and since New York City is currently under Blockade it can only go to an adjacent space (New York Colony or New Jersey) or stay within New York City itself. If it turns out that the British can't find any valid March move in or from New York City either, the Non-player aborts its BRILLIANT STROKE and the game will return to the BENEDICT ARNOLD Event.

The highest priority for a British March is to move the largest groups possible to add British Control to two Cities or Colonies, and to stop moving more groups into a space once British Control has been established. (This last bit is only explained in the rulebook due to lack of space on the flowchart...) Since this is a Limited Command, it is restricted to just one destination space. The two New York spaces are both already under British Control, but New Jersey is not. Howe, therefore, leads five of the six Regulars from New York City into New Jersey and adds British Control there. Per the March instructions, the last British Regular must stay in New York City both to maintain British Control there and because the City is not at Active Support.

Following the flowchart, the first Special Activity the Non-player British try to use when Marching is Common Cause. There are no Indian War Parties in New York City though, so it isn't possible to use that Special Activity. The next one to try is Skirmish, and here there are several possible spaces. The highest priority for a Non-player British Skirmish is to remove the maximum possible number of Rebellion cubes from the West Indies, and there are both British and French regulars there. One British and two French Regulars are removed from the West Indies, giving the British Control of this lucrative region. Cumulative British Casualties increase to two, while Cumulative French Casualties increase to five. Howe then uses his Leader Ability to remove the Blockade from New York City (which restores Support to three)—a bit late perhaps, but better late than never!

The second Limited Command of the BRILLIANT STROKE is selected in the same way as the first; but this time the D6 for Muster rolls a "2". This is less than the Available British Regulars, so the British Muster in one space. As we saw in the previous example, the highest British Muster priority is to add

British Control in a Neutral or Passive Pop “2” space. This time the Random Spaces Table roll selects Pennsylvania, so the three Available British Regulars are placed there together with two Tories. The D3 to see whether the British will Reward Loyalty or place a Fort rolls a “1”, so Support+D3 only adds up to four; i.e., less than the Opposition score of 5. Reward Loyalty during a Muster still costs Resources even though the Muster itself was free (3.2.1), so the British pay two Resources to shift Pennsylvania to Active Support, raising the Support score to 7.

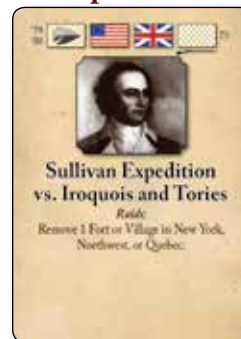
The last part of the BRILLIANT STROKE is to set all Factions Eligible. The player is relieved to see that the British didn’t strike at either Washington’s army in New York Colony or at the Rebellion stronghold in Massachusetts, but even so the British have created several threats that need to be dealt with. Their Control of the West Indies will strangle the French finances if it isn’t reversed before the next WINTER QUARTERS, they have four sizable armies in the field against the Rebellion’s two (or maybe just one and a half, given the small size of Washington’s force!), and they have pulled ahead in both Support and Casualties.



Example 4: The British March into New Jersey (red), Skirmish in the West Indies and—using Howe’s Leader Ability—break the Blockade of New York City (black), and finally Muster in Pennsylvania (maroon).



Example 5: Indian Scout + War Path



For the final example, set up the Medium Scenario again, but place one extra War Party in each Indian Reserve Province (leaving only three War Parties Available) and add two Indian Resources.

This time the first Event drawn is #73, SULLIVAN EXPEDITION vs. IROQUOIS AND TORIES, where the Indians are 1st Eligible. None of the Indian “Event or Command” conditions apply (“Event removes a Patriot Fort?” comes closest, but there is no Patriot Fort in any of the spaces affected by this Event), so the Indians continue down the flowchart.

The second diamond checks if “(Support+1D6) > Opposition?”. The D6 rolls a “4”, so Support+1D6 adds up to seven which easily beats the Opposition score of five—the Indians won’t Raid. The third diamond requires another D6 roll, this time against the three Available War Parties, but a roll of “5” makes the Indians ignore Gather as well.

The last diamond on the Non-player Indian flowchart checks if there are any spaces with both War Parties and British Regulars, and there are three such spaces: New York Colony, Quebec Province, and Florida. This leads the Non-player Indians to the Scout Command, which requires that both the Indians and the British pay one Resource each (Indians to one Resource, British to 4). Note that if either Faction had had 0 Resources and thus been unable to pay, the Indians would have been unable to use the Scout command and would have had to follow the flowchart arrows back to March.

Their first Scout priority is to lead the largest possible number of Regulars and Tories somewhere, moving just one War Party and without changing Control in the origin space. The largest such group of British cubes is in New York Colony, where the Scouts can bring two British Regulars and one Tory with them. (The other British cubes in New York need to stay there together with the second Indian War Party to maintain British Control against Washington and his 3 Patriot Continentals.) Looking at where the War Party will lead them, the next priority is “...first to a Patriot Fort,...”, and there is one in adjacent Massachusetts. The Scouting group consisting of one War Party, two British Regulars and one Tory, therefore, moves from New York Colony into Massachusetts, where it Activates both the moving War Party and the Patriot Militia.

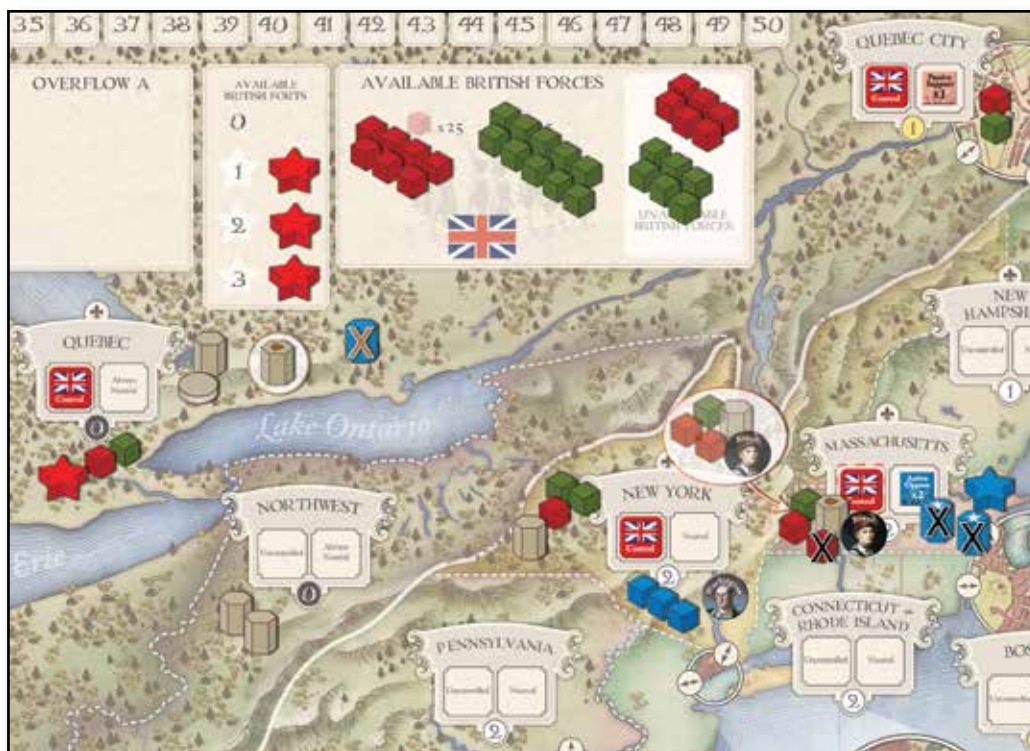
Since the number of War Parties that left New York Colony was equal to the number that stayed (i.e., one), the player rolls a D6 to see if Brant will follow the scouts (on 1-3) or stay behind (on 4-6). A die roll of “2” makes him go with the scouts.

As the last part of the Scout Command, the Indians use one of the two British Regulars in Massachusetts to Skirmish. This removes both the British Regular and the two Patriot units (a Continental and the

Militia), leaving the Patriot Fort unprotected. Cumulative British and Rebellion Casualties both increase by one (to two and 4, respectively).

The first Special Activity to check after a Scout Command is War Path. The first War Path instruction is to check if Indian Resources = 0 (and if so, immediately skip forward to Trade), but there is still one Indian Resource left, so War Path it is! The first priority for this Special Activity is to remove a Patriot Fort, but unfortunately that requires two War Parties (and both of them must be Underground), so the single Active War Party in Massachusetts isn’t able to raze the Fort there. The next priority is to remove the largest number of Rebellion pieces, within that first in a Village space. The largest number of Rebellion pieces a War Path could remove anywhere is one, in either Quebec Province, New York Colony or North Carolina. Of these three, only Quebec Province has an Indian Village, so one of the Indian War Party in Quebec Province is Activated and the Patriot Militia there is removed. With the Non-player Indian Command and Special Activity finished, Eligibility is adjusted and play continues with the 2nd Eligible Faction.

The above examples are not comprehensive—there are many possibilities for what the Non-players might do. We hope that they have provided a helpful start on how to interpret and implement the Non-player instructions, including in some of the more challenging circumstances. Good luck taking the Non-players on!



Example 5: Indian Scouts lead British forces into MA (red) and Skirmish against the Patriot forces there (black), while the Iroquois go on the War Path in Quebec (tan).

EVENT TEXT AND BACKGROUND

Event Text and Background

This section reproduces the full text of each Event card with historical background and commentary.

1. Waxhaws Massacre

PBFI 1779-1780

Tarleton's quarter: In one space with British, remove two Continentals to Casualties, shift one level toward Active Support. Place two Propaganda there.

Patriot rage: Patriots free March to and free Battle in one space. Place two Propaganda there. Shift one level toward Neutral.

Following the British victory at Charles Town on May 12, 1780, British Lieutenant General Sir Henry Clinton sent Lieutenant General Lord Charles Cornwallis into South Carolina to subdue the rebellion. Arriving at the siege of Charles Town too late to act, Patriot Colonel Abraham Buford and a force of 350 men set out to escape to North Carolina. Cornwallis dispatched Lieutenant Colonel Banastre Tarleton and his dragoons to run them down. Tarleton caught and defeated the rearguard on May 29. Buford refused to surrender and responded to the demand with, "Sir, I reject your proposals, and shall defend myself to the last extremity." Tarleton's dragoons overran the Patriots and the Patriots began to surrender. Tarleton's horse was shot from under him as he called for quarter. In the ensuing confusion, the British Tories slaughtered the remaining Patriots—including the wounded. Only 100 Patriots, including Buford, escaped. The battle earned Tarleton nicknames like "Bloody Ban" and "Ban the Butcher." The term "Tarleton's Quarter" came to mean that no mercy would be given. The slaughter became a rallying cry in the region and improved sentiment in favor of the Patriots. What actually happened and why is much less clear.

2. "Common Sense"

PBFI 1775-1776

British organize a backlash: British may place two British Regulars and two Tories in any one City. Place two Propaganda markers there. British Resources +4.

Impact of the writings of Thomas Paine: Shift two Cities one level each toward Active Opposition. Place two Propaganda markers in each.

During the Summer of 1776, Thomas Paine (anonymously) wrote this 48-page pamphlet printed by Robert Bell. 120,000 copies were sold in the first three months. The pamphlet was targeted at the common colonist rather than elites. It is believed that most colonists were "on the fence" regarding independence. After "Common Sense" was distributed, things changed dramatically.

3. George Rogers Clark's Illinois Campaign

PBFI 1777-1778

Indian retaliation raids succeed: Remove all Patriot pieces in Northwest and Southwest.

Patriot offensive succeeds: Patriots may place two Militia and free Partisans in both Northwest and Southwest.

In the Summer of 1778, George Rogers Clark and his men took control of Kaskaskia, Vincennes, and several other villages in what is now known as the Midwestern United States. Most of the Indians present were not willing to fight for the British Empire. Henry Hamilton, the British lieutenant governor at Fort Detroit, reoccupied Vincennes to counter Clark's advance. In early 1779, Clark returned to Vincennes in an unexpected Winter expedition and retook the town, capturing Hamilton. Virginia capitalized on the success by establishing the region as Illinois County, Virginia.

4. The Penobscot Expedition

PBFI 1775-1776

Expedition fails and ships scuttled: Remove three Patriot Militia. Patriot Resources -2.

Expedition is a success: Place one Fort or Village and three Militia or War Parties in Massachusetts.

The largest American naval expedition of the war, a flotilla of 19 warships mounted by the Provincial Congress of the Province of Massachusetts Bay sailed from Boston in July of 1779 for the upper Penobscot Bay in the District of Maine (then a part of Massachusetts colony). The flotilla also included a ground force of more than 1,000 colonial troops as well as a 100-man artillery detachment under the command of Lt. Colonel Paul Revere. The goal was to reclaim control of what is now mid-coast Maine from the British who had seized it a month earlier, renaming it New Ireland. The Patriots paid a heavy price in the fighting over three weeks in July and August of 1779.

As the British were reinforced, the Patriot fleet was destroyed as it fled up the Penobscot River. It was one of Britain's greatest victories of the war. The Expedition was also the United States' worst naval defeat until Pearl Harbor 162 years later in 1941.

5. William Alexander, Lord Stirling

PBIF 1777-1778

Captured at Long Island: Patriots Ineligible through the next card.

"...bravest man in America": Patriots may free March to and free Battle in one space.

