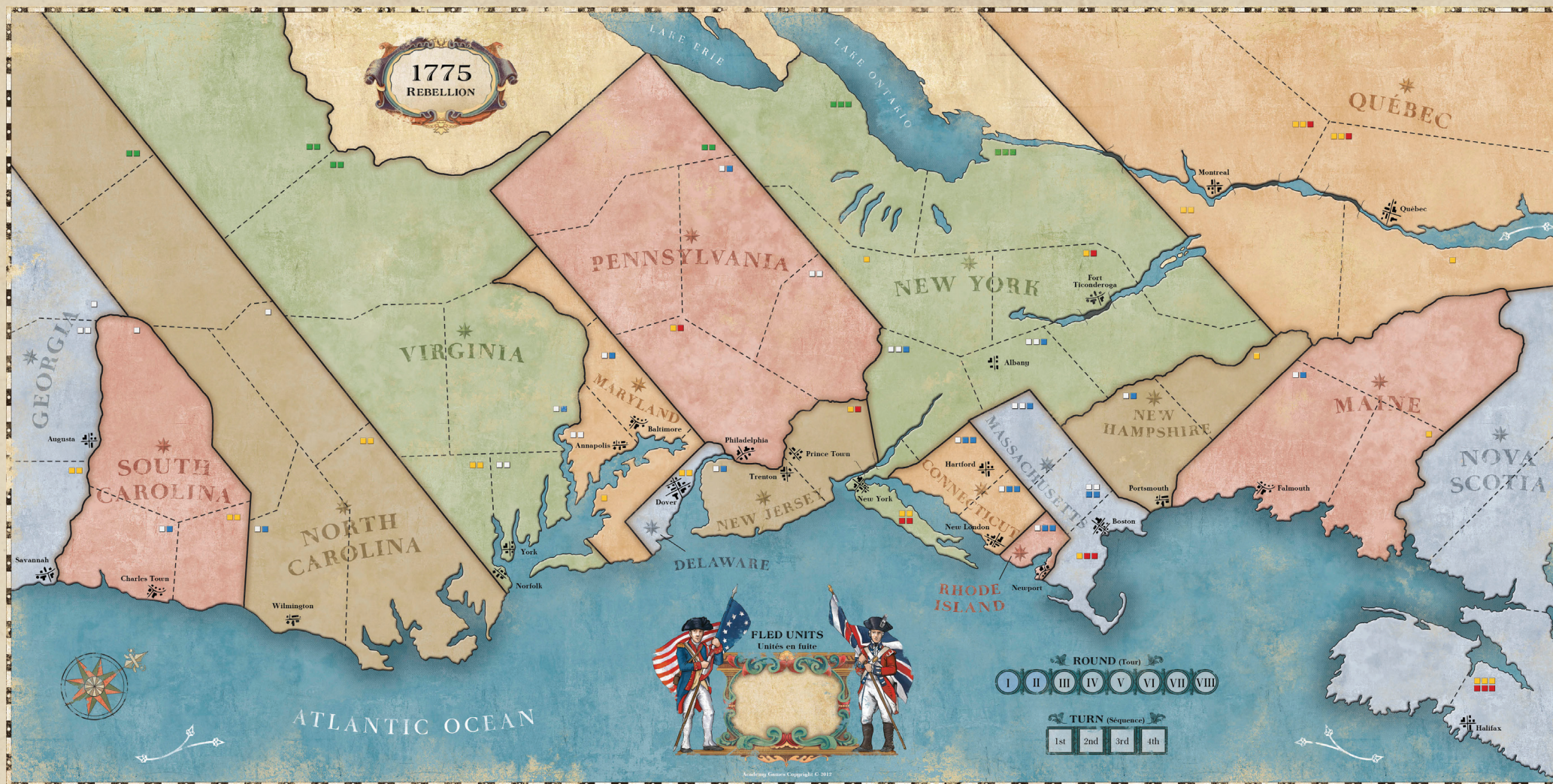


Planning Map



































Sequence of Play:

- Reinforcements Phase** - The active player pulls 4 Units from his Reinforcement Stockpile plus all of his Fled Units and places them into any city areas within colonies his side controls. He may place these units all into one city area or spread out into several city areas.
- Movement Phase** - The active player must play one (and only one) Movement Card.
- Battle Phase** - All battles are resolved.
- Draw Cards Phase** - The active player draws his hand back up to 3 cards. If he has no Movement Card (i.e., only Event Cards) in his hand after he draws, he must show his cards, reshuffle them into his draw deck and draw 3 new cards.

Note: The active player may play any Event Card(s) he holds (up to two if he has them) in the phase described on the card.

Note: Movement and Event Cards may only be played by the active player.

Side	Faction		Units	Dice	Statistics					
	Continental Army		40	2						
	Patriot Militia		45	3						
	French Regulars		10	2						
	British Regulars		35	2						
	Loyalist Militia		45	3						
	Hessians		12	2						
	Native Americans		18	2	