As a Brigadier General in the Continental Army, at the Battle of Long Island, Lord Stirling led the stalwart, well-trained 1st Maryland Regiment in repeated attacks against a superior British Army force at the Old Stone House and took heavy casualties. Heavily outnumbered, his brigade was eventually overwhelmed and Stirling himself was taken prisoner during the retreat, but not before

repelling the British forces long enough to allow the main body of Washington's Continental troops to escape. He was praised by both Washington and the British for his bravery and audacity. Released in a prisoner exchange he was promoted to the rank of major general and became one of Washington's most trusted generals.

6. Benedict Arnold

PBIF 1775-1776

Treachery undermines the Patriot cause: Remove one Patriot Fort to Casualties and two Patriot Militia to Available from one Colony.

Shows great leadership and resourcefulness: Remove one British Fort and two British cubes from one space to Casualties.

He distinguished himself through acts of valor including the Capture of Fort Ticonderoga, the Victory at Valcour Island, the Kennebec Expedition against Quebec (including preserving the American Army on its retreat from Canada), the Battle of Ridgefield, Connecticut (after which he was promoted to major general), operations in relief of the Siege of Fort Stanwix, and key actions during the Battle of Saratoga where he suffered leg injuries that sidelined him for several years. Frustrated with being passed over for promotion and accused of corruption, Arnold decided to defect and opened secret negotiations with the British. Arnold's scheme to surrender Fort West Point to the British was exposed. Arnold fled down the Hudson River to the British sloop-of-war Vulture, narrowly avoiding capture by the forces of George Washington, who had been alerted to the plot.

7. John Paul Jones

PBIF 1779-1780

Limited impact: British Resources +3. Lower FNI one level. Move up to two British Regulars from Available to West Indies or any City.

Significant benefit: Patriot Resources +5. Raise FNI one level.

John Paul Jones volunteered for the new Continental Navy and eventually took command of the sloop Providence. He soon captured 16 British vessels on a single cruise. Promoted to captain, Jones took command of the Alfred and soon had more prizes. In 1779, his flagship was a French merchant ship converted to a 40-gun frigate. Jones re-named it the Bonhomme Richard (Poor Richard), in honor of Benjamin Franklin. In his most famous engagement, two British escort ships, Serapis and Countess of Scarborough, squared off against the Bonhomme Richard and another American ship, the Pallas. The Bonhomme Richard rammed the Serapis and Jones tied the two ships together. After two hours, the British captain asked if the Americans were ready to surrender. Jones replied, "I have not yet begun to fight!" and eventually the British surrendered. The Bonhomme Richard was damaged beyond repair so Jones transferred his flag to the Serapis.

8. Culper Spy Ring

PBIF 1777-1778

Hercules Mulligan arrested: Activate three Patriot Militia anywhere.

Spies reduce British effectiveness: Remove three British cubes to Casualties.

In 1778, George Washington appointed Major Benjamin Tallmadge as director of military intelligence, charged with creating a spy ring in New York City. This network became known as the Culper Spy Ring and operated successfully in and around New York City for five years, during which time no spy was ever unmasked. Hercules Mulligan, before he went underground as an agent, had been an active member of the Sons of Liberty and the New York Committees of Correspondence and Observation. Mulligan had participated in acts of rebellion, and his name had appeared on Patriot broadsides distributed in New York as late as 1776. Mulligan was never arrested, but the British missed many hints as to his relationship with key Patriots.

9. Friedrich Wilhelm von Steuben

PFBI 1777-1778

Patriots do not listen: British may Skirmish in up to three spaces.

Patriots more effective: Patriots may Skirmish in up to three spaces.

Baron von Steuben was a Prussian-born American Inspector General and Major General of the Continental Army. He is credited with being one of the fathers of the Continental Army in teaching them the essentials of military drills, tactics, and disciplines. Steuben established standards of sanitation and camp layouts that would still be standard 150 years later.

10. Benjamin Franklin Travels to France

PFBI 1775-1776

Franklin is ineffective in France: Shift any two Cities each one level toward Active Support.

Franklin takes France by storm: French Resources +3. Patriot Resources +2.

In October of 1776, one month after being named an agent of a diplomatic commission by the Continental Congress, Benjamin Franklin set sail from Philadelphia for France. His task was to negotiate and secure a formal alliance and treaty.

11. Thaddeus Kosciuszko, Expert Engineer

PFBI 1777-1778

Patriots ignore: Patriots remove any two Patriot Forts.

Patriots embrace: In each of two Patriot Controlled spaces, Patriots may remove one Patriot piece and add one Patriot Fort.

Kościuszko came to America in 1776, where he joined the Colonial army. In 1777, he was assigned to the army of General Horatio Gates. Kościuszko became active in Gates's army, closing fortifications and roads along the Hudson River as well as selecting and fortifying the Bemis Heights for the America position, contributing

to the capitulation of the British army at Saratoga. In 1780, he was appointed chief of the engineering corps. That Summer, serving under General Nathanael Greene in North Carolina, he twice rescued the army from enemy advances by directing the crossing of the Yadkin and Dan rivers. In 1781 in South Carolina, Kościuszko conducted a lengthy blockade of Charles Town. At the end of the war, he was given U.S. citizenship and was made a Brigadier General in the U.S. Army.

12. Martha Washington to Valley Forge

PFBI 1777-1778

No Bread - No Soldiers: Execute Patriot Desertion as per Winter Quarters Round.

Women step in to bolster support and raise money: Patriot Resources +5.

Martha was at Valley Forge to comfort her husband George Washington. She also spent time entertaining the other wives and officers at Valley Forge. They worked together to provide appropriate clothes to the troops. She also worked to raise money and supplies from families in the region. Sometimes soldiers at Valley Forge who were hungry threatened mutiny by chanting "No bread, no meat, no soldiers!"

13. "...the origin of all our misfortunes"

PFIB 1775-1776

Soldiers leave: Execute Patriot Desertion as per Winter Quarters Round.

Patriots strengthen commitment: In up to four spaces with Militia, Patriots may add an Active Militia.

As George Washington surveyed his desperate situation at a camp above Trenton Falls on December 20, 1776 he pondered a response to the British invasion of New York and New Jersey. He lamented his position to the Continental Congress including the line: "But my feelings as an Officer and a Man, have been such as to force me to say that no person ever had a greater choice of difficulties to contend with than I have; it is needless to add that short Inlistments (sic), and a mistaken dependence (sic) upon Militia, have been the Origin of all our Misfortunes and the great accumulation of our Debt."

14. Overmountain Men Fight for NC

PFIB 1777-1778

Trouble in North Carolina: Indians free Scout or March to North Carolina or Southwest, then Indians War Path or British free Battle in that space.

Overmountain Men make trouble: Patriots free March to and free Battle in North Carolina or Southwest.

The Overmountain Men rallied from the Indian Reserve to win the Battle of Kings Mountain over the Loyalist militia in the Southern campaign of the American Revolutionary War on October 7, 1780. The Patriot militia defeated the Loyalist militia commanded by British Major Patrick Ferguson of the 71st Foot, who was killed.

15. Morgan's Rifles

PFIB 1775-1776

Virginians unhappy their Militia was sent to New England: Shift Virginia two levels toward Active Support. Place two Tories there.

Elite light infantry unit commanded by Daniel Morgan is deployed: Patriots perform free March to any one Colony, then free Battle, then Partisans there.

An elite light infantry unit commanded by General Daniel Morgan equipped with cutting edge rifles rather than muskets allowing accuracy many time greater than traditional infantry. British soldiers soon came to fear these prowling hunters who could kill from afar.

16. Mercy Warren's "The Motley Assembly"

PFIB 1779-1780

Anger rallies the Tories: Place two Tories anywhere.

Rallies the Patriots: Shift one City to Passive Opposition.

Mercy Otis Warren was an American writer and playwright known as the "Conscience of the American Revolution." She was America's first female playwright, having written anti-British and anti-Loyalist propaganda plays from 1772 to 1775 and published them anonymously.

17. Jane McCrea Murdered by Indians

PIBF 1777-1778

Indian Country fears: Remove one Patriot Fort from one Indian Reserve Province.

Backlash against Indians: Remove one Indian Village.

Jane McCrea was purportedly slain by Indians associated with the British army of Lieutenant General John Burgoyne during the Saratoga Campaign. Her fiancé was a Loyalist serving in Burgoyne's army. Her slaying led to expressions of outrage and an increase in Patriot military recruiting, especially in the days immediately following her death.

18. "If it hadn't been so stormy..."

PIBF 1779-1780

Murphy's Law in application: Any one Faction Ineligible through the next card.

Weather affected the operations of both Rebel and Loyalist armies. It was a variable that was often unpredictable and unforgiving. British commander Lord Cornwallis might have escaped from Yorktown on the night of October 16, 1781 if it hadn't been so stormy. Cornwallis proposed to evacuate his trapped army across the York River estuary on flatboats, then fight his way north to join British forces in New York. In the middle of it, a violent thunderstorm disrupted the crossing. The crossing had to be abandoned, and "thus expired the last hope of the British army," according to one of its officers. Cornwallis surrendered at Yorktown on October 19, 1781.

19. Legend of Nathan Hale

PIBF 1779-1780

Poor information gathering plagues the Patriots: Patriot Resources -4.

The legend grows and Patriots respond: Place three Patriot Militia anywhere. Patriot Resources +3.

When the war began, Nathan Hale joined a Connecticut regiment and served in the siege of Boston. He was made a captain in 1776. He was then captured by the British in New York City disguised as a Dutch schoolmaster. Hale was interrogated by British General William Howe and, when it was discovered that he was carrying incriminating documents, General Howe ordered his execution for spying. He was hanged for espionage on September 22, 1776, in New York City. His case was not promoted by Rabble-rousers until later in the war when he was credited with saying "I only regret that I have but one life to give for my country" though there is no historical record of it.

20. Continental Marines

PIBF 1775-1776

Deployed to Louisiana to block British: Patriots remove four Continentals from map to Available.

Deployed to defend New Jersey: Patriots place four Continentals in New Jersey.

The Continental Marine Act of 1775 of the 2nd Continental Congress decreed: "That two battalions of Marines be raised consisting of one Colonel, two lieutenant-colonels, two majors and other officers, as usual in other regiments...that particular care be taken that no persons be appointed to offices, or enlisted into said battalions, but such as are good seamen, or so acquainted with maritime affairs as to be able to serve for and during the present war with Great Britain and the Colonies."

21. The Gamecock Thomas Sumter

PIBF 1779-1780

British pressure the Gamecock: Shift South Carolina or Georgia two levels toward Active Support.

"My greatest plague": Patriots free March to and free Battle in South Carolina or Georgia.

Sumter's greatest military achievement was his partisan campaigning, which contributed to Lord Cornwallis' decision to leave the Carolinas for Virginia. Sumter was nicknamed, "Carolina Gamecock," for his fierce fighting tactics. A British General commented that Sumter "fought like a gamecock", and Cornwallis paid him the finest tribute when he described the Gamecock as his greatest plague.

22. The Newburgh Conspiracy

PIBF 1779-1780

Patriot officers threaten to revolt: Remove four Patriot Militia and/or Continentals in any one Colony.

Tories revolt over lack of support: Immediately execute Tory Desertion as per Winter Quarters Round.

The Newburgh Conspiracy was a threatened uprising in the Continental Army near the end of the war. George Washington stopped any extensive uprising by appealing successfully to his officers to support the supremacy of Congress in an emotional address.

23. Lieutenant Colonel Francis Marion

PIBF 1779-1780

"Damned old fox" breaks an ankle: British or Indians move all Patriot units in NC or SC into an adjacent Province.

With Liberty or Death on his cap: If Militia occupy North Carolina or South Carolina, remove four British units from that space.

Starting in 1780, Francis Marion engaged in the devastating guerilla warfare that earned him the title of "Swamp Fox." Although virtually in a sea of enemies, Marion and militia leaders Thomas Sumter and Andrew Pickens kept resistance alive in South Carolina until the Continental Army could recapture the region.

24. Declaration of Independence

PIBF 1775-1776

Patriots stay fractured: Remove two Continentals, two Militia and one Patriot Fort.

Patriots come together: Place up to three Militia anywhere, one Propaganda with each. Place one Fort anywhere.

The Declaration of Independence was accepted by one-third of the population while one-third was against it, and one-third was neutral. Thousands of Patriots gathered and destroyed the signs and symbols that represented the British Crown. Rioters destroyed a statue of King George III in New York.

25. British Prison Ships

BPF 1779-1780

British efficiently deal with prisoners: Shift two Cities one level each toward Passive Support.

British reputation damaged: In two Cities place one Militia and shift each one level toward Passive Opposition. Place one Propaganda in each.

More Patriots died through neglect as prisoners of war on British prison ships than died in every battle of the war combined.

26. Josiah Martin, NC Royal Governor, Plots

BPF 1777-1778

North Carolina Tories rise up: Place one British Fort or two Tories in North Carolina.

North Carolina Tories targeted: Patriots may free March to then free Battle in North Carolina.

British Colonial Governor Josiah Martin unsuccessfully attempted to organize the Loyalists of the North Carolina colony. When his Loyalist Highlanders were defeated at the Battle of Moore's Creek Bridge and the Revolution became insurmountable, he left the colony.

27. The Queen's Rangers Show for Battle

BPFI 1777-1778

Reporting for duty: Place two Tories from Unavailable or Available in each of two Colonies with British Control.

Patriots rally against the Queen's Rangers: Shift two Cities one level each toward Active Opposition and place one Militia in each.

The Loyalist regiment with a history reaching back to Rodger's Rangers in the French and Indian War was renamed in honor of Queen Charlotte, the wife of King George III. Lieutenant-Colonel John Graves Simcoe turned the Queen's Rangers into one of the most successful British regiments in the war.

28. Battle of Moore's Creek Bridge

BPFI 1775-1776

Tories win: In any one space, replace every one Militia with two Tories.

Patriots win: In any one space, replace every one Tory with two Militia.

At the Battle of Moore's Creek Bridge February 27, 1776, Patriot forces defeated the British. The victory ended British authority in North Carolina. Within two months of the American victory, North Carolina became the first colony to vote in favor of independence from Britain.

29. Edward Bancroft, British Spy

BPIF 1775-1776

Critical plans leaked: Patriots or Indians must Activate their Militia or War Parties until ½ of them are Active, rounding down.

Edward Bancroft worked as a spy for Benjamin Franklin in Britain before the Revolution, and while serving in Paris. He was also a spy for Britain, reporting on activity between France and the United States.

30. Hessians

BPIF 1775-1776

Hessians are a force multiplier: In each of up to three British Controlled spaces with British Regulars, place up to two British Regulars from Available or Unavailable. British Resources +2.

Hessians settle in Colonies: British remove one in 5 British Regulars from the map, rounding down.

Approximately 30,000 German troops were hired by the British to help fight during the American Revolution. They were principally drawn from the German state of Hesse-Cassel, although soldiers from other German states also saw action in America.

31. Thomas Brown and the King's Rangers

BPIF 1779-1780

Tom Brown supports Tories in the South: Place one British Fort and two Tories in South Carolina or Georgia.

Sons of Liberty rally against: Patriots place two Militia in South Carolina or Georgia and may Partisans there.

Thomas Brown's King's Rangers fought in the 1778 invasion of Georgia, the 1779 Siege of Savannah, the 1781 Siege of Pensacola, and the Loyalist occupation of Augusta in 1780 and 1781. Brown was captured at Augusta in 1781. Nathanael Greene arranged to have him paroled and escorted to Savannah with his regular troops with the promise they would not re-enter war.

32. Rule Britannia!

BPIF 1775-1776

"Rule, Britannia! rule the waves": Place up to two British Regulars and two Tories from Unavailable or Available to any Colony.

"Thy cities shall with commerce shine": Any Faction may add one Resource for half the Cities under British Control, rounding down.

"Rule, Britannia!" is a British patriotic song, originating from the poem "Rule, Britannia" by James Thomson and set to music by Thomas Arne in 1740. It is strongly associated with the Royal Navy, but also used by the British Army.

33. The Burning of Falmouth

BFIP 1775-1776

Intimidated Patriots: Patriot Resources -3. Patriots remove two Militia.

Patriots outraged over aggressive actions: Free Rally in two spaces adjacent to Massachusetts. Patriot Resources +3.

The Burning of Falmouth was an attack by a Royal Navy fleet on the town of Falmouth, Massachusetts (site of the modern city of Portland, Maine.) George Washington described the Burning of Falmouth as "An outrage exceeding in barbarity and cruelty every hostile act among nations."

34. Lord Sandwich, First Lord of the Admiralty

BFIP 1777-1778

Captain James Cook sponsored by Sandwich provides know how: British Resources +6. Lower FNI one level.

British lack ships to execute in America: Raise FNI one level. British Ineligible through next card.

Lord Sandwich's administration of the Navy going into the American Revolution was largely portrayed as being incompetent, lacking the ships necessary to deal with the war with France. Sandwich approved Admiralty funds for Captain James Cook's second and third expeditions of exploration in the Pacific Ocean.

35. Tryon Plot

BFIP 1775-1776

Governor Tryon's work results in destruction of critical magazines: Remove two Patriot pieces in New York or New York City. All Militia there are Activated.

Plot foiled: Remove all Tories in New York or in one adjacent space.

Before Howe returned to New York City with the British fleet in 1776, William Tryon and New York City's mayor, David Mathews, were conspirators in a foiled plot to kidnap General George Washington and to assassinate his chief officers. One of Washington's bodyguards, Thomas Hickey, was involved in the plot and, while in prison for passing counterfeit money, bragged to his cellmate about the kidnapping plot. His cellmate revealed it to authorities in an effort to gain his own freedom. Hickey was hanged for Treason.

36. Naval Battle in West Indies

BFIP 1779-1780

British Victory at Battle of the Saintes: French remove three French Regulars on map or West Indies to Available. Lower FNI one level.

French hold their own in the Battle de la Dominique: British remove four British Regulars from West Indies to Available.

The Battle of Saintes was a major British naval victory in the West Indies in April of 1782 that ended the French threat to British possessions in the area. The Battle de la Dominique was another Battle between the two countries in the West Indies in April of 1780 where the French held their own and no clear winner emerged.

37. The Armada of 1779

BFPI 1779-1780

French finances impact Patriots: Patriot Resources -2. French Resources -3. Lower FNI one level.

British forces distracted from the Colonies: Remove four British Regulars from the map to Available. Raise FNI one level.

A large joint French and Spanish fleet intended to facilitate an invasion of England as part of the wider conflict sparked by the American Revolutionary War. In the end, it failed with heavy losses.

38. Johnson's Royal Greens

BFPI 1777-1778

Ready for action: British may place four British cubes in either Quebec or New York from Unavailable or Available. British Eligible.

Guerrillas rally to answer the Greens: Place three Militia or three War Parties in New York.

A Loyalist Regiment was raised in 1776 from among the Tories of Tryon County, New York, and from among Canadians by Sir John Johnson. It was best known as the "Royal Greens" by the Patriots, who particularly hated the men on account of their inhumanity in the field.

39. Gordon Riots

BFPI 1779-1780

"His Majesty, King Mob" anti-Catholic protests in England damage reputation: Shift three Cities one level toward Neutral.

The Gordon Riots began in 1780 as an anti-Catholic protest in London against the Papists Act of 1778 and degenerated into riots and looting.

40. Battle of the Chesapeake

BFPI 1779-1780

British assert their naval dominance: FNI to 0. British Resources +2.

British fleet distracted from Cities: FNI to 3.

The Battle of the Chesapeake was a French naval victory over a British fleet that took place outside the Chesapeake Bay. The outcome of the battle was critical to the successful Franco-American Siege of Yorktown from August to October of 1781.

41. William Pitt: America Can't Be Conquered

BIPF 1775-1776

Colonists worry as Pitt's warning is ignored: Shift two Colonies two levels each toward Passive Support.

Patriots take heart: Shift two Colonies two levels each toward Passive Opposition.

Prime Minister of Great Britain and Whig statesman known for his popular appeal, his opposition to corruption in government, and his support for the colonial position in the run-up to the American Revolution.

42. British Attack Danbury

BIPF 1777-1778

British take out supply depot: Patriot Resources - 3. British place one Tory in Connecticut.

Battle of Ridgefield: Patriots place three Militia and one Continental in Connecticut.

British troops under the command of General William Tryon attack the town of Danbury, Connecticut, and begin destroying everything in sight. Facing little, if any, opposition from Patriot forces, the British went on a rampage, setting fire to homes, farmhouses, storehouses and more than 1,500 tents. After a week of destruction, Patriot forces led by Benedict Arnold attacked the withdrawing British force.

43. HMS Russian Merchant with 4,000 Muskets

BIFP 1775-1776

HMS Russian Merchant arrives in Charles Town: In up to three spaces with a British Regular, the British may add up to two Tories per space from Available or Unavailable.

Transport sinks before arrival: British remove one in three Tories, rounding down.

The sinking of the HMS Russian Merchant (a 243-ton British merchant) off the coast of South Carolina lost thousands of muskets that were intended to arm Tories.

44. Earl of Mansfield Recalled From Paris

BIFP 1777-1778

Chaos amongst the diplomats: Any one Faction Ineligible through the next card.

David Murray, 2nd Earl of Mansfield was the British Ambassador to France during the early years of the American Revolution. He was recalled from France when France entered the War on the side of the Patriots.

45. Adam Smith ~ Wealth of Nations

BIFP 1779-1780

British intellectuals advance economy: British Resources +6.

Adam Smith's economic case against Imperialism: British Resources -4.

The Wealth of Nations, Adam Smith's masterpiece, was first published in 1776. Smith fervently extolled the simple yet enlightened notion that individuals are fully capable of setting and regulating prices for their own goods and services. He argued passionately in favor of free trade, yet stood up for the common man.

46. Edmund Burke on Conciliation

BIFP 1775-1776

"Americans were descended largely from Englishmen": Place one Tory from Unavailable or Available in each of three spaces.

"...they bear the burthens of unlimited monopoly": Shift two Cities one level each toward Passive Opposition.

Irish MP Edmund Burke was a British parliamentarian who opposed the Stamp Act and subsequent policies towards the American colonies. In March 1775, he spoke in the House of Commons, urging a relaxation in policy towards the Americans.

47. Tories Tested

BIFP 1777-1778

Tories thrive: Place three Tories in one Colony with British Control.

Tories flee: Replace Tories in one Colony with Militia. Place two Propaganda there.

Tories were also called Loyalists, Royalists or King's men. Patriots referred to them as "persons inimical to the liberties of America." When their cause was defeated, about 15% of the Loyalists or 65,000-70,000 emigrated to other parts of the British Empire.

48. God Save the King

BIFP 1779-1780

"Scatter his enemies": British free March to one space and may free Battle there.

"But be God's mercies known": A non-British Faction moves units from three spaces containing British Regulars into any adjacent spaces.

The British national anthem—its official status derives from custom and use, not from Royal Proclamation or Act of Parliament. It is still generally connected with royal ceremony. The first published version of what is almost the present tune appeared in 1744.

49. Claude Louis, Comte de Saint-Germain

FPBI 1775-1776

Reforms opposed: Move 5 French Regulars from Available to Unavailable.

Reorganizes Army: Move 5 French Regulars from Unavailable to Available.

Appointed Minister of War by Louis XVI in 1775. He sought to reduce the number of officers and to establish order and regularity in the service. His efforts to introduce Prussian discipline in the French army brought on such opposition that he resigned in September 1777.

50. Admiral d'Estaing, French Fleet Arrives

FPBI 1777-1778

French poorly coordinate: French are Ineligible and remain Ineligible through next card. Remove two French Regulars from West Indies or map to Available.

Well-coordinated French: Place two Continentals and two French Regulars (from Available or West Indies) in any one Colony.

D'Estaing left Toulon in command of a fleet of twelve ships of the line to assist the Patriots against Great Britain. He sailed on 13 April, and, between the 11th and the 22nd of July, blockaded the smaller British fleet of Lord Howe at Sandy Hook, the entrance to New York harbor.

51. Bermuda Gunpowder Plot

FPBI 1775-1776

Gunpowder shortage: British free March to then free Battle in one space. -2 to Attacker's Loss Level.

Gunpowder aplenty: Patriots free March to then free Battle in one space. +2 to Defender's Loss Level.

The Bermuda Gunpowder Plot secured Bermuda's store of gunpowder for the American Patriots when sympathetic Bermudians cooperated with the Continental Congress to deliver the gunpowder to them.

52. French Fleet Arrives in the Wrong Spot

FPBI 1779-1780

Coordination with the French is a challenge: Remove up to four French Regulars from the map to Available. Free Battle anywhere with +2 Force Level.

In 1778, the Americans and French agreed to attack Newport, Rhode Island, then occupied by the British. The attempt failed, in part because Admiral d'Estaing did not land French troops prior to sailing out of Narragansett Bay to meet the British fleet.

53. French Ports Accept Patriot's Ships

FPIB 1775-1776

Backlash against French: British Resources +3. Lower FNI two levels.

Extended range of privateers impacts shipping: British Resources -2. Patriot Resources +2. Raise FNI one level.

The Reprisal commanded by Captain Wickes was the first vessel of the Continental navy to arrive in European waters, although probably several privateers preceded her. The Reprisal's prizes taken on the passage over and brought into Nantes were likely the first American captures sent into French ports.

54. Antoine de Sartine, Secretary of the Navy

FPIB 1775-1776

Fuels establishment push back: Move one Squadron/Blockade from West Indies to Unavailable.

Rationalizes the French Navy: Move two Squadrons/Blockades from Unavailable to West Indies.

Resurrected by Choiseul after the disasters of the Seven Years' War, the French Navy was modernized and rationalized by Sartine.

55. French Navy Dominates Caribbean

FPIB 1777-1778

French reinforce their success: Move three French Regulars from map to West Indies. French may free Battle in West Indies. Lower FNI one level.

British fight back: Move any four British Regulars from map to West Indies. British must free Battle there.

In April of 1780 de Grasse arrived in Martinique with 26 ships of the line after escorting a large transatlantic convoy. It was the dominant force in the region.

56. Jacques Turgot's Economic Liberalism

FPIB 1775-1776

As minister of the Navy, opposed support for Patriots: Patriot Resource -3.

Believes in the virtue of the American cause: Patriot Resources + 3.

A French economist and statesman, he is today best remembered as an early advocate for economic liberalism.

57. French Fleet Sails for the Caribbean

FBIP 1779-1780

French focus away from the Colonies: Move two French Regulars from Available to the West Indies. French Ineligible through the next card. Lower FNI one level.

French battle in Grenada: Move two British Regulars from map to West Indies. British Ineligible through the next card.

The approach of winter made a naval campaign on the coast of North America dangerous. June to October are the hurricane months in the West Indies, while October to June includes the stormy winter of the northern coast. This largely dictated the movements and actions of naval forces during the war.

58. Marquis de Lafayette Arrives in Colonies

FBIP 1777-1778

Lafayette's arrival upsets King Louis XVI: Patriot Resources -4.

Lafayette leads Patriots North: In New York, Quebec and Northwest replace Tories with Patriot Militia.

Marquis de Lafayette left France in early 1777 to seek service with the Patriots. Offering to serve at his own expense, he was commissioned a Major General in the Continental Army and became a close confidant to George Washington. Wounded at the Battle of Brandywine Creek, he served in the army until January 1779.

59. Tronson de Coudray Arrives in America

FBIP 1777-1778

Arrogance damages coordination: Remove two Continentals and two French Regulars from one space to Available.

Drowns in the Schuylkill River: Patriot Resources +3.

Considered a military expert in France, in 1776, he volunteered to go to America to assist the Patriots. Silas Deane promised him a commission as major-general with command of the artillery. This offended officers already attached to the army, and his superior attitude and aristocratic demeanor did nothing to improve relations with others. On September 11, 1777, he was drowned while crossing the Schuylkill River at Philadelphia, the horse on which he was seated becoming frightened and dragging him overboard. It is rumored than only his aide-de-camp attempted a rescue.

60. Comte d'Orvilliers Builds a Fleet at Brest

FBIP 1777-1778

British are prepared: Lower FNI two levels. French Resources -4.

Challenges British naval dominance: Raise FNI one level. British Resources -3.

In 1777 D'Orvilliers was appointed Lieutenant-General of the Navy and worked to prepare the navy for conflict with the British including the preparation of a fleet in Brest.

61. Minister Comte de Vergennes

FBPI 1777-1778

Patriots distracted by French priorities: Patriots Ineligible through the next card.

Minister favors the Colonies: Patriot Resources +3. French Resource +2.

French Foreign Minister who fashioned the alliance with the Patriots that helped them beat the British during the Revolution.

62. Charles Michel de Langlade

FBPI 1779-1780

Assists the British: Place three War Parties or three Tories in New York, Quebec or Northwest.

Patriots and French rally to fight: Place three French Regulars in Quebec or three Militia in Northwest.

A Great Lakes fur trader and war chief who was important to the French in protecting their territory during the Seven Years' War. During the American Revolution, Langlade led the Great Lakes Indians as an ally of the British commanders in Canada.

63. French and Spanish Besiege Gibraltar

FBPI 1777-1778

British weather the storm: British Resources +1. Lower FNI one level. Remove two British Regulars from West Indies to Available.

British struggle to defend: British Resources -5.

The siege was an unsuccessful attempt by Spain and France to capture Gibraltar from the British during the American Revolution.

64. The Affair of Fielding and Bylandt

FBPI 1779-1780

British seize Dutch contraband: British Resources +3. Lower FNI one level.

Dutch avoid seizure and provide resources to Patriots: Patriot Resources +5.

In 1779, a British squadron (Captain Fielding) encountered a large Dutch convoy (Rear-Admiral van Bylandt) near the Isle of Wight. Captain Fielding requested permission to search these ships for contraband, but it was refused. On the next day, boats were sent, on which the Dutch fired, and the British warships replied. Van Bylandt struck but Captain Fielding refused to accept the surrender, and returned to port with nine prizes, which were later condemned.

65. Jacques Necker, Finance Minister

FIBP 1779-1780

War is expensive for French: French Resources -4.

War is pricey but resources allocated to America: French Resources +3.

In 1781, Necker published the Compte rendu au roi (Report to the King) which summarized governmental income and expenditures for the first time ever. It was meant to be educational for the people.

66. Don Bernardo Takes Pensacola

FIBP 1779-1780

British reinforce the lower Mississippi River Valley: Place six British cubes in either Florida or Southwest.

Led Spanish forces against the British: French or Patriots free March to and free Battle in Florida with a +2 Force Level.

The Spanish governor of Louisiana who in 1779 raised an army in New Orleans and drove the British out of Pensacola, the capital of the British colony of West Florida. Galvez commanded an army of over 7,000. The city was defended by a British and Indian army of 2,500 soldiers and British warships. The siege occurred just five months before the final major battle of the war at Yorktown.

67. De Grasse Arrives with the French Fleet

FIBP 1779-1780

Balances effort in West Indies: Lower FNI one level. Remove three French Regulars from West Indies to Available.

French coordination in North America: French or Patriots free Rally or Muster in one space and remain or become Eligible.

De Grasse's fleet arrived at the mouth of Chesapeake Bay on August 30, 1781. The Battle of the Chesapeake was tactically inconclusive but strategically a major defeat for the British, since it prevented the Royal Navy from reinforcing or evacuating the blockaded forces of Lieutenant General Lord Cornwallis at Yorktown.

68. French in America Want Canada

FIBP 1775-1776

Invasion Canada: Relocate up to six of the executing Faction's cubes on map to Quebec and place one friendly Fort there from Available.

George Washington recommended to the Continental Congress that the Marquis de Lafayette lead an invasion into Canada.

69. Admiral Pierre André de Suffren

FIBP 1777-1778

Sent to India to assist: Lower FNI two levels. British Resources +2.

Squadron isolation strategy has great success: Raise FNI one level. French Resources +3.

Admiral Pierre André de Suffren was a French admiral noted for his daring tactics, who fought the British in Indian waters during the American Revolution.

70. British Gain From French in India

FIBP 1779-1780

Conflict in India impacts the war: Remove three Regulars from map or West Indies to Available.

In 1778, when word that France had entered the war reached India, the British East India Company moved quickly to capture French colonial outposts there.

71. Treaty of Amity and Commerce

FIPB 1777-1778

Patriots receive financial benefit: Add population of Cities under Rebellion Control to Patriot Resources.

French benefit economically from commercial treaty with the Colonies: French Resources +5.

Article 1: "If War should break out (between France) and Great Britain, during the continuance of the present War (between) the United States and England, his Majesty and the said United States, shall make it a common cause, and aid each other mutually with their good Offices, their Counsels, and their forces, according to the exigence of Conjunctures as becomes good & faithful Allies."

72. French Settlers Help

FIPB 1775-1776

French settlers impact the war: Place one friendly Fort or Village and three friendly Militia, War Parties or cubes in any one Indian Reserve Province.

After the French lost French Canada to the British in the Seven Years' War, 80,000 French settlers stayed behind. During the American Revolution some provided assistance and fought for the Patriots.

73. Sullivan Expedition vs. Iroquois and Tories

IPBF 1779-1780

Raids: Remove one Fort or Village in New York, Northwest or Quebec.

In May 1779 General John Sullivan invaded Iroquois country, destroyed Indian villages, and burned all food crops or potential resources for Indian war parties or communities. Sullivan's troops destroyed nearly 60 Indian villages through October 1779.

74. Chickasaw Ally with the British

IPBF 1777-1778

Benefit from the alliance: Indians or British add one Resource for every two Indian Villages on map.

Battles in the back country: In each of two spaces, remove one War Party and two Militia or one Militia and two War Parties.

The Chickasaws tried to remain neutral but they felt most committed to the British cause due to the long history between the two fighting the French.

75. Congress' Speech to the Six Nations

IPBF 1775-1776

Take up hatchets for King's Troops: Indians free Gather in three Indian Reserve Provinces then free War Path in one of those spaces.

Colonial backlash: Remove three Indian pieces from Northwest (Villages last).

"We desire you will hear and receive what we have now told you, and that you will open a good ear and listen to what we are now going to say. This is a family quarrel between us and Old England."

You Indians are not concerned in it. We don't wish you to take up the hatchet against the king's troops. We desire you to remain at home, and not join on either side, but keep the hatchet buried deep."
—The Second Continental Congress, Speech to the Six Nations, July 13, 1775.

76. Edward Hand Raids into Indian Country

IPBF 1777-1778

Three key lieutenants defect: British replace three Militia with three Tories in one Province.

"Squaw Campaign" Patriots intimidate Indians: British remove two Villages.

In February 1778, General Edward Hand led a raid into the Indian Reserve from Fort Pitt targeting British military supplies hidden along the Cuyahoga River to supply Indian raids. The expedition didn't reach its objective due to weather. As they returned, some of Hand's men attacked peaceful Delaware Indians, killing a few women and children. Since no combatants had been killed, the expedition became known as the "squaw campaign".

77. General Burgoyne Cracks Down

IPBF 1777-1778

Indians respond positively: Indians place one Village in one space with British and Indian pieces. All War Parties on the map to Underground.

Indian backlash: Remove one British piece in three Provinces shared with Indians (Forts last). Place one Raid marker in each space.

In 1777, Burgoyne was given command of the British forces charged with gaining control of the Hudson River valley. Burgoyne was led to believe that he could rely on the support of large numbers of Native Americans and American Loyalists who would rally to the flag once the British came south.

78. Cherry Valley Destroyed by Tories

IPFB 1777-1778

Patriots intimidated: Patriots remove 1/4 of their total units on map, rounding down.

Patriots rally against Tories and Indians: Add one Patriot Militia in four spaces with a Tory or Indian piece.

On November 11, 1778, Loyalist Rangers and Iroquois under Joseph Brant attacked a fort protecting the New York settlement of Cherry Valley. Unable to take the fort, a party of Senecas rampaged through the settlement, killing 14 soldiers and 30 non-combatants, including women and children. Another 30 settlers were taken into captivity.

79. Tuscarora and Oneida Come to Washington

IPBF 1779-1780

Rally with the Patriots: Place one Village and two War Parties in one Colony.

Other tribes rally against: Remove one Village and two War Parties in one Colony.

In 1776, the Oneida and Tuscarora tribes sided with General George Washington. He informed the Continental Congress that the Indians can "be made ...excellent scouts and light troops."

80. Confusion Allows Slaves to Escape

IPFB 1777-1778

Change in the midst of chaos: Select one Faction. That Faction must remove two of its own pieces in each of two spaces.

As a result of the American Revolution, thousands of slaves freed themselves by running away. In Georgia alone, 5,000 slaves, a third of the colony's prewar total, escaped. In South Carolina, a quarter of the slaves achieved freedom.

81. Creek and Seminole Active in South

IBPF 1779-1780

Increased Indian activity: Place two War Parties, one Raid marker, and one Village in South Carolina or Georgia.

Indians challenged: Remove two War Parties total in South Carolina and/or Georgia.

Groups of Creek and Seminole Indians moved throughout the Southern Colonies.

82. Frustrated Shawnee Warriors Attack

IBPF 1775-1776

Raiding parties in the South: Indians place a War Party and Raid marker in VA, GA, NC and SC.

Colonies backlash: Remove three Indian pieces total from VA, GA, NC and/or SC (Villages last).

Frustrated by pressure of American settlers, Warriors lashed out on several occasions during the Revolution.

83. Guy Carleton and Indians Negotiate

IBPF 1775-1776

Quebec alignment: Shift Quebec City to Active Support. Place two War Parties in Quebec.

Quebec chaos: Place up to three pieces (no more than one Fort or Village) in either Quebec or Quebec City.

As Patriot forces moved toward Quebec City in 1775, Quebec's Governor Guy Carleton struggled to raise Militia. Area Indians were willing to fight on the British side and the Crown wanted them to do so.

84. "Merciless Indian Savages"

IBPF 1775-1776

Indians encroach on the Colonies: Indians free Gather in two Colonies.

Indians are attacked after the Declaration of Independence: Patriots remove one Village.

The Declaration of Independence lists "repeated injuries and usurpations" against the colonialists on behalf of King George III of Great Britain. The second paragraph concludes, "To prove this, let Facts

be submitted to a candid world," before 27 sentences listing various transgressions from tax complaints to forced military conscription. The last of these complaints reads: "He has ...endeavored to bring on the inhabitants of our frontiers, the merciless Indian savages, whose known rule of warfare is undistinguished destruction of all ages, sexes and conditions."

85. Indians Help British Raids on Mississippi

IBFP 1779-1780

Increases force level: British place a total of three British Regulars and/or Tories in Southwest.

Patriots rally against British and Indians: Place two Militia or Continentals and two French Regulars in Southwest.

At the start of the Revolutionary War, the British hired Choctaw warriors to patrol the Mississippi River against American attacks.

86. Stockbridge Indians

IBFP 1775-1776

Fight the Colonists: Activate all Militia in Massachusetts or in any one space with an Indian piece.

Join the Colonists: Add three Militia in Massachusetts or any one space with an Indian piece.

The Stockbridge Militia was a military unit from Stockbridge, Massachusetts. The militia was composed of American Indians, mostly Mohican, Wappinger, and Munsee from the Stockbridge area.

87. Patriots Massacre Lenape Indians

IBFP 1779-1780

Gnadenhütten Massacre: Remove one piece in Pennsylvania. Remain Eligible.

The Gnadenhütten massacre, also known as the Moravian massacre, was the killing of 96 Christian Lenape (Delaware) by colonial American militia from Pennsylvania during the American Revolution.

88. "If it hadn't been so foggy..."

IBFP 1777-1778

Fog allows disengagement: Select one Faction. Move any own units sharing a space with that Faction to adjacent spaces.

At the close of the Battle of Brooklyn Heights, George Washington managed to evacuate 9,000 Patriot troops saving them from capture. It would not have been possible had a fog not settled in and concealed the evacuation from the British.

89. War Damages Colonies' Economy

IBFP 1777-1778

Patriots turn against the Continental Congress: Replace any four Militia or Continentals with Tories.

Patriots hunker down and redouble efforts to support war: Replace any three Tories with Patriot Militia.

Economically, the American Revolution was a mismatch. The British had a system of taxation in place at the beginning while the Patriots

did not. The British government also had the capacity to use credit and the Patriots did not. That, coupled with a blockade of major ports and trade routes, and the Patriots started at a disadvantage that would grow for years.

90. "The World Turned Upside Down"

IFBP 1775-1776

"Till then upon Ararat's hill": Place one friendly Fort or Village.

British surrender anthem: Remove two British Regulars on map to Casualties.

Tradition has it that when Cornwallis surrendered at Yorktown (1781), the British played "The World Turned Upside Down." It is also believed that this tune was played as Burgoyne surrendered at Saratoga in 1777. There is some debate as to whether this is myth or fact.

91. Indians Help British Outside Colonies

IFBP 1775-1776

Indians assisted: Place one Village and two War Parties in one Indian Reserve Province.

Indians need assistance: Remove one Village in one Indian Reserve Province.

For the Patriots, the American Revolution was essentially two parallel wars: while the war in the East was a struggle against British rule, the war in the West was an "Indian War". The newly-proclaimed United States competed with the British for control of the territory of Native American nations east of the Mississippi River.

92. Cherokees Supplied by the British

IFBP 1775-1776

Grow in strength: Place a second Fort or Village in a space where you have one.

In 1775, Richard Henderson and Daniel Boone negotiated the Treaty of Sycamore Shoals, in which Henderson's Transylvania Company purchased a large part of modern Kentucky and part of Tennessee from the Cherokee. As the war progressed, this acquisition became a target of the Cherokees who aligned themselves with the British..

93. Wyoming Massacre

IFPB 1777-1778

Indians intimidate on the frontier: Shift up to three Colonies adjacent to an Indian Reserve Province one level toward Neutral. Place one Raid marker in each.

Patriot backlash: Remove four War Parties in or adjacent to Pennsylvania.

The killing of 360 American settlers in the Wyoming Valley of Pennsylvania in 1778 was part of the stepped-up British campaign of attacks in the Indian Reserve.

94. Herkimer's Relief Column

IFPB 1779-1780

Tories and Indians ambush: Indians free Gather and Tories free Muster in New York. Remove all Militia from New York.

Tory and Indian Camp Sacked: Remove all Indian pieces from New York.

During the Saratoga Campaign, as British troops laid siege to Fort Stanwix, General Nicholas Herkimer led a relief column. That relief column was ambushed by Tories and Iroquois under Joseph Brant. Patriots lost troops at a three-to-one ratio including General Herkimer.

95. Ohio Country Frontier Erupts

IFPB 1779-1780

Attacks and backlash: In Northwest, remove any one enemy Fort or Village and place three friendly units.

Many Patriots in the Indian Reserve feared that the Indians would be emboldened by recent victories over Militia excursions and launched a new series of raids. Even more defeats for the Americans were yet to come and so, for Americans west of the Appalachian Mountains, 1782 became known as the "Bloody Year".

96. Iroquois Confederacy

IFPB 1779-1780

Iroquois Confederacy reconstitutes: Indians free Gather and War Path in two Indian Reserve Provinces.

Iroquois Confederacy shatters: Remove one Indian Village.

A confederation of six Indian tribes across what is currently upper New York state that played a strategic role in the struggle between the French and British for mastery of North America. During the American Revolution, the Oneida and Tuscarora supported the Patriots, while the rest of the league, led by the Seneca and including Chief Joseph Brant's Mohawks, fought for the British.

97. Winter Quarters – Royals commit

Royals commit: If CRC > CBC, French Resources +5, else British Resources +5 during Reset Phase.

"Once vigorous measures appear to be the only means left of bringing the Americans to a due submission to the mother country, the colonies will submit." King George III

98. Winter Quarters – Overconfident at home

Overconfident at home: If CRC > CBC, British Resources -3, else French Resources -3 during Reset Phase.

The British government and King responded to the conflict with the colonists with great confidence and hubris.

99. Winter Quarters – West Indies conflict goes the other way

West Indies conflict goes the other way: Reduce the larger of CRC or CBC by half the difference (rounding down) during Reset Phase.

In June of 1779, while Byron and his British Fleet went to Antigua to guard the trade convoy on its way home, d'Estaing and his French Fleet first captured St Vincent, and then Grenada. Admiral Byron sailed in hopes of saving first one and then the other, arrived off Grenada shortly after it fell.

100. Winter Quarters – India conflict goes the other way

India conflict goes the other way: Reduce the larger of CRC or CBC by half the difference (rounding down) during Reset Phase.

The Battle of Porto Novo was fought on one July 1781 between Mysore forces and Great Britain in Porto Novo, during the Second Anglo-Mysore War. The British force, numbering more than 8,000 under the command of Sir Eyre Coote, defeated a force estimated at 40,000 under the command of Hyder Ali (allied with the French).

101. Winter Quarters – Floods shift the balance

Floods shift the balance: If Patriots or Indians are ahead in their second victory condition (7.2), that Faction loses two Resources during Reset Phase.

The Independence Hurricane of 1775 roared up the East Coast. It came close to impacting Georgia and South Carolina on September 2nd before moving ashore over North Carolina. The storm then picked up steam through Virginia, Maryland, and Pennsylvania.

102. Winter Quarters – War on the frontier

War on the frontier: If Patriots or Indians are ahead in their second victory condition (7.2), that Faction removes one of its Forts or Villages during Reset Phase.

War on the frontier usually involved small numbers of combatants, but was often desperate and bloody.

103. Winter Quarters – Severe Winter

Severe Winter: If Patriots or Indians are ahead in their second victory condition (7.2), that Faction removes one of its Forts or Villages during Reset Phase.

"The Hard Winter of 1779-1780" was so cold that ice was said to have piled 20 feet high along the Virginia Coast and stayed there until Spring. In March, a regiment of the Virginia Infantry marched from Falmouth to Fredericksburg. They walked across ice on the Rappahannock River which was stated to have been frozen since the previous November.

104. Winter Quarters – Hurricane hits the South

Hurricane hits the South: If Patriots or Indians are ahead in their second victory condition (7.2), that Faction loses two Resources during Reset Phase.

The Great Hurricane of 1780 claimed an estimated 22,000 lives in the Caribbean and destroyed the British and French fleets. This remains the deadliest hurricane in recorded history.

105. Brilliant Stroke! (Patriots)

Execute two free Limited Commands and one Special Activity in any order. Leader must be involved in at least one of the Limited Commands.

All Factions to Eligible.

106. Brilliant Stroke! (British)

Execute two free Limited Commands and one Special Activity in any order. Leader must be involved in at least one of the Limited Commands. Note: Reward Loyalty is not free.

British may Trump Patriot "BRILLIANT STROKE!"

All Factions to Eligible.

107. Brilliant Stroke! (French)

Execute two free Limited Commands and one Special Activity in any order. Leader must be involved in at least one of the Limited Commands.

French may Trump Patriot or British "BRILLIANT STROKE!"

All Factions to Eligible.

108. Brilliant Stroke! (Indians)

Execute two free Limited Commands and one Special Activity in any order. Leader must be involved in at least one of the Limited Commands.

Indians may Trump Patriot, British or French "BRILLIANT STROKE!"

All Factions to Eligible.

109. Brilliant Stroke! Treaty of Alliance

If French Preparation (French pieces Available + Blockades Available + CBC) > 15 French has the option to play.

French enter war: French free Muster and place Rochambeau there. Raise FNI one level. Place three French and three British Regulars first from Unavailable then, if necessary, from Available in West Indies.

May Trump any "BRILLIANT STROKE!"

All Factions to Eligible.

Signed on February 6, 1778 the Treaty of Alliance with France created a military alliance with the United States against Great Britain. It required that neither France nor the United States agree to a separate peace with Great Britain, and that American independence be a condition of any future peace agreement. In addition to the Treaty of Alliance, the Treaty of Amity and Commerce with France was signed on February 6, 1778, promoting trade and commercial ties between the two countries.

110. Leader Capabilities

The table on this card represents each individual Leader's Capabilities (1.10).

DESIGNER'S NOTES

by Harold Buchanan

As a young war gamer in the 1980s, one of my favorite games was Avalon Hill's *1776*. I love the Area Status Chart and how British pieces in a Region reduce reinforcements to the Patriots! This was a game ahead of its time in incorporating regional politics. Then came *We the People / Washington's War* with its breakthrough card-driven mechanics. I appreciate it as an elegantly playable innovation. In 2011, Decision Games and Joe Miranda published another two-player game, *The American Revolution: Decision in North America* which includes rabble-raising, foraging, and adds the West Indies as a part of the conflict. Mark Miklos' American Revolutionary War Series and specifically *Volume IV: Savannah* was my first taste of a game that broke the two-player mold showing the dynamic tension that can exist between allies. I was hungry for a better model on the American Revolution while still admiring these games for being fun to play.

I was inspired by Volko Ruhnke's work designing the *COIN* (counter-insurgency) series. Approaching each of these conflicts with multiple factions, asymmetric victory conditions, political alignment, economics, and the impact of irregular warfare changed the way I viewed historical simulations. At a point in my life when I wanted to sit around a table with a group of friends, it provided a great mechanism for us to gather, negotiate, bribe, and talk smack. I am equally excited by the growth in this base system as we venture back in time and look at new and different types of conflicts.

Liberty or Death grew out of a game of *Andean Abyss* with my buddy Richard McKenzie. We played the game with great enthusiasm for the topic and the system. After a few hours of battling insurgents, I looked at Richard and said "This is the American Revolution—the American Revolution *was* an insurgency!" I put together a set of cards and a simple map (and I do mean *simple*) for Richard and me to play. The early games were more about brainstorming than competition, but it was clear there was a nugget there beyond playing *Andean Abyss* on a map of North America.

I sent an early set of cards and the player aids to Volko to get his thoughts. He was very polite and said he would advise as necessary but was busy with other projects. He gave me his blessing to run with the idea. Not knowing Volko, I was surprised (now that I know him, I am not). Volko then sent an e-mail to GMT President Gene Billingsley, Series Developer Mike Bertucelli, and other notables encouraging them to take a look at my design at ConsimWorld Expo in Tempe, Arizona. Gene and others agreed to take a look. I was excited but concerned the prototype wasn't ready. There were no pictures on the cards, and Brian Train replied to me saying the map looked more like a flow chart—he was very polite—and he was correct.

Mike Bertucelli spent a lot of time with me to understand the design and offered fantastic suggestions. Later in the week, Gene and I sat down. He asked some tough questions about the Factions as well as the development of the cards. He hit

the big issues right on the head and gave me a handful of ideas and assignments. Mike Bertucelli, *COIN* system expert Jordan Kehrer, John Leggat, and Trevor Wilcox sat down to play the game. The clumsy early prototype wasn't balanced and the games ended early, but they liked the game and identified a number of areas for improvement. I had my work cut out for me, but I had seen the elephant and survived. Mike, Jordan, and I spent a lot of time together in the coming months and the game began to mature. Volko was also a great resource, answering questions and stimulating thought.

Volko and I met at WBC in 2014 and discussed the game at length. He and his son Andrew sat with me and played the game. Volko worked hard to absorb the concept and queried me about the historical narrative and the perspectives of the Factions. After sleeping on it, he came back with great ideas and really helped us advance the game's development. He helped me to think about the game as a *designer* and pushed me to challenge the status quo. Volko introduced the competitive victory conditions and shared a combined Support vs Opposition concept that advanced our thinking a great deal.

At the GMT weekend in the Fall of 2014, I told Volko I was considering adjusting the WINTER QUARTERS card mechanism to be played once exposed. A supportive Volko said he would be curious to see how the change was viewed during play testing. I'm not sure I got Volko over the hump on this. In a discussion a couple of months later, Volko told me it was bold. If not well received by players, the heat for that change will be on me!

The Argument for Insurgency

My revelation over that first game of *Andean Abyss* was in the face of the obvious. I was looking at a topic I had studied with great interest for years, viewing it from a new perspective—as an insurgency. After more research on the period, I quickly became comfortable that the terms "insurgent" and "insurgency" were used to explain the problems of the British Empire in America.

One of my favorite books on the American Revolution is by T. H. Breen, a History Professor at Northwestern University, titled *American Insurgents, American Patriots*. In an interview, Breen said, "Insurgents' was a word that was used at the time and the ordinary men and women that mobilized, came forward, would have easily been identified by the British high command as Insurgents, Irregulars, people that were prepared to use violence to resist the oppression of what they thought was an interim regime that no longer represented their interests."

In a letter dated May 24, 1781, from Lord Rawdon to Lieutenant General Earl Cornwallis, Lord Rawdon discussed recent activity that involved him chasing General Greene in the Carolinas; "By him [Lieutenant Colonel Watson] I received the unwelcome intelligence that the whole interior Country had revolted, and that Marion & Lee (after reducing a small Post where Lieu' Col'

Watson kept his Baggage at Wright's Bluff), had crossed the Santee to support the Insurgents upon the same Night which he passed it to join me. "

Another quote introduced the concept of "hearts and minds" over 200 years ago. The quote is from British General Henry Clinton in his Campaign Narrative: It will be necessary "...to gain the hearts and subdue the minds of America."

Factions

In the end, Volko's breakthrough work on the game system, the tension between the Factions, political alignment, and economic system fit very nicely in the context of the American Revolution. I had to make some decisions on factions. Would it be a two-faction game with British against Patriots or could I add more and change the game's perspective? I committed early on to avoid another two-player American Revolution game—it wasn't a "two-player war."

The French Faction was the next obvious addition providing great tension. Historically, we fantasize about the French army doing what the Patriots wanted, but it clearly was not that simple. The French still had interests in North America—if only a frustration with the outcome of the Seven Years' War. They were also very interested in using the American "station" to tie up the British. The seeds were sowed for disagreement between the Patriots and the French.

A great example of that potential disagreement is the debate between Washington and Rochambeau on how to use French forces, land and sea, in 1780 and 1781. Washington wanted to retake New York while Rochambeau wanted to march south to confront the larger British force under Cornwallis. The efficacy of either plan was driven by the participation of the French Navy under de Grasse. The parties asked de Grasse his guidance (while Rochambeau back channeled his demand that the southern strategy be the choice). It was no surprise to Rochambeau that de Grasse came back with the decision to head south. The result was the Yorktown surrender, so in hindsight, who is going to argue?

Designer Mark Miklos does a nice job demonstrating this tension between the French and the Patriots in his game *Volume IV: Savannah* of the American Revolutionary War Series. Savannah is designed as a three-player game and breaks the mold of the two-player American Revolution model. It demonstrates the friction through a requirement to share limited resources (momentum chits and diversions for example) and no rules adjudicating dispute resolution. For those that think the French and Patriots had nothing to fight over, I reference a few WBC Tournament finals where three-player games for the championship have been known to get out of hand!

The French and Americans agreed to negotiate the peace together (a key term in the Treaty of Alliance), but in the end the Patriots left the French for secret talks with the British—fast friends? I don't think so! The friction between the French and the Patriots was real, but we don't talk about it. I contend that this model may change the way we think about the relationship between the Patriots and the French.

Indians were the next obvious Faction to add. While no central authority existed, the Indians did react to common themes. Defending their lands, and thus implicitly the Proclamation Line of 1763, was a common issue. Selecting between the lesser of two evils, most (but not all) Indian tribes in the theater supported the British cause. Volko's Series Designer Notes below do a very nice job demonstrating the historical view through the example of the Sullivan Expedition. The Indians provide a very interesting tension with the Patriots, and fit nicely into the model of competing victory conditions. This Faction also fits a standard set by earlier *COIN* games where certain factions were amalgams of multiple groups (e.g., the Cartels in *Andean Abyss* and the Directorio in *Cuba Libre*).

For the Patriots, the War of American Succession was essentially two parallel wars: while the war in the east was a struggle against British rule, the war in the west was an "Indian War." The newly declared United States competed with the British for control of the territory of Indian nations east of the Mississippi River. Some Indians who joined the struggle sided with the British, as they hoped to win the opportunity to reduce encroachment onto their lands.

Cooperation is necessary to win, but you have to watch your partner. This game has more of a cooperative element than any other *COIN* game to date, but that does not mean there won't be significant disagreements and tension between the friendly Factions. The French may want to kill British while the Patriots may want to Control spaces to set up Rabble-rouse. The Indians may want to expand while the British worry about the growing Opposition to the British government.

The selection of Factions for *Liberty or Death* created controversy from the beginning. Some play testers wanted a two-player game. Others thought the addition of the French and Indians were unnecessary because these two Factions couldn't "win" the American Revolution. Some thought the theater choice was too small for the French to be a factor. Still others disagreed that the Indians, made up of a number of disparate groups, could be represented as one faction. I was accused of forcing a two-player conflict into a four-player game system (*COIN*)—my view is the opposite, that the American Revolution is a four-player conflict that has been forced into a two-player model for 40 years. I have explained my view on these issues throughout so I won't rehash. I would say it might be eye opening for those who that disagree to try the game as designed and see if it changes perspectives. It certainly did for me.

For players concerned about problems the Factions may cause in the game, the game system provides alternatives to implement the player's own view. Either the two Rebellion or the two Royalist, or both can be represented in tight alliance under the control of a single player (or team of players). Doubt the divisions between French and the Patriots but not those between British and Indians? Play a three-player game. Want to try a four-way contest but have only two or three players available? Assign remaining factions to the non-player "bots."

Victory Conditions

How could the French or Indians win the American Revolution? If you define winning the game as controlling North America in some way, they can't. But the question for me is a broader one: How can these Factions, each important to the outcome of the conflict, win their situation? With that question, the answer to "How can the French win?" becomes clear. Each Faction comes to the conflict with different goals, expectations, and capabilities. Capturing this asymmetry is one of the strengths of the *COIN* system.

The French interests were much broader than the British Colonies in North America. Coming off the Seven Years' War and the competition with the British around the world, the French view was this Insurrection in America could be an opportunity to pull British resources away from other more important areas, like the West Indies and Europe itself. This leads to the competitive victory condition between the French and British: pieces eliminated. Make the other Faction pay a high price for involvement and pull pressure off other critical theaters (outside the game).

Indians, of course, would never again dominate North America. Their power was historically on the downswing. At the close of the Seven Years' War, the Indians did get the Proclamation Line of 1763. The product of a Royal Proclamation by King George III, it forbade Colonists from settling past this line drawn along the Appalachian Mountains. This was a direct attempt to reduce the friction between the Colonists and the Indians across the region—it failed. Going into the American Revolution, friction between the Indians and Colonists escalated. With War imminent, the Indians had to select between the lesser of two evils; most selected British. It was a different choice than during the Seven Years' War, as the British had historically brought Colonists while the French brought traders and thus were less intrusive. During the American Revolution, the French were not an option, so the Indians selected the British and the protection of King George. The conflict with the Colonists leads to the competitive victory condition between the Indians and the Patriots: the establishment of Forts and Villages across the Provinces. Build to establish your Faction and limit the other.

As stated by General Henry Clinton, winning the hearts and minds of the population was the key to winning the War. John Adams made a more aggressive conjecture, although well after the War in 1818: "The Revolution was affected before the War commenced. The Revolution was in the minds and hearts of the people." This view of the Colonists is demonstrated through the alignment system of Support and Opposition to the British Government. As a result, many of the Commands and Special Activities available in the game influence that continuum. Rewarding Loyalty, Rabble-Rousing, Indian Raids (security), Committees of Correspondence, and Win the Day all have some impact on Support and Opposition locally. This is the shared victory condition for all Factions and the Sides, Royalists or Rebellion.

Deck Construction, Winter Quarters and When the Game Ends

Seeding the WINTER QUARTERS card in a smaller portion of the Campaign deck (the last five cards of each Campaign) makes the outcome more predictable. When coupled with the change in the handling of the WINTER QUARTERS card (immediately executed), it plays well. It fits this game and the annual cycles but I also understand that some won't like the change. I suggest playing it a couple of times before reaching any conclusions. It comes with the added benefit of the elimination of other rules necessary to manage the prior construct—Monsoon, back-to-back Coup/Propaganda cards, etc.

Due to many reasons beyond just changing treatment of WINTER QUARTERS card, more games will end during an early WINTER QUARTERS card than previous *COIN* series games. I don't mind a hard-fought game ending early. Players will have to maintain the discipline of knowing when a WINTER QUARTERS card can turn up and working to win or keep others from winning. Once the WINTER QUARTERS card is exposed, there is no way to reverse it.

LoCs and Movement by Sea

There are no LOCs in the game. Given that the Atlantic Ocean is the highway of the sea, the British (and later the French) have the ability to move through port Cities across the water and back through the Cities. This sea transportation dramatically increase the planes of movement and the flexibility of the two Imperial powers.

Battle and Random Outcomes

Liberty or Death comes with larger battles among Regular forces. Battle in *Liberty or Death* is not just one day's clash. As war gamers, that is how we like to think of it, but in reality these Provinces are massive and the time frame wide. These clashes are a series of events—a campaign if you will. Many men can be in a region but a small portion end up directly engaged in the clash.

Large forces do not guarantee success—they improve the probability of success, but you can never predict the outcome with absolute certainty. In a game, if you know in advance the outcome of your decision to Battle, you can predict much further ahead than was historically reasonable. War isn't as kind an endeavor. Take chess—let's roll a die to possibly take my bishop with your queen and see how that changes your decision. I want enough randomness to make you hesitate on the decision to Battle. It also has to fit within the historical narrative. During the American Revolution, outcomes were not very predictable.

Saratoga, Fort Washington, Long Island, Trenton, Princeton, Camden, Cowpens, and Yorktown all led to unexpected results of some kind. Most were the identifying battle following and/or followed by a number of skirmishes and clashes.

The 25 costliest battles totaled 7,696 Patriots killed and wounded, which accounts for 50 percent of all Americans killed and wounded during the entire eight-year war (using Peckham, the toll of independence, Americans killed/wounded war total of 15,415, not to mention some 11,000 prisoners who died aboard British prison ships). The other 50 percent, or 7,719 Patriots,

were killed and wounded during the remaining 1,524 military and naval engagements. In game terms, that means that an extraordinarily large percentage of the clashes during the war were small and frequent, and thus multiple such events are included in a Battle Command.

Persistent Events

COIN games to date have had both Momentum Events and Capabilities that have lasting effects on play. In my mind, this fit and could have worked in *Liberty or Death*. In early versions of the design, I included persistent Events. In the end, I found that most of the persistent Events were Leaders and decided to create a system that included Leaders on the map—eliminating persistent Events. The Leader's impact would remain as long as the Leader does. By giving the Leader unique capabilities and potentially changing the Leader, we produced a system of persistent changes built into the historical narrative.

BRILLIANT STROKE Cards

Each Faction has a specific BRILLIANT STROKE card with capabilities that can be used by Trumping an event card in play. Where did the term “Brilliant Stroke” come from? There are a number of references to the concept of a brilliant stroke in the writing of the time.

With the arrival of General Howe and his armada of ships and men near New York City in 1776, Washington called a council of his Generals to discuss a response. He later wrote to the Continental Congress to communicate the results of the council. In reference to the enemy they faced, Washington wrote, “...it is now extremely obvious from their movements, from our intelligence, and from every other circumstance, that, having their whole army upon Long Island, except about four thousand men who remain on Staten Island, they mean to enclose us in this island by taking post in our rear, while their ships effectually secure the front; and thus, by cutting off our communication with the country, oblige us to fight them on their own terms, or surrender at discretion; or, if that shall be deemed more advisable, by a Brilliant Stroke endeavor to cut this army to pieces, and secure the possession of arms and stores which they well know our inability to replace.”

After leaving New York, Washington wrote John Hancock and discussed the plan to “...wait for an opportunity when a brilliant stroke could be made with any probability of success.” Certainly Washington's successful attacks at Trenton and Princeton that followed were brilliant strokes.

The Marquis de Lafayette proposed to Washington a “Brilliant Stroke: to rouse the people of France.”

After reading about the concept of the “Brilliant Stroke,” it was easy to apply the label to the larger impact of leadership in the game. Leaders also influence other aspects of the game, like Battle, and each Leader has special capabilities, but the BRILLIANT STROKES will each change the momentum of the game.

Locations of Forts by Scenario

Forts represent fortifications, headquarters, training camps, community centers and supply depots as well as capability to organize and project force (both politically and militarily). Below is a list of Forts at the setup of each Scenario and what each may represent.

A People Numerous and Armed – Long Duration; 1775-1780

British Forts

- **Boston:** British headquarters in North America
- **Quebec:** Fort Ticonderoga / Fort Saint-Frédéric—west of the Proclamation Line of 1763
- **Florida:** St. Augustine / Pensacola

Patriot Forts

- **Massachusetts:** The hotbed of sedition—home of the insurgency

Gage returns to New York – Medium Duration; 1776-1779

British Forts

- **New York City:** Fort Washington and the haven for Loyalist support that was New York
- **Quebec:** Fort Ticonderoga / Fort Saint-Frédéric—west of the Proclamation Line of 1763
- **Florida:** St. Augustine / Pensacola

Patriot Forts

- **Charles Town:** Fort Moultrie
- **Massachusetts:** The hotbed of sedition—home of the insurgency
- **New York:** Fort Stanwix / Fort Schuyler

The Southern Campaign – Short Duration; 1778-1780

British Forts

- **New York City:** Fort Washington and the haven for Loyalist support that was New York
- **Quebec:** Fort Ticonderoga / Fort Saint-Frédéric—west of the Proclamation Line of 1763
- **Florida:** St. Augustine / Pensacola

Patriot Forts

- **Charles Town:** Fort Moultrie
- **Massachusetts:** The hotbed of sedition—home of the insurgency
- **Connecticut – RI:** Fort Griswold / Fort Trumbull
- **Pennsylvania:** Training infrastructure around Valley Forge

Thanks and Dedication

My special gratitude is due to many groups and individuals for their efforts on behalf of *Liberty or Death*: To Richard McKenzie, whose positive reinforcement, creative problem solving and support gave me the energy to pursue what seemed impossible. To Mike Bertucelli, who from day one believed in the game and worked with me to make it happen. To Jordan Kehrner who contributed and problem solved to the extent that I don't believe I could have completed the game without him. To Volko Ruhnke, who taught me about game design and did it with thoughtfulness, kindness and the patience of a Saint. To Örjan Ariander who worked his magic yet again in creating the non-player mechanics—continually making the game better. To Terry Leeds, Charlie Kibler, Rodger MacGowan and Mark Simonitch who turned my game idea into the most striking game components

and box in the industry—WOW! To my gaming crew in San Diego who improved the game every time they touched it. To GMT Games and the testers and players across many countries who made this project happen.

And to my wonderful wife Jeri, for her patience with me as I sat in front of my computer or traveled to play test the game—you are the best!

Finally, I dedicate the design of *Liberty or Death* to my old gaming buddy John Fisch: You would have loved the game. We miss you a lot.

Harold G. Buchanan, II
San Diego, California, 2015



SERIES DESIGNER'S NOTES

by Volko Ruhnke

As a historical boardgamer, my greatest hope in trying out a new game is that it will reveal to me something about some other time or place that I did not already understand. Harold Buchanan's *Liberty or Death* does that for me, even on the should-be familiar topic of the American Revolution. Let me tell you how so...

A Puzzle

In 1994, my wife and I took a wonderful driving vacation through the Empire State—wonderful for me, at least, as we endeavored to visit all New York's colonial-era historical exhibits that we could reach. Our last stop before the drive back south to Virginia was Newtown battlefield.

Newtown in 1779 had been the site of the deciding battle of the Sullivan Expedition—a Continental Army campaign into Iroquois country with the objective of destroying the Iroquois Confederacy. The Continentals won at Newtown and pressed ahead to burn or otherwise destroy all the Indian villages, crops, and other support for Indian life in their path.

From that 1994 visit on, the Sullivan Expedition had posed a puzzle for me. The Revolutionary War in 1779 was still raging: the British were undertaking major conventional offensives in the South, and Washington's army in the North was faced

off against a British army occupying New York City. At that moment, Washington risks sending a major conventional force—not just local militiamen, but four brigades of regulars, artillery, logistics, and a general officer in charge—not against the massed British threat to his front, but rearward into the wilderness. It would be the major northern offensive of the year.

What's going on here? How does this decision by Washington square with the usual narrative of a heroic, desperate, and finally successful Patriot effort to build a regular army that could stand toe-to-toe and beat the British? What is Washington doing, in the midst of the emergency of redcoat occupation, using his hard-won conventional capability for such a long-term objective as destroying the Iroquois Indians' means of life?

The Solution

Liberty or Death illuminates the answer. That answer can only be that Washington saw the Iroquois, and likely Native Americans beyond the frontier generally, as a power that must be dealt with, even destroyed, and promptly. The answer must be that this power had the military means to affect the course of the current emergency, and so the success of the Revolution.

That power, to be sure, was an amalgam of tribes or “nations”—as were the Colonies. The Indians faced similar, interwoven incentives; and they fielded similar capabilities to pursue those incentives. Those incentives and capabilities were highly consequential to the course of the War for American Independence. The Indians were a faction, key to the War's course and outcome. (And so no wonder that the list of charges against the Crown in the Declaration of Independence included its interactions with “the merciless Indian Savages” of “our frontier”.)

As my wife and I toured the New York “frontier” on that road trip, we read aloud historian Allan Eckert's outstanding 1978 narrative of the Iroquois in the Revolutionary War, *The Wilderness War*. Filtered by my preconceptions, the account struck me at the time as the charming tale of a sideshow. But the complex and decisive interactions of Indian, Colonial, and Royal agendas are there, underneath the story of raids and reprisals.

In *Liberty or Death*, these complex interactions come to life. Play the game first as the Patriots, then as the Indian Faction, and the Revolution will look different to you. Play the game as the British and feel the ambiguity of your alliance with the Iroquois. If the Continentals venture off on a major expedition to crush your allies' Villages, is that a good or a bad thing for your Regulars' and Tories' prospects against the Insurrection?

And the revealed complexity does not stop there. Now Harold's design throws in a French player, who might serve the French Crown's interests before those of the Patriots. How can this be? Surely Continental and French operations by 1781 were as joint as they come?

Harold's treatment of the French as another Faction in the war helped me reconcile its history with another familiar topic to me: the “French and Indian War” that climaxed just a generation earlier. The same French Crown that put its sons in harm's way to help win Washington's war in the Virginia of 1781 had

not long before sent them to lead Indian war parties to scalp Virginian settlers. Indeed, the main military opponent of the French on the Virginia frontier was none other than George Washington's 1st Virginia Regiment!

French military intervention in the Revolution, the decisive maneuvers of its land and sea forces, can hardly have been out of love for Virginians. The Patriots and the French were joined by a common enemy, yes. But such junctures in history make for overlapping, not identical interests. What did the French want? How did—or might have—those interests guided those maneuvers? The famous story of the Yorktown campaign, the Battle of the Capes, and so on cannot alone show the answers. We must step back and look at the interactions of the factions. Harold's design does so, and thereby provides us a hypothesis to address this remarkable turnabout in the role of French forces in the 13 colonies. In *Liberty or Death*, we get to play it out and judge for ourselves how well it comports and illuminates.

Genealogy

As Harold lays out in his Designer's Notes, his illumination of the American Revolution stemmed from his own experience of earlier *COIN* series volumes. I designed *Andean Abyss* and proposed it to GMT Games as the first in a series in the view that all mass human affairs, viewed closely enough are multi-factional. So I take great pride in that role in inspiring Harold's work.

Liberty or Death will be the *COIN* series' first venture away from modern guerrilla warfare. My son and I designed the next volume—*Falling Sky*, set during the Gallic Wars—independently of much knowledge of Harold's design. I hope that players will enjoy comparing and contrasting how these next two volumes took on key differences in warfare from our modern day such as communications, logistics, more and less “civilized” terrain, and the like. I expect the innovations and mechanics in *Liberty or Death* to generate a full lineage of pre-20th Century volumes, should the series continue to prosper.

The Team

As GMT Games' Gene Billingsley will affirm, the key to his company's extraordinary success is teambuilding. Among my warmest feelings about the *COIN* series is its role in nurturing a first-rate and self-developing team of designers, developers, play testers, game masters, and on-line referents. Harold Buchanan, Series developer Mike Bertucelli, solitaire systems designer Örjan Ariander, ace testers such as Max DuBoff and many others, and multifaceted contributors such as Jordan Kehrer and Marc Gouyon-Rety are merely nearer to the core of what is an expanding web of talent. That web is now executing *COIN* series projects that I never alone could have envisioned, much less pursued. Of and for that multiplayer phenomenon, I am tremendously proud and grateful.

Volko Ruhnke
Virginia, 2015

NON-PLAYER DESIGNER'S NOTES

by Örjan Ariander

Background

In the autumn of 2012, I bought *Andean Abyss* believing that it was a card-driven game similar to *Wilderness War* or *Labyrinth*, both by the same designer (a guy called Volko Ruhnke). I was wrong, of course—*Andean Abyss* was quite unlike either or those games—but I soon found that I enjoyed this new *COIN* system even more, especially the solitaire system (also known as “Non-players” or “bots”). Some months later I learned that Volko was looking for solitaire playtesters for a couple of new games using the same *COIN* system, so I joined in. Since then I’ve become more and more involved with the development and support of the *COIN* series, and its solitaire rules in particular; so when Harold asked if I wanted to design the Non-player rules for *Liberty or Death*, my only reservation was that I’d already promised Volko to help playtesting his upcoming Caesar-in-Gaul *COIN* game...

General Notes

Before encountering the *COIN* series, my main interests as a historical wargamer were the ancient and medieval periods. The 18th and 19th centuries were the lowest of all on my list, at least in part because my own country (Sweden) lost most of the wars it fought during that period. Before I joined the *Liberty or Death* team, I didn’t really know very much about the American War of Independence at all other than that the Colonies eventually won! This has both helped and hindered me during the bot development, as I kept devising Non-player strategies that Harold considered ahistorical (with good reason, by the way). The most hilarious case was the first version of Common Cause, which allowed the British to move Indian War Parties through Cities. The British Non-player promptly did just that—dragging a large group of War Parties from the Carolinas all the way up to Massachusetts to help storm the Patriot Fort there... As Harold pointed out, British ships did sometimes transport Indian forces, but never for such long distances! Most of these cases were resolved by Harold changing the main game rules, for as I pointed out: if the players are allowed to use these strategies, why not the bots?

Those of you who have played the previous games in the *COIN* series will notice two major changes to how the Non-player algorithms in *Liberty or Death* are designed. The first one is the way Non-players choose between Events and Commands. In previous *COIN* games, Non-players generally played Events whenever they could, even if they didn’t really gain anything from it, unless there was an explicit Event Instruction that stopped them. As a result, the Non-players either played more Events than was really good for them, or they had a huge lot of Event Instructions that the players had to check all the time! In *Liberty or Death*, each Non-player flowchart instead asks about

the effects of the Event, and if they match that Non-player’s strategic goals or needs, the Event is played. This allowed us to reduce the number of Event Instructions to less than one-third of the original number! A Non-player might still play Events that don’t benefit it directly if it is in a strong strategic position, but in most cases it will ignore such Events and choose a Command and Special Activity instead.

The second major change is how the Non-player selects which Command it will execute. For example, in the previous games the decision whether or not to Rally was determined almost entirely by how many pieces of specified types a Faction had Available: if above the threshold, the faction would Rally; below it, it wouldn’t (with some exceptions if it could place a Base or similar). This meant that it was easy to force a bot into Rallying by removing a specific number of its pieces to Available. In *Liberty or Death*, the Rally decision (or Muster or Gather, depending on the Faction) is made by rolling a D6 and comparing it to the number of Available pieces (or the number of Underground Militia, in the Patriots’ case), so instead of a fixed threshold, there is a range where the Non-player gradually becomes more likely to add more pieces.

These two changes make the *Liberty or Death* bots smarter in the way they use Events, and harder to predict and manipulate, than those in the previous games. This improves both the replay value and the challenge presented by the bots, though it requires a bit more input from the player(s).

My biggest difficulty during the Non-player design process was how to avoid making the bots boost their player allies to victory. In the previous games, a bot allied to a player will usually turn hostile if the player is too successful, but that doesn’t really work in *Liberty or Death*: deliberately damaging its side’s Support or Opposition will hurt the bot at least as much as it hurts the player, and it often lacks any ability to harm the ally’s second victory condition (Casualties for the British and French, Forts vs Villages for the Patriots and Indians). OK, the French and British are sometimes able to March their respective allies’ forces out of position to leave a Fort or Village unprotected against enemy attacks, and the Indians and Patriots are able to arrange Scout or Battle situations that will inflict more friendly than enemy casualties (e.g., if the Patriots do Battle against Indians and lose Continentals, while the Indians only lose War Parties that don’t count towards the French or British VPs), but even that is highly conditional. In the end, I made the bots attempt to win by concentrating on its own individual victory conditions and ignore those of its ally. For example, Non-player French won’t build any Patriot Forts, nor will they attack Indian forces unless forced to by the Patriots (or if the Indians accompany a British army).

French

In some respects, the French were the easiest Faction to write Non-player algorithms for, because their aims are very straightforward: build up enough forces to be able to sign the Treaty of Alliance and—once that formality has been dealt with—inflict as heavy British casualties as possible while minimizing friendly losses. They tend to rely more on Skirmishes than on Battle to inflict those casualties, mainly because Battles are dangerous affairs.

Of course popular opinion in the form of Opposition and Support is also important to them, but they don't have any reliable methods of their own for changing it. Battles are risky, Events rarely turn up when you need them most, and maintaining Blockades competes with both Skirmishing to inflict British casualties and raising additional funding for the war effort (and besides, the British are likely to do their best to break the blockades as quickly as the French can establish them!). Because of this, the French are forced to rely on Patriot Rabble-Rousing and Committees of Correspondence for the hearts-and-minds aspects of the Rebellion. The best the French can do in this respect is to aid those Patriot efforts; e.g., by bringing Patriot pieces along when they March to establish Rebellion Control of new spaces, or by providing Resources now and then.

Indians

If the French are tightly focussed on fighting the British, Non-player Indians concentrate on building as many Villages as possible. Unlike the French, however, they can change the Support-vs-Opposition balance directly by Raiding; and they will do so if the Rebellion manage to build up too strong an Opposition (or the British are too weak or busy to build up Support, e.g., during the 1775 and 1776 Campaigns). The timing of these Raids is very important, which is why the decision whether or not to Raid is the first of the three Command decisions in the Non-player Indian flowchart. The Indians still have to rely on the British to raise positive Support for the Crown, however, and their Raids often make it harder for the Crown to Reward Loyalty in the Raided Colonies.

In addition to building Villages, the Indians want to destroy as many Patriot Forts as possible. Unfortunately this is something that the Indians themselves aren't very good at, so every now and then their Scouts will try to lead British forces to attack Forts. However, you can lead a horse to water, but you can't force it to drink; I've seen many cases where the British were completely uninterested in destroying the Fort, and instead Marched away again as soon as they could!

Patriots

The Patriots are the main insurgent Faction of this game, and nearly all of the task of building Opposition rests firmly on them. At the same time, they have to hold the British off militarily, build up their logistical infrastructure (i.e., Forts), and send enough forces against the Indians to destroy their Villages and keep them too weak to Raid effectively. That's a tall order!

Unlike their French allies, Non-player Patriots aren't as sensitive to casualties. This makes them a lot more eager to do Battle, especially if Washington is involved: if he Wins the Day, the political windfall is doubled.

If there are no Battles to fight, the Patriots will Rally if they have too few Underground Militia on the map. At first, I tried to base the Rally decision on the number of Available pieces, similar to how the other Factions do it; but either I made the number too high, in which case the Patriot bot never built up a big enough Continental Army to be able to fight effectively, or I set it lower which made the bot spend entire games Rallying instead of Rabble-Rousing ...especially when the British managed to knock out all Patriot Forts, since that slows the Patriot Rally rates down to a crawl! Basing the Rally decision on on-map Underground Militia gives a more even selection of Rallies and Rabble-Rousing actions. Speaking of Rabble-Rousing, that's what the Patriots are most likely to do if they don't Rally; and if they don't have any space their agitators could shift towards Active Opposition, they will March in search of fresh trouble.

British

The British are similar to both the Patriots and the French: they need to inflict as heavy casualties as possible on the Rebellion while limiting their own, while at the same trying to win the colonists' hearts and minds for the Royalist side which requires careful coordination of their Regular troops with the local Tories. On top of that, they need to control as many Cities as possible and keep the French navy away, all in order to protect British funding, political support and strategic mobility. (And you thought the Patriots' task was difficult!)

This combination of goals makes the British by far the most complex of the *Liberty or Death* Non-players (which is why most of the Non-player Examples of Play elsewhere in this Playbook describe British actions!). If there are enough British Regulars in play, Non-player British use the Garrison Command to not only take control of Cities, but also try to prepare for Rewarding Loyalty and get enough cubes into each City that any Patriot Militia that try to March in will be detected (Activated) when they enter. They Muster to spread British Control, Reward Loyalty and build Forts to supply the military and political campaigns in the countryside, and March both to try to force the Rebellion forces to Battle and to prepare for Rewarding Loyalty (again!). Even their Special Activities are complicated by the need to take the various British Leader abilities into account! The only simple Non-player British Command is Battle, and that's the least common of all their actions...

Final words

Designing the *Liberty or Death* solitaire rules has been an interesting journey in many ways. I want to thank Harold for trusting me with this part of his game, and hope that you all will find the Non-players to be worthy opponents!

DEVELOPER'S NOTES

by Mike Bertucelli

After developing *A Distant Plain* and *Fire in the Lake*, I was anxious to see what was next for the *COIN* series. There were a number of projects under way, all progressing but at different rates and at early stages. I met Harold at ConSimWorld Expo in Tempe, Arizona, that Summer of 2014. The early prototype of *Liberty or Death* was primitive to say the least, but as I spent time reading through the binder of information (classically Harold), I realized a few things:

- This guy has his stuff together,
- The American Revolution fits beautifully into the *COIN* system, and
- Harold has an impressive command of the history.

I met with Harold for several hours and got his view of the game and his vision of what it could be. We worked together very well from the start; Harold has a unique collaborative style as a designer. He will listen to any ideas or thoughts then pulls everyone around into a collaborative discussion that time after time led to better answers than any of us started with. This doesn't keep him from having to make tough decisions from time to time, but everyone gets a hearing. To a large extent he reminds me of *COIN* series designer Volko Ruhnke; he listens more than he talks, and when he talks everyone listens!

When I got home, I called Volko and told him that I thought *Liberty or Death* was a winner. I also told him Gene thought it was a great follow-on to *Fire in the Lake* and said a game from the 18th century might change how people view the *COIN* system. Volko was busy with *Falling Sky* and said he was good with *Liberty or Death*, but I would have to play a bigger role than I had in the past. If I wanted to play that role, he was good to be a consultant and support as necessary. I was in!

As we commenced development, Harold asked a lot of questions early on about why we did things certain ways or if anyone had tested an alternate approach. It's the benefit of introducing new designers to the series, and it was tough at first. In the end it led to a series of changes that I believe really enhance the system and improve playability.

The WINTER QUARTERS card mechanism is a significant change that I am particularly proud of. I remember when Harold asked what happened when we tested seeding PROPAGANDA cards later in the Campaign or ending the Campaign when the PROPAGANDA card was exposed. We hadn't gone through that iteration in the prior games, and at first I didn't like the change. At GMT West in the Fall of 2014, we tested placing the WINTER QUARTERS card in the last five cards of the Campaign and ending the Campaign on the cards exposure. *COIN* traditionalists were worried but during playtesting the mechanism received a lot of positive attention. For myself, I am just happy we won't sit around that exposed PROPAGANDA card trying to figure out how to win then how to prevent that Faction from winning! It could shave more than an hour off play time!

Early on I pushed the French Naval Intervention table and its associated impact, which Harold grabbed and ran with. Originally we called it British Naval Power but needed to invert the table to make raise and lower more intuitive. Harold suggested we make the Blockade markers huge, and I suggested stand up Leaders. I can't wait to see some of the tricked-out final copies!

This game development process has been great fun, and Harold and I have become good friends. We are already discussing what we might do next. In the meantime, I know you will enjoy *Liberty or Death* as much as I do. Remember to Garrison with the British early or you will be crying in your Samuel Adams IPA at the end of the first Campaign!

Liberty or Death Credits

Game Designer: Harold Buchanan

Series Designer: Volko Ruhnke

Series Developer: Mike Bertucelli

Contributing Developer and Vassal Module: Jordan Kehrer

Solitaire System Design: Örjan Ariander

Art Director, Cover Art and Package Design: Rodger B. MacGowan

Map Art & Card-back art: Terry Leeds

Cards, Counters, Manuals: Charlie Kibler

Proofreading: Kai Jensen

Playtesters: John Leggat, Travis Hill, Marc Gouyon-Rety, Paul S. Dobbins, Cody Lenhart, Ken Tee, Jeremy Spahr, Marco Poutré, Stéphane Renard, Brandon Koida, Brian Sinclair, Philip Fowler, Emanuele Vicentini, Mark Mihm, Michael Sterling, Jennifer Renee, Ken Tee, Jeremy Spahr, Marco Poutré, Steven Stuart, Joe Aguayo, Joel Toppen, Arnold Daly, Carissa Reid, O. Shane Balloun, Kurt Keckley, Wendell Albright, Trey Buchanan, Allen Martin, Max DuBoff, Trevor Bender, Richard McKenzie, Markham Ahn, Ken McMillan, Peter Martin, Tim Wilcox, Trevor Wilcox, Treg Julander, Gordon Dankberg, Chris Ness, and John Bateman and the Greenville Mafia

Production Coordination: Tony Curtis

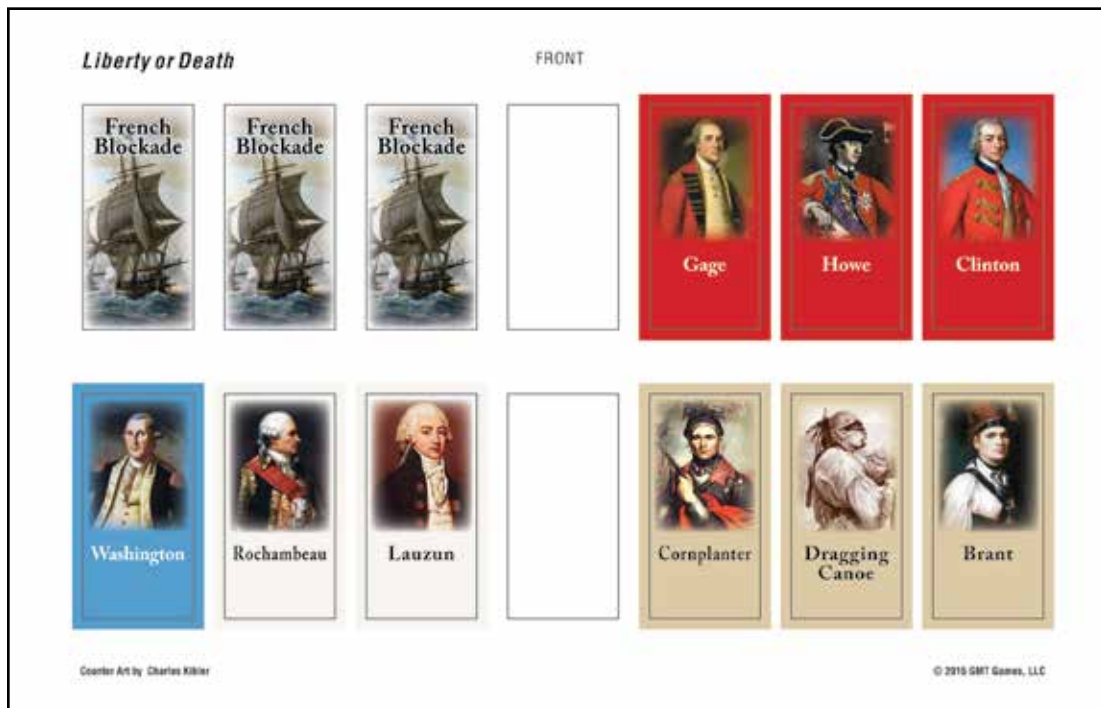
Producers: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley & Mark Simonitch

SOURCES

- Black, Jeremy. *War for America: The Fight for Independence 1775-1783*. 1991
- Boot, Max. *Invisible Armies: An Epic History of Guerrilla Warfare from Ancient Times to the Present*. 2013
- Breen, T. H. *American Insurgents, American Patriots: The Revolution of the People*. 2011
- Brückner, Martin. *The Geographic Revolution in Early America: Maps, Literacy, and National Identity*. 2006
- Calloway, Colin. *The American Revolution in Indian Country*. 1995
- Carp, Benjamin L. *Rebels Rising: Cities and the American Revolution*. 2007
- Cappon, Lester J. *The Adams-Jefferson Letters: The Complete Correspondence Between Thomas Jefferson and Abigail and John Adams*. 1988
- Chambers, Thomas A. *Memories of War: Visiting Battlegrounds and Bonefields in the Early American Republic*. 2012
- Charles River Editors. *British Legends, The Life and Legacy of King George III*. 2012
- Cook, Don. *How England Lost the American Colonies, 1760-1785*. 1995
- David, James Corbett. *Dunmore's New World: The Extraordinary Life of a Royal Governor in Revolutionary America—with Jacobites, Counterfeiters, Land Schemes, Shipwrecks, Scalping, Indian Politics, Runaway Slaves, and Two Illegal Royal Weddings*. 2013
- De Tocqueville, Alexis. *Democracy in America, Volumes I and II*. 1835
- Edgar, Walter. *Partisans and Redcoats*. 2001
- Ferling, John. *Independence: The Struggle to Set America Free*. 2012
- French, Allen. *The Day of Concord and Lexington*. 1925
- Jasanoff, Maya. *Liberty's Exiles: American Loyalists in the Revolutionary World*. 2011
- Ketchum, Richard M. *Saratoga: Turning Point of America's Revolutionary War*. 1997
- Luzader, John. *Saratoga: A Military History of the Decisive Campaign of the American Revolution*. 2010
- McCullough, David. *1776*. 2007
- Paine, Thomas. *Collected Writings: Common Sense • The Crisis • Rights of Man • The Age of Reason • pamphlets, articles, & letters*. 1774-1795
- Peckham, Howard H. *The Toll of Independence: Engagements & Battle Casualties of the American Revolution*. 1974
- Phillips, Kevin. *1775: A Good Year for Revolution*. 2012
- Piecuch, Jim. *Three Peoples, One King: Loyalists, Indians, and Slaves in the Revolutionary South: 1775-1782*. 2008
- Rose, Michael. *Washington's War: The American War of Independence to the Iraqi Insurgency*. 2008
- Shy, John. *A People Numerous and Armed: Reflections on the Military Struggle for American Independence*. 1990.
- Note:** This work's title, *A People Numerous and Armed* (a quote from Machiavelli), was an early choice for the game's title. We chose a more "marketable" title and I instead used it to title the 1775 Scenario.
- Smith, Paul H. *Loyalists and Redcoats: A Study in British Revolutionary Policy*. 1964
- Tonsetic, Robert. *Special Operations in the American Revolution*. 2013

Abbreviation Guide

CT - Connecticut-Rhode Island	NC - North Carolina
FL - Florida	NW - Northwest
GA - Georgia	PA - Pennsylvania
MD - Maryland-Delaware	QC - Quebec
MA - Massachusetts	SC - South Carolina
NH - New Hampshire	SW - Southwest
NJ - New Jersey	VA - Virginia
NY - New York	WI - West Indies



Liberty or Death
BACK

 Mohawk	 Cayuga	 Seneca	 Onondaga	 Wyandot	 Seminole						
 Delaware	 Cherokee	 Creek	 Shawnee	 Chickasaw	 Choctaw						
 Christopher Gadsden	 Oliver Wolcott	 John Hancock	 Patrick Henry	 Joseph Warren	 Samuel Adams						
 Haym Solomon	 Benjamin Rush	 Paul Revere	 Esther de Berdt Reed	 John Lamb	 James Swan						

Crestler Art by Charles Kibler © 2015 GMT Games, LLC

Liberty or Death
BACK

 Clinton	 Howe	 Gage				
 Brant	 Dragging Canoe	 Cornplanter		 Lauzun	 Rochambeau	 Washington

Crestler Art by Charles Kibler © 2015 GMT Games, LLC

Spaces List

Type	Name	Pop
City	Quebec City	1
	Boston	1
	New York City	2
	Philadelphia	1
	Norfolk	1
	Charles Town	1
	Savannah	1
	<i>Cities Total Population:</i>	<i>8</i>
Colony	New Hampshire (NH)	1
	Massachusetts (MA)	2
	Connecticut-Rhode Island (CT)	2
	New York (NY)	2
	New Jersey (NJ)	1
	Pennsylvania (PA)	2
	Maryland-Delaware (MD)	2
	Virginia (VA)	2
	North Carolina (NC)	2
	South Carolina (SC)	2
	Georgia (GA)	1
	<i>Colonies Total Population:</i>	<i>19</i>
Indian Reserve	Quebec (QC)	0
	Northwest (NW)	0
	Southwest (SW)	0
	Florida (FL)	0

Force Pool

Type	British	Indians	Patriots	French
Regulars	25			15
Tories	25			
War Parties		15		
Continentals			20	
Militia			15	
Forts	6		6	
Villages		12		
Squadrons/ Blockades				3
Leaders	3 ¹	3 ²	1 ³	2 ⁴

Notes:

- ¹ Gage, Howe, Clinton
² Brant, Cornplanter, Dragging Canoe
³ Washington
⁴ Rochambeau, Lauzun

Leader Capabilities

Leader	Faction	Capability
Washington	Patriots	Double Rebellion Win the Day shift in the space. -1 to Defender Loss Level when Rebellion Defending in the space
No further changes		
Rochambeau No changes until TOA	French	French March and Battle with Patriot Command at no cost.
Lauzun	French	Additional +1 to Defender Loss Level when French Attacking in the space.
No further changes		
Gage	British	1st shift: Reward Loyalty is free in the space.
Howe	British	Before executing a British SA first lower FNI 1 level.
Clinton	British	Skirmish removes 1 additional Militia in the space.
No further changes		
Brant	Indians	War Path removes 1 additional Militia in the space.
Cornplanter	Indians	Gather builds Villages for 1 War Party in the space.
Dragging Canoe	Indians	Raid may move 1 extra space if originated in the space.
No further changes		



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